

# MIDGARD™

## PLAYER'S GUIDE



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**EDITED BY AMANDA HAMON KUNZ**



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## PLAYER'S GUIDE

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# A NEW WORLD AWAITS!



Enter the world of Midgard, a shared vision built over many years by Kobold Press. It began with collaborative adventures and supplements describing the trade city of Zobeck, and it soon expanded to detail territories outside the city. The setting now continues in a rich, fully detailed world in this *Midgard Player's Guide*, packed with options for players of the land's races and regions. But before you explore all of the mechanical possibilities that this book offers, take a moment to step into Midgard's rich lore.

Let your adventurers begin their tales and build their legends in one of Midgard's realms!

## WORLD OF MYSTERIOUS POWER

From the days of titanic struggles between giants and dragons, to the time of warring gods, Midgard has been a world of great powers and endless change, triumph, and conflict. Its primary races—dragonkin, dwarves, gearforged, humans, kobolds, minotaurs, ravenfolk, shadow fey, and trollkin—have each held vast kingdoms, while just as many lesser races have fought to establish nations of their own, from goblin warbands to nomadic gnolls. And even among those that have held sway over entire realms, glory can be fleeting and no nation lasts forever. The giants rose and fell long ago. More recently, the elves have largely abandoned the mortal world, having retreated to the Summer Lands of the fey and the Shadow Realm for darker courts and minions.

The world's magic is powered by ley lines, rivers of pure magical energy that can fuel a wizard's power, or can help a villain's plan unfold. This magic enables swift travel along shadow roads and down catslide alleys, connecting distant realms for those daring enough to find, unlock, and travel on these roads.

To understand those places and their connections, here is an overview of 10 great regions where adventure awaits, with a quick summary of important places, events, and history in each area.

### THE CROSSROADS

Here lies the heart of Midgard: The Free City of Zobeck, whose revolt 90 years ago forged a thriving city ruled by freepeople and gave birth to a trading hub famous throughout Midgard for its alchemy, star and shadow magic, steamworks, and egalitarianism. Known for its magical clockwork masterpieces, its unique magical traditions of gear mages and star mages, its magnificent Arcane Collegium, and its status as a protectorate of Rava, the Gear Goddess, it is a bustling city of glorious achievements and dark, deadly alleyways.

The 14 dwarven Ironcrag Cantons in the Ironcrag Mountains border the vampire realm of the Blood Kingdom and the dwarves are stout enemies of the undead in both the Blood Kingdom and the underground Ghoul Imperium residing below. While their axes are sometimes for sale, when danger threatens their cantonal halls, all dwarves unite to drive away the common enemy.

Also in the Crossroads region is the Magdar Kingdom, a land of rolling grasslands, noble knights, fickle mercenaries, and massive war wagons, many of which are built in Zobeck. To the east of Zobeck is the Duchy of Perun's Daughter, a realm renowned for the demigoddess who rules there: Vasilka Soulay, daughter of the storm god Perun. Just as important are its Amazonian archers, and its schools for the learned and the wise. This small but powerful duchy also hosts many elvish ruins from the days of the Valeran Empire.

The Crossroads is rife for urban adventure and intrigue, old-school dungeon delving, and the discovery of ancient secrets long buried.

### BLOOD KINGDOM

Black King Lucas, the vampire lord of the Blood Kingdom of Morgau, has recently seized the entire Kingdom of Krakovar for himself, in a daring of lightning strikes with undead allies and malign magic to shatter and overwhelm that land's rightful rulers. His troops have secured a new province, which they name "Krakovar," and his vampire and ghoul allies slaver at the thought of new feasts and new human peasants to grind beneath their heels.

While the new province suffers under the lash of evil masters, all is not lost. A Sister Adelind, a shield maiden of Sif, died in the defense of the realm, though not before stabbing the notorious vampire lord Otmar the Sallow through the heart with her radiant spear, incinerating him utterly. Many of the decent folk of Krakova pray to Saint Adelind for help, and resist the efforts of the invaders to build the Red Temples of the Blood Goddess and feed her ever-hungering altars.

The Blood Kingdom is a place of terrors, but some of its people remain true-hearted, and surely someday, the rule of King Lucas will end. Adventurers in its borders will find many opportunities to help the meek and innocent, and strike down the ghost knights, the mercenaries and the dark priests of Marena who rule the realm.

### ROTHENIAN PLAINS

Bold Centaurs, opportunistic and nomadic Kariv bands, fierce Kazzakh nomads, and even Baba Yaga's dancing hut wander the Rothenian Plains, a land of endless grasslands, river barons, and cities on horseback. The





inhabitants of the Plains are brave and bold, but there is much abyssal evil to be fought here.

From the nine cities of Niemheim, where infernal gnomes practice sacrificial rites to please the lords of the Eleven Hells, to the wizardly Master of Demon Mountain, whose motives are unknown, but who has a hand in most plots and tragedies in the plains, to the kingdom of the Ruby Despotate, ruled by the erratic and iron-fisted Veltrin the Glittering King, a follower of the cruel White Goddess. Veltrin's servants scour the grasslands, capturing slaves to work the kingdom's fields, mines, or galleys' oars; and his strong navy controls much of the Ruby Sea with its infamous demon-prowed black ships.

Mystical magic, centaur steel, demonic servants, and the gratitude of dragons await adventurers braving the Rothenian Plains.

## THE SEVEN CITIES

The clash of endless war rings eternal in the lands of the Seven Cities, which both revel in, and depend upon, the economies of war, even setting aside a season for it and creating intricate rules and codes of siegecraft.

Among the many warring fiefdoms adventurers will find the August Republic of Valera, which commands feared legions of humans and centaurs; the Green Duchy of Verrayne, where the druidical order of the Oaken Ring and the mighty heroes of the Black Band protect the East from invasions of goblins and the twisted monstrosities from the Wasted West.

Here too, is the mighty Theocracy of Kammae Straboli, led by a powerful Oracle, who has chained and imprisoned Nethus, the former god of the sea, and now uses his deific powers for her own purposes.

To the south, you will find the Maritime Republic of Triolo with its magnificent navy and fierce privateers and its ally, the minotaur-ruled Serene Isle of Kyprión, besieged by the navies of the expanding Dragon Empire of the Mharoti. Most recently, it has been absorbing by a tide of refugees fleeing the fall of the Grand Duchy of Illyria, once an ally to Triolo, now another in the long string of draconic conquests.

Adventures in this region include discovering ancient, elven secrets, restoring the glories of the imperial past, questing for fame, fortune and power, descending into the darkness under ancient imperial ruins, settling ancient rivalries, protecting trade routes against draconic raiders, and fighting to free Illyria from the Mharoti yoke.

## THE NORTHLANDS

The Northlands are a study in opposites. A land of deadly beauty, with sights that can be seen nowhere else on Midgard; but if you find yourself outside on a midwinter's night without fire, you are a frozen meal for wolves by morning. Like the lands they inhabit, the people here are a mosaic of contrasts: fierce and fearful, honorable but cruel, hospitable but vengeful, fateful and furious.

The Northlands are home to many strange kingdoms: Bjornheim, the kingdom of Talking Bears, and Wolfheim, the gray kingdom of the Wolves Who Walk as People. Also here are ancient dwarven halls, some inhabited by doughty dwarves, and some by the ghosts of their fallen ancestors. In the mountains are Jotunheim, the city of the giants, offshore lies the icebound Island of Loki, and the skies sometimes howl under the thunderstorm fortresses of the cloud giants. In the furthest north stands the icy lair of the God of the North Wind, Boreas, who wishes to spread his frozen halls and living glaciers across the face of Midgard. Will you take up the axe and shield, and dare the fateful dangers and golden treasures of the Northlands?

## GRAND DUCHY OF DORNIG

Sometimes called the Domains of the Princes for its many lesser nobles, the Principalities of the Grand Duchy of Dornig have a deep and troubled history. Here, petty elfmarked lords squabble over the scattered northern lands of the once great elven empire of Valera, abandoned hurriedly during the Elven Retreat. The elderly, elven Imperatrix of the Grand Duchy retained a tenuous throne, while her great-great-great-grandchildren squabbled over every castle, honor, and knighthood in the Grand Duchy, and each hoping to be next in line to replace the ancient Elf Queen. For a time, many thought she would never die, but rule for centuries while keeping her courtiers dancing to her tune. All that jockeying at the foot of the Golden Sphinx throne has recently taken a darker turn, since the Imperatrix has fallen into a coma, from which none seem able to revive her.

The Grand Duchy is a place where an adventurer with a strong sword arm, a headful of spells, and a glib tongue can win him or herself a fine, petty barony, rife with trouble. Enter both the dark forests and the glittering elvish courts of Dornig at your own precarious discretion, however, for both are deadly dangerous, and many of the Grand Duchy's most powerful are choosing sides for a succession struggle that most await with dread—and a few with delight and bloody glee.

## DRAGON EMPIRE

In the empire forged by the legendary dragon Mharot, the Dread Sultan seeks to expand the borders of his desert realm into the lush farmlands of the Crossroads to the north, the islands and coasts of the Seven Cities to the west, the vast plains of Khandiria and Ishadia, and the magic-ridden riverlands of Nuria Natal to the south. Ruled with a scaly fist by powerful dragon lords and their dragonkin descendants, this growing empire inspires fear in all on their borders. Often the best solution for its neighbors is to pay tribute, lest they fall to claw and fire.

Conquest, trade, and tribute have led to a Golden Age of prosperity in the powerful young empire, and the markets of the empire's cities are unrivalled. Masterwork jewelry, armor, and weapons are commonplace; golden treasures



are found in abundance here. Even mighty war oliphants and battle lizards are available for purchase, if you dare to ride them!

The Empire's most recent conquest is the Grand Duchy of Illyria, once called Land of a Thousand Heroes, despite its sky militias of hippogriff riders and stout defenders in hills and mountains. Clever dragon generalship and overwhelming numbers eventually brought Illyria low, though at a price in blood and sorrow. To make up that cost, the newly conquered lands are being quickly turned into defensible towns and productive mines, the better to feed gold, silver, and steel to meet the needs of the Mharoti armies, and to fuel their next conquests.

The Empire's wealth has led to an explosion of draconic art and architecture. The largest building in Midgard, the Temple of Veles, is in Harkesh, the magnificent capital of the Empire. Harkesh surpasses any other capitol, with its mighty elemental temples, its schools of philosophy, magic and theosophy, as well as fractious schools of brawling elementalists, where dragonkin Wind Palm devotees vie with scaly Fiery Fist monks for bragging rights.

Adventurers can find draconic intrigues, unique treasures, and dragon hoards, and fabulous glory and fame fighting against (or for) the kobold and dragonkin conquerors.

## WASTED WEST

Once home to prosperous human kingdoms ruled by powerful mages, dotted with ivory towers and flying cities and fortresses, the western heartlands of Midgard fell to warring among themselves. Raining acid on their enemies, summoning mind-warping monstrosities, sacrificing whole populations to bend ley lines and reality to their will, the great mage-kings reduced green forests and lush farmland to dry, blasted deserts, populated by twisted dust goblins and reduced to scrounging for ancient magics and lost science.

The Wasted West is a howling wilderness with nothing but goblin raiders and a few vastly powerful (and power mad) mage kingdoms, including the White Kingdom of Bourgund, known for its sweet perfumes and foul corruptions; and the Mage Kingdom of Allain, home to the powerful and victorious survivors of the Mage Wars.

Also to be found here is the Seat of Mavros, where the god of war first trod the soil of Midgard and showed men how to use fire and steel. Now it is a sprawling fortress shrine, where pilgrims from the Seven Cities and beyond come to buy the favors of the war god.

Stalking through the wastelands are strange, enormous Dread Walkers, creatures summoned by vile rituals and constrained to move slowly in time. These are the god-totems of the dust goblins, and the mere sight of them sometimes shakes the courage of great heroes. No wonder, then, that many of the great magical treasures of the region remain undisturbed.

Ancient treasures, magic, and technology can be found here by brave adventurers, if they can survive the goblin raiders, the warped and hellbound monsters, and worse, that dwell here.

## THE SOUTHLANDS

Deserts abound with forgotten tombs, swift sand skiffs, and nomadic spirit talkers. The tall grass of the savannahs hides lost cities and fierce warriors, and the dense jungles swarm with living vines that choke the life from those who call these lands home and careless visitors alike.

Those who adventure into the Southlands or call it home can find fierce jungles, wild coasts, and ancient cities beyond imagining—and perhaps even a spark of divinity itself, the remains of the divine magic of a race of titans. The great ley line mages of the River Kingdom of Nuria Natal are the oldest and most powerful arcane tradition of Midgard, and their magics were taught to them by the living gods who still walk among the cities of Nuria: Aten, Bastet, Horus, Isis, and Ptah. Their magic is great, but their rulers are divided, keeping the River Kingdom from overwhelming its neighbors. Some of those neighbors are small free cities, such as the Free City of Siwal with its sandships, or the Horus-bound legions of Makuria.

Nearer the Seven Cities stands the remains of Roshgazi and Cindass, great minotaur cities razed by dragon fire and then slowly, ever so slowly, rebuilt. Their power is small, but the minotaurs are great seafarers and keep a long memory. In time, their fallen kingdoms will surely prosper once more.

## THE SHADOW REALM

The Shadow Realm is a dark reflection of Midgard, a place of flickering reality just on the other side of a planar door. With dark reflections of the mortal world, it is haunted by shadow fey, undead, and creatures of strange temptations and corruptions—as well as, truth be told, wellsprings of enormous power and weapons of tremendous prophecies.

Those who have visited and return tell of a charcoal sky, rich in stars and luminous clouds, but never true sunlight, and never full dark.

Within the Shadow Realm, the shadow fey are strong and their courts and kingdoms are a large part of the place. Their enemies, the bearfolk, are likewise far more common in Shadow than in the mortal world. Fey creatures, darakhul, and hideous abominations best forgotten are all part of the cities, nations, and tribes of the Shadow Realm, always shifting, far more fickle than human or dwarven kingdoms.

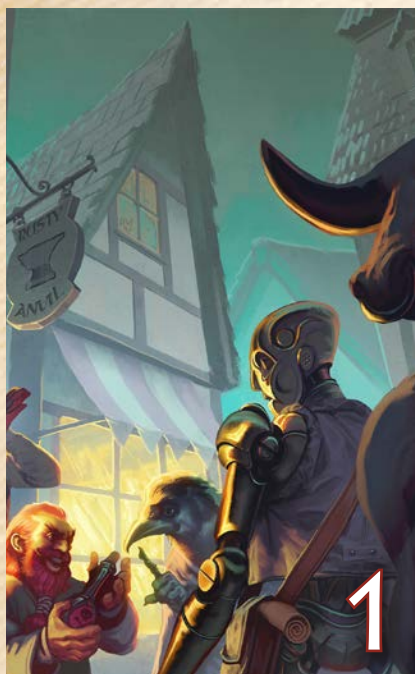
Rife with magic and ancient secrets, but also riddled with pitfalls for both body and soul, the Shadow Realm is a place where the lands and its magic follow different rules than most places. The rewards are also often highly magical and entwined with fate and destiny—what better place for a hero to visit?

—Wolfgang Baur, *Publisher*





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# RACES



## 1

The world of Midgard is filled with a diverse array of peoples whose histories, traditions, beliefs, and ways of viewing life continually shape society as a whole. On Midgard, traditional fantasy races such as dwarves, elves, gnomes, and others are certainly present, but their backgrounds and places in society are often unique to the setting—and knowing these details will help players create characters that are truly part and parcel of Midgard’s social fabric.

This chapter contains all of the details that players and Game Masters might wish to know about the most prominent races on Midgard. The first part of this chapter presents Midgard’s major races, which include humans, elves, and elfmarked (or half-elves, as they’re more traditionally known), dragonkin, dwarves, gearforged, kobolds, ravenfolk, shadow fey, and trollkin. The second part focuses on races whose members are still key to Midgard’s societies but are found in fewer numbers, including darakhul, gnomes, minotaurs, tieflings, and tosculi.

For feats tied to many of these races, see Chapter 5. For information about even more races found in Midgard, see Kobold Press’s *Advanced Races Compendium*.





## RACE TABLES

Presented below are the random starting ages, aging effects, and random heights and weights of members of the races detailed in this chapter.

### EXCEPTIONS TO THE NORM

In Midgard, some races follow special rules for determining their starting ages, aging effects, or heights and weights.

The gearforged follow different rules for ages, as do the darakhul follow different rules for their physical aspects. See page 16 or 28, respectively, for details.

TABLE 1-1: MAJOR RACE RANDOM STARTING AGES

RACE	ADULTHOOD	INTUITIVE <sup>1</sup>	SELF-TAUGHT <sup>2</sup>	TRAINED <sup>3</sup>
Dragonkin	36 years	+3d6 years	+5d6 years	+7d6 years
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Elfmarked (half-elf)	20 years	+1d6	+2d6	+3d6
Human	15 years	+1d4	+1d6	+2d6
Kobold	10 years	+1d4 years	+1d6 years	+2d6 years
Ravenfolk	15 years	+1d4 years	+1d6 years	+2d6 years
Shadow fey	20 years	+1d6	+2d6	+3d6
Trollkin	14 years	+1d4	+1d6	+2d6

TABLE 1-2: MINOR RACE RANDOM STARTING AGES

RACE	ADULTHOOD	INTUITIVE <sup>1</sup>	SELF-TAUGHT <sup>2</sup>	TRAINED <sup>3</sup>
Bearfolk	15 years	+1d4	+1d6	+2d6
Gnome	40 years	+4d6	+6d6	+9d6
Minotaur	15 years	+1d4	+1d6	+2d6
Tiefling	20 years	+4d6 years	+6d6 years	+8d6 years
Tosculi	10 years	+1d4 years	+1d6 years	+2d6 years

<sup>1</sup> This category includes barbarians, oracles, rogues, and sorcerers.

<sup>2</sup> This category includes bards, battle scions, cavaliers, fighters, gunslingers, paladins, rangers, shadowsworn, spell-less rangers, summoners, and witches.

<sup>3</sup> This category includes alchemists, clerics, druids, inquisitors, magi, monks, shamans, theurges, white necromancers, and wizards.

TABLE 1-3: MAJOR RACE AGING EFFECTS

RACE	MIDDLE AGE <sup>1</sup>	OLD <sup>2</sup>	VENERABLE <sup>3</sup>	MAXIMUM AGE
Dragonkin	112 years	168 years	225 years	225 + 3d20 years
Dwarf	125 years	188 years	250 years	250 + 2d% years
Elf	175 years	263 years	350 years	350 + 4d% years
Elfmarked (half-elf)	62 years	93 years	125 years	125 + 3d20 years
Human	35 years	53 years	70 years	70 + 2d20 years
Kobold	20 years	30 years	40 years	40 + 1d20 years
Ravenfolk	35 years	53 years	70 years	70 + 2d20 years
Shadow fey	62 years	93 years	125 years	125 + 3d20 years
Trollkin	35 years	45 years	60 years	60 + 2d10 years





TABLE 1-4: MINOR RACE AGING EFFECTS

RACE	MIDDLE AGE <sup>1</sup>	OLD <sup>2</sup>	VENERABLE <sup>3</sup>	MAXIMUM AGE
Bearfolk	35 years	53 years	70 years	70 + 2d20 years
Gnome	100 years	150 years	200 years	200 + 3d% years
Minotaur	35 years	53 years	70 years	70 + 2d20 years
Tiefling	35 years	53 years	70 years	70 + 2d20 years
Tosculi	20 years	30 years	40 years	40 + 1d10 years

<sup>1</sup> At middle age, -1 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

<sup>2</sup> At old age, -2 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

<sup>3</sup> At venerable age, -3 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

TABLE 1-5: MAJOR RACE RANDOM HEIGHT & WEIGHT

RACE	BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MODIFIER
Dragonkin, female	5 ft. 6 in.	160 lb.	+2d10 in. +2d8 lb.	×7 lbs.
Dragonkin, male	5 ft. 9 in.	180 lb.	+2d10 in. +2d12 lb.	×7 lbs.
Dwarf, female	3 ft. 7 in.	120 lbs.	2d4	×7 lbs.
Dwarf, male	3 ft. 9 in.	150 lbs.	2d4	×7 lbs.
Elf, female	5 ft. 4 in.	90 lbs.	2d6	×3 lbs.
Elf, male	5 ft. 4 in.	100 lbs.	2d8	×3 lbs.
Elfmarked (half-elf), female	5 ft. 0 in.	90 lbs.	2d8	×5 lbs.
Elfmarked (half-elf), male	5 ft. 2 in.	110 lbs.	2d8	×5 lbs.
Gearforged, female and male	as parent race	as parent race	as parent race	+2d20 × 5 lbs.
Human, female	4 ft. 5 in.	85 lbs.	2d10	×5 lbs.
Human, male	4 ft. 10 in.	120 lbs.	2d10	×5 lbs.
Kobold, female	2 ft. 7 in.	25 lbs.	2d4	×2 lbs.
Kobold, male	2 ft. 6 in.	22 lbs.	2d4	×2 lbs.
Ravenfolk, female	3 ft. 10 in.	55 lbs.	2d6	2d6×3 lbs.
Ravenfolk, male	4 ft.	65 lbs.	2d6	2d6×3 lbs.
Shadow fey, female	5 ft. 0 in.	90 lbs.	2d8	×5 lbs.
Shadow fey, male	5 ft. 2 in.	110 lbs.	2d8	×5 lbs.
Trollkin, female	4 ft. 6 in.	110 lbs.	3d8	×7 lbs.
Trollkin, male	4 ft. 10 in.	150 lbs.	3d8	×7 lbs.

TABLE 1-6: MAJOR RACE RANDOM HEIGHT & WEIGHT

RACE	BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MODIFIER
Bearfolk, female	5 ft. 4 in.	130 lbs.	3d8	×7 lbs.
Bearfolk, male	5 ft. 8 in.	160 lbs.	3d8	×7 lbs.
Gnome, female	2 ft. 10 in.	30 lbs.	2d4	×1 lb.
Gnome, male	3 ft. 0 in.	35 lbs.	2d4	×1 lb.
Minotaur, female	6 ft.	215 lbs.	2d6	×7 lbs.
Minotaur, male	6 ft. 3 in.	240 lbs.	2d6	×7 lbs.
Tiefling, female	4 ft. 5 in.	85 lbs.	2d10	×5 lbs.
Tiefling, male	4 ft. 10 in.	120 lbs.	2d10	×5 lbs.
Tosculi, female	2 ft. 6 in.	25 lbs.	2d4	×1 lb.
Tosculi, male	2 ft. 6 in.	25 lbs.	2d4	×1 lb.



## MAJOR RACES

The following races are the most populous or prominent—or both—in Midgard.

### DRAGONKIN

The dragonkin are the youngest race of Midgard, growing quickly in the extent of their rule. They are common only in the Mharoti Empire, and indeed they are a consequence of its founding; the dragonkin were unknown before the unification of the dragons. They have spread beyond the Dragon Empire and now can be found throughout the south and east of Midgard.

Dragonkin are considered a race of great presence and ability, but driven by greed and arrogance. Such a young race should be more humble, or at least less demanding. And yet, the dragonkin have fought and won so many battles that their arrogance is justified. Their penchant for battle and their success at seizing plunder make many wonder whether they are especially favored by the World-Serpent Veles. The dragonkin are quick to claim his blessing, and the blessings of their inhuman gods.

Dragonkin are powerful scaled humanoid, clawed and fearsome in size and strength. As might be expected, the resilience and arrogance of humans fused with the scaly magic and toughness of dragons is a powerful combination. Most dragonkin have gray, brown, tan, gold, silver, or black scales; rarely, some display red-orange, green-yellow, or starlike blue-and-black scales.

The dragonkin divide themselves into the Four Elemental Kinds, supposedly purebred lineages of dragonkin, though there is a great deal of mixing among them as well and hybrids are not uncommon. The flame or fire dragonkin (who bear yellow, golden, or orange scales, with red crests) are the most common, followed by wind or storm dragonkin (blue, white, silver, or gray scales, with black crests). The stone or cave dragonkin are relatively uncommon (brown, gray, black, or rarely white scales, with purple or white crests). Rarest of all are the wave or tide dragonkin breeds, gold, blue, or green-scaled with bright green or yellow crests. More common than the purebreds and outside the traditional elemental divisions are the edjet or soldier dragonkin, who sport brassy or tan scales with black or rust-colored crests.

Dragonkin men and women are distinct. All have clawed hands and feet, their faces are dominated by short snouts, and their eyes are deep and golden or black. Beyond that, though, male dragonkin are larger, horned or crested, and considerably heavier. Their tails are short and often spiked. Female dragonkin are faster, smaller, and wiry, with longer lashing tails. They sometimes have a frill or collar of contrasting color.

Dragonkin wear armor normally, since their own scales are only slightly more protective than human or dwarven skin. All dragonkin are heavy and slow for their size, but

they also exude a commanding presence, a sense of destiny that scalykind and non-scaly races alike find compelling.

Dragonkin speak Draconic, the language of the Dragon Empire, as well as the Trade Tongue (Common).

### ELEMENTAL FORCES

The greater dragons and draconic gods are tied to elemental forces, so is not surprising that Mharoti dragonkin wizards, sorcerers, and other arcanists make outstanding elementalists. Their proficiency with the elements is more natural and comes at an earlier age than it does for other races. As a result, all dragonkin arcane and divine casters gain the ability to cast one extra cantrip with an elemental type (air, earth, fire, or water).

### DRAGONKIN CHARACTERS

All dragonkin have the following racial traits.

**+2 STRENGTH, -2 DEXTERITY, +2 CHARISMA:**

Dragonkin are strong and exude presence, but they are not quick.





**SLOW SPEED:** Dragonkin have a base speed of 20 feet, and their speed is never modified by encumbrance or armor.

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

**ENERGY RESISTANCE:** Dragonkin must choose acid, cold, fire, lightning, or sonic energy at 1st level. They have DR 2 against that energy type.

**ARMOR:** Dragonkin have a +1 natural armor bonus.

**PRESENCE:** Dragonkin gain a +2 racial bonus on Intimidate and Diplomacy checks. Fly is always a class skill for dragonkin.

**LANGUAGES:** All dragonkin begin with both the Trade Tongue (Common) and Draconic as known languages. Dragonkin who have high Intelligence scores can choose any of the following bonus languages: Dwarven, Elemental, Elven, Infernal, Kobold, Minotaur, Nurian, or Darakhul (Ghoulish/Undercommon).

## DWARVES

The dwarves of Midgard live in three great realms: the Northern halls such as Tanserhall and Wolfheim, the cantons of the Ironcrags, and the Southern city of Nuria Natal. The dwarves of the three realms are distinct in their culture, strengths, and style.

The Northlands dwarves are keepers of the old ways and the old gods, smiths and warriors, farmers and traders, stout and strong and able to down a barrel of ale at one sitting. They keep busy fighting the giants or the werewolves and worgs in the North, but sometimes the Northern dwarves take to the sea in their longships and raid the coasts, from Vidim through the Donnermark and Krakova to northern Dornig territories, but passing over the magocracy of Allain.

The Northern dwarves are especially accomplished at ring-making, smithwork, and (for some reason) berserk shapeshifting. They have a society of especially fearsome bear-shirted berserks.

The cantonal dwarves are makers, miners, and smiths, digging deep into the Ironcrags for iron and gold and forging items of great wonder, primarily exceptional spears, crossbows, and arrows, but also great artistic works. Singular items are a lifetime's masterwork: a clockwork steed or wagon, an airship, a returning hammer, or a suit of invulnerable armor. None of these are beyond the grasp of a cantonal smith.

The cantonal dwarves serve no kings, but rule themselves. They often serve as mercenaries in the Seven Cities, among the Princes of Dornig, and even against the Mharoti Empire, side by side with the Magdar knights.

The Southlands dwarves are distant relatives at best, with different language, magic, and style. In the desert heat the Southern dwarves shave their heads and wrap their beards

tightly in gold or copper wire; sometimes these beards are forked or braided as well. They serve a male mask of Rava they call Ptah, and they build clockwork bodies they call shabti, or servants. Their skin is dark as ebony, and—when not shorn—their hair runs to pure black, gold, or red. The Southern dwarves are alchemists and mystics, with a particular hatred of dragons and the Mharoti Empire. They have served the King of Nuria Natal well and faithfully as bodyguards and as his heavy infantry for centuries, and as engineers who build his temples, city walls, and step pyramids.

## DWARVES AND MEN

The tale of men and dwarves might be punctuated by feuds and battles, but they are allies more often than not. At first the dwarves mistook humans for a degenerate subrace of elf, and later grouped them among the many “lesser races” of Midgard. Gifts, familiarity, and common ground eventually forged an alliance between the two races, a concord that grew stronger as the old gods gave way to the new, but it was hardly an equal partnership. The dwarves raided into human lands at the least provocation, and their kingdoms claimed huge tracks of land occupied by other races, which the dwarves either drove out or enslaved. Those who proved too troublesome were exterminated.

In the Northlands, those who submitted to dwarven rule were required to supply tribute in the form of gold and slaves. The human tributes were put to work laboring in mines or lowland farms.





These client races first gave their masters the nickname “reaver dwarf.” As time passed and more dwarves were lost each generation to southern emigration, war, and vendetta, humanity gained a more even footing.

Much of dwarf culture was adopted (or forced upon) humanity and the other races of the North and (later) the Ironcrags, but mankind taught the dwarves the arts of restrained diplomacy, cooperation, and peaceful trade. Some say that the dwarves have mellowed over the years, but others claim that humans have simply learned to weather the dwarves’ pride and temper. Certainly the name “reaver dwarf” hasn’t been abandoned by the dwarves themselves.

## GUNPOWDER AND AIRSHIPS

The cantonal dwarves of Midgard are the only race with access to gunpowder and airships. This is purely an optional element of the setting, and gunpowder could be ignored entirely. If you choose to include gunpowder, gunslinger PCs in Midgard will require some form of connection to the cantons to gain access to proper guns, powder, and related materials.

Airships occupy a similar position. The dwarves built a few of them in the canton of Templeforge, but the crafts are delicate and expensive. Most are used for high-value cargos and urgent military matters, and only a few cantons have an airship of their own.

For examples of some Midgardian dwarven equipment, see page 168.

## DWARVEN CHARACTERS

All dwarves have the following racial traits.

**+2 CONSTITUTION, +2 WISDOM, –2 CHARISMA:**

Dwarves are both tough and wise, but also a bit gruff.

**MEDIUM:** Dwarves are Medium creatures and receive no bonuses or penalties due to their size.

**SLOW AND STEADY:** Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

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

**DEFENSIVE TRAINING:** Dwarves gain a +4 dodge bonus to AC against monsters of the giant subtype.

**GREED:** Dwarves gain a +2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

**HATRED:** Dwarves gain a +1 racial bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

**HARDY:** Dwarves gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

**STABILITY:** Dwarves gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

**STONECUNNING:** Dwarves gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

**WEAPON FAMILIARITY:** Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

**LANGUAGES:** Dwarves begin play speaking the Trade Tongue (Common) and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

## ELVES AND THE ELFMARKED

The elves are a people apart, as they are quick to remind others. They were not the first settlers of the forests and fields, but they taught humans and dwarves and others the arts arcane and the art of civilization. The empire they founded at Thorn and in the Arbonesse, which later spread as far east as Sephaya and south to Valera, was a wonder for the ages. Its magical roads, its slim towers, and its speedy and lethal armies maintained an age of peace that lasted until a few centuries ago.

Now the elves are in retreat, and a splintered race. Some few with elven blood—the so-called “elfmarked” humans—remain and can claim descent from the great elves of old. The greatest of these is the Imperatrix of the lands of the many princes, an aging queen without a clear heir. But the elfmarked are as much human as elf (see Elfmarked Characters on page 14). The true elves are rarely seen, and are confined to three groups: the windrunner elves of the Rothenian steppes, the shadow fey of the Realm of Shadow, and the reclusive river elves of the Arbonesse, who might be the strongest and wisest of the three groups.

The windrunner elves are simple nomads and herders, weavers and masters of archery and the hunt, and quick to speak with the sky spirits. In many ways, they are a fallen people who have abandoned civilization. The shadow elves have kept a court and a king and queen, but their remaining glory is slight, a reflection full of illusion and trickery and deceit. They no longer draw their power from Midgard, but from Shadow. Finally, the river elves are what remains of the elves of Thorn, with the River King retaining only slight contact with the Imperatrix on the throne of the Domains of the Princes. The Arbonesse forest is their homeland and the river their highway, and their borders include all the land where the leaves’ shadow falls. The river elves sometimes exile one of their number to wander the world for a time (a span defined in decades), but otherwise, the other races rarely see the elves who built so many castles, roads, and cities throughout Midgard.





## ON ELVEN NAMES

A true elf of the Arbonesse lineage has three names. The first is a birth name given by parents, the second is a common name adopted by the elf upon maturity, and the last is a lineage name, akin to a family name among the humans, but taken from a list of a few hundred great heroes of the Elflands known as the Wild Hunt, who harrowed the demons back to their hells. The most common lineage names include Aynwyn, Sheoloss, Kalthania, Derina, Dammung, Rexthathus, and Larentil. Elves with the same lineage name might not be related at all, which leads to confusion among humans. Elves reveal their birth names to their own kind and trusted friends, and their common name to all others.

The Imperatrix was born Regia Kalthania, and took the name Moonthorn when she first adventured among the

primitives. When she married she added her husband's name—Reln, as is the human custom, and upon her ascension to a noble state she took the vann Dornig title.

Not all elves in Midgard have maintained this tradition. The windrunner elves (of whom the exiles of Arboness say were the lower classes of Sephaya who ignored the Last Horn) adopt the naming conventions of the plains, and forget their lineages.

By Dornig law, only individuals with a clear elven heritage might take an elven lineage name. There is a brisk trade among up-and-coming gentry for genealogists that can provide such a link.

## ELVEN CHARACTERS

All elves have the following racial traits.

### **+2 DEXTERITY, +2 INTELLIGENCE, -2 CONSTITUTION:**

Elves are nimble, both in body and mind, but their forms are frail.

**MEDIUM:** Elves are Medium creatures and receive no bonuses or penalties due to their size.

**NORMAL SPEED:** Elves have a base speed of 30 feet.

**LOW-LIGHT VISION:** Elves can see twice as far as humans in conditions of dim light.

**ELVEN IMMUNITIES:** Elves are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

**ELVEN MAGIC:** Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

**KEEN SENSES:** Elves receive a +2 racial bonus on Perception checks.

**WEAPON FAMILIARITY:** Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

**LANGUAGES:** Elves begin play speaking the Trade Tongue (Common) and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

## ELFMARKED CHARACTERS

The elfmarked are similar to half-elves (though they have much less elven blood than half) and use the *Pathfinder RPG* racial traits for half-elves, as detailed below. In addition, some might have the elfmarked racial feats as presented starting on page 137.

All elfmarked have the following racial traits.

**+2 TO ONE ABILITY SCORE:** Elfmarked characters gain a +2 bonus to one ability score of their choice at creation to represent their varied nature.

**MEDIUM:** Elfmarked are Medium creatures and have no bonuses or penalties due to their size.



**NORMAL SPEED:** Elfmarked have a base speed of 30 feet.

**LOW-LIGHT VISION:** Elfmarked can see twice as far as humans in conditions of dim light.

**ADAPTABILITY:** Elfmarked receive Skill Focus as a bonus feat at 1st level.

**ELF BLOOD:** Elfmarked count as both elves and humans for any effect related to race.

**ELVEN IMMUNITIES:** Elfmarked are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

**KEEN SENSES:** Elfmarked receive a +2 racial bonus on Perception checks.

**MULTITALENTED:** Elfmarked choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

**LANGUAGES:** Elfmarked begin play speaking the Trade Tongue (Common) and Elven. Half-elves with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

## GEARFORGED

The gearforged are the children of Rava, the Gear Goddess of Fate and Industry. Her priests were the first to forge bodies of brass and copper with cunningly wrought gears and well-balanced mechanisms to support thought and action. Each such body is the safe harbor of a soul that once lived in flesh; a special ritual (see page 16) is required to transfer a living creature's soul into the housing that makes it gearforged. Once created, a gearforged can in theory live forever, though in practice most wind down or are destroyed by the ravages of time and the difficulty of surviving as a well-crafted machine.

### MAKING A GEARFORGED

The most important moment for many gearforged is the moment of their remaking when they leave their flesh body behind and enter their new, clockwork body of brass and steel. One can spend a fortune on these new bodies or simply scrape together something that will work—though only barely—if they are aging or deathly ill. The details don't matter a great deal, since the iron body can be rebuilt.

Without exception, the gearforged are shaped like humanoids, and the vast majority appears in one of two styles: roughly human-sized, with articulated joints, hands, feet, and magical eyes; or a stouter version made by the dwarves. These dwarflike gearforged are more common in the cantons of the Ironcrag than in the Free City of Zobeck but are accepted as receptacles for dwarf souls. In the South, minotaur gearforged are rare but not entirely unknown. A few gearforged are built in even smaller sizes, intended for kobold souls, but these are subject to frequent failure and even the extinction of the souls they carry.

All gearforged were once other creatures, now inhabiting standardized bodies with cylinders, springs, and articulated joints of varying quality. Each is made of iron, brass, and steel and is as distinctive in appearance as other people differ by their hair and eyes. The gearforged are thinking creatures and can serve as city watchmen and soldiers. Gearforged have free will that separates them from other mechanical devices, which are no more than simple servants responsive to orders and capable of little more than a limited amount of memorization.

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

### GEARFORGED COMPONENTS

The range of gearforged anatomy in all its variants is remarkable, but all gearforged share some common parts.

#### EVERWOUND SPRINGS

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

#### SOUL GEMS

The mind of a gearforged creature is as sharp as that of any flesh-and-blood soul, but it is more portable. The animating, vital principle of a gearforged—its will, its personality, and its mind—are retained in one or (for an extra 8,000 gp) two soul gems. These are the elements that retain an individual's spirit or soul, and their destruction means the death of that gearforged.


#### MEMORY GEARS

These delicate constructions are scroll-like ribbons pierced with thousands of pin-sized holes, wound about with tiny enchantments of great complexity. The memory of a gearforged for all the days after its creation lives in the memory gears. Older gearforged have many such gears, and the material component for the magic to create them requires one new gear/two levels attained or every 10 years of life. Installing one requires one day's work and 2,000 gp.

Memory gears can be taken from a dead gearforged and read by others. This is a lengthy process and viewed with some alarm by most gearforged, since it is peering into the most private details of a creature's life.

Installing an existing, used memory gear in a new gearforged requires a new ritual of soulforging and at least one week for the recipient to remember and understand the process. The process is dangerous, requiring a





Fortitude save (DC 10 + one-half level of dead gearforged + Cha modifier of dead gearforged) to succeed. If the Fortitude save fails, the gearforged is ill for two weeks as it resorts its own memories, and the found memory gear is rendered useless.

## GEARFORGED HEIGHT AND WEIGHT

Gearforged require a certain size in which to fit in all those whirling gears and tapes used in their operation. Hence, all gearforged are at least Medium size (until an enterprising clockworker manages to solve that problem, of course). Since the *ritual of soulforging* seems to work better when the new body is close in size to the original body, gearforged tend to have the same or similar heights as their parent race—fangforged are as tall as dragonkin, geardwarves as stocky as regular dwarves. However, small folk and those not content with their size have opted for the base height of humans as well, which oddly seems to impose next to no problems for kobolds, halflings, and similar small folk.

## GEARFORGED AGE

As partially artificial creatures, gearforged suffer none of the drawbacks and gain none of the benefits of aging. They never die of natural causes, and they are immune to any attacks or effects that might age a character. The whirling gears and preservative fluids keep what little may remain of the meek flesh just as strong as the clockworks powering their bodies.

## GEARFORGED CHARACTERS

All gearforged have the following racial traits.

**MEDIUM:** As Medium creatures, gearforged have no special bonuses or penalties due to their size.

**NORMAL SPEED:** Gearforged base land speed is 30 feet.

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

**MACHINE HEALING:** Gearforged cannot heal damage on their own. Cure spells, wands, and potions heal gearforged for the minimum amount per charge or dose. The *mending* spell heals a gearforged for 1 point of damage, while the *make whole* spell heals 2d8 points of damage +1 per caster level (maximum +10).

**ROUTINE MAINTENANCE:** Rather than sleep, gearforged must rewind their springs, repair gears, and oil and clean their parts each day for a 4-hour period to ensure normal functioning. They are fully aware during this period, but any interruption in their routine during these 4 hours requires them to start again from the beginning. Gearforged can function a number of days equal to their character level without performing this maintenance, but each day without such a repair period



## RITUAL OF SOULFORGING

**SCHOOL** necromancy; **LEVEL** 5th

**CASTING TIME** 5 hours

**COMPONENTS** V, S, M (engraved gemstones worth at least 10,000 gp), F (a complete mechanical body made of actuators, springs, and gears worth at least 5,000 gp), SC (up to 4)

**SKILL CHECKS** Craft (clockwork) DC 28, 3 successes; Knowledge (arcana) DC 28, 2 successes (Priests of Rava may substitute Knowledge [religion]); see text

**RANGE** touch

**TARGET** one humanoid creature

**DURATION** permanent

**SAVING THROW** Will negates; **SR** yes

**BACKLASH** The unbound spirit attacks the primary caster three times as a ghost (*Pathfinder RPG Bestiary*). A cleric can use the Turn Undead feat to prevent the ghost from attacking during the soul transfer process. In this case, the ghost is simply docile and does not attempt to flee during the ritual.

**FAILURE** After the first failed check, the subject's soul is removed from his or her body but not yet constrained in the new one. The soul attacks you as a wraith (*Pathfinder Roleplaying Game Bestiary*). If a second skill check fails, the incantation fails completely: you and any other casters suffer 3d8 damage (Fort DC 15 + your Int modifier) and the subject dies. If the save is successful, the subject is either imprisoned in a gem (as per *magic jar*, if a 500 gp or better gem was prepared in advance) or released to the world as a ghost or wraith.

### EFFECT

You and the subject chant and act in unison to trigger the soul's migration into the waiting deathless, tireless body of iron and brass. If the incantation succeeds, the subject's old body dies and the new clockwork body is animated with life. The subject is effectively reincarnated as a gearforged PC and continues adventuring in that form.



## HUMANS

The humans of Midgard are among the most numerous and thriving races, with kingdoms and duchies and small settlements scattered from shore to steppes and from icy vastness to searing sands.

The people divide themselves into seven main groups and many smaller ones, based on their culture and languages.

**CAELMARANS:** The descendants of the nine magocracies—Allain, Andarre, Barsella, Caelmarath, Carnessa, Cassilon, Molovosch, Uxloon, and Vael Turog—are a pasty lot, with hair from rust-red to moss-green as common as black or brown. Some claim that the Caelmarans are all tainted by association with demons and devils, pointing to the high prevalence of tieflings among the shattered towns and deserts of the West. Caelmarans speak the Trade Tongue (Common), though many also speak the Northern Tongue.

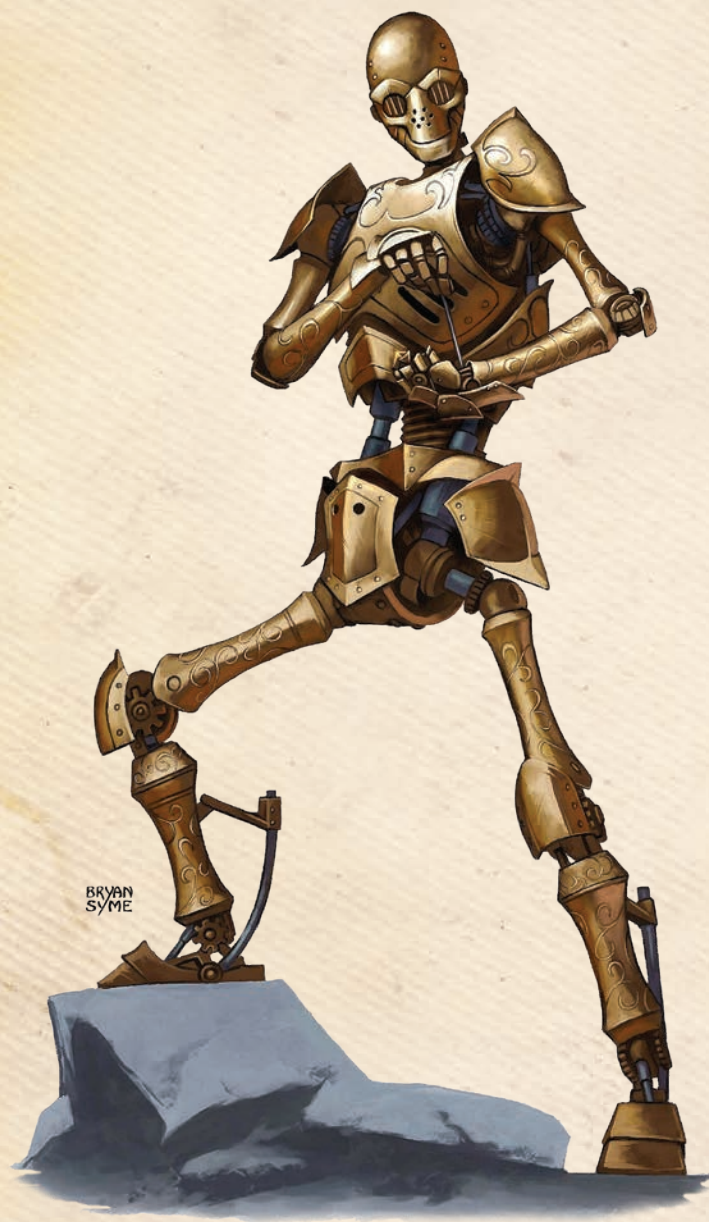
**DORNIGFOLK:** The Dornigfolk of the Great Duchy are numerous indeed. They have skin ranging from pink-white to a watery brown, and hair from brown to blond, though red hair is largely unknown. The Dornigfolk pride themselves on their hard work and their elven empress, and consider themselves the last bastion of the true Empire of Thorn. Those pretenders in Valera arouse only their pity and scorn. Dornigfolk speak Elven and the Trade Tongue (Common).

**KUSHITES AND NURIANS:** The people of the great Southern bastion of Nuria Natal are the best known of the Kushites, but hardly the only ones: the desert folk, the Mharoti humans, and many of the Southern reaches are Kushites. Both have mahogany skin, but their rulers and customs are quite different. Kushites take great pride in their status as the first and greatest of the human kingdoms. They speak Nurian and often a Southern dialect or Draconic.

**MAGDAR:** Dark-haired and customarily green-eyed, the Magdar are beautiful and tall among humans. They have rich, musical voices and an efficient way with horses and oxen. Though many Magdar ride the Plains or wander far afield as mercenaries or adventurers, their kingdom is a strong one, and the Magdar are bold explorers and fighters. A few Magdar have a regrettable tendency to drunkenness. They speak the Trade Tongue (Common), and a few speak Draconic or the Northern Tongue.

**NORTHLANDERS:** Pale, tall and strong, the Northlanders are a race of survivors and powerful warriors. Their hair runs to pale blond or even white, sometimes with golden or red streaks. Their eyes are often a piercing blue or purple. They speak the Northern Tongue, and many also speak Dwarven.

**ROSHGAZI:** Dark-skinned with powerful facial features, the Roshgazi are associated with their friends the minotaurs, and they wander the western deserts as well as dwelling in small villages in Capleon, Kyprion,



applies a cumulative  $-2$  penalty on all attack and damage rolls, saving throws, and skill checks. If a gearforged neglects his repair period a number of days equal to his character level, he becomes immobile and helpless until repaired by someone else. One 4-hour repair period eliminates all accumulated penalties.

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

**LANGUAGES:** Gearforged begin play speaking the Trade Tongue (Common). Gearforged with high Intelligence scores can choose to speak Draconic, Dwarven, or Elven.



and Cindass. They speak Roshgazi, a language closely related to Minotaur. Speakers of either language can understand the other.

**SEPTIMES:** Dark-skinned and dark-haired, the people of the Seven Cities, Illyria, and Kyprian call themselves the Manzano, but most others call them the Septimes. They are a small and swift people, quick-speaking and sometimes too quick with a blade. They speak the Trade Tongue (Common) and a dialect they call Valeran.

**SMALLER PEOPLES:** Dozens of smaller groups of humans consider themselves distinct from their neighbors, including the Kariv, Khazzaki, Mharoti, Morphoi, Khandirians, Olandska, Toar, and Vadi. Most speak the Trade Tongue (Common) and have a private language of their own as well.

## HUMAN CHARACTERS

All humans have the following racial traits. For specific racial feats available to the humans of Midgard, see page 140.

**+2 TO ONE ABILITY SCORE:** Human characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

**MEDIUM:** Humans are Medium creatures and receive no bonuses or penalties due to their size.

**NORMAL Speed:** Humans have a base speed of 30 feet.

**BONUS FEAT:** Humans select one extra feat at 1st level.

**SKILLED:** Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

**LANGUAGES:** Humans begin play speaking the Trade Tongue (Common). Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

## OPTIONAL RULE: STATUS

In Midgard, prestige or status is a matter of public importance, and the setting assumes that PCs will come from different stations, social classes, and backgrounds. This social standing is reflected in the optional Status attribute. This attribute is generated at character creation like ability scores, but can fluctuate considerably more than the other scores.

The Status attribute is rolled on 1d6+1 if other statistics are rolled; it starts at a flat score of 4 if a point-buy system is used.

Characters add their Charisma modifier to their starting status. Status increases further by special actions (see the *Midgard Campaign Setting*).

**GM Note:** Status determines which player character most nonplayer characters (NPCs) will defer to. Note which PC has the highest Status at the start of any given game session, and have all NPCs address that character as the default party leader. The character with the highest Status is always the best-known and most-respected PC of the party in the eyes of others.

Some PC races or classes begin with a Status bonus or penalty at the start of play. See Table 1-8: Starting Status Adjustments. Classes and races not listed have no adjustment to starting status.





TABLE 1-7: STATUS

Status	Social Standing
0	Slave
1	Thrall, bond servant
2	Serf, kobold, goblin, bandit
3	Peasant or farmer, laborer, huginn
4	Commoner, adventurer, sailor, guard, centaur
5	Guild apprentice, journeyman, militia member, dwarf
6	Master craftsman, artisan, miller, scout, elfmarked
7	Merchant, soldier, watchman, archer, gearforged
8	Guild leader, bishop, bandit king, ranger, corsair
9	Master merchant, councilor, paladin, cleric, elf
10	Ship or army captain, mayor, clan chieftain, caravan master
11-12	Knight or petty noble, cult leader, court jester, senator
13-14	Noble heir, castle commander, master of spies, herald, dwarf chieftain
15-16	Lord or lady, dragonkin edjet, merchant prince, noble, general, admiral
17-18	Baron, earl, jarl, margrave, magnate, master duelist, wizard, ambassador
19-20	Provincial governor, khan, keeper of treasury, dwarven hall lord
21-25	Prince, princess, count, commander of knightly order
26-30	Duke, duchess, royal heir, dragon morza, supreme swordsman
31-40	Hero of great renown, high priest of the faith, angel
41-50	King, queen, tsar, tyrant, court wizard
51-60	Emperor, imperatrix, high druid, archmage, divinely favored
60+	Legendary, mythic hero, demigod

## KOBOLDS

Of the smaller races, the kobolds have adapted best to the changing world. Enslaved long ago by reaver dwarves, kobolds quickly carved a niche for themselves as miners, scouts, and tinkers—small enough to be useful and small enough to be dismissed as a threat. At first they were tolerated, then largely ignored. As a result, the shadows of dwarven society are rife with kobold rogues and entrepreneurs (many of them secret worshipers of Loki), seemingly subservient but busily trading dwarven goods for resources extracted from the dwarves' own mines and storehouses, right under the nose of their alleged "masters." Free kobolds defend their mines viciously, but otherwise maintain the ruse of a harmless and subservient little folk—at least until the opportunity to sheathe a knife in someone's kidneys presents itself. Many other small races have adopted the kobolds' strategy, including the worship of Loki, embracing his cunning ways and the advantages of guile and cunning over brawn and bravado.

More than anything, kobolds are survivors. Their scaly skin and keen night vision as well as their dexterous claws and sensitive snouts make them quick to sense danger, and their clawed feet move them out of danger with a cowardly

TABLE 1-8: STARTING STATUS ADJUSTMENTS

Race	Status
Aasimar	+1
Dwarf	+1
Elf	+2
Elfmarked	+1
Gnoll	-1
Goblin	-2
Kobold	-1
Shadow Fey	+2
Tiefling	-1
Trollkin	-1
Class	Status
Alchemist	-2
Barbarian	-1
Cavalier	+1
Cleric	+1
Oracle	+1
Paladin	+1
Rogue	-2
Warlock	-1
White Necromancer	-1
Wizard	+1

speed. They fight on their own terms, small and fierce, and their weight of numbers helps them survive in places where larger but less numerous races cannot sustain a settlement. They are great miners, good gearsmiths, and modest alchemists, and have a curiosity about the world that frequently gets them into some trouble. They are merchants to both the Underdark and the surface world, with their greatest cities hidden deep below the earth. Their enemies are the diabolical gnomes and the dwarves, other mining races that seek to overthrow the kobold dominance of dark, rich territories. The kobold King of Kings rules from Harkesh, the capital of the Dragon Empire.

Kobold society is exceedingly social and built around the clan, matriarchal lines of descent, male kings, and the crucial importance of clutch-mates (those who hatched about the same time, since kobolds are reptilian and hatch from eggs). Relatively few kobolds become adventurers, but those who do generally have either offended a kobold king (and been exiled from the mines as punishment) or have lost many or all of their clutch-mates. An adventuring kobold wishes to leave his or her home to grieve and find new friends. In many cases, a kobold will "adopt" an adventuring party as new clutch-mates.



Kobolds are deeply enamored of their tools, and some kobolds spend a great deal of effort to improve them. Mining picks, a mason's hammer, jeweler's loup, and even simple items like a kobold's spear or dagger are all named and cherished. At the same time, kobolds tend to gnaw on tool handles, forget to oil blades, or even pry out inlays or decorative gems to improve them. As a result, most kobold items are entirely distinctive and unlikely to be mistaken for anyone else's items. Some believe this decorative urge may be a form of defense against theft.

One category of tool deserves special note: traps. Kobolds create wildly impractical traps and simple, deadly ones as a hobby, and few kobolds leave home without string, springs, or other triggers for their traps. Kobolds are the only race that recognizes "trapsmith" as a profession.

Kobolds are closely allied with and related to dragonkin, drakes, and dragons. The kobold kings (and there are oh-so-many kobold kings, since no kobold ruler is ever satisfied with being merely a chieftain) admire the dragons as the sources of wisdom, power, and proper behavior.

## KOBOLD CHARACTERS

All kobolds have the following racial traits.

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

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

**NORMAL SPEED:** Kobolds have a base speed of 30 feet.

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

**ARMOR:** Kobolds have a +1 natural armor bonus.

**CRAFTY:** Kobolds gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. Craft (trapmaking) and Stealth are always class skills for a kobold.

**WEAKNESS:** Light sensitivity.

**LANGUAGES:** All kobolds begin with both the Trade Tongue (Common) and Draconic as known languages. Kobolds who have high Intelligence scores can choose any of the following bonus languages: Dwarven, Infernal, Southern, and Undercommon.

## RAVENFOLK

Few races in Midgard live amid so much rumor, suspicion, and outright falsehood as the ravenfolk. Known as heruti in the South and huginn everywhere else, they make their rookeries in every major city. Depending on whom you ask, the ravenfolk might be condemned as solitary wanderers bearing misfortune or praised as messengers from the gods. They are loyal comrades and treacherous thieves, brave warriors and contemptible cowards. They are despised for their strange and secretive culture and criticized for having no true culture of their own. These truths, half-truths, and lies conceal a greater mystery that very few outsiders know.

The ravenfolk of Midgard are an odd, avian race of scoundrels, schemers, and sneaks—and they are much more than that. Long ago when Wotan brokered the truce that brought peace among the gods, the wily deity magically created the ravenfolk from feathers plucked from his ravens Huginn (Thought) and Muninn (Memory.) He placed this new race into the world alongside elves, dwarves, humans, and others to be his spies.

## RAVENFOLK IN MIDGARD

To this day, the ravenfolk are Wotan's agents among the races of Midgard and embody his thought and memory. They are thieves of objects, yes, but primarily, they are thieves of secrets.

If the ravenfolk have a homeland, it is in Beldestan to the east, on a branch of Wotan's tree in the north, or on a high cliff of Horus's hidden temple in the south. They have settlements in Trollheim, Vidim, Domovogrod, Nuria Natal, and the Dragon Empire, but none of these are large.

Their black feathers and long beaks are spotted on the road from place to place, trading information or helping to hatch plots. They are widely viewed as spies, informers,





thieves, and troublemakers, but when the ravenfolk swear an oath, they abide by it. They avoid the West and the Seven Cities most of the time and are most honored in Nuria Natal, where they serve the temples of Horus as sworn guardians, assassins, and seekers of lost arcana.

In the Northlands, the huginn are living bridges between this world and the realm of the gods. They share the northern gods' knowledge of Yggdrasil's paths and are secret allies of the

dwarven Illuminated Brotherhood. To those who dwell in the harsh, unforgiving lands of the north, the huginn starkly symbolize both the will of the gods and the reality of death in battle.

Far to the south, the heruti hold their heads high as they bravely serve gods who wear their faces. The falcon god Horus's most fanatical believers are heru. They are wandering desert mystics, sword masters, and dispensers of the god's fury and justice. The Talons of Heru are holy slayers of the falcon god's foes, and the Wingless One is their grandmaster.

Some southern heruti become tomb-delving wizards and rogues. Their patron is Thoth-Hermes, the craneheaded god of knowledge and the arcane, and his ravenfolk followers preserve his ancient hermetic traditions. Many of them claim that both Horus and Thoth-Hermes are masks of Wotan.

The common ravenfolk is a bipedal humanoid with avian features, including a large beak, taloned hands and feet, and a thick covering of feathers. A huginn's face resembles that of a great raven or crow, but it lacks wings and has a much more solid frame. Most are pitch-black although a smattering have been seen with white and red flecks. Rumors of rare albinos appear to be just that—rumors.

Huginn who have murdered another huginn, those who abandon their roosting mates, and those who have slain with their first cut or never made a cut could all find themselves exiled or stuck on the very outskirts of huginn society. Exile from a huginn flock is extremely shameful, and these outcasts often become vengeful bandits among their own kind.

Heroic huginn favor defensive fighting styles while evil huginn often employ more vicious and deadly tactics. The huginn are masters of words and have access to ancient and supernatural languages unknown to most. They can easily decipher strange texts and translate foreign languages, and since their ability to quickly pick up new languages is unrivalled among the humanoid races, they often serve as translators. Huginn take great delight in learning strange and archaic languages not in common use.



## LANGUAGES OF RAVENFOLK

The ravenfolk's spoken language is called Huginn's Speech in the north and Ghuraab in the south. Given how far flung the ravenfolk are, it is remarkably consistent across regions. Its complex subtlety makes it attractive to rogues as a thieves' cant.

The ravenfolk have another language which they may use instead of, or in conjunction with, their spoken tongue: the language of feathers, also known as Feather Speech or Pinion. Huginn and heruti can communicate volumes without speaking a word through the dyeing, arrangement, preening, and rustling of their plumage. This language is inherent to ravenfolk and doesn't require spending an extra language slot to use—it is considered part of learning the language.

Some non-ravenfolk in the Northlands, Nuria Natal, and the Rothenian Plains understand at least a few phrases in Feather Speech as do a handful of people in Zobeck. Shamans and high-level initiates in the secret societies of the dwarf cantons are fluent in it and have developed a sign language recognizable to ravenfolk as Feather Speech. This lets them communicate with huginn on roughly the same level. Non-huginn with access to such a mentor may learn Feather Speech as a language via linguistics.





## ROOKERIES AND GHETTOES

Ravenfolk prefer to settle among or near other humanoid races. Outsiders uncharitably claim that this is so that huginn don't have to go far in order to steal, but in truth, this is part of their nature as creatures of Wotan. The All-Father learns more of events in Midgard if his agents live among others—particularly in large settlements—than he does if they keep to themselves out in the wilderness.

Rookeries are sprawling, complex structures built high off the ground. They comprise individual nests, shops, shrines, and meeting places connected by bridges and ladders made of wood and rope. If this is not possible, a rookery might be built on tall, strong poles, wooden beams, treetops, or on high rock formations. Currently, no city or town in Midgard contains more than one rookery: the cities aren't large enough or the ravenfolk aren't numerous enough. Some ravenfolk live outside their local rookeries—usually exiles, hermits, and ne'er do wells.

The ravenfolk design rookeries so that their full extent isn't obvious to ground-level dwellers: many humanoids who ascend into rookeries are astonished to see how strong a presence the huginn actually have in their city. The ravenfolk's habit of mimicking their host cultures sometimes extends to planning their rookeries. Zobeck's rookery, for example, is constructed in a shape that looks like a map of the city when viewed from above.

Whenever possible, ravenfolk use found materials to build their rookeries. Anyone can buy lumber and nails, but only highly intelligent and resourceful huginn can build a fine home solely from things they've gotten for free. Huginn in the midst of a building project will tirelessly canvass a city looking for cast-off wood, metal, and anything else they can use. They pester local tradespeople daily to see if they have anything lying around they'd be willing to part with, and they sometimes "borrow" materials that no one seems to want.

The beauty of rookeries is not immediately obvious to non-ravenfolk. Huginn believe that every stick, pottery shard, and clump of hay has a particular place and find it hard to rest until they've determined exactly where that is. Working on the rookery is one of a huginn's chief pleasures. Ravenfolk adventurers can drive their companions to distraction by constantly moving things around in a campsite.

Midgard's largest rookeries exist in Vidim, Zobeck, Domovogrod, the Khanate of the Khazzaki, Tanserhall, Thunder Mountain, the Free City of Siwal, and the River Kingdom Nuria Natal, as well as Makuria, the Citadel of Winged Truth in the Southlands.

## RAVENFOLK CHARACTERS

All ravenfolk have the following racial traits.

**+2 DEXTERITY, +2 WISDOM, -2 CONSTITUTION:**

Ravenfolk are fast and observant but relatively fragile and delicate.

**TENGU:** Ravenfolk are humanoids with the tengu subtype.

**MEDIUM:** Ravenfolk are Medium creatures and receive no bonuses or penalties due to their size.

**NORMAL SPEED:** Ravenfolk have a base speed of 30 ft.

**SENSES:** Ravenfolk have low-light vision.

**SNEAKY:** Ravenfolk gain a +2 racial bonus on Perception and Stealth checks.

**GIFTED LINGUIST:** Ravenfolk gain a +4 racial bonus on Linguistics checks and learn two languages each time they gain a rank in Linguistics rather than one language.

**SWORDTRAINED:** Ravenfolk are trained from birth in swordplay and, as a result, are automatically proficient with sword-like weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).

**NATURAL WEAPON:** A ravenfolk has a bite attack that deals 1d3 points of damage. If a ravenfolk is otherwise unarmed, it is a primary attack. Otherwise, it is a secondary attack.

**LANGUAGES:** Ravenfolk begin play speaking the Trade Tongue (Common) and Feather Speech. Ravenfolk with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).

## SHADOW FEY

The enigmatic shadow fey dwell in their ebon spires and moonlit keeps, encroaching on the mortal world in places where barriers between the planes are thin. They prowl the darkest recesses of the forest, hunting mortal prey. They dance in the darkly luminous halls of their shadow palaces, the lords and ladies of twilight. They keep their history shrouded in mystery and their actions filled with contradictions. They seek to throw their observers off-guard, for anyone and everyone are potential enemies.

Although a beautiful race, they are often described as combining the worst features of elves and goblins. They are at turns benign and cruel, purposeful and whimsical. They vanish from the world and reappear apparently at random, professing shock at the changes that have occurred in their absence. To some, their actions seem mad, but there is always a method in them. They advance their goals subtly, and their victims are overtaken before they become aware.

While the shadow fey are often antagonists and usually described as malevolent, they are not inherently evil. Neither are they inherently good. They are fey. Like all fey, mortals must be wary with their interactions or pay a steep price. Loyalty. Devotion. Wealth. Memories. Lives. Souls. The shadow fey deal in all of these things. And the shadow fey are stirring once more.

Even to most shadow fey, their history is secret, and many stories of their origins exist. The most prevalent story says that the shadow fey were elves who made pacts



with forces of darkness centuries ago, most likely during the Black Sorceress's Revolt when a group of beleaguered elves turned to those powers out of desperation.

The official history of the Shadow Courts assumes this version of events, and the Shadow Reckoning calendar begins at that time. Sarastra, the Queen of Night and Magic, is featured as both the divine patron and the founder of the shadow fey in this tale, a fact which she is pleased to exploit as necessary. It is certain that there is some truth to this story. Both the records and the memories of ancient elves support this particular version of those events as they are commonly recalled.

While the submission to dark magics is acknowledged, other tales seem to deny this as the sole origin of the shadow fey. The Queen of Night and Magic existed long before the once-elven princess Sarastra came to rule the shadow fey, and stories of their exploits exist dating centuries prior to the Black Sorceress's Revolt. Indeed, many shadow fey seem more closely related to fey than to elves, despite the relatively short span of time since their supposed separation. Mentions of alternate planes, chaos, and time magic—particularly in the environs of Zobeck and Castle Shadowcrag—only contribute to the confusion.

In the end, only the gods know the true origins of the shadow fey. Speculation is rampant but not often shared. As is commonly said in the Summer Court, it is unwise to argue with a goddess. Sarastra's accounting of events suffices for most individuals.

Shadow fey resemble elves physically with a few striking differences. Their skin color tends toward alabaster white, ebon black, or subtle grays. A few have scintillating, shimmering skin. Many shadow fey have horns, from subtle nubs to large and obvious protrusions, either satyr or fiend-like depending on the chronicler. Some shadow fey have dangerously sharp teeth. And while most shadow fey are Medium, a few are Small. Most enjoy a long lifespan similar to that of elfmarked, but a few others' longevity is closer to that of elves. Some rare shadow fey even appear to be effectively immortal, showing no signs of aging.

### PLAYING A SHADOW FEY

The "standard" shadow fey is a misnomer. The shadow fey have had different statistics and descriptions over time as editions have changed and the *Midgard Campaign Setting* has evolved. The most recent stat blocks for the shadow fey can be found in the *Midgard Bestiary* and the *Courts of the Shadow Fey* adventure. While it may be appropriate for a high-level game, that depiction of the shadow fey is too powerful for a 1st-level player character in a typical game. Creating a PC race based on these variables—a scaled-down iconic version and earlier depictions—provides players many options as they progress in the world, eventually developing into something like the "standard" shadow fey or into a character entirely of their own making.

Shadow fey are closely related to elves. Players may elect to use the standard racial traits and abilities for elves or half-elves while altering their appearance to resemble shadow fey. These characters are treated as elves or half-elves and have all of the options normally available to other such characters. However, other game features are restricted to the shadow fey race (such as racial traits, feats, and alternate racial features).

Players can also elect to use the shadow fey racial traits available here.

### SHADOW FEY CHARACTERS

Some shadow fey have the following racial traits.

**+2 DEXTERITY +2 CHARISMA, -2 CONSTITUTION:**

Shadow fey are graceful and alluring but relatively frail.

**FEY:** Shadow fey are creatures of the fey type.

**MEDIUM:** Shadow fey are Medium creatures and have no







bonuses or penalties due to their size.

**SPEED:** Shadow fey have a base speed of 30 ft.

**SENSES:** Shadow fey have darkvision 60 ft. and low-light vision.

**LIGHT SENSITIVITY:** Shadow fey are dazzled in areas of bright sunlight or within the radius of a daylight spell.

**SECRETIVE:** Shadow fey are taught to conceal themselves almost from birth. Bluff and Stealth are always class skills for shadow fey.

**SNEAKY:** Shadow fey receive a +2 racial bonus on Stealth checks.

**SPELL-LIKE ABILITIES:** Shadow fey can cast *shadow jump* once per day as a spell-like ability, using their character level as their caster level.

**SWIFT AS SHADOWS:** Shadow fey can remain stealthy even when moving. Shadow fey reduce the penalty for using Stealth while moving by 5 and reduce the Stealth check penalty for sniping by 10.

**LANGUAGES:** Shadow fey begin play speaking the Trade Tongue (Common) and Umbral. Those with high Intelligence scores can choose from the following: Caelmaran, Elven, Enochian, Gnome, Infernal, Mharoti.

### SMALL SHADOW FEY RACIAL TRAITS

Although rare, some shadow fey are born Small sized. Most believe that these shadow fey have particularly strong fey blood. Small shadow fey modify the standard shadow fey traits with the following.

**SMALL:** Small shadow fey gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and their CMD, and a +4 size bonus on stealth checks. This replaces the standard shadow fey size.

**SPEED:** Small shadow fey have a base speed of 20 ft. This replaces the standard shadow fey speed.

**SPELL-LIKE ABILITIES:** Small shadow fey can cast *vanish* once per day as a spell-like ability, using their character level as their caster level. This ability is in addition to the *shadow jump* spell-like ability of the standard shadow fey.

Small shadow fey physically appear identical to their Medium kin in all other ways, though they too have a wide variance in outward appearance.

## TROLLKIN

The legacy of the trollkin is fear turned against the world. Brutish appearances and towering strength strike terror into any who see them. Warriors watch in horror as the trollkin's near-mortal wounds heal in seconds. Nervous townsfolk scan the hills at dusk, trembling and praying that the bogeyman doesn't come tonight. Whispered words from forgotten ages coax gifts from shadows but always at a price. The trollkin don't shrink from fear; they breathe it. They feel the truth when strangers cross the street in

a sudden hurry. They see it in the wide, sightless eyes of fallen foes.

Trollkin are the spawn of unions between humanoids and trolls, ogres, and other brutes that lurk in the shadows of the world. Liaisons with dark fey creatures often lead to trollkin offspring as well. This mixed heritage leaves many marks on the trollkin, the most obvious being their appearance. Though they may display a wide range of specific features, the trollkin are generally larger and sturdier than human forebears. They grow taloned fingers and toes and sharp fangs or oversized tusks.

Beyond that, each individual is unique. Some have scales or hair covering thick skin. Others sport bony ridges or frills. Many have strangely colored eyes or speak with disturbing voices. Skin tones most commonly range from slate gray to pale green but can vary widely between muted hues. Not all trollkin inspire anxiety in an obvious sense. Some can be quite alluring or bear only minor outward marks of their heritage. Fear takes many forms.

While trollkin can trace their ancestry back to a specific inhuman creature, there has been so much intermarriage and mingling of the various bloodlines that any combination is possible. Even trollkin spending lives in close-knit tribal groups may develop features out of the ordinary for those families.

The fantastic variations in trollkin forms aren't only cosmetic. While the majority of the race shares similar traits, there are a number of offshoots. These variations express some major feature inherited from a different kind of monstrous ancestor. For instance, underwater bands of sleek-skinned trollkin inhabit the depths. They wend through deep rivers, dark lakes, and coastal shoals. In the far north, the trollkin breathe winter and relish the cold, slaying foes with an icy grasp. Lean, slight trollkin huddle in the shadows, their senses focused beyond the world. The whispers are all they can hear—whispers of the dead and of other, stranger spirits.

Most fearsome of all, and thankfully the rarest, are the ogreborn: trollkin whose giant blood runs thick. They are massive brutes with breathtaking strength, but their tempers dull any civilized thought. When the ogreborn arise from a band of trollkin, they are likely to take control of it or die in the attempt. Ogreborn bandit leaders and warlords inspire terrifying tales worthy of legend. Families of ogreborn dominate the land surrounding their lair.

Most trollkin exhibiting these variant traits hail from groups of similar trollkin but exceptions occur. Like the trollkin physical characteristics, sometimes these prominent features arise with no apparent cause. This often influences the trade a young trollkin takes up or their leadership roles in a community.

Trollkin learn rejection at an early age. Their presence inspires instant fear in more civilized races. Trollkin depend on each other, and they developed tribal families long ago for protection. This organization continued through the ages with most trollkin living in tribal



settlements. Either the strongest warrior or the most gifted sage of the tribe leads. Succession is usually clear cut with a second ready to rise when the current chieftain falls. More rarely, a tribe sees a rival challenge the chieftain for the right to lead. Regardless of who leads, ancestor spirits mark one member of the tribe, called the listener. This individual interprets the will of the spirits and guides the tribe in spiritual matters. In some cases, the listener also serves as chieftain, but that practice is rare.

Trollkin tribes are insular and distrustful of outsiders with a small exception in the case of other trollkin. A tribe subsists on hunting, gathering, and, if its territory is fertile enough, some small amount of farming. Despite their rustic lifestyle, it is a mistake to think the trollkin are simple. The trollkin have a keen understanding of crafts which they use to forge their tools and weapons. Trollkin-wrought blades can rival the great smiths of the dwarf kingdoms. Fanciful tales ascribe this skill to some ancient bargain with dark creatures.

In Midgard, the trollkin have one last but profound source of allies—the shadow fey. Trollkin often have access to shadow roads that others avoid like death itself. In exchange, some shadow fey can call upon a band of trollkin raiders in times of peril. Rumor suggests some ancient bond between the two races that goes back to their origins. If either the trollkin or the shadow fey know the truth, they aren't sharing with outsiders.

No matter where they make their living, the trollkin never fully escape the fear they spread. Traders who earn the trust of a trollkin settlement still make their deliveries nervously. Regular customers at the blacksmith can't help but jump when the trollkin apprentice slams her hammer. A trollkin thug's longtime partner feels the familiar squeeze in his chest when the brute's temper flares. It's a glint in the eye. A set to the bulging muscles. The accidental scrape of talon tips across the polished bar top. No outsider ever feels truly at ease around the trollkin, and trollkin never forget it.

## TROLLKIN CHARACTERS

All trollkin have the following racial traits.

### **+2 CONSTITUTION, +2 CHARISMA, -2 INTELLIGENCE:**

Trollkin are hardy and commanding but often resort to savagery to deal with problems rather than think things through.

**TROLLKIN:** Trollkin are humanoids with the trollkin subtype.

**MEDIUM:** Trollkin are Medium creatures and receive no bonuses or penalties due to their size.

**NORMAL SPEED:** Trollkin have a base speed of 30 ft.

**DARKVISION:** Trollkin can see in the dark up to 60 ft.

**INHUMAN VIGOR:** As a swift action, trollkin can call upon their inhuman nature to heal wounds with startling speed. The trollkin gains fast healing 2 for 1 round. The trollkin can heal up to 2 hp per level per day with this

ability after which it ceases to function. This ability does not function if the trollkin suffered acid or fire damage in the previous round.

**FEARSOME:** Trollkin gain a +2 racial bonus on Intimidate checks.

**NATURAL ARMOR:** Trollkin have thick hide, fur, or scales, granting them +1 natural armor.

**NATURAL ATTACKS:** Trollkin can make two claw attacks as primary natural weapons that deal 1d4 points of damage and one bite attack as a primary natural weapon that deals 1d3 points of damage.

**LANGUAGES:** Trollkin begin play speaking the Trade Tongue





(Common). Trollkin with high Intelligence scores can choose from the following languages: Draconic, Dwarven, Elven, Giant, Gnome, Sylvan.

## MINOR RACES

Some of Midgard's more minor races are detailed below.

### BEARFOLK

Although they typically eschew urban areas, bearfolk exist in scattered enclaves throughout Midgard. A rare few even live the life of an adventurer, defying the prejudices and ignorance they face among populations that neither know about nor respect their kind. Bearfolk are typically quiet and insular but devoted to their families and communities. For adventurers, this translates into a fierce loyalty to their companions. Bearfolk are often drawn to a path early in life; whether it's as a fighter, a barbarian, a druid, an oracle, or another discipline, bearfolk often find that they have a powerful connection to nature and to their more primal natures.

There are two main subtypes of bearfolk in Midgard. The bearfolk that were born in the far north are known as Grizzlehides, and they are thicker, hardier examples of the race. Their fur ranges from black to golden, and often has lighter gray or blond tips. They are more likely to be tough and ferocious in battle. These bearfolk have the bear hug and thick coat alternate racial traits.

Rarer than their grizzlehide kin, Purifier bearfolk often possess a strong affinity for nature, acting as spiritual anchors in their communities. Purifiers are usually slighter in build, with reddish or pale fur. A recent branch of the bearfolk race, most Purifier bearfolk originate in the Moonlit Glades as opposed to Bjeornheim in Midgard. These bearfolk often have the nature's gift and stalwart will alternate racial traits (see page 27).

### BEARFOLK CHARACTERS

All bearfolk have the following racial traits.

**+2 STRENGTH, +2 WISDOM, -2 DEXTERITY:** Bearfolk are massive and possess deep resolve, but their bulk sometimes slows them down.

**BEARFOLK:** Bearfolk are humanoids with the bearfolk subtype.

**MEDIUM:** Bearfolk are Medium creatures and have no bonuses or penalties due to their size.

**NORMAL SPEED:** Bearfolk have a base speed of 30 feet.

**SCENT:** Bearfolk have the scent extraordinary ability, as the universal monster rule (*Pathfinder Roleplaying Game Bestiary*).

**ARMOR:** Bearfolk have a +1 natural armor bonus.

**NATURAL WEAPONS:** Bearfolk have a bite attack that is treated as a primary natural attack that deals 1d6 points of damage.

**POWERFUL BUILD:** Bearfolk function as if their Strength scores were 5 higher when determining their carrying capacity, and their maximum lifting and dragging weight. A bearfolk does not gain any of the other benefits or penalties of a higher Strength. This ability does not stack with any spell or effect that increases the bearfolk's Strength.

**URSINE TALENT:** Bearfolk receive a +2 racial bonus on Climb and Perception checks.

**LANGUAGES:** Bearfolk begin play speaking the Trade Tongue (Common) and either Northern or Umbral. Bearfolk with high Intelligence scores can choose from the following languages: Dwarven, Elven, Giant, Gnome, Halfling, Northern, and Umbral.





## ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard bearfolk racial traits. Consult your GM before selecting any of these new options.

**BEAR HUG (Ex):** Bearfolk are renowned for using their bulk to overwhelm foes. They can attempt to bear hug an opponent of their size or smaller by making a bite attack as a full-round action. If the bearfolk hits with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. This racial trait replaces scent.

**NATURE'S GIFT:** Many bearfolk develop an affinity for spiritual matters over physical strength and violence. Bearfolk with this racial trait and a Wisdom score of 11 or higher gain the following spell-like abilities once per day: *guidance*, *know direction*, *speak with animals*, and *virtue*. The caster level for these effects is equal to the bearfolk's character level. This racial trait replaces natural weapons and powerful build.

**STALWART WILL:** Some bearfolk possess nearly unbreakable resolve and a deep self-awareness. If the bearfolk fails save against a charm or compulsion effect that has a duration greater than 1 round, it receives another save 1 round later to prematurely end the effect. This second save is made at the same DC as the first. If a bearfolk with this racial trait gains a similar ability from another source, they can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails. This racial trait replaces armor.

**THICK COAT:** Bearfolk native to the northern climes of Midgard can comfortably survive frigid temperatures. The bearfolk does not have to make Fortitude saves and takes no damage due to cold environments. The bearfolk does not gain resistance to cold damage from non-environmental sources. This racial trait replaces ursine talent.

## DARAKHUL

In the lightless depths beneath the ground, an empire of devouring ambition grows and plots and dreams. They call themselves the People, but by those who know of them and their nefarious goals, they are called the Subterranean Lords, the Ghoulish Imperium, or, simply, the Empire of Ghouls. Their cities lie out of sight, their agents infiltrate the underworlds of a score of surface cities, and their hunger knows no limits.

To them, those who are not the People are food—the living must be pacified and domesticated, so their breeding sustains a ruling class of cannibalistic undead. Their empire maintains complex social structures and forges powerful alliances. They scheme and plot. They hunger for the flesh of both living and dead.

They are the darakhul, and they seek nothing less than to devour the world.

Attempting to identify the first darakhul is as hopeless as identifying the first lich or vampire. The modern Imperium tracks progeny and heralds the great ancestors of the race, made easier by the fact that, as unliving creatures, some of its earliest champions still endure to the present day. The Imperium has not always existed, though, and the first darakhul progenitors hail from millennia ago. Scholars of undeath debate whether the first ghouls spawned spontaneously from starved corpses or whether a demonic patron seeded the world with the monsters, but the identities of the first darakhul remain shrouded in conjecture.

The modern history of the race is less open to debate. The Imperium began just under three centuries ago after Tonderil the Bonebreaker fought a 23-year war to unite the most powerful darakhul lieges under his own crown. Though his name is remembered with titles like First among Necromancers and General of the Royal Bastards, his reign was significantly shorter than his campaign to claim it. In his ninth year as Emperor, he died leading the charge that broke the duergar lines in the Battle of the Dwarfvault near Gonderif. His great legacy includes military unification of the People and the founding of the Temple of the Hungry God.

As Tonderil's successors advanced the cause and maintained the Imperium, drow, duergar, and other cities fell one after the other. The Empire of the Ghouls profited in coin, in land, in slaves, and in food. The forefathers who inherited the Imperium took stock of the race's accomplishments and applied the principles of martial meritocracy to every darakhul. The People have produced powerful champions in the many decades since. Haresha Winterblood expanded the empire in every direction, taking caverns just below the surface, delving deep to build strongholds in vast subterranean vaults, and sacking cities everywhere. The infamous Sergival of the Shackles forged an immense slave trade under the guise of the cave dragon Dreadwing, feeding on mortal tributes from across the world. Arcanist Antovian Surmidus used illusion and necromancy to forge the tradition of disguise now known as the Cloak wherein hundreds of darakhul infiltrate every people and path, disguised as breathing mortals working as soldiers and shepherds, butchers and bookbinders.

The fourth and reigning Pale Emperor Nicoforus sought revenge on an alliance of drow and duergar whose best assassins slew his predecessor. Nicoforus sent legions of ghouls to their cities and razed them. Every dark elf and every gray dwarf was eaten or turned to replace darakhul losses. Today, the two races sneer bitterly at the mention of the Tide of Ghouls. Other races may hate or fear them, but



at least, subterranean humanoids know the threat posed by the Imperium. Surface races remain blissfully unaware or unconcerned about the aggressive race of militant ghouls. Their armies number in the thousands, and they can strike from any crypt or cavern.

### DARAKHUL AGE, HEIGHT, AND WEIGHT

Darakhul differ from most races because they don't physically age after their conversion to undeath. As a result, when determining the age and size of a darakhul character, use the tables provided for its original race. Darakhul gain the benefits to mental abilities scores for aging, but take no penalties to their physical scores once they've risen as a ghoul. Choose how old the character was when it became darakhul and apply all mental age modifiers and any physical age modifiers up to that point. All darakhul weigh about 25% less than their original race.

### DARAKHUL CHARACTERS

Darakhul are not born but, instead, rise from the death of



a humanoid infected with darakhul fever. Only darakhul sires can inflict a creature with this disease, which burns the life from its victims until a cold corpse rises to replace the once-living subject. The resulting darakhul has the following traits.

**+2 DEXTERITY, +2 CHARISMA:** Darakhul are nimble and social. As undead, they have no Constitution score, but darakhul characters built using a point buy system must assign at least a score of 10 to their Constitution.

**UNDEAD:** Darakhul have the undead type, and possess all the traits and immunities described in the *Pathfinder Roleplaying Game: Advanced Race Guide*. A darakhul retains its humanoid subtype and gains the augmented subtype as well.

**SMALL OR MEDIUM SIZE:** Darakhul can be Small or Medium creatures. If Medium, a darakhul has no bonuses or penalties due to size. If Small, the darakhul gains a +1 size bonus to AC, a +1 size bonus on attack rolls, a -1 penalty to CMB and CMD, and a +4 size bonus on Stealth check. Regardless of size, the darakhul retains some resemblance to its original humanoid subtype.

**BITE ATTACK:** A darakhul has a natural bite attack that deals damage according to his size (1d4 for Small, 1d6 for Medium). This attack is a primary natural attack.

**CHANNEL RESISTANCE:** A darakhul gains a +2 bonus on saves to resist the effects of channeled positive energy.

**HUNGER:** Each day, a darakhul must consume at least a small meal of fresh or rotting meat. A darakhul that does not feed for more than 24 hours must make Charisma checks to avoid starvation (see the *Pathfinder Roleplaying Game Core Rulebook*). Damage from starvation is lethal damage for darakhul. Once starvation sets in, only a meal consisting of one full pound of flesh ends the condition. Once a ghoul takes lethal damage, he must make a Will save whenever he makes a Constitution check. Failure indicates he obeys the compulsion to feed on any creature available, including allies or even himself. A starving darakhul must confirm a critical hit with his bite attack in order to tear off enough meat to satisfy this compulsion.

**LIGHT BLINDNESS:** *Prerequisite:* Darkvision or see in darkness trait; *Weakness:* Abrupt exposure to bright light blinds members of this race for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

## GNOMES

Found in small numbers throughout Midgard, gnomes have a single primary home: the dark forest of Neimheim and its surrounding territory. They have reputations as terrible swindlers, kidnappers, diabolists, and charmers.

As individuals, the small men and women in their



amusing hats and pointy boots seem silly. However, as a race they have struck one or more diabolical bargains for power with Baba Yaga or archdevils, and this has led them to turn inward. Their only close allies are the shadow fey, though goblins and kobolds and gnolls are not too particular in their choice of friends, either.

## GNOME CHARACTERS

All gnomes have the following racial traits. For specific racial feats available to gnomes of Midgard, see page 139.

### **+2 CONSTITUTION, +2 CHARISMA, -2 STRENGTH:**

Gnomes are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.

**SMALL:** Gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**SLOW SPEED:** Gnomes have a base speed of 20 feet.

**LOW-LIGHT VISION:** Gnomes can see twice as far as humans in conditions of dim light.

**DEFENSIVE TRAINING:** Gnomes gain a +4 dodge bonus to AC against monsters of the giant subtype.

**GNOME MAGIC:** Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals*. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

**HATRED:** Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes because of their special training against these hated foes.

**ILLUSION RESISTANCE:** Gnomes gain a +2 racial saving throw bonus against illusion spells and effects.

**KEEN SENSES:** Gnomes receive a +2 racial bonus on Perception checks.

**OBSESSIVE:** Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

**WEAPON FAMILIARITY:** Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

**LANGUAGES:** Gnomes begin play speaking the Trade Tongue (Common), Gnome, and Sylvan. Gnomes with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.



covered with shaggy hair. Warriors braid their hair with teeth or other tokens of fallen enemies. The thick hair covering their large bodies varies widely in color, from bright white to medium red-browns to dark brown and black. Many minotaurs shave or dye their fur in patterns signifying their allegiances and beliefs. Other methods of decoration include brands, ritual scars, and gilding or carving their horns.

Adult men can reach a height of 6-1/2—7 feet, with women averaging 3 inches shorter. Both genders have a great deal of muscle mass even for their considerable size, and physical prowess plays a large part in their social structure. Minotaurs can live as long as humans but reach adulthood 3 years earlier. Childhood ends around age 10 and adulthood is celebrated at 15. However, most minotaurs don't form their own families until at least the age of 25. They spend those 10 years proving themselves to their elders.

Minotaurs are omnivores and consume large quantities of both meat and vegetation. Great banquets often mark important social and religious occasions, and a successful

## MINOTAURS

The bull-folk have many of the same characteristics as the bulls they resemble. Both genders have horned heads



feast is often a point of regional pride; competition between regional cuisines is fierce, sometimes violent, and eagerly anticipated. The minotaurs are particularly mindful of meals before great ceremonies or displays of skill, and the hosts of such events can earn nearly as much honor as the champions by providing memorable feasts. To fail as a host brings deep shame.

## MINOTAUR HORNS

The most valued accessories of any minotaur are his or her horns. Grown by all minotaurs, horns display an individual's status and strength, and they provide a ready weapon in battle. Those who lose part or all of a horn suffer considerable stigma and must constantly prove themselves; the term "brokehorn" is a fighting insult. Some temples will magically regrow a damaged horn for a minotaur who completes a quest or series of trials, though a few famous warriors have gone through life "broken" as a mark of pride and resilience. Those minotaurs who choose to keep a reminder of their failing are the most driven among them.

Many minotaurs chronicle their victories with carving or etchings on their horns. Warriors display representations of defeated foes, and artisans mark theirs with accolades their work has won. For instance, the killer of a cyclops



BRYAN  
SYME



might have a square rune with an eye in the middle, and the maker of the killer's weapon might have an axe rune with a crown above it. Others earn markings from the great mazes they have solved.

All who honor their heritage take great care of their horns, polishing and shining them. Some even gild their horns with precious metals.

### LABYRINTHINE MAGIC

Minotaurs are masters of the school of labyrinthine magic, which includes mazes and confusing charms and glamers of various types, plus trap-spells and wardings. They keep this magic to themselves, never sharing it with non-minotaurs.

### MINOTAUR CHARACTERS

All minotaurs have the following racial traits.

**+4 STRENGTH, -4 DEXTERITY, +2 CONSTITUTION, -2 INTELLIGENCE, -4 CHARISMA:** Minotaurs are powerful and sturdy, but also relative slow.

**MEDIUM:** Minotaurs are Medium creatures and receive no bonus or penalty due to their size.

**MINOTAUR:** Minotaurs are humanoids with the minotaur subtype.

**NORMAL SPEED:** Minotaurs have a base speed of 30 feet.

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

**NATURAL CUNNING:** Minotaurs are never caught flat-footed.

**FIERCE:** Minotaurs are sharp-eyed survivors and gain a +2 racial bonus on Perception, Profession (sailor), and Survival checks. Survival is always a class skill for a minotaur.

**HORNS:** All minotaurs have a natural attack to gore with their horns for 1d4, even if otherwise unarmed. This is considered a secondary natural attack.

**LANGUAGES:** All minotaurs begin with both the Trade Tongue (Common) and Southern as known languages. Minotaurs with high Intelligence scores can choose from the following bonuses languages: Dwarven, Ishadian (Enochian), Khandirian, and Kobold.

## TIEFLINGS

More than 2,000 years ago, as Caelmarath's humans experimented with their newfound arcane knowledge, whispers began circulating about dark secrets in the West.

Time passed, the magocracies grew in power, and generations later, the truth emerged: the West's most ambitious spellcasters had entered into dark pacts with certain denizens of the Eleven Hells. In exchange for breathtaking magical prowess, these corrupted humans coupled with devils, demons, and other hellish beings, ensuring their bloodlines would forever carry a fiendish taint. The dark scions of these unions came to be known as



tieflings—the demonmarked, the hellborn.

Early in their existence, entire families of demonmarked were not uncommon in the nine magocracies. This dark influence spread throughout the West's humans. Those families that did not already carry a fiendish taint often were open to partnering with hellspawn. To these crusading humans, including Zobeck's infamous House Stross, which so chafed against the elves' rule, any means of overthrowing their overlords was justified. Their freedom was achieved, but once the elves fled, these powerful spellcasters quickly turned on each other.

As the magocracies vied for control of the land's ley lines, couplings with demons happened less frequently. Spellcasters blighted the land while the tieflings' numbers slowly waned. Soon, even in the sole surviving magocracy of Allain, tieflings were a rare minority. By then, though, fiendish genetics were irreversibly hardcoded into many bloodlines, ensuring that tieflings could be born randomly to any tainted family. And so new demonmarked infrequently surface, serving as reminders of their ancestors' greed, their blind ambition, and—as most would agree—their utter foolishness.





## TIEFLINGS IN MIDGARD

Even at the height of their population, tieflings in the magocracies were considered foreboding harbingers of ill fortune. Today, they are scattered throughout Midgard, but the only place tieflings are socially accepted, albeit begrudgingly, is in Allain. The cities of Bemmea and Tintager are particularly friendly to tieflings.

Tieflings are not tolerated outside of Allain, though

some hellborn have proven their worth elsewhere in spite of their dark heritage. In some places, a tiefling's mere presence is considered sacrilege. They are particularly vilified in the Seven Cities and in Magdar Kingdom, and they are hunted as heretics in the Grand Duchy. In these areas, the majority populations simply cannot see past the fiendish characteristics that belie a simple reality: though touched by demonic patrons, tieflings' fates—like those of humans—are theirs to decide.

Tieflings' connections to their fiendish heritage are unmistakable and typically manifest physically at birth or, rarely, at the onset of adolescence. Owing to the diversity of sires, no two tieflings carry the same dark physical characteristics. One might bear goat-like horns and blackened eyes. Another might possess wicked fangs and reddish skin. Still another might boast cloven hooves and stunted, leathery wings. For some tieflings, the only indication of their otherworldly origins might be the general feeling of dread they instill in goodly folk, their unmistakably sibilant speech, or the faint smell of smoky hellfire emanating from their skin.

## RELATIONSHIPS WITH OTHER RACES

Tieflings, with their drops of infernal heritage, have a unique way of viewing certain other races.

**HUMANS:** Humans are, if not a noble race, a rich bloodstock to spring from. Tieflings see in humans many positive qualities: the facility for lying, the casual approach to virtue, and the untroubled acceptance of hypocrisy to name a few. Tieflings favor those who are adaptable and those who have a flexible understanding of morality—in short, humans.

**DWARVES:** Tieflings view the small races as usefully pragmatic, if perhaps too much so. Dwarf predictability—both their passion and their temper—is a weakness to be exploited. Tieflings like the fact that dwarves are easy to manipulate but seldom feel they have much in common with this race. To a tiefling, a dwarf's passion for gems and riches is crass and shallow, a sign of their inability to defend themselves psychologically from others. The other small races deserve little more than condescension for their cowardly attachment to their staid homebound lives.

**ELVES:** It is the elves for whom tieflings reserve their greatest scorn, even hatred. Tieflings have no use for many aspects of elven culture: their sense of racial purity, their obsessive love of nature and beauty, and their overall arrogance. The first strikes at the very essence of a tiefling, the second is a weakness to not see the cruel purpose of nature, and the third is just undeserved when compared to the greatness and history of the tiefling past. Elves attempt to hide from the pain and suffering of the world. Tieflings openly and willingly embrace it. This, they maintain, makes them the



stronger, better bloodline.

**OTHER RACES:** It might seem natural for tieflings to ally themselves with any of the various monstrous and vile races that abound in the world. However, tieflings view most of them with utter contempt. In their eyes, most of these races lack sophistication in one form or another—too brutish, too crass, too base, or too lacking in the refinements of pain, suffering, and evil. For a tiefling, it is only natural to rule and dominate these lesser brutes, to use them as pawns in their plans and schemes, and to exploit them for whatever gain and amusement they can provide.

## TIEFLING CHARACTERS

All tieflings have the following racial traits.

**+2 DEXTERITY, +2 INTELLIGENCE, -2 CHARISMA:**

Tieflings are quick in body and mind but are inherently strange and unnerving.

**NATIVE OUTSIDER:** Tieflings are outsiders with the native subtype.

**MEDIUM:** Tieflings are Medium creatures and receive no bonuses or penalties due to their size.

**NORMAL SPEED:** Tieflings have a base speed of 30 ft.

**DARKVISION:** Tieflings see in the dark for up to 60 ft.

**SKILLED:** Tieflings gain a +2 racial bonus on Bluff and Stealth checks.

**SPELL-LIKE ABILITY:** Tieflings can use *darkness* once per day as a spell-like ability. The caster level for this ability equals the tiefling's class level.

**FIENDISH RESISTANCE:** Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

**FIENDISH SORCERY:** Tiefling sorcerers with the abyssal or infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

**LANGUAGES:** Tieflings begin play speaking the Trade Tongue (Common) and either Abyssal or Infernal. Tieflings with high intelligence scores can choose from the following: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Orc.

## TOSCULI

The tosculi are known to most in the Southlands as a danger to be either avoided or destroyed. They are alien beings, operating under a shared consciousness and typically hostile to (or at best uncaring toward) all but their own hive-mates. Their hive cities are run with a ruthless efficiency and ruled by fearsome queens. Any that do not conform to the hive's society, mentally or physically, are destroyed or driven out. Those that follow the archdevil

Arbeyach are even more draconian.

A few drones do not fit seamlessly into the well-tuned social mechanics of the hive. Some resist the orders of the queen and the thoughts of the hive mind. Others are physically unsuitable to the tasks for which they were bred. Whatever the reason, they do not conform, and nonconformity is not abided in tosculi society. Renegades who aren't killed are driven out or flee. Known as the hiveless, these outcasts attempt to thrive in a world where they are feared and reviled.

Tosculi resemble vaguely humanoid wasps. An average specimen stands about 3 ft. in height and weighs 30 lb. As drones, they are asexual and usually do not choose gender. They have large, compound eyes and small antennae. Their mouths sport insectoid mandibles, though the jaws of the hiveless lack the strength to be used as natural weapons.





Decorative red dragon head illustration at the top of the page.

Their bodies and angular-jointed limbs are covered in a glistening, protective carapace. Carapace colors and markings vary by region and by the hive to which they were born. Black and yellow or black and white patterns are common, as are tosculi of solid brown or black. Some tosculi are brightly colored, sporting chitin of blues or greens. Their arms end in thin-fingered claws.

Two pairs of wings—usually vestigial, as separation from the hive can keep them from fully developing—sprout from their shoulders. Tosculi wings are translucent and iridescent. They run a gamut of colors and patterns from simple, pale yellow to a rainbow-like pattern akin to oil on water.

The nub of a stinger at the base of a tosculi's abdomen has no offensive value. It is a weapon of warriors and queens that never fully matures in drones.

Tosculi have little in the way of fashion sense, and most humanoid clothing is not designed with their body shape in mind. What they do wear is mainly for protection, though a few grasp the concept that other races often find nudity unappealing or wrong. Most tosculi clothe themselves in whatever scraps and pieces of clothing and armor are available and fit, with a preference for bright colors. Tosculi have an affinity for jewelry, especially pieces with large, colorful stones. Some take jewelry they cannot wear, such as earrings, and affix them to whatever clothing they have.

The hiveless are outcasts, cut off from both the hivemind and their fellow tosculi. They lack the numbers to create settlements of their own, so they usually attempt to integrate into whatever community they can find that tolerates their presence—or at least one that does not actively drive them out. If several hiveless find their way to the same settlement, they share living quarters or adjacent rooms in an attempt to create some semblance of community—shadows of the hives they left behind. Many tosculi adopt sets of gendered pronouns to fit in with their new neighbors. Others answer to any pronoun tossed their way. Social-minded tosculi are driven to fit into the community by providing it with the benefits of whatever talents they possess.

In some cases, tosculi become crafters, providing needed goods. Other times, they function as defenders, using their skills to protect their adopted community. Each tosculi takes a role best suited to its abilities. Some tosculi do not find a community where they feel a sense of belonging, or they are simply aberrations who welcome a life of solitude. Such hiveless are true exiles, wandering wherever their whims take them. Whatever path they choose, tosculi are driven to make the most of whatever life they find for themselves as the lives of all drones are quite short.

Tosculi find the industriousness and tradition of dwarves familiar and comforting. The hiveless readily make friends with them when possible. Likewise, they find affinity in the creative, industrial natures of the





kobolds as well as their sometimes matriarchal society. They are wary of humans, never certain how they will react. Despite this, tosculi frequently find a community to join among humans, due to the race's more cosmopolitan nature. Tosculi respect the strength and presence of dragonkin. Minotaurs tend to find tosculi particularly repulsive, and the two races rarely have anything to do with one another. More vicious-minded tosculi get along well with gnolls, who respect their dangerous nature even if they are put off by the tosculi's insect-like appearance. Tosculi rarely have contact with gnomes or halflings, relations being dependent upon the situation and individuals involved. Tosculi who encounter the gearforged find them fascinating as they are living examples of integration and order.

The views on religion among tosculi outcasts vary from individual to individual. Some find solace in joining a spiritual community, feeling reaffirmed at being a part of something larger once again. Others find faith in various gods for their own reasons, their worship as independent and solitary as the tosculi themselves. Still others eschew religion entirely, seeking meaning through philosophy or simply forging their destiny through their actions.

Tosculi alchemists are naturally attracted to the worship of Bastet. Those living among humans and dwarves often turn to the worship of Aten. Tosculi who wander or find fulfillment in academic pursuits often worship Thoth-Hermes. Those hiveless of a darker bent sometimes turn toward the gods of the Nurian cults—Set and Selket are common choices. Those rare tosculi found outside of the Southlands often gravitate to whatever local gods suit their fancy, though Ariadne has a popular appeal to the hiveless as well as Ceres for her community aspect.

The tension between tosculi and other humanoids often makes it difficult for the hiveless to develop any true sense of altruism toward others. Many are neutral in this aspect of alignment with good tosculi being incredibly rare and evil tosculi fairly common. How a tosculi adapts to society outside the hive—finding a place in a new social hierarchy, embracing individuality, or falling somewhere in-between—ultimately determines the other component of its alignment. Renegade tosculi are equally likely to be lawful, chaotic, or neutral in this respect.

## TOSCULI ADVENTURERS

A wandering lifestyle is often adopted by the mistrusted, outcast hiveless, which leads many renegade tosculi to the adventuring life. Some embrace their violent tendencies, taking up lives as brawlers, fighters, and slayers. Others use their natural mobility and agility to become rogues. Some tosculi find the ascetic and ordered lifestyle of the monk appealing. Certain tosculi fall into the practice of alchemy, pushing the boundaries of their physical development with their experiments. Others follow the path of druidism, forming a bond with the natural world and often focusing on the insects they resemble.

## TOSCULI CHARACTERS

All tosculi have the following racial traits.

**+2 DEXTERITY, +2 WISDOM, -2 CHARISMA:** Tosculi are quick and possess excellent instincts, but most creatures find their verminous appearance repulsive.

**TYPE:** Tosculi are monstrous humanoids.

**SIZE:** Tosculi are Small creatures and gain a +1 size bonus to their AC and on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus to Stealth checks.

**SPEED:** Tosculi have a base speed of 30 ft.

**CARAPACE:** Tosculi gain a +1 natural armor bonus to AC.

**CLAWS:** Tosculi receive two claw attacks as primary natural attacks that each deal 1d3 damage.

**STALKER:** Perception and Stealth are always class skills for tosculi.

**SKITTERING:** Tosculi are accustomed to living and fighting communally with other members of their race. Up to two tosculi can share the same square at once. If two tosculi that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite-facing squares.

**GLIDING WINGS:** Tosculi have vestigial wings that do not allow them to fly but provide additional options in the air. They take no damage from falling (as if they were under a constant, non-magical *feather fall* effect). While in midair, a tosculi can move up to 5 ft. in any horizontal direction for every 1 ft. it falls, at a speed of 60 ft. per round. A tosculi cannot gain height with these wings alone. Instead, it merely coasts in other directions as it falls. If subjected to a strong wind or other effect that causes a winged creature to rise, it can take advantage of the updraft to increase the distance it can glide.

**HIVE BUILDER:** Tosculi can use *soften earth and stone* once per day as a spell-like ability. Their caster level is equal to their character level.

**LANGUAGES:** Tosculi begin play speaking the Trade Tongue (Common). Tosculi with high Intelligence scores can choose from the following: Abyssal, Aklo, Auran, Goblin.

**TOSCULI NAMES:** Berrvam, Klekazzi, Klikit, Remarra, Tekrik, Vezzek, Zetarri, Zhurra.



# CLASS OPTIONS



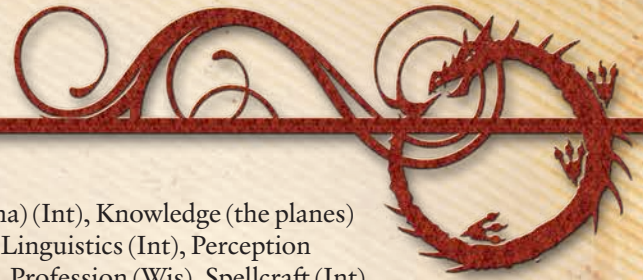
## 2

The realms and regions of Midgard are teeming with individuals who have trained in the lore, traditions, and secrets in which their lives are steeped. This chapter contains many of the most common or astounding such traditions, including the shadowsworn base class, archetypes for nearly a dozen classes, bloodlines for sorcerers, and a cavalier order. Some of these options are most appropriate for characters hailing from or training in a specific area, so it's a good idea to receive your GM's permission before your PC takes them.

## BASE CLASS

The following new class is appropriate for stealthy characters who use a bit of shadowy magic to confound their foes.





## SHADOWSWORN

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

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

**ALIGNMENT:** Any nongood.

**HIT DIE:** d8.

**STARTING WEALTH:** 4d6 × 10 gp (average 140 gp).

**CLASS SKILLS:** The shadowsworn's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge

(arcana) (Int), Knowledge (the planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int) and Stealth (Dex).

**SKILL RANKS PER LEVEL:** 6 + Int modifier.

### CLASS FEATURES

The following are class features of the shadowsworn.

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

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

TABLE 2-1: SHADOWSWORN

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	darkvision +30 ft., sneak attack +1d6
2nd	+1	+0	+3	+0	evasion
3rd	+2	+1	+3	+1	shadow talent
4th	+3	+1	+4	+1	shadow familiar, sneak attack +2d6
5th	+3	+1	+4	+1	command shadow
6th	+4	+2	+5	+2	darkvision +60 ft.
7th	+5	+2	+5	+2	sneak attack +3d6
8th	+6/+1	+2	+6	+2	shadow talent
9th	+6/+1	+3	+6	+3	summon shadow
10th	+7/+2	+3	+7	+3	sneak attack +4d6
11th	+8/+3	+3	+7	+3	
12th	+9/+4	+4	+8	+4	darkvision +90 ft.
13th	+9/+4	+4	+8	+4	shadow talent, sneak attack +5d6
14th	+10/+5	+4	+9	+4	
15th	+11/+6/+1	+5	+9	+5	
16th	+12/+7/+2	+5	+10	+5	sneak attack +6d6
17th	+12/+7/+2	+5	+10	+5	shadow talent
18th	+13/+8/+3	+6	+11	+6	darkvision +120 ft.
19th	+14/+9/+4	+6	+11	+6	sneak attack +7d6
20th	+15/+10/+5	+6	+12	+6	shadow transformation



TABLE 2-2:  
SHADOWSWORN SPELLS PER DAY

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

**SPELLS:** A shadowsworn casts arcane spells drawn from the shadowsworn spell list (page 40). Unlike a wizard or a cleric, a shadowsworn need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

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

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

A shadowsworn's selection of spells is limited. A shadowsworn begins play knowing three 0-level spells and two 1st-level spells of his choice. At each new shadowsworn level, he gains one or more new spells, as indicated on Table 2-3 Shadowsworn Spells Known. (Unlike spells per day, the number of spells a shadowsworn knows is not affected by his Int score.)

Upon reaching 5th level, and at every third level after that (8th, 11th, and so on), a shadowsworn can choose

TABLE 2-3:  
SHADOWSWORN SPELLS KNOWN

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

to learn a new spell in place of one he already knows.

In effect, he loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A shadowsworn may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

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

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

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



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

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

**SHADOW TALENTS:** As a shadowsworn gains experience, he learns a number of talents that aid him and confound his foes. Starting at 3rd level, a shadowsworn gains one shadow talent. He gains an additional shadow talent at 8th, 13th, and 17th levels. A shadowsworn cannot select an individual talent more than once.

The list of talents that a shadowsworn can choose are below. Talents with an asterisk next to them alter the shadowsworn's sneak attack.

**Crippling Strike\* (Ex):** A shadowsworn with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 1 point of Strength damage.

**Feather Step (Sp):** A shadowsworn with this talent moving through an area of darkness or dim light can ignore the effects of difficult terrain as if he'd cast the *feather step* spell (see the *Pathfinder Roleplaying Game Advanced Player's Guide*). This ability can be used as often as desired, up to a total number of minutes equal to 10 times the shadowsworn's class levels.

**Improved Evasion (Ex):** This works like evasion, except that while the shadowsworn still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless shadowsworn does not gain the benefit of improved evasion.

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

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

**Shadow Speed (Ex):** This ability allows a shadowsworn to move at full speed using the Stealth skill without penalty. He can also move along narrow surfaces at full speed using Acrobatics without penalty, and is

not flat-footed when using Acrobatics to move along narrow surfaces. Shadow speed can only be used if at least part of the movement occurs in areas of darkness or dim light.

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

**Sniper's Eye\* (Ex):** A shadowsworn can apply his sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

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

**Surprise Attack (Ex):** During the surprise round, opponents are always considered flat-footed, even if they have already acted.

**Shadow Familiar (Su):** If the shadowsworn has the Improved Familiar feat, at 4th level, he can conduct an all-day ritual that permanently releases his own shadow to serve as a familiar for him. A shadowsworn cannot have a standard familiar (gained from another class) and a shadow familiar; he can only have one familiar.

A shadow familiar has the statistics and abilities common to all wizards' familiars, but it doesn't grant its master a special ability bonus. It is not undead, so cannot be commanded by a cleric. It can be cured with normal curative spells. It's incorporeal, and cannot interact with physical objects. The shadow familiar can move under doors and through other tiny openings, can stretch to 10 times the shadowsworn's height, is invisible in partial or full darkness, and can hide completely by posing as its master's normal shadow. The shadow familiar uses the shadowsworn's Stealth skill to remain hidden, and gains a +4 bonus to Stealth checks in dim lighting but a -4 penalty in brightly lit areas.


The shadowsworn can communicate with his unbound shadow normally as soon as he gains it. The alignment of the shadow familiar is the same as the shadowsworn's.

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

The shadowsworn cannot cast the *shadow projection*<sup>APG</sup> spell if he has a shadow familiar.

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





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

**SUMMON SHADOW (Sp):** At 9th level, a shadowsworn can summon undead shadows through nearby naturally occurring shadows. He can do this as a standard action once per day plus his Charisma modifier. He can summon 1d3 shadows plus one for every three shadowsworn levels above 9th. Once summoned, the shadows obey the shadowsworn's mental commands, although they can only actively communicate with him when they are within 10 feet per shadowsworn level. The shadows last 1 round per shadowsworn level or until destroyed or banished. The shadowsworn can dismiss them as a free action.

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

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

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

## SHADOWSWORN SPELL LIST

Shadowsworn characters can learn the following spells.

Spell descriptions can be found in the following sources, as indicated in the abbreviations listed after the spell names: <sup>CR</sup> spells are found in the *Pathfinder Roleplaying Game Core Rulebook*; <sup>ZG</sup> spells are found in the *Zobeck Gazetteer for the Pathfinder RPG*; <sup>APG</sup> spells are found in the *Pathfinder Roleplaying Game Advanced Player's Guide*; <sup>UC</sup> spells are found in the *Pathfinder Roleplaying Game Ultimate Combat*; and <sup>UM</sup> spells are found in the *Pathfinder Roleplaying Game Ultimate Magic*.

**Note:** A superscript "M" appearing at the end of a spell name denotes a spell with a material component not normally found in a spell component pouch.

## 0-LEVEL SHADOWSWORN SPELLS (CANTRIPS)

### Illumination

*Douse:* Douse a small source of natural light. <sup>ZG</sup>

*Lengthen Shadows:* Darkened area causes creatures to suffer a -2 penalty to Perception checks. <sup>ZG</sup>

*Shadow Bite:* Prick creature with a needle of sharp pain. <sup>ZG</sup>

*Shadow Blindness:* Impair darkvision. <sup>ZG</sup>

*Silhouette:* Create shadow figures against a screen or wall. <sup>ZG</sup>

### Transmutation

*Resize Shadow:* Alter the size of natural shadow. (see page 42)

### Universal

*Arcane Mark:* Inscribe a personal rune on an object or creature (visible or invisible). <sup>CR</sup>

*Prestidigitation:* Performs minor tricks. <sup>CR</sup>

## 1ST-LEVEL SHADOWSWORN SPELLS

### Evocation

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

### Illumination

*Compelling Question:* Compels creature to answer a question. <sup>ZG</sup>

*Light Warding<sup>M</sup>:* Barrier of light wards against creature type. <sup>ZG</sup>

*Orb of Light, Lesser:* Ranged touch attack deals 1d8 points of positive energy/2 caster levels. <sup>ZG</sup>

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

### Illusion

*Shadow Weapon:* Create a quasi-real masterwork weapon. <sup>UM</sup>

### Transmutation

*Keen Senses:* Subject gains +2 Perception, low-light vision. <sup>APG</sup>

*Light Blindness:* Blind creatures that see in daylight. <sup>ZG</sup>

*Rogue's Stab:* May sneak attack creatures denied Dexterity bonus to AC. <sup>ZG</sup>

*Shadow Shape:* Alter the shape of shadows, and cause pain to shadow creatures. (see page 42)

## 2ND-LEVEL SHADOWSWORN SPELLS

### Conjuration

*Dust of Twilight:* Black particles extinguish light sources within area. <sup>APG</sup>

### Divination

*Shadow Sight:* See at a distance through an intervening shadow. (see page 42)



## Evocation

*Darkness*: 20-ft. radius of supernatural shadow. <sup>CR</sup>

*Protective Penumbra*: Shadow protects the target from light. <sup>UM</sup>

## Illumination

*Shadow Jump*: Move through shadows within medium range (100 ft. + 10 ft./level). <sup>ZG</sup>

*Slither*<sup>M</sup>: Become a two-dimensional shadow. <sup>ZG</sup>

## Transmutation

*Darkvision*: See 60 ft. in total darkness. <sup>CR</sup>

*Silent Combat*: Subject of spell is rendered utterly silent. <sup>ZG</sup>

## 3RD-LEVEL SHADOWSWORN SPELLS

### Evocation

*Deeper Darkness*: Objects shed supernatural shadow in 60-ft. radius. <sup>CR</sup>

*Twilight Knife*: Floating knife attacks with you. <sup>APG</sup>

### Illumination

*Compelling Fate*<sup>M</sup>: View actions through the influence of stars. <sup>ZG</sup>

*Orb of Light*: Ranged touch attack deals 1d6 hp positive energy/level. <sup>ZG</sup>

*Terror*<sup>M</sup>: Panic one living creature. <sup>ZG</sup>

## Transmutation

*Darkvision, Communal*: Divide darkvision benefits between multiple creatures. <sup>UC</sup>

*Ghostbane Dirge*: Incorporeal creature takes half damage from nonmagical weapons. <sup>APG</sup>

*Shadow Snare*: Animate mundane shadow to entangle. (see page 43)

## 4TH-LEVEL SHADOWSWORN SPELLS

### Illumination

*Black Hand*: Touch attack deals 1d3 Strength, Dexterity, and Constitution damage. <sup>ZG</sup>





*Flickering Fate*: Gain +4 insight bonus to attack rolls by glimpsing foes' future actions. <sup>ZG</sup>

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

### Illusion

*Shadow Conjuraton*: Mimics conjuration before 4th level, but only 20% real. <sup>CR</sup>

*Shadow Step*: Teleport from one shadow to another. <sup>UM</sup>

### Necromancy

*Shadow Attack*: Damage targets through their shadows. (see page 43)

*Shadow Projection*: Temporarily become a shadow. <sup>APG</sup>

## 5TH-LEVEL SHADOWSWORN SPELLS

### Illumination

*Solid Darkness*: A cloud of darkness impedes movement and sight. (see page 43)

*Starry Vision*<sup>M</sup>: See the fate of all creatures up to 4-5-ft squares/level. <sup>ZG</sup>

*Wall of Darkness*: Blocks sight and causes damage to those within. (see page 44)

### Illusion

*Shadow Evocation*: Mimics evocation before 5th level, but only 20% real. <sup>CR</sup>

### Transmutation

*Shadow Plane Adaptation*: Resist harmful effects of negative energy and the Shadow Plane. (see page 43)

## NEW SHADOWSWORN SPELLS

The following spells are available to shadowsworn and other classes, as noted in their descriptions.

## 0 LEVEL

### RESIZE SHADOW

**SCHOOL** transmutation; **LEVEL** shadowsworn 0, sorcerer/wizard 0

**CASTING TIME** 1 standard action

**COMPONENTS** S

**RANGE** close (25 ft. + 5 ft./2 levels)

**EFFECT** one shadow

**DURATION** 10 minutes/level (D)

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

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

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

## 1ST LEVEL

### SHADOW SHAPE

**SCHOOL** transmutation; **LEVEL** shadowsworn 1, sorcerer/wizard 1

**CASTING TIME** 1 standard action

**COMPONENTS** S

**RANGE** close (25 ft. + 5 ft./2 levels)

**EFFECT** one shadow

**DURATION** 10 minutes/level (D)

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

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

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

## 2ND LEVEL

### SHADOW SIGHT

**SCHOOL** divination [shadow]; **LEVEL** shadowsworn 2, sorcerer/wizard 2

**CASTING TIME** 1 standard action

**COMPONENTS** S, M (black tar or oil rubbed on the eyelids)

**RANGE** touch

**EFFECT** one touched creature

**DURATION** 10 minutes/level (D)

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

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

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



## 3RD LEVEL

### SHADOW SNARE

**SCHOOL** transmutation; **LEVEL** shadowsworn 3, sorcerer/wizard 3

**CASTING TIME** 1 standard action

**COMPONENTS** S

**RANGE** medium (100 ft. + 10 ft./level)

**EFFECT** one animated shadow

**DURATION** 1 round/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** no

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

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

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

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

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

## 4TH LEVEL

### SHADOW ATTACK

**SCHOOL** necromancy [shadow]; **LEVEL** shadowsworn 4, sorcerer/wizard 4

**CASTING TIME** 1 standard action

**COMPONENTS** S

**RANGE** personal

**TARGET** you

**DURATION** 1 round/level (D)

After casting shadow attack, a dark nimbus surrounds the caster's hands, and he gains the ability to cause damage to others by attacking their shadows instead of their bodies. His targets' shadows only need to be hit with touch attacks (either with his bare hands or with handheld weapons),

and all blows against a shadow inflict normal damage on the shadow's owner. Touch spells such as black hand can be transmitted through the target's shadow, but he receives all normal saving throws and spell resistance benefits to any such magical attacks.

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

## 5TH LEVEL

### SHADOW PLANE ADAPTATION

**SCHOOL** transmutation [shadow]; **LEVEL** shadowsworn 5

**CASTING TIME** 1 standard action

**COMPONENTS** V, S

**RANGE** touch

**TARGET** creature touched

**DURATION** 1 hour/level (D)

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

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

If *shadow plane adaptation* is cast when on another plane, it grants resistance against the first 3 points of negative energy damage the affected creature would take from any individual attack, but no other benefits.

### SOLID DARKNESS

**SCHOOL** illumination (conjunction) [creation]; **LEVEL** shadowsworn 5, sorcerer/wizard 6

**CASTING TIME** 1 standard action

**COMPONENTS** V, S

**RANGE** medium (100 ft. + 10 ft./level)

**EFFECT** darkness spreads in a 30-ft. radius

**DURATION** 1 minute/level


**SAVING THROW** none; **SPELL RESISTANCE** no

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

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

*Solid darkness* is so thick that any creature attempting to move through it progresses at 1/10th normal speed (minimum of 5 feet per round, although he cannot take a 5-foot step), and all melee attack and melee damage rolls





suffer a -2 penalty. The darkness prevents effective ranged weapon attacks by physical objects, but immaterial magic rays and the like are unaffected. A creature or object that falls into *solid darkness* is slowed, so that each 10 feet of darkness that the creature or object falls through reduces the damage of a fall by 1d6 points, with a minimum damage of 0. For example, if a creature falls 30 feet, then passes through 20 feet of solid darkness before striking the ground, the total damage of the fall is 5d6-2d6 (total fall of 50 feet, with 20 feet of the fall being through *solid darkness*).

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### WALL OF DARKNESS

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**SCHOOL** illumination (evocation) [shadow];

**LEVEL** shadowsworn 5, sorcerer/wizard 5

**CASTING TIME** 1 standard action

**COMPONENTS** S

**RANGE** medium (100 ft. + 10 ft./level)

**EFFECT** wall up to 20 ft. tall and 10 ft. long/level or sphere or hemisphere with a radius up to 5 ft. + 1 ft./level

**DURATION** concentration plus 1 round/level (D)

**SAVING THROW** see text; **SPELL RESISTANCE** yes

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

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

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

A *wall of darkness* can be made permanent with a *permanency* spell by a caster of at least 13th caster level at a cost of 11,000 gp.

## ARCHETYPES

The following archetypes are available to characters of the indicated classes.

### AEROMANCER (WIZARD)

Aeromancers channel their arcane energies through devices filled with mystic waters to produce air-themed magical effects.

**SKILLS:** Sleight of Hand is a class skill for an aeromancer, but Appraise is not.

**SPELLS:** An aeromancer functions like an air elemental: a wizard who has specialized in the air elemental school of magic. Aeromancers must specialize in the air school, as some of the aeromancer's abilities replace air school powers.

Aeromancers gain a bonus spell each level that must be filled from the Aeromancer Bonus Spell List (see page 45). Additionally, aeromancers must take earth as their opposition school.

**DISTILL MYSTIC WATER (Ex):** All aeromancers learn to draw mystic water directly from local ley lines. At 1st level, an aeromancer learns a special ritual that takes 20 minutes and results in a small vial of mystic water. Despite its name, this substance is not water and does not quench thirst or fires. Unless it is used in one of the aeromancer's special abilities, it instantly evaporates.

This ability replaces the scribe scroll wizard ability.

**CONSTRUCT AEROSPHERE (Ex):** At 1st level, an aeromancer learns to construct a specialized device called an aerosphere. These items can take any form, although they are often set atop a wand, staffs, or rod, and these areospheres are filled with the mystic water that powers their abilities. In the hands of an aeromancer, the aerosphere becomes the means by which he can create, shape or control his spell casting. All spells cast in this way by an aeromancer have an air or wind theme. For example, when casting *levitate*, the aeromancer is held aloft by a swirling cyclone.

The magic properties of the aerosphere, including any magic abilities added to the object, only function for the aeromancer who owns it. If the owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

The aeromancer begins play with one aerosphere at no cost. If it becomes damaged, it is restored to full hit points the next time the wizard prepares his spells. If the aerosphere is lost or destroyed, it can be replaced after a special ritual that costs 200 gp per aeromancer level plus the cost of the masterwork item. This ritual takes 8 hrs. to complete and requires a few drops of mystic water.

This ability replaces the arcane bond wizard ability.



**AEROSPHERE CHANNELING (Su):** At 1st level, an aeromancer can channel a prepared spell into his aerosphere in order to cast any spell of the same level or lower from the Aeromancer Bonus Spell List (see below).

This ability replaces all of the wizard bonus feats.

**WINDBLAST (Su):** At 3rd level, an aeromancer can project a 30-ft cone of wind as a standard action that acts as a bull rush against one foe in the area. The CMB for this attack is equal to the aeromancer's caster level plus his Intelligence modifier (minimum 0). This bull rush does not provoke an attack of opportunity, and spell resistance does not apply. Windblast can be used once per day at 3rd level, and one additional time every 6 levels (to a maximum of 3 times at 15th level).

This ability replaces the air school's lightning flash ability.

**LIGHTNING RIDER (Su):** At 8th level, an aeromancer can transform into living electricity, flash across a distance, and reform in his normal form on the far side. Anyone standing in the path takes electricity damage equal to  $8d6 + 1$  hp for every two wizard levels the aeromancer possesses (Reflex half). This ability functions similar to a *lightning bolt* (CL 8th) and has a range of 120 ft. The DC for the Reflex save is equal to  $10 +$  the aeromancer's wizard level. At 15th level, this ability's range increases to 400 ft.

This ability replaces the air school's cyclone ability.

## AEROMANCER BONUS SPELL LIST

All of the spells included in this list are considered to be arcane. Spells marked with an asterisk are found in *Deep Magic*. GMs who do not wish to use these spells can use the normal air elemental list; otherwise, this list replaces that list.

0—*float\**, *message*

1st—*alter winds*, *aspect of the four winds\**, *circle of wind\**, *obscuring mist*, *shocking grasp*

2nd—*elemental surge (air only)\**, *glide*, *gust of wind*, *levitate*, *point the way\**, *whistling whorl\**, *whispering wind*

3rd—*cloak of winds*, *fly*, *gaseous form*, *glacial wind\**, *lightning bolt*, *liquefy air\**, *wind wall*, *wresting wind\**

4th—*air walk*, *ball lightning*, *detonate*, *elemental body I*, *lift\**, *mighty gale\**, *river of wind*, *shout*, *solid fog*

5th—*call lightning storm*, *communal air walk*, *control winds*, *curse of Boreas\**, *elemental body III*, *exsanguinating cloud\**, *fickle winds*, *lesser suffocation*, *overland flight*

6th—*chain lightning*, *elemental body III*, *fiery sandstorm\**, *repulsion*, *sirocco*, *storm form\**, *wind walk*

## THE AEROMANCER'S ORIGIN

Aerdvall in the Southlands is home of aeromancy, and most wizards in the Sky Nation practice this art. The mystical water that powers their abilities come from the Well of Urd, which is powerful indeed. Those who hail from outside Aerdvall may also become aeromancers if they truly dedicate themselves to this esoteric magic.

7th—*control weather*, *elemental body IV*, *mass fly*, *planar adaptation*, *riding the thunder\**, *scouring winds*

8th—*fire storm*, *greater shout*, *stormbolts*, *whirlwind*

9th—*gate*, *mass suffocation*, *storm of vengeance*, *winds of vengeance*

## BLESSED SCAMP (ROGUE)

These rogues live a charmed life; they have a habit of escaping every trap laid for them, and through seeming luck and incredible moxie they gain the upper hand in nearly all of their endeavors.

**MISCHIEVOUS STRIKE (Ex):** At 1st level, a blessed scamp gains the ability to apply a debilitating condition on those he attacks while the target is denied its Dexterity bonus to AC (whether the target has one or not). At higher level, these attacks also deal more damage to the target. This ability acts as sneak attack, except that the bonus dice to damage start at +1d6 at 5th level, and reaches a maximum of +8d6 at 19th level. When the







blessed scamp hits a target denied its Dexterity bonus to AC, he can apply one of the following mischiefs to the target. The blessed scamp must choose the mischief that affects the target when he first deals damage, and, once chosen, he cannot change it. The DC for all mischiefs is 10 + blessed scamp level + Dexterity bonus.

*Befuddle:* The blessed scamp can confuse his opponent with his strikes. The target must succeed on a Will saving throw or suffer a 20% miss chance to all attacks made before the start of its next turn, and the target cannot make attacks of opportunity until the start of its next turn. This is a mind-affecting effect.

*Low Blow:* The blessed scamp is able to strike where it really hurts. The target must succeed a Fortitude save or become dazed until the start of its next turn.

*Shove:* The blessed scamp is able to push himself into the attack and knock his opponent backward. The target must succeed on a Reflex saving throw or be knocked 5 ft. away from the blessed scamp (scamp's choice of square as long as the target ends in an open space that is at least 5 ft. away from the scamp).

*Trip:* The blessed scamp uses misdirection and some element of the terrain or the field of battle to knock his opponent off its feet. The target must succeed a Reflex saving throw or fall prone. Until the start of the blessed scamp's next turn, if the target gets up, it does not provoke an attack of opportunity from him. This ability replaces sneak attack.

**SCAMP'S FAVOR (SU):** At 1st level, once per day, the blessed scamp may receive a +2 modifier to a single attack roll, gained before the result of the roll is revealed; additionally, once per day, when the scamp scores a critical hit threat he automatically confirms; further, once per day, the blessed scamp may increase a single spell DC by 2 (the scamp must choose to use this ability when the spell is cast, but before the effects are determined). This replaces trapfinding.

**ROGUE TALENTS:** At 2nd level, a blessed scamp can take any of the standard rogue talents, as well as the following talents. This expands rather than replaces or alters the blessed scamp's class features. All of the following talents affect the mischief in the mischievous strike class feature.

*Improved Shove (Ex):* When the blessed scamp uses the shove mischief, he can choose to move the target 10 ft. instead of 5 ft.

*Improved Trip (Ex):* When the blessed scamp uses the trip mischief, if the target gets up at any time, it provokes an attack of opportunity from the scamp.

*Scamp's Luck (Su):* At 3rd level, once per day as an immediate action after rolling a saving throw, the blessed scamp can add his Dexterity bonus to the saving throw. At 9th level he can do this twice per

day. At 15th level he can do it three times per day. This ability replaces trap sense.

**ADVANCED TALENTS:** At 10th level, a blessed scamp can take any of the standard advanced rogue talents, as well as the following advanced talents. This expands rather than replaces or alters the blessed scamp's class features. All of the following talents affect the mischief in the mischievous strike class feature.

*Improved Befuddle (Ex):* The blessed scamp can use the befuddle mischief even on mindless creatures and those immune to mind-affecting effects. When he does, the saving throw is a Reflex saving throw instead of a Will saving throw.

*Improved Low Blow (Ex):* When the blessed scamp uses the low blow mischief, and the target fails its saving throw, he can choose to stun the victim instead.

## CHOSEN OF THE SUN (THEURGE)

The clergy of sun deities such as Aten include an order of magical practitioners who straddle both the arcane and the divine. This is an archetype for the theurge class (see *New Paths Compendium*).

**BONUS LANGUAGES:** A chosen of the sun's bonus language options replace Infernal with Nurian. These are in addition to the bonus languages available due to the chosen of the sun's race. If you do not use the *Midgard Campaign Setting*, replace Nurian with Aklo.

**BY THE WILL OF THE GOD-KING:** At 2nd level, the chosen of the sun gains the Diehard feat, even if unqualified to take it.

This replaces the Scribe Scroll bonus feat.

**BONE AND FIRE (Ex):** When the chosen of the sun reaches 3rd level, all necromancy spells are cast at +1 caster level, and all evocation spells deal an additional 1 hp of damage per die; this extra damage is not multiplied in the case of critical hits.

**A SCYTHE ON THE BATTLEFIELD (SU):** Starting with 5th level, the chosen of the sun can cast two prepared spells in one round, either 1 arcane and 1 divine, or 1 evocation and 1 necromancy. If casting the second option, it



## THEURGES IN MIDGARD

Theurges in Midgard are purveyors of a complex tradition, requiring both innate talent and careful study. As a result, they are found only in the greatest and most learned societies. Such places include the Valeran Empire before its fall, Ankeshel in its golden age, and Nuria Natal since its founding. Almost all Nurian theurges are followers of Thoth-Hermes, have studied for a decade or more in Laksor, and are devoted to the nation's interests and stability.





doesn't matter if the two spells are both arcane or both divine.

This ability adjusts the spell synthesis ability.

**THE FLAME WITHIN (Sp):** At 6th level, when choosing a spell for the innate spells ability, the chosen of the sun may instead decide to pick one evocation and one necromancy spell, having either one available for the use of the innate spell ability. This does not otherwise alter the number times per day or the maximum level of the spells that may be chosen for the innate spell ability. The chosen of Aten may do this again, every three levels thereafter, with the same adjustment to the innate spells ability, choosing either 1 arcane spell or 1 divine spell, or 1 evocation and 1 necromancy spell.

**BONUS FEATS:** Replace the 8th-level bonus feat for the chosen of the sun with the Ley Line Magic feat (see page 96). The bonus feat at 14th level is unaffected.

## CHOSEN IN THIS WORLD

**AND THE NEXT (Su):** Upon reaching 20th level, the chosen of the sun undergoes a ritual, transforming himself into a mummy. The chosen of the sun does not lose any theurge levels, and may choose to suppress either of their despair and mummy's curse abilities as a free action. Once suppressed, activating either of those abilities is a standard action.

## ELEMENTAL CRUSADER (PALADIN)

Very few warriors have the dedication and connection to the natural spirits to become elemental crusaders, but those who do can raise whole squads of elementals to lead into battle. They confront threats from outsiders as well as rogue spirits within their borders.

**CLASS SKILLS:** Knowledge (planes) is a class skill for an elemental crusader, but Knowledge (nobility) is not.

**SUMMON ELEMENTALS (Sp):** Starting at 3rd level, an elemental crusader can cast *summon monster II* as a spell-like ability a number of times per day equal to his Charisma modifier. However, the only monsters that he can summon are elementals. Elemental crusaders can cast this spell as a standard action and the creatures remain for 1 min. per level. At 5th level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful elementals (to a maximum of *summon monster IX* at 19th level). The type of elemental summoned depends on the elemental crusader's location. It is extremely difficult to summon water elementals into the middle of the desert, for example, though it might be done at an oasis or above a

deep well. Wind and earth elementals are the easiest to summon consistently.

This ability replaces divine health and aura of courage.

**ELEMENTAL COMPANION (Sp):** At 5th level, the elemental crusader gains the service of a Medium elemental to serve him in his quests. However, drawing on this ability uses up the same power the elemental crusader uses to summon elementals. As a result, he can only use this ability when he has no other summoned creatures active. Once per day, as a full-round action, an elemental crusader may magically call him elemental companion to his side. This ability is the equivalent of a spell of a level equal to one-third his elemental crusader level (minimum 1).

When the elemental crusader uses this ability, the elemental immediately appears adjacent to the crusader.







An elemental crusader can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level. When he gain this ability, he must decide which type of elemental answers his call. Once made, this decision does not change unless his current elemental companion perishes; then he can choose to summon a different type.

However, if the companion dies, the elemental crusader may not summon another for 30 days or until he gains an elemental crusader level, whichever comes first. During this 30-day period, he takes a -1 penalty on attack and weapon damage rolls. At 8th level, the elemental companion grows to a Large elemental of the same kind and its statistics change appropriately. At 12th level, it becomes Huge. At 16th level, it turns into a greater elemental. At 20th level, the companion evolves into an elder elemental.

This ability replaces divine bond.

### NETHUSIAN MER-DRUID (DRUID)

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

**SEABLOODED (Su):** At 1st level, the druid gains the amphibious special quality: she can breathe as easily underwater as she can on land. She moves at half base speed in the water with a DC 10 Swim check and Swim is always a class skill for her. She also gains the drench extraordinary ability, as per the water elemental entry in the *Pathfinder Bestiary*.

These abilities replace the nature sense and wild empathy abilities.

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

This ability replaces woodland stride.

**DOLPHIN'S GRACE (Ex):** At 3rd level, the druid moves through the water as easily as she moves through the air. She gains a swim speed equal to her base land speed. She never takes a penalty on movement or for attack rolls or damage rolls for melee combat, ranged combat, or spellcasting underwater. She is never considered off-balance while underwater.

This ability replaces trackless step.

**STORMCHILD (Su):** At 4th level, the druid gains a +4 bonus to saving throws against all spells and magical effects with the aquatic, storm, wind, chaos, water, ice, or air keywords, domains, or descriptors. She take a -2 penalty to saving throws against all spells and magical

effects with the earth or fire keyword, domains, or descriptions.

This replaces resist nature's lure.

**WHIRLPOOL ATTACK (Su):** Starting at 9th level, the druid can use the vortex ability, as per the water elemental entry in the *Pathfinder Bestiary*. She may use this ability once per day per four levels of druid class attained.

This replaces venom immunity.

**SUMMON THE SEA (Sp):** Starting at 13th level, once per day, as a full-round action the druid can summon up to 15 HD of water elementals that she can mentally command to attack enemies or otherwise do her bidding. The druid can decide whether to summon five Small elementals or one Huge elemental, and not all 15 HD have to be summoned at the same time. The elementals remain until destroyed, bade to depart, or 3 hours, whichever comes first. There must be a significant source of water nearby to summon the water elementals; they cannot be summoned in the middle of a dry desert, unless there is a well or oasis nearby. The number of HD that can be summoned is increased by 2 for every two druid levels attained beyond 13th.

This replaces a thousand faces.

**WATER MASTERY (Ex):** At 20th level, the druid gains a +4 bonus to all attack rolls, damage rolls, and saving throws while in or touching a body of water. If the druid is in or touching a large body of sea water (a sea or ocean), she gains +4 to CMB and +4 to the DC of all their spells, spell-like abilities, and supernatural abilities.

This replaces wild shape (at will).

### NIGHT HERALD (WITCH ARCHETYPE)

The night herald serves the very spirit of the darkness, the Devourer of Light, with an even greater devotion than those who simply accept it as their patron. They fly on the darkness and bring terror in their wake.

**RAVENOUS PATRON:** The night herald must have the Devourer of Light as her patron (see page 114). Additionally, a night herald replaces several of her patron spells with the following: 4th—*darkbolt* (see page 117), 8th—*shadow monsters* (see page 119), 16th—*wail from beyond* (see page 120).

This alters the witch's patron spells.

**DARKNESS CALLS (Su):** Starting at 2nd level, the shadows give you the power to draw a small part of the Shadow Realm into the Material Plane. Three times per day as a standard action, you can force a creature within 30 feet of you to make a Will save (DC = 10 + half your witch level + your Intelligence modifier). Those that fail are blinded until the end of your next turn by bits of the Shadow Realm clouding their eyes. At 8th level, the duration of this ability increases to 1 round/2 witch levels.

This ability replaces the witch's 2nd-level hex.

**LIVING SHADOWS (Su):** Beginning at 6th level, the



shadows around you sometimes take on a life of their own and defend you when you're in danger by transporting enemies away through the Shadow Realm. When you take hit point damage from a creature you can see, you can spend an immediate action to transport that creature to an unoccupied space up to 30 feet away to which you have line of effect. The creature takes 2d6 hp damage while it is transported. A successful Will saving throw (DC = 10 + half your witch level + your Intelligence modifier) halves the damage and negates the transportation. A creature may only be targeted by this hex once per day. At 12th level, this ability deals 4d6 total cold damage when transporting a target. This is a teleportation effect.

This ability replaces the witch's 6th-level hex.

**UNSHAKABLE (Ex):** Starting at 10th level, your patron fortifies your mind against fear, letting you shake off even the worst of its effects. You gain a bonus to saving throws against fear effects equal to half your witch level, and you cannot be shaken or frightened. At 18th level, you are immune to fear effects.

This ability replaces the witch's 10th-level hex.

**SHADOW'S VANGUARD (Su):** Starting at 14th level, once per day you can spend a standard action to summon a shadow horror as if using an altered *summon monster* spell (caster level equal to your witch level). The shadow horror appears in an unoccupied space within 30 feet and uses the statistics of a chuul (see *Pathfinder Roleplaying Game Bestiary*), but it also looks like a bestial form of yourself.

The summoned creature acts on your turn. The shadow horror is friendly to you and obeys your verbal commands. It remains for up to one hour or until it's reduced to 0 hit points. While present, it obeys simple verbal commands from you; if you give it no commands, it defends itself or attacks the nearest creature that most recently attacked you. You can dismiss this creature at will as a free action, but you cannot summon it to your side more than once per day.

This ability replaces the witch's 14th-level hex.

## RING WARDEN (WIZARD)

A ring warden infuses items with arcane energies, most often in the form of magical rings that they can use to great effect. A ring warden has the following class features. Ring wardens are nearly always dwarves, but in recent years, the dwarven people have taught the tradition to trusted members of other races.

**BONDED RING-STAFF:** A ring warden receives Exotic Weapon Proficiency (ring-staff; see page 168) as a bonus feat at 1st level. He begins play with a masterwork metal ring-staff, with which he forms an arcane connection, and two mundane rings. Creating additional mundane rings takes 8 hrs, 10

gp or more in material components, and a DC 15 Craft (jewelry) or Profession (blacksmith) check as well as appropriate equipment, such as an anvil or access to a blacksmith's shop.

Placing a ring on a bonded ring-staff is a full-round action that provokes an attack of opportunity. The ring warden can use any of the attached rings on his ring-staff as a focus for spells that use rings as a focus or material component (see the sidebar on page 50 for wizard spells that specifically use rings as a focus on material component). Spells cast in this manner are cast by a ring warden at +1 caster level, as are any spells with the word "circle" in their name. If a ring warden attempts to cast





a spell without his ring-staff in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level.

Once per day beginning at 1st level, a bonded ring-staff can imbue a ring as if using the Imbue Ring metamagic feat (see page 136). The ring warden does not use a spell slot to imbue the ring using this ability, and in effect has a free spell slot for use. The ring warden must follow the normal feat requirements for Imbue Ring.

For example, at 1st level a ring warden could use this ability to imbue a cantrip, and at 3rd level he could use this ability to imbue a 1st-level spell. At 10th level, the ring warden can imbue a ring with this ability as if using the Improved Imbue Ring feat (see page 136) and at 16th level as if using the Greater Imbue Ring feat (see page 136). Only one ring can be affected by this ability at any time. The ring warden can dismiss the spell imbued using this ability at will.

At 17th level, a ring warden can embed a magical ring in his ring-staff and receive its effects, effectively gaining the ability to wear up to three magical rings. A bonded ring-staff can be enhanced or replaced using the same methods used for an arcane bonded object.

This ability replaces the wizard's arcane bond and scribe scroll.

**MASTER METALSMITH:** At 5th level, a ring warden adds half his level to Craft or Profession checks used to create metal items and to the Spellcraft or appropriate Craft skill used to create metal magic items. A ring warden can create metal magical items in the half the normal amount of time.

**RING AFFINITY:** At 3rd level, a ring warden learns Imbue Ring (see page 136) as a bonus feat. At 7th level, a ring warden learns Forge Ring as a bonus feat. At 11th level, a ring warden learns Improved Imbue Ring (see page

136) as a bonus feat. At 15th level, a ring warden learns Greater Imbue Ring (see page 136) as a bonus feat.

This ability replaces the wizard's bonus feats at 5th, 10th, 15th, and 20th levels.

## SERVANT OF THE REALMS BEYOND (WITCH)

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:** A servant of the realms beyond must select the following patron.

**REALMS BEYOND:** *corrosive touch*<sup>UM</sup> (2nd), *frigid touch*<sup>UM</sup> (4th), *ash storm*<sup>UM</sup> (6th), *fleshworm infestation*<sup>UM</sup> (8th), *plague carrier*<sup>UM</sup> (10th), *major curse*<sup>UM</sup> (12th), *scouring winds*<sup>UM</sup> (14th), *whirlwind* (16th), *cursed earth*<sup>UM</sup> (18th).

**HEXES:** At 1st level, a servant of the realms beyond has access to the following 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



## RING MAGIC SPELLS

The following ring magic wizard spells can be found in *Deep Magic's* Chapter 2: New Spells. For details of those spells, see that tome.

**Cantrip**—*hoarfrost*; **1st Level**—*circle of wind*; **2nd Level**—*bitter chains*, *reverberate*; **3rd Level**—*innocuous aspect*; **4th Level**—*spinning axes*; **5th Level**—*curse ring*; **6th Level**—*call valkyrie*, *enchant ring*



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.

**FAMILIAR OF THE REALMS BEYOND:** A servant of the realms beyond has access to the following creatures that can serve her as a familiar. Each familiar provides the indicated benefits for serving as the witch's familiar.

Familiar	Source	Bonus
Giant hissing cockroach	<i>Bestiary 2</i>	+2 to Fortitude saving throws
Crawling hand	<i>Bestiary 2</i>	+3 to Stealth checks
Baboon	<i>Bestiary 2</i>	+3 to Climb checks
Poisonous frog	<i>Bestiary</i>	+3 to Jump checks
Reefclaw	<i>Bestiary 2</i>	+3 to Swim checks

**MAJOR HEXES:** Starting at 10th level, a servant of the realms beyond has access to the following major hexes.

**Cauldron of the Unliving (Sp):** The witch can animate one body per day as a zombie or skeleton (*Pathfinder Roleplaying Game Bestiary*) for every two levels she possesses. All other normal requirements and restrictions for animate dead apply; the servant of the realms beyond uses her total character level as her caster level. She must have the cauldron hex to use this hex.

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

**GRAND HEXES:** Starting at 18th level, a servant of the realms beyond has access to the following grand hexes.

**Magnia Petra (Sp):** The witch may use *flesh to stone* or *stone to flesh* by boiling a helpless creature or stone in her cauldron, as per the wizard spells of those names. The boiled creature takes 2d6 points of nonlethal damage from the process (a creature made of stone also takes this damage). The servant of the realms beyond 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 of those names. She must have the cauldron hex to use this hex.

## TUNNEL FIGHTER (FIGHTER)

The dwarves have often learned lessons of tunnel-fighting paid in blood. Many young dwarves join the tunnel fighters' ranks, but these dwarves also tend to venture out in search of adventure, keeping the numbers of tunnel fighters moderately low. Over time, the dwarves have trained trusted members of other races to become tunnel

fighters, and the tradition has spread throughout Midgard.

**CLASS SKILLS:** Acrobatics and Knowledge (dungeoneering) are class skills for a tunnel fighter, but Ride and Handle Animal are not.

**A SERPENT IN THE TUNNEL (Ex):** At 2nd level, tunnel fighter gains a +1 bonus to Acrobatics and Escape Artist skill checks. Every four levels thereafter, this bonus increases by +1, to a maximum of +4 at 14th level.

This replaces bravery +1 through +4.

**CLOSE-QUARTERS FIGHTING (Ex):** A tunnel fighter can take an attack of opportunity whenever an enemy attempts to grapple him, even if the enemy has a feat or special ability that would normally not provoke an attack of opportunity in that instance. If the tunnel fighter damages the attacker with this attack of opportunity, the enemy's grapple attempt automatically fails unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, the tunnel fighter may add the damage dealt as a bonus to his CMD to resist being grappled. This ability does not provide extra attacks of opportunity during a round or allow attacks of opportunity when one would be denied for being surprised, helpless, or in a similar situation.

This ability replaces the tunnel fighter's 2nd-level bonus feat.

**MASTER OF CORRIDORS (Ex):** At 3rd level, the tunnel fighter may fight without penalty when squeezing or when sharing a space with another character with the master of corridors ability.

This replaces the benefits of armor training gained at 3rd level.

**AT IMPOSSIBLE ANGLES (Ex):** At 6th level, a tunnel fighter may choose one ally as a flanking partner. So long as the two characters attack the same enemy, they are considered flanking, even if they are side by side. Once the tunnel fighter has chosen a flanking partner, he cannot change this partner unless he spends 24 hours conferring with his new partner and studying his movements.

This ability replaces the tunnel fighter's 6th-level bonus feat.


**NO ONE SHALL PASS (Ex):** A 7th level, the tunnel fighter may brace a tower shield as a move action that provokes attacks of opportunity. Once he's braced his shield, the tunnel fighter adds his shield bonus to his CMD for bull rush, grapple, and trip attempts. This increases the DC to tumble past the tunnel fighter using Acrobatics by the same bonus.

This replaces the benefits of armor training gained at 7th level.

**LESSONS FROM DOGMOLES (Ex):** At 11th level, a tunnel fighter gains a burrow speed of 5 ft. This movement creates a small, open tunnel others can follow if they desire.

This replaces the benefits of armor training gained at





11th and 15th level.

**ARMOR MASTERY (Ex):** At 19th level, the tunnel fighter still receives armor mastery, but only gains DR 3/—.

This ability replaces armor mastery.

**SUGGESTED FEATS:** Body Shield<sup>UC</sup>, Bloody Vengeance (*Pathfinder Campaign Setting: Inner Sea Gods*), Cleave, Combat Expertise, Deepsight, Endurance, Fight On<sup>APG</sup>, Improved Bull Rush, Improved Grapple, Power Attack, Toughness, Weapon Focus, Weapon Specialization.

## VRIL ADEPT (WIZARD)

A vril adept discards many traditional trappings of spellcasting to harness the pure force of his underlying arcane might.

**VRIL BLAST (Su):** By sacrificing a prepared spell or unused spell slot of 1st level or higher, a vril metaphysiologist can, as a standard action, create blasts of focused vril energy. This ray resolves as a ranged touch attack with a range increment of 30 ft., and it can benefit from feats such as Point-Blank Shot and Weapon Focus. This attack deals 1d6 hp damage per spell level sacrificed +1 hp per caster level. Alternatively, the blast heals 2 hp damage for every level of the sacrificed spell or spell slot +1 point per caster level.

This ability replaces arcane bond.

**VRIL MIASMA (Su):** As a standard action, a vril adept can sacrifice a prepared spell or spell slot of 1st level or higher to create a silvery cloud of etheric fluid. This vapor is centered on and moves with the vril adept, obscuring sight (including darkvision) for all creatures beyond 5 ft. It also provides concealment to creatures 5 ft. away and total concealment to creatures farther away (as *obscuring mist*). The vril adept can see normally within the mist, and the vapors are not dispersed by wind or fire, although they can be dispelled. For each spell level the vril adept sacrifices, the silvery miasma has a radius of 10 ft. and a duration of 2 rounds. Furthermore, the vril adept can deliver spells with a range of touch to all creatures within the cloud in addition to the creature he touches (if that creature is also within the cloud). Using the miasma this way gives the vril adept a +2 bonus on his melee touch attack roll, and attacking with touch

spells through the miasma counts normally as an attack.

This ability replaces cantrips, but the vril adept gains the *detect magic*, *read magic*, and *mage hand* cantrips and places them in his spellbook. He can cast any of these as 1st-level spells.

**NO SCHOOL LIKE THE OLD SCHOOL:** The primal manipulation of vril and the power it affords comes with a cost. The vril adept forsakes three traditional schools of magic that waver furthest from the purity of vril, chosen from the following list: conjuration, evocation, illusion, and necromancy. These opposition schools are chosen at 1st level and cannot be changed later. A vril adept who prepares spells from his opposition schools must use two spell slots of that level to prepare the spell. In addition, the vril adept takes a –4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools.

This ability replaces arcane school.

## VRILBOUND MAGUS (MAGUS)

A vrilbound magus uses primordial magical force to damage foes, heal allies, augment attacks, and turn enemy spellcasters' energy against them.

**VRIL AUGMENTER (Sp):** At 4th level, the vrilbound magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a slashing or piercing weapon. If he does, he converts a prepared spell into vril energy, dealing 1d6 hp damage per spell level sacrificed plus additional hp damage equal to his Intelligence modifier (minimum 0). 0-level spells cannot be converted in this manner.

This ability replaces spell recall.

**VRILBOUND MAGUS ARCANA:** A vrilbound magus gains access to the following magus arcana. He cannot select any arcana more than once.

**Vril Catalyst (Su):** If the vrilbound magus successfully saves against a single-target spell or a ray directed at either himself or his gear, the magus can spend 1 point from his arcane pool as an immediate action to absorb the spell's energy. He stores this energy for 1 round. During that time, he can convert this energy to power any of his vril-based special abilities in place of sacrificing his own prepared spells. Use the absorbed spell's level to calculate the ability's effects. The vrilbound magus can absorb, but not expend, spell energy of levels greater than those he is capable of casting. Any additional energy absorbed from spell slots of higher level than he can cast immediately dissipates. The vrilbound magus must still expend points from his arcane pool to activate the abilities as normal. This absorbed energy dissipates after 1 round.

**Vril Exerter (Su):** The magus can cast *mage hand* spell at will. At 7th level, the magus can spend one point from his arcane pool as a swift action to sacrifice a prepared spell and charge his own hand with telekinetic force. A successful melee touch attack deals 1d4 hp force



## VRIL MAGIC

Vril magic takes many forms, and over the years spellcasters have weaved it into all manner of traditions and techniques. For more about vril magic, including feats, spells, and items, see page 122 in Chapter 4, and see the vril bloodline on page 59.



damage per spell level sacrificed, and it acts as a bull rush with a CMB equal to the vrilbound magus's caster level plus his Intelligence modifier. This bull rush does not provoke an attack of opportunity, and spell resistance does not apply against this ability. A successful Fortitude save negates the movement but not the damage. The vrilbound magus can use this ability with the spellstrike class feature. If he misses with this attack, he can hold the charge for up to 1 min. before it dissipates.

**Vril Surge (Su):** The magus can spend 1 point from his arcane pool as an immediate action to sacrifice a prepared spell to heal 2 hp damage per spell level sacrificed plus additional hp equal to the magus's Intelligence modifier.

**Vril Wreath (Su):** The magus can expend 1 point from his arcane pool as a swift action to convert prepared spell slots into a crackling wreath of vril for a number of rounds equal to the magus's Intelligence modifier. Adjacent creatures either take 1d6 hp damage per sacrificed spell level or are healed for 2 hp damage per spell slot sacrificed + 1 additional hp equal to the magus's Intelligence modifier. A successful save (DC 10 + 1/2 his magus level + his Intelligence modifier) halves damage dealt.

**Magus Arcana:** The following magus arcana complement the vrilbound magus archetype: critical strike, hasted assault, pool strike, and spell shield.

## WASTELANDS SEEKER (RANGER)

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 Wastelands, enabling



## RANGERS IN MIDGARD

Although there are a few exceptions in the most untamed wilds of Midgard, most rangers in this dark medieval world are spell-less rangers. Skilled trackers and deft skirmishers, spell-rangers are masters of weapon styles and skilled hunters of all manner of prey. They are cunning scouts with an unparalleled knowledge of their environment.

Instead of spells, the spell-less ranger (*New Paths Compendium*) relies on a host of specialized abilities, including ranger talents, nature's healing, and a deadly stealth attack that can be used within the spell-less ranger's various favored terrains or against his many favored enemies. The spell-less ranger is an alternate class to the ranger class. The wastelands seeker archetype is valid for both the spell-less ranger and the ranger from the *Pathfinder Roleplaying Game Core Rulebook*.





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.

## WEAPON-SWORN (CLERIC)

The weapon-sworn cleric believes devotion comes through the study and use of her deity's favored weapon. This does not necessarily include violence, since many weapon-sworn achieve a meditative clarity through martial exercises. A few weapon-sworn, especially those of evil deities, find dogmatic expression in the expert cut and the perfect kill. These weapon-sworn live to fight, especially by participating in duels against other weapon experts.

**WEAPON AND ARMOR PROFICIENCY:** A weapon-sworn is proficient only in her deity's favored weapon. She is also proficient in light armor, medium armor, and shields (except tower shields). This alters the cleric's weapon and armor proficiency.

**SINGLE-MINDED:** The weapon-sworn cleric devotes her time to the study of her deity's weapon. She may select only one domain. However, the weapon-sworn does not gain domain spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items.

This replaces the weapon-sworn's spells and orisons and alters the weapon-sworn's domains ability.

**FAVORED WEAPON (Ex):** The skill with which a weapon-sworn wields her deity's favored weapon makes her deadly in its use.

When wielding her deity's favored weapon, the weapon-sworn uses her cleric level as her base attack bonus; this grants her iterative attacks at 6th, 11th, and 16th levels as normal. This also applies to her CMB and CMD when making or defending against combat maneuvers with the weapon (such as disarm or sunder).

**MARTIAL EXPERT (Ex):** The weapon-sworn studies the ways of combat. She gains bonus combat feats as a

fighter equal to her cleric level.

She may take any combat feat with fighter as a prerequisite as long as she is high enough level and meets the feat's other prerequisites. For purposes of feat prerequisites that involve base attack bonus, treat the cleric's level as her base attack bonus. The weapon-sworn can use only feats that apply to the use of a weapon, such as Improved Critical or Blinding Critical, when wielding her deity's weapon.

**DIVINE WEAPON TRAINING (Ex):** Starting at 5th level, as a standard action, a weapon-sworn can focus divine energy into her deity's weapon for 1 minute per cleric level. This grants the weapon a +1 enhancement bonus while this ability is in effect. For every 3 cleric levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level.

These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon special abilities: *axiomatic*, *chaotic*, *disruption*, *flaming*, *flaming burst*, *frost*, *holy*, *icy burst*, *keen*, *shock*, *shocking burst*, *unholy*, and *wounding*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities in the *Pathfinder Roleplaying Game Core Rulebook*). A weapon-sworn cannot enhance her weapon with a property based on an alignment contrary to her own or her deity's alignment.

Once a weapon-sworn has chosen a special ability to add to her weapon using this ability, that special ability cannot be changed (and her weapon always has the special ability chosen while this ability is in effect), although she can add more special abilities later if she chooses. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The ability imparts no bonuses if the weapon is held by anyone other than the weapon-sworn, but resumes giving bonuses if returned to her. These bonuses apply to only one end of a double weapon.

A weapon-sworn can use this ability once per day at 5th level, and one additional time per day for every 4 levels beyond 5th, to a total of four times per day at 17th level. If a weapon infused with divine energy is destroyed, the weapon-sworn cleric loses the use of this ability for one week, or until she gains a level, whichever comes first.

## WHISPER (ROGUE)

Whisper rogues have dedicated their lives to the arts of deception, disappearing, and illusion. Somewhere along that path, whisper rogues encounter something from the Shadow Realm that show them how to truly be one with the shadows—or perhaps whisper rogues learn their best tricks from the shadows themselves. All whisper



rogues have been touched by a shadow, performed a ritual to bind a shadow to themselves, or drawn in energy from the Shadow Realm to enhance their stealth and to become supreme thieves, assassins, or spies. (The whisper rogue archetype is appropriate for rogues built using the *Pathfinder Roleplaying Game Core Rulebook*.)

**DARK TRICKERY (Sp):** Starting at 2nd level, a whisper gains darkvision out to 60 feet if she did not already have it. She also can use the *douse light* cantrip (see page 118) 3 times per day. This counts as the minor magic talent for the purposes of taking later talents.

This ability replaces the rogue's 2nd-level rogue talent.

**FADE AWAY (Ex):** At 3rd level, once per day the whisper can attempt a Stealth check to hide while she is in dim light or darkness, even if she is being observed. The whisper can use this ability an additional time per day at 6th level and every 3 levels thereafter, to a maximum of 6 times per day at 18th level. Additionally, this whisper has a +4 competence bonus to Stealth checks she makes to hide while not being observed.

This ability replaces trap sense.

**SHADOW JAUNT (Su):** Starting at 8th level, the whisper can step from one area of dim light or darkness directly into another that is no more than 60 feet away. Doing requires a standard action that provokes attacks of opportunity. The whisper must be able to see the destination or be familiar with its location to take this step. The whisper can use this ability once per day. She gains an additional use of this ability at 12th level and again at 15th level.

This ability replaces the rogue's 8th-level rogue talent.

**BECOME SHADOW (Su):** At 12th level, the whisper learns to harness Shadow Realm energy to vanish. While in dim light or darkness, the whisper can spend a standard action to become *invisible*, as the spell, except she remains invisible for 1 hour or until she attacks or casts a spell. If she enters an area illuminated with bright light, she must make a successful DC 30 Stealth check to remain invisible. She can use this ability 3 times per day. At 16th level, she can use it 4 times per day.

This ability replaces the rogue's 12th-level rogue talent.

**MISDIRECTION (Ex):** When the whisper reaches 16th level, she can partially mimic the fetchlings' trick of making themselves appear in a slightly different location. As an immediate action, she can activate this effect and cause attacks against her to suffer a 30% miss chance. If an attack hits her, this ability is disrupted and stops functioning until the start of her next turn. Maintaining this ability requires a swift action each round, and the whisper can use this ability a number of rounds per day equal to her level. This ability also does not protect the whisper while she is unconscious or incapacitated.

This ability replaces the rogue's 16th-level rogue talent.

**ROGUE TALENTS:** The following rogue talents

complement the whisper archetype: combat trick, fast stealth, ledge walker, surprise attack, weapon focus.

**ADVANCED TALENTS:** The following advanced rogue talents complement the whisper archetype: dispelling attack, improved evasion, and slippery mind.

## BLOODLINES

Throughout Midgard, scions of ancient family lines brim with the magic of their forebears. Some draw power from their ancestors' involvement with unspeakable horrors, while others pull from the mystery of the shadows, harness the energy of the mechanical, or pull from the esoteric force known as *vril*. The following bloodlines are common among the sorcerers of the world.

### GHOULISH

One of your ancestors was enslaved by ghouls or was wounded by a *darakhul* but survived the sickness. That dark power now fortifies you.

**CLASS SKILL:** Knowledge (dungeoneering).

**BONUS SPELLS:** *cause fear* (3rd), *command undead* (5th), *halt undead* (7th), *contagion* (ghoul fever) (9th), *waves of fatigue* (11th), *create undead* (13th), *control undead* (15th), *create greater undead* (17th), *raise undead host* (see *Deep Magic*) (19th).

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

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

**BLOODLINE POWERS:** The power of the undead courses through your veins until, eventually, you gain mastery over your life force itself.

**GHOUL TOUCH (Sp):** At 1st level, you can make a melee touch attack that causes a living creature to become sickened for a number of rounds equal to half your sorcerer level (minimum 1). If you touch a sickened creature, it becomes nauseated for 1 round if it has fewer levels or Hit Dice than your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier. You also gain darkvision to 30 ft.

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

**GHOULISH CHILL (Sp):** At 9th level, you can make a melee touch attack that immobilizes a living creature for a number of rounds equal to half your sorcerer level (minimum 1; DC 10 + your sorcerer level). You can use this ability a number of times per day equal to 3 + your





Charisma modifier. Your darkvision also increases to 60 ft.

**GHOUL SPITTLE (Sp):** At 15th level, you gain the ability to spray spittle infected with ghoulish fever in a cone-shaped area to a distance of 15 ft. three times per day. The spittle causes 1d8 hp damage, 1 Constitution damage, and 1 Dexterity damage immediately (a DC 16 Fortitude save negates the ability score losses). All affected targets that fail their Fortitude saves become infected with ghoulish fever. (See the *Pathfinder Roleplaying Game Bestiary* for details on ghoulish fever.)

**DEATH'S GATE (Ex):** At 20th level, your ghoulish nature manifests itself fully. You no longer have a pulse or a body temperature. You gain immunity to cold, poison, paralysis, and sleep. Ghouls, ghosts, and other intelligent undead consider you one of them unless you attack them, although your creature type does not change to undead. You also gain the stench ability of ghosts (10-ft. radius, DC 15 Fortitude save negates, sickened for 1d6+4 min.) and the ability to paralyze elves with your bite.

## HYPERBOREAN

The prismatic energy of the northern lights suffuses your body. Your eyes constantly change color, shifting between the seven colors of the rainbow.

**CLASS SKILL:** Perception.

**BONUS SPELLS:** *color spray* (3rd), *hypnotic pattern* (5th), *searing light* (7th), *rainbow pattern* (9th), *prismatic ray* (see *Deep Magic*) (11th), *planar ally* (13th), *prismatic spray* (15th), *prismatic wall* (17th), *prismatic sphere* (19th).

**BONUS FEATS:** Acrobatic, Alertness, Arcane Blast, Dazing Spell<sup>APG</sup>, Dodge, Ectoplasmic Spell<sup>APG</sup>, Eschew Materials, Fleet, Skill Focus (Knowledge [planes]).

**BLOODLINE ARCANA:** You become immune to dazzle effects and illusion (pattern) effects.

**BLOODLINE POWERS:** You are infused with the radiance of the northern lights, slowly becoming a half corporeal and half shimmering light.

**SEARING RAY (Sp):** Starting at 1st level, you can unleash a ray of burning light as a standard action, targeting a foe within 30 ft. as a ranged touch attack. This ray deals 1d6+1 hp fire damage for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**INCANDESCENT SOUL (Su):** At 5th level you may counterspell or dispel a darkness-based spell or effect by sacrificing a spell slot of equal level. You can make your body glow with the equivalent of a *daylight* spell (10

min./level) at will.

**ESCAPE THE FLESH (Ex):** At 9th level, you can become incorporeal for 1 round per sorcerer level. While in this form, you gain the incorporeal subtype. You only take half damage from magical corporeal sources (you take no damage from non-magic weapons and objects). Likewise, your spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. You can use this ability once per day.





**PRISMATIC PROTECTION (SU):** At 15th level, you gain spell resistance equal to your sorcerer level + 10 and become immune to *prismatic rays*, *spheres*, *sprays*, or *walls*.

**APOTHEOSIS (SU):** At 20th level, radiance suffuses your body. You become immune to sneak attacks, critical hits, and poison, and you no longer have to eat, sleep, or breathe. Close examination reveals that your whole body is slightly translucent.

## MECHANICAL

You have deep empathy with the mechanical devices around you, and your physical form changes dramatically over time until you are a magnificent fusion of flesh, metal, and magic.

**CLASS SKILLS:** Knowledge (engineering) and Disable Device.

**BONUS SPELLS:** *analyze device* (see *Deep Magic*) (1st), *shocking grasp* (3rd), *bullet shield*<sup>UC</sup> (5th), *arcane sight* (7th), *detonate* (9th), *rapid repair*<sup>UM</sup> (11th), *repulsion* (13th), *control construct*<sup>UM</sup> (15th), *iron body* (17th), *dominate clockwork* (see *Deep Magic*) (19th).

**BONUS FEATS:** Diehard, Endurance, Improved Unarmed Strike, Irongut<sup>APG</sup>, Nimble Moves, Power Attack, Skill Focus (Craft), Skill Focus (Knowledge [engineering]), Toughness.

**BLOODLINE ARCANA:** You gain a +3 bonus to Will saves against spells in the charm and compulsion subschools.

**BLOODLINE POWERS:** Your bizarre abilities come from the various—and usually quite powerful—clockwork devices around you. At the pinnacle of your power, you become one with the very machinery you revere so deeply.

**LAUNCH GEARS (SP):** At 1st level, you can replicate the *gear barrage* (see *Deep Magic*) spell. You can use this ability a number of times per day equal to 2 + your Charisma modifier.

**MECHANICAL EMPATHY (SP):** At 3rd level, you can speak with clockwork and other machines as per the *stone tell* spell. You may use this ability for 1 min. per sorcerer level each day. Most machines will be limited to providing information relating to their purpose and users. At 9th level, your mechanical bond allows you to affect clockwork constructs once per day as per the *mass charm monster* spell. Duration of the charm is 1 hr./level.

**THE REBUILD (EX):** At 9th level, your increasingly mechanical form's rather superior physical capabilities reveal themselves. Your base speed increases by +20 ft. and Strength by +2. You also receive a +10 competence bonus to Acrobatics checks for long or high jumps. These bonuses continue (+10 ft. base speed, +1 Strength, and +10 Acrobatics check bonus) at 13th and 17th levels.

**WAR MACHINE (SU):** At 15th level, you can assume the



form of a clockwork giant. You increase by one size class, gain a +4 natural armor bonus, +3 to Strength, and construct immunities to mind-altering effects (charms, compulsions, morale effects, patterns, and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. Your fists become natural weapons equivalent to great clubs (2d8 hp base damage) and your adaptable limbs increase your melee touch attack range by 15 ft. without increasing your threatened area. You may use this ability once per day, for a number of rounds equal to your sorcerer level.

**CLOCKWORK MASTERPIECE (SU):** At 20th level, the mechanical, magical, and biological form you can access at 15th level becomes permanent. You gain a +2 natural armor bonus and the temporary construct immunities ability at will.



## MINOTAUR

Your bloodline surges with the power, cunning, and fury of the minotaur nation, either due to a powerful minotaur sorcerer in your lineage or due to a gift that a minotaur deity or ruler gave an ancestor.

**CLASS SKILL:** Perception.

**BONUS SPELLS:** *stone fist*<sup>APG</sup> (3rd), *share language*<sup>APG</sup> (5th), *rage* (7th), *dimensional shove* (see *Deep Magic*) (9th), *echolocation*<sup>UM</sup> (11th), *battlemind link*<sup>UM</sup> (13th), *forcecage* (15th), *maze* (17th), *greater maze* (see *Deep Magic*) (19th).

**BONUS FEATS:** Combat Casting, Diehard, Endurance, Enlarge Spell, Extend Spell, Iron Will, Skill Focus (Knowledge [dungeoneering]), Toughness.

**BLOODLINE ARCANA:** When you cast a mind-affecting spell against a creature, increase the DC by 2.

**BLOODLINE POWERS:** The fierceness and cunning of your ancestors comes easily to you, providing bonuses in combat and defense.

**POINTED NEGOTIATIONS (Sp):** At 1st level, you can grow horns as a free action for one round for every sorcerer level. Treat them as a natural weapon, and you can make a gore attack as a full attack action using your full base attack bonus. This attack does 1d6 hp damage (1d4 if Small), plus your Strength modifier. At 5th level, the horns are considered a magic weapon for purposes of overcoming DR. At 7th level, the base damage increases to 1d8 hp (1d6 if Small). At 11th level, the horns can be used as *flaming horns*, adding 1d6 hp fire damage to each hit. The fire damage is a supernatural ability. You also gain darkvision 30 ft.

**BULL'S HIDE (Su):** At 3rd level, you gain resist cold and fire 5, and a natural armor bonus of +2 to your AC. At 9th level, your resistance to cold and fire increases to 10, and the natural armor bonus increases to +4.

**AUROCH'S STRENGTH (Sp):** At 9th level, you gain a +2 bonus to Strength. This bonus increases to +4 at 13th level, and to +6 at 17th level.

**MASTERS OF THE MAZE (Sp):** At 15th level, you can cast *maze* as a spell-like ability three times per day.

**TAURIAN MASTER (Ex):** At 20th level, your brutish nature becomes manifest. The *flaming horns* are permanent and always available as a weapon, and you permanently become one size larger (with all the bonuses that entails) as well as gaining darkvision 60 ft.

## RAVEN-BLOODED

Some may claim descent from the servants of gods or dragons, but ravenfolk sorcerers have very carefully crafted a line of powerful eldritch casters. Scholars believe the ravenfolk must have learned or stolen these abilities from the kobolds—or else made a nebulous bargain with a great power, such as Baba Yaga or a demon lord. This bloodline is available only to ravenfolk characters.

**CLASS SKILL:** Disguise.

**BONUS SPELLS:** *misleading shadows* (see *Deep Magic*) (3rd), *misdirection* (5th), *clairaudience/clairvoyance* (7th), *shout* (9th), *false vision* (11th), *chain lightning* (13th), *project image* (15th), *moment of prescience* (17th), *wail of the banshee* (19th).

**BONUS FEATS:** Combat Casting, Deceitful, Defensive Combat Training, Eagle Eyes, Improved Initiative, Lightning Reflexes, Silent Spell.

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

**BLOODLINE POWERS:** You have a natural talent for trickery, information gathering, and swordplay. As your





power increases, you discover ever more useful ways to blend your magic with these talents.

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

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

**KNOW THE WEAVE OF FATE (Sp):** At 9th level, you may cast *divination* once per day at your caster level. You gain an additional daily divination every three levels thereafter (12th, 15th, 18th). Expending two daily uses of this power at one time allows you to cast *contact other plane*, and expending four daily uses allows you to cast *legend lore*. These spells are not on your spell list unless you add them by other means.

**STORMCROW (Sp):** At 15th level, you may cast *wind walk* once per day at your caster level. Do not consider this spell part of your spell list, however, unless you add it by other means.

**ELDRITCH WEAPONRY (Sp):** At 20th level, you may use your arcane bladework power to imbue your weapon with a spell as per the *spell storing* ability—however, the spell may be up to one level lower (or less) than the highest level you can cast.

## SHADOW

Slivers of shadow taint your bloodline; perhaps a powerful shade was one of your ancestors, or frequent exposure to shadowstuff transformed you or your family forever. Either way, the cold caress of shadow feels like a warm embrace to you.

**CLASS SKILL:** Stealth.

**BONUS SPELLS:** *shadow hands* (see *Deep Magic*) (3rd), *shadow jump* (see *Deep Magic*) (5th), *deeper darkness* (7th), *shadow conjuration* (9th), *shadow evocation* (11th), *shadow*

*walk* (13th), *project image* (15th), *greater shadow evocation* (17th), *shades* (19th).

**BONUS FEATS:** Blind-Fight, Dodge, Empower Spell, Fleet, Great Fortitude, Mobility, Skill Focus (Stealth), Spell Focus.

**BLOODLINE ARCANA:** Whenever you cast a spell of the shadow subschool, increase the spell's DC by +1.

**BLOODLINE POWERS:** Shadows twitch and swirl at your bidding. As you grow in power, they cling to you in ever-increasing volumes.

**LASH OF SHADOWS (Sp):** Starting at 1st level, you can summon a shadowy whip for one round to attack your enemies as a standard action, targeting any foe within 30 ft. as a ranged touch attack. The lash deals 1d6+1 hp cold damage for every 2 sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**CLOAK OF SHADOWS (Ex):** At 3rd level, you gain resist cold 5 and a +2 bonus on initiative checks. At 9th level, your resistance to cold increases to 10, and your bonus on initiative checks increases to +4.

**SWIRLING SHADOWS (Sp):** At 9th level, you can summon a swirling storm of shadows to engulf your enemies. The swirling shadows cover a 20-ft. radius burst. Anyone in this area takes 1d6 hp cold damage per sorcerer level. This power has a range of 60 ft. Those caught in the area can make a Reflex save for half damage. Those who fail the save are blinded for 1 round. The DC of this save is equal to 10 + half your sorcerer level + your Charisma modifier. The swirling shadows disappear after 1 round. At 9th level, you can use this ability once per day, then twice per day at 17th level and three times per day at 20th level.

**SHADOWWALKING (Su):** At 15th level, you gain the ability to travel between shadows as if by means of a *dimension door* spell. This magical transport cannot begin or end in an area filled with bright light. You can walk between shadows for up to 3,000 ft. each day in this way. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-ft. increment.

**LIVING SHADOW (Su):** At 20th level, shadows suffuse your form. You gain immunity to cold, low-light vision and darkvision 90 ft., and DR 10/— whenever you are in an area of dim light or darker. Once per day, you can cast *plane shift* (to or from the Shadow Plane only) as a spell-like ability using your sorcerer level as your caster level.

## VRIL

You carry the heritage of the earliest wielders of magic, the mysterious vril masters. Your parents bound your head to optimize the shape of your skull for remarkable mental abilities; thus, you can manipulate the powerful life force known as vril.

**CLASS SKILL:** Knowledge (history).



**BONUS SPELLS:** *hypnotism* (3rd), *levitate* (5th), *vril feedback* (see *Deep Magic*) (7th), *confusion* (9th), *telekinesis* (11th), *mass suggestion* (13th), *grasping hand* (15th), *clenched fist* (17th), *crushing hand* (19th).

**BONUS FEATS:** Combat Casting, Persuasive, Iron Will, Skill Focus (Knowledge [arcana]), Silent Spell, Spell Penetration, Still Spell, Vril Amplification (see page 122), Vril Healer (see page 122), Vril Maneuverist (see page 122), Vril Metabolist (see page 122), Vril Metamagician (see page 123), Vril Sculptor (see page 123).

**BLOODLINE ARCANA:** Whenever you cast a spell of the compulsion subschool, increase the spell's DC by +2.

**BLOODLINE POWERS:** While your oblong skull gives you an unusual appearance, you can draw power from the world around you to manipulate the actions of others and move objects and creatures with the power of your mind.

**MIND SHIELD (Su):** Starting at 1st level, you generate a mental shield around your body that protects you from physical attack. As a swift action, you gain a +1 deflection bonus to AC for 1 round. This increases by +1 for every five sorcerer levels you possess, to a maximum of +5 at 20th level. You may do this a number of times per day equal to 3 + your Charisma modifier.

**TELEPATHY (Su):** Starting at 3rd level, you can communicate telepathically with any creature within a range of 30 ft. This range increases by 10 ft. every three levels, to a maximum range of 180 ft. at 18th level. You can use this ability a number of rounds per day equal to your level. These rounds do not need to be consecutive.

**INVISIBLE HAND (Su):** At 9th level, you can project a 30-ft. cone of force as a standard action that acts as a bull rush against all creatures in the area. Your CMB for this bull rush is equal to your caster level plus your Charisma modifier. This bull rush does not provoke an attack of opportunity, and spell resistance does not apply against this ability. You may do this 2/day at 13th level and 3/day at 17th level.

**IMPOSITION OF WILL (Sp):** At 15th level, if you still have an uncast spell of at least 5th level you may give up that spell to cast *dominate person* instead. At 19th level, you

may give up an uncast spell of 8th level or higher to cast *dominate monster*.

**Dominator (Su):** At 20th level, your mental powers reach their zenith. You can cast any spell you know using the Silent Spell and Still Spell feats without increasing its caster level 1/day. Also, you gain a +4 racial bonus to resist enchantments and mind-affecting effects, and when you cast a spell from the compulsion subschool, you increase its DC by a total of +4.





## CAVALIER ORDER

The following cavalier order is appropriate for cavaliers who hail from or receiving significant training in the Mharoti Empire.

### ORDER OF THE FIREDRAKE

With traditions that date back over four hundred years to the founding of the Dragon Empire, the Order of the Firedrake produces dragon- and drake-riding cavaliers. These fierce desert warriors swear a sacred oath to their bloodthirsty elemental gods to give their lives in service to the Dragon Empire without question or hesitation. Riding out from their secret breeding fortresses, these draconic cavaliers rain death and fire down upon their enemies. They must obey all lawful imperial orders without thought or hesitation, and they are sworn to seek to expand the reach, might, and wealth of the Dragon Empire.

**CHALLENGE:** Whenever a firedrake cavalier issues a challenge, she receives a +1 morale bonus to her damage rolls on attack rolls against the target of her challenge. This bonus increases by one for every four levels the cavalier achieves.

**SKILLS:** An order of the firedrake cavalier can add Knowledge (local) and Knowledge (nobility) to her class skills. In addition, when the cavalier makes a Ride check, she can add her Wisdom bonus as well as her Dexterity bonus to the roll.

**ABILITIES:** An order of the firedrake cavalier receives the following abilities as he increases in level.

**Dragon's Roar (Ex):** At 2nd level, the cavalier gains the ability to rally her troops. Once per day + Cha modifier, as a swift action, she can issue a rallying cry that grants all allies within a 60-ft. radius a morale bonus against fear spells and spell-like effects equal to the cavalier's Charisma modifier, for a number of rounds equal to the cavalier's level. Allies also gain a +1 morale bonus to all damage rolls for a number of rounds equal to the cavalier's level.

Additionally, if any ally within the radius is frightened, shaken, or panicked, he or she can immediately make another saving throw to remove the effect.

**Sultan's Command (Ex):** At 8th level, the cavalier gains the ability to inspire her troops. Once per day + Cha modifier, as a swift action, the cavalier can shout a command to grant a morale bonus equal to her Charisma modifier to attack rolls and damage rolls for all allies within 30 ft. of her. This effect lasts for a number of rounds equal to the cavalier's Wisdom modifier.

**Dragon Strike (Ex):** At 15th level, the cavalier gains the ability to make a spectacular charge and bring allies with her. Once per day + Cha modifier, the cavalier can spend a standard action to make a full move and make a melee attack. All allies within 30 ft. of her can make a full move and make a melee attack as an immediate action. The attack may be a charge attack if the movement qualifies. All attack rolls and damage rolls are made with a bonus equal to the cavalier's Charisma modifier (this stacks with any applicable bonuses for making a charge attack).

**MOUNT (Ex):** Firedrake cavaliers may choose mounts from the reptilian or draconic subtypes with the GM's permission. At 4th level, they may choose a Large mount of this type; at 8th level, they may choose a Huge mount; at 12th level, a Gargantuan mount; and at 16th level they may choose and ride a Colossal-sized mount with no penalties, as long as it is still of the reptilian or draconic subtypes.





# DIVINE MAGIC



3

The following chapter details the inner workings of the various pantheons of Midgard. Additionally, it presents a host of new domains, inquisitions, mysteries, paladin codes, a mythic path, and spells for characters whose divine worship is key to their powers and abilities.

## THE GODS OF MIDGARD

The gods of Midgard have a rich and strange history. Slippery and demanding, they are much more than voices that answer pleas for healing, blessings, protection, or gentle repose. The gods have their own goals. They have their own needs. Most of all, they play a game among their own kind—a game of power and deception—because gods, having once been made, can also be unmade.





## PANTHEIST PRIESTS

Though the gods of Midgard are mysterious and sometimes distant, one way for any mortal to compel their attention is to grant his or her small voice and modest sacrifices to another god. All gods of Midgard are jealous to some degree, and this weakness can be turned against them.

Indeed, the pantheist priest knows that there is more than one way to comfort the grieving, sick, and wounded. All gods might answer a plea. There is more than one set of revealed mysteries of the divine, and many roads lead to the heavens and to the grace of the gods. Why not use all of them?

The pantheist priest worships not a single god, but a set of five related deities, good and evil, male and female, various in their powers and their demands. In every case, these are the gods of that priest's region or city. As a pantheist priest, you know and follow these gods, and their differing wisdom sustains you and your flock in different trials and different tests.

### CREATING A PANTHEIST PRIEST

If you wish to play a pantheist priest, generate a normal cleric, but rather than choosing a single god to worship choose one of the regional pantheons for a state or polity (City Gods, Crossroads, Dragon Empire, Northlands, or Southern) or choose a city or nation. If the latter, see the listing for the five gods listed as Great Gods for that place in the *Midgard Campaign Setting*.

You are a priest of this pantheon, and each week you choose one patron god from that pantheon. You must fulfill the god's demands that week, and in return you are granted access to two of that god's domains as a normal cleric. These two domains or subdomains are always the same for each of the five gods of this pantheist priest. These floating domains are represented in the Pantheist domain detailed below.

### PANTHEIST

**DEITIES:** Any regional pantheon or the great gods of a city or nation.

**GRANTED POWER:** You represent many faces of divinity rather than a single voice.

**MANY ROADS TO WISDOM (Su).** The pantheist priest may use the granted power of any god of his regional or civic pantheon normally. Once that granted power is used, no other granted power may be invoked or applied until the next day.

*Note:* The dark gods are much too jealous of one another's followers to permit a pantheist priest among their number. No pantheist priest may follow more than one of the dark gods. If your campaign permits evil PCs, a pantheist priest may substitute one dark god for a regional one at character creation.

### HOW GODS USE MASKS

Behind their names and temples lies a secret of the gods' creation: gods are not individuals in Midgard, but rather they are archetypes or instantiations of universal forces. They aren't people in the same sense that a mortal individual is; rather, they arise from the strength of their priests and the cosmos, and the same god can look and act







entirely differently in different places. The beliefs of their followers vary from place to place. Many gods of Midgard go by multiple names, have variant domains or local titles, and even switch gender and appearance.

As a result, the gods of Midgard are unknowable and mysterious, and their faiths embody shifting channels of power. Their forms are variable and protean. Stranger still, only a few gods at a time hold sway in any city or region. Savants believe there might only be room for five or six gods per city, and perhaps only three in a town, and one in a village. Shrines to more than a small number of divinities rarely prosper. But the human heart has room for many gods. Faith is not a matter of choosing a single god in Midgard, but choosing the right god for a particular need or occasion.

The gods of Midgard are involved in the world, speaking to their priests through oracles and visions. They are also largely disassociated from mortals, because they rarely explain themselves, and their divine concerns seem unrelated to mundane or mortal troubles.

The gods seem eager to hide their true identity from worshipers, and sometimes pretend to be other gods entirely. This deception is common: Wotan might also be Horus, and Khors might also be Aten as well, and any fool can see that Perun, Mavros, and Thor are clearly brothers if not entirely the same divine wellspring with slightly different avatars.

## GODS OF MIDGARD

The following tables outline the major regional pantheons of Midgard and provide information about each god's typical worshipers and the domains to which they grant their followers access.

TABLE 3-1: MAJOR GODS OF THE NORTH

NAME	TYPICAL WORSHIPERS	DOMAINS
Baldur*	Lovers, families.	Charm, Good, Healing, Protection, Sun.
Thor	Warriors, adventurers.	Destruction, Protection, Strength, War, Weather.
Freyr and Freyja	Druids, farmers.	Animal, Charm, Magic, Plant, Water.
Loki	Monsters, scoundrels.	Chaos, Fire, Luck, Travel, Madness.
Sif	Women warriors, archers.	Community, Beer (see page 66), Glory, Protection, Rune, Strength.
Wotan	Kings, jarls, wizards.	Knowledge, Fate, Nobility, Runes, War.

\* See Lada under "Crossroads Gods."

TABLE 3-2: MAJOR GODS OF THE CROSSROADS

NAME	TYPICAL WORSHIPERS	DOMAINS
Khors	Knights, Magdar.	Fire, Glory, Magic, Nobility, Sun.
Lada (Baldur)	Women, centaurs, elves, children.	Charm, Healing, Nobility, Strength, Sun.
Perun	Soldiers, guards and watchers, farmers.	Death, Healing, Strength, War, Weather.
Rava (Ariadne)	Gearforged, merchants, kobolds.	Artifice, Clockwork (see page 66), Knowledge, Luck, Travel.
Volund (Svarog)	Dwarves, Kariv, smiths.	Animal, Artifice, Community, Earth, Fire.

## THE VALUE OF CONFUSION

Why are the gods eager to disguise their identities? The exact reason is unknown, but three reasons have been given to their priesthoods.

First, adopting a new name and a slightly different avatar helps the gods steal their way into new regions and absorb new followers. In this way, the gods of Midgard can be worshiped under several names and avoid the difficulty of overcoming regional or racial hostility and prejudice. Surely Ariadne is happy to have worshipers calling out to her as Rava, as long as her divine goals are met.

Second, it provides a form of insurance against the decline of any particular region or nation. If all the temples of Perun are burnt out by a rampaging horde from the East, and yet the fanes of Thor remain untouched in the North, then the Thunder God is better off than if his worship had vanished entirely.

Third, the gods use avatars and masks for purposes of their own, and they want to retain some degree of deniability. This is why the exact relationships of the various masks remain in doubt. They might use masks to assassinate a god "behind the scenes" and take over his temples and worshipers wholesale, for instance. The deceased god's worshipers still pray to a divinity and are happy with the results, even if, over time, the god's demands shift somewhat.



TABLE 3-3: MAJOR GODS OF THE DRAGON EMPIRE

NAME	TYPICAL WORSHIPERS	DOMAINS
<b>Azuran</b>	Dragonkin, kobolds, tengu.	Air, Knowledge, Luck, Travel, War.
<b>Northern Wind</b>	Sailors, travelers, farmers.	Air, Travel, Weather.
<b>Southern Wind</b>	Wizards, priests, artificers.	Air, Knowledge, Void.
<b>Eastern Wind</b>	Gamblers, merchants.	Air, Luck, Scalykind.
<b>Western Wind</b>	Soldiers, warriors.	Air, Predator (see page 67), Strength, War.
<b>Baal</b>	Mharoti, nobles, drakes.	Fire, Nobility, Protection, Repose, Scalykind.
<b>Khespotan</b>	Miners, builders, scholars, soldiers.	Earth, Knowledge, Repose, Rune, Strength.
<b>Seggotan</b>	Sailors, fishermen, healers.	Healing, Prophecy (see page 67), Scalykind, Water, Weather.
<b>Veles</b>	All dragons and drakes.	Destruction, Earth, Magic, Rune, Scalykind, Strength, Water.

TABLE 3-4: MAJOR GODS OF THE SOUTH

NAME	TYPICAL WORSHIPERS	DOMAINS
<b>Anu-Akma</b>	The elderly, ghouls, gnolls.	Death, Earth, Law, Protection, Travel.
<b>Aten</b>	Humans, dwarves, Saph-Saph.	Air, Glory, Law, Nobility, Sun.
<b>Heretical Aten</b>	Blasphemers, iconoclasts.	Air, Glory, Evil, Fire, Sun, Trickery.
<b>Bastet</b>	Alchemists, dancers, gnolls, soldiers.	Animal, Charm, Hunting (see page 67), Predator (see page 67), Sun.
<b>Horus</b>	Nomads, heruti, Natalese.	Animal, Glory, Nobility, Protection, Weather.
<b>Ninkash</b>	Dwarves, brewers, farmers.	Beer (see page 66), Charm, Community, Liberation, Strength.
<b>Thoth-Hermes</b>	Scholars, scribes, thieves, wizards.	Knowledge, Magic, Rune, Travel, Trickery.

TABLE 3-5: MAJOR GODS OF THE SEVEN CITIES

Name	Typical Worshipers	Domains
<b>Ariadne (Rava)*</b>	Gearforged, merchants, kobolds.	Artifice, Clockwork, Knowledge, Luck, Travel.
<b>Ceres</b>	Farmers, merchants.	Animal, Community, Plant, Protection, Travel.
<b>Charun</b>	Soldiers, mourners, the grieving.	Darkness, Death, Protection, Repose, Water.
<b>Hecate</b>	Kammae, minotaurs, witches.	Darkness, Knowledge, Magic, Moon, Luck.
<b>Mavros</b>	Soldiers, watchmen.	Death, Healing, Strength, War, Weather.
<b>Nethus</b>	Sailors, fishermen.	Chaos, Destruction, Water.

\* See Ariadne (as Rava) under "Crossroads Gods."

TABLE 3-6: DARK GODS OF MIDGARD

NAME	TYPICAL WORSHIPERS	DOMAINS
<b>Addrikah</b>	Derro, dwarves, the insane.	Chaos, Earth, Evil, Madness, Strength.
<b>Boreas</b>	Giants, trolls, ogres.	Air, Evil, Madness, Travel, Weather.
<b>Chernobog</b>	Murderers, hags, dragons.	Darkness, Death, Destruction, Evil, Fire, Strength.
<b>Goat of the Woods</b>	Goblins, giants.	Chaos, Destruction, Madness, Magic.
<b>The Hunter</b>	Hunters, the bloodthirsty.	Animal, Death, Destruction, Hunting (see page 67), Predator (see page 67), Strength.
<b>Mammon</b>	Merchants, the greedy.	Charm, Darkness, Earth, Luck, Madness.
<b>Marena (Mara)</b>	Vampires, the vengeful, the lustful.	Charm, Darkness, Death, Law, Magic, Travel.
<b>Vardesain</b>	Darakhul, ghouls, vampires.	Animal, Destruction, Healing, Strength.
<b>The White Goddess</b>	Orcs, goblins, ogres.	Death, Destruction, Fire, Strength, Sun.



## DOMAINS

The divine forces in Midgard include several domains not seen in other realms, or at least not in exactly the same way. These forces wax and wane, and some priests hold the skeins of this divine net more tightly than others.

The use of these domains is entirely up to the GM and players, but they provide both variety and depth to the existing list. The alignment domains are entirely optional in the Midgard campaign setting.

### BEER DOMAIN

**DEITIES:** Ninkash, Sif.

**GRANTED POWERS:** Ninkash's sweet nectar invigorates your mind even as it dulls those around you. The secrets of Ninkash's faith grant you a +2 sacred bonus to Fortitude saves against ingested poisons. Also, Profession (brewer) is now a class skill for you.

**Blessed Brew (Su):** Once per day, with a touch, you may transform a container of non-magical liquids into a number of draughts of blessed brew equal to 3 + your Wisdom modifier, negating any special attributes those liquids might have previously had. Imbibers of this brew may choose to gain either a number of temporary hp equal to half your cleric level (minimum 1), gain a +2 sacred bonus to Charisma-based skill checks, a +1 dodge bonus to AC, or a +1 to caster level to spells of the charm subschool. This bonus lasts for an hour, then fades, leaving a warm buzz behind. A creature may benefit from only one such blessed brew within a 24 hour period.

**Aura of Inebriation (Su):** At 8th level, you may emit a 30-ft. aura as an immediate action that does not provoke attacks of opportunity. This aura grants allies a bonus equal to your Wisdom modifier to Charisma-based skill checks and saves against fear effects. This aura may be active for a number of rounds equal to your cleric level and these rounds need not be consecutive, but must be spent in 1-round increments. Dispelling this aura is a free action.

**DOMAIN SPELLS:** 1st—*bless water*, 2nd—*delay poison*, 3rd—*cup of dust* <sup>APG</sup>, 4th—*neutralize poison*, 5th—*cleanse*, 6th—*hero's feast*, 7th—*vision*, 8th—*euphoric tranquility* <sup>APG</sup>, 9th—*miracle*.



### CLOCKWORK DOMAIN

**DEITIES:** Ariadne, Rava.

**GRANTED POWERS:** You can speak with machines and magical or mechanical constructs, control constructs, and ultimately become metal-graced by Rava. You treat Disable Device as a class skill.

**Mend Machines (Sp):** You can cast *make whole*, using your character level as your caster level, as a spell-like ability a number of times per day equal to half of your cleric level (minimum 1).

**Metal-Graced (Ex):** At 8th level, Rava graces you, her faithful, with a machine-like quality. A thin coating of metal covers your back, torso, and appendages, granting you a damage reduction 5/adamantine. This damage reduction increases to DR 8/adamantine at 12th level. At 20th level, you gain DR 10/adamantine.



**DOMAIN SPELLS:** 1st—*alarm*, 2nd—*gear barrage* (see *Deep Magic*), 3rd—*explosive runes*, 4th—*stoneskin*, 5th—*animate objects*, 6th—*guards and wards*, 7th—*control construct*<sup>UM</sup>, 8th—*mind blank*, 9th—*dominate clockwork* (see *Deep Magic*)

## HUNTING DOMAIN

**DEITIES:** Bastet, the Hunter.

**GRANTED POWERS:** You are master of the hunt. The bounty of the land is yours for the taking. You gain proficiency with the longbow and shortbow.

**Master Tracker (Ex):** At 1st level, you gain a bonus equal to your cleric level on Survival checks when following tracks or hunting and foraging.

**Game Hunter (Ex):** At 5th level, choose one type of creature from the ranger's favored enemy list. You gain a +2 bonus on weapon attack and damage rolls and on Bluff, Knowledge, Perception, Sense Motive and Survival checks against creatures of this type.

At every five levels thereafter, you can choose to increase this bonus by +2 or you may select an additional favored enemy, gaining a +2 bonus on weapon attack and damage rolls and on Bluff, Knowledge, Perception, Sense Motive and Survival checks against creatures of the new type, but not both.

**DOMAIN SPELLS:** 1st—*hide from animals*, 2nd—*hold animal*, 3rd—*snare*, 4th—*tiny hut*, 5th—*mage's faithful hound*, 6th—*tree stride*, 7th—*control weather*, 8th—*finger of death*, 9th—*foresight*

## PREDATOR

**DEITIES:** Bastet, the Hunter, the Western Wind.

**GRANTED POWERS:** You excel at locating and efficiently dispatching creatures that you have designated as your prey, whether they're foes or hunting targets.

**Clean Kill (Sp):** As a standard action, you can speak words of counsel to one target creature within 30 feet to grant the target a bonus on ranged attack rolls and ranged attack damage rolls equal to 1/2 your cleric level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Scent of Prey (Ex):** At 8th level, as a swift action, you gain use of the scent extraordinary ability (see the *Pathfinder Roleplaying Game Bestiary*) for a number of rounds per day equal to your cleric level. When you use this ability to note the direction of a scent, you can do so as a swift action instead of a move action. The rounds of this ability's duration do not need to be used consecutively, but must be spent in 1-round increments.

**DOMAIN SPELLS:** 1st—*hunter's howl*<sup>APG</sup>, 2nd—*eagle eye*<sup>APG</sup>, 3rd—*hunter's eye*<sup>APG</sup>, 4th—*aspect of the wolf*<sup>APG</sup>, 5th—*expert hunter* (see page 78), 6th—*mass bull's strength*, 7th—*mass inflict serious wounds*, 8th—*finger of death*, 9th—*power word kill*.

## PROPHECY

**DEITIES:** Seggotan.

**GRANTED POWERS:** You see the future, for good or ill.

**Forewarned (Su):** Your knowledge of the future allows you to anticipate danger. You gain a +1 insight bonus to Perception checks and a +1 dodge bonus to AC. These bonuses increase by +2 at 8th level and every 3 levels thereafter.

**Future Sight (Su):** At 8th level, once each day you may declare that a standard action you have just taken did not happen. You may then take a different action. You can do this after the results of your initial reaction are known. The mixing of future and present is disorienting. You are shaken for 1d4 rounds after you use this ability.

This does not stack with other fear effects, but nothing can remove this condition.

**DOMAIN SPELLS:** 1st—*deathwatch*, 2nd—*augury*, 3rd—*locate object*, 4th—*divination*, 5th—*commune*, 6th—*find the path*, 7th—*prying eyes*, 8th—*moment of prescience*, 9th—*foresight*.

## INQUISITIONS

The following inquiries are common among Midgard's inquisitors.

### FIRE INQUISITION

**DEITIES:** Khors, Volund.

**GRANTED POWERS:** Fire cleanses. It purifies the polluted soul and scourges the earth of the faith's enemies.

**Fiery Engulfment (Sp):** As a standard action, you can cause a creature to burst into flames with a successful melee touch attack. If the touch attack is successful, the creature takes 1d4 points of fire damage for 1d4 rounds. A burning creature can attempt a Reflex saving throw as a full-round action to douse the fire. Dropping and rolling on the ground grants a +4 bonus to this saving throw. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

**Fire Shield (Sp):** At 8th level, you may cast *fire shield* once per day as a spell-like ability. You may use only the warm shield version of this spell.


### NATURE INQUISITION

**DEITIES:** Porevit, Yarila.

**GRANTED POWERS:** You are the protector of the wild and green world. Your allies are the natural forces of the wood and the creatures who call the place home. All druid spells are considered to be on your spell list.

**Nature Sense (Ex):** You gain a +2 bonus on Knowledge (nature) and Survival checks.





**Greater Green Ally (Sp):** Once per day at 8th level, when you summon a creature with a *summon nature's ally* spell or summon an animal with a *summon monster* spell, the creature gains the advanced simple template. You must decide to use this ability while you are casting the appropriate summon spell.

## SONG INQUISITION

**DEITIES:** Lada, Porevit, Yarla.

**GRANTED POWERS:** The music of the heavens inspires mortals to action. Those who do not heed its call must be shown the way, through force if necessary. You gain Perform (sing) as a class skill.

**Pious Tone (Su):** You may use the countersong bardic performance as a bard equal to your inquisitor level against abilities, spells, and effects employed by creatures who possess an alignment opposite to yours or that your church has designated as an enemy. You may do this for a number of rounds per day equal to 3 + your Wisdom modifier.

**Call of Heaven (Su):** You may sing for a number of rounds equal to your inquisitor level. When you do so, creatures within 60 ft. of you must make a Will save or move in your direction using the most direct means available. If the path leads the targets into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Affected creatures can take no actions other than to defend themselves. A victim within 5 ft. of you stands and offers no resistance to your attacks. The effect ends immediately after you or an ally attacks an affected creature. Beginning to sing and maintaining your singing requires a standard action each round. You need not use this ability's duration all at once, but it must be spent in 1-round increments. Stopping your singing is a free action.

Creatures who make a saving throw against this ability or who are attacked by you or an ally are immune to call of heaven for 24 hours.

This is a sonic, mind-affecting charm effect.

## WEAPONS INQUISITION

**DEITIES:** Perun, Volund.

**GRANTED POWERS:** Only through weapons can the true faith be spread.

**Spiritual Weapon (Sp):** You can cast *spiritual weapon* once per day as a spell-like ability using your inquisitor level as your caster level. You use your inquisitor level as your base attack bonus when making attack rolls with the weapon. You also add your Wisdom modifier to the damage inflicted by a successful hit.

**Weapon Training (Ex):** At 6th level, you can select one weapon group from the list of weapon groups in the fighter class as found in the *Pathfinder Roleplaying Game Core Rulebook*.

This group must include your deity's favored weapon. You gain proficiency with all these weapons. You also gain a +1 bonus to attack rolls and damage rolls with your deity's favored weapon, including any combat maneuver checks made with this weapon. You also add this +1 bonus to your CMD when defending against disarm and sunder attempts made against this weapon.

## MYSTERIES

The following mysteries are common among Midgard's oracles.

### CLOCKWORK

As clockwork creatures and devices enter the world, the gods who oversee invention and artifice grow in power. An oracle with the clockwork mystery can alter the workings of machines and construct items out of thin air.

**CLASS SKILLS:** An oracle with the clockwork mystery adds Craft, Disable Device, Knowledge (arcana), and Knowledge (engineering) to her list of class skills.

**BONUS SPELLS:** *crafter's fortune*<sup>APG</sup> (2nd), *clockwork timer* (see *Deep Magic*) (4th), *enter imag*<sup>APG</sup> (6th), *malfunction*<sup>UM</sup> (8th), *fabricate* (10th), *wall of iron* (12th), *control construct*<sup>UM</sup> (14th), *iron body* (16th), *time stop* (18th).

**SPECIAL:** At 1st level, an oracle with the clockwork mystery gains access to spells with the word "cure" or "inflict" in their title as usual. However, these spells heal or harm only constructs.

**REVELATIONS:** An oracle with the clockwork mystery can choose from any of the following revelations:

**Automatic Control (Su):** At 1st level, you gain a +4 bonus to Diplomacy and Intimidate checks made against intelligent constructs. Enchantment and mind-affecting spells you cast also affect constructs. At 7th level, you can cast *dominate monster* on a construct once per day. This effect lasts 1 round per oracle level. You can use this twice per day at 13th level and three times per day at 17th level.

**Binding Chains (Su):** As a standard action, you can cause a 20-ft. radius of iron chains to burst from the floor and wrap around any creature in the area. This acts as *black tentacles*, except the chains are made of iron and have hardness 10, 10 hp, and a break DC equal to 10 + the chain's CMB. You can use this ability once per day at 7th level and an additional time per day for every 4 levels thereafter. You must be at least 7th level to select this revelation.

**Clockwork Engine (Su):** Once per day at 11th level, you can imbue inanimate objects with life as *animate objects* for a number of rounds equal to your oracle level. These animated objects gain 1 additional CP. You can do this twice per day at 15th level. At 15th level, these animated objects gain 2 additional CPs. You must be 11th level to select this revelation.



**Clockwork Incorporation (Ex):** Your knowledge of steam and brass allows you to replace body parts with mechanical devices. Choose one of the following options whenever you can select a new revelation. You can select each option only once, but you can select a different option each time you are able to choose a new revelation.

**Mechanical Legs:** You increase your base speed by 10 ft., and you are always considered to have had a running start when making jump checks. At 11th level, your speed is never reduced by armor. Oracles with the lame curse cannot select this revelation.

**Mechanical Arms:** You gain a +2 inherent bonus to Strength and a +4 racial bonus to all skills and checks based on Strength as well as your CMB. At 11th level, your inherent bonus to Strength increases to +4.

**Steel Skin:** You gain a +2 natural armor bonus and resist fire and cold 5. This increases to a +4 natural armor bonus and resist fire and cold 10 at 11th level.

**Mechanical Eyes:** You gain a +4 bonus to Perception checks and darkvision 60 ft. If you already have darkvision, the range increases by 30 ft. At 11th level, you gain a +2 bonus to saving throws against blindness. Oracles with the clouded vision curse cannot select this revelation.

**Clockwork Messenger (Su):** You gain a clockwork familiar as per the wizard's arcane bond class ability. For this familiar's purposes only, your effective wizard level is equal to your oracle level. The familiar gains all the abilities of the animal it mimics, but it is a construct instead of an magical beast. Your oracle levels stack with any wizard levels you possess when determining the powers of your familiar. This ability does not allow you to have two familiars at one time.

**Construct Expert (Ex):** You gain a +4 bonus to Knowledge checks regarding constructs. As long as you are of the requisite caster level, you can build a construct even if you do not meet the other prerequisites or can cast the spells necessary to create a construct. You must expend the necessary material components and you still must succeed on the Craft DC to build a construct.

**Instant Fortress (Su):** You can conjure a structure of iron and steel as a full-round action for a number of hours per day equal to one-half your oracle level. This ability otherwise acts as an instant fortress. You must be at least 13th level to choose this revelation.

**Soul of the Machine (Su):** Once per day at 11th level, you may move your soul from your body into a construct or mechanical object as the spell *magic jar*. Intelligent constructs receive a Will saving throw to resist this effect. Since constructs and machines have no soul to replace, you do not need a receptacle to house the displaced soul. Once in the machine, you may control it as if it were your own body.

You may use any special, supernatural, or spell-like ability the machine or construct possesses. You must be at least 11th level to select this revelation.

**Steam Jet (Su):** As a standard action, you can breathe a 15-ft. cone of steam. This cone deals 1d4 hp fire damage per oracle level. A Reflex save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

**FINAL REVELATION:** Upon reaching 20th level, you become a clockwork creature. You gain immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. You are also immune to fatigue, exhaustion, and nonlethal damage. Once per day, you can cast *resurrection* but only to return a construct to life.







## MOON

The light and tides of the moon have their own magic, strongest by night and changing over the lunar cycle.

**CLASS SKILLS:** An oracle with the moon mystery adds Fly, Knowledge (arcana), and Knowledge (nature) to her list of class skills.

**BONUS SPELLS:** *darkness* (2nd), *confusion* (4th), *owl's wisdom* (6th), *river of moonlight* (see *Deep Magic*, page 224) (8th), *mass daze* (10th), *control water* (12th), *lunar veil* <sup>UM</sup> (14th), *insanity* (16th), *meteor swarm* (18th).

**REVELATIONS:** An oracle with the moon mystery can choose from any of the following revelations.

**Cloak of Moonlight (Su):** You conjure a cloak of shimmering moonlight, which coalesces around you, granting a +4 dodge bonus to your AC. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/ slashing. You can use this cloak for 1 hr. per day per oracle level. The duration does not need to be consecutive; it can be used in 1-hour increments.

**Dazing Spells (Ex):** Any time you score a critical hit against an opponent with an attack spell, a split-second burst of shimmering moonlight also envelopes your target, dazing him for 1 round.

**Eyes of the Moon (Su):** You gain darkvision 30 ft.

**Guiding Moon (Su):** Whenever you can see the moon, you can determine your precise location. When the moon is visible to you, you may also add your Charisma modifier to your Wisdom modifier on all Wisdom-based checks. In addition, once per night while under moonlight, you can cast one spell with the Empower Spell, Extend Spell, Silent Spell, or Still spell feat without increasing the spell's casting time or level slot. You must have taken the desired feat to use this ability.

**Mantle of Moonlight (Su):** Your innate understanding of the moon renders you immune to lycanthropy. Additionally, you may disrupt a lycanthrope's connection to the moon with a successful touch attack. This action automatically forces the lycanthrope into its humanoid form, which it must remain in for a number of rounds equal to your oracle level. Upon reaching 5th level, you can use this ability to force others into a *rage*, as per the spell. Using this ability is a melee touch attack. You can use this ability once per day at 5th level plus one additional time per day for every 5 levels above 5th.

**Moonlight Bridge (Su):** You summon a bridge of shimmering moonlight. The 10-ft.-wide span touches the ground at a point adjacent to your position. From this point, it can extend in any direction for 10 ft. per oracle level. The path persists until you have crossed over the bridge or for 24 hrs., whichever is shorter. You may summon a moonlight bridge a number of times per day equal to your Charisma bonus. Should the bridge be attacked, treat it as a *wall of force*.



**Moonfire (Su):** You can fire a blast of blazing moonlight at a single target within 30 ft. as a standard action. Moonfire deals 1d8 hp damage per caster level, and the target is dazzled for 1 round per two oracle caster levels. A successful Reflex saving throw (DC 10 + 1/2 your oracle level + your Charisma modifier) reduces the damage by half and negates the dazzle effect. You can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th. You must be 8th level to select this revelation.

**Moon's Favor (Sp):** Once per day, you can spend 10 min. reveling in the moonlight and contemplating its mysteries, granting you the effects of *divination*. You must be 8th level to select this revelation.

**Moonlight (Ex):** You may illuminate an area with sparkling, silver moonlight, blinding creatures and visibly outlining hidden things. This acts as the spell *glitterdust*, lasts 1 round/level, and may be used a number of times equal to your Charisma modifier. You must be 8th level to select this revelation.

**Moon's Pull (Su):** Your connection to the moon is so strong that your feet barely touch the ground. At 1st level, you no longer leave tracks. At 5th level, you can hover up to 6 inches above the ground or even above liquid surfaces, as if levitating. At 10th level, you gain the ability to *fly*, as per the spell, for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be spent in 1-min. increments.

**FINAL REVELATION:** Upon achieving 20th level, your mysterious connection with the moon is so complete that you are infused with the moon's mystical power. You receive a bonus on all saving throws equal to your Charisma modifier. Once per day, you can bathe yourself in pure, mystical moonlight as a full-round action, granting you SR 21, DR 5/ silver and fast healing 5 for a number of rounds equal to your oracle level. These rounds do not need to be consecutive but must be spent in 1-round increments. In addition, whenever you are reduced to negative hp while in sight of the moon, you automatically stabilize. Should you die, you are reborn on the next full moon (as *reincarnate*).

## WINE

Great mysteries often are revealed to those in altered states. Your special connection to the inebriated gods comes through the view of reality perceived through the haze and stupor of wine.

**CLASS SKILLS:** An oracle with the wine mystery adds Acrobatics, Bluff, Perform, and Sleight of Hand to her list of class skills.

**BONUS SPELLS:** *remove fear* (2nd), *bear's endurance* (4th), *glibness* (6th), *exalted chance* (see *Deep Magic*) (8th), *raise dead* (10th), *joyful rapture*<sup>UM</sup> (12th), *waves of ecstasy*<sup>UM</sup> (14th), *euphoric tranquility* (16th), *freedom* (18th).

**REVELATIONS:** An oracle with the wine mystery can choose from any of the following revelations.

**Courage in a Flask (Ex):** A drink calms your nerves and imbues you with a steely demeanor. As a swift action, you may imbibe an alcoholic drink to gain a morale bonus to saving throws against fear effects equal to your Charisma modifier. If under the effects of fear, you may instead gain a new save to negate the effect if the effect permits a save. You may use this ability once per day at 1st level, and one additional time per day for every four oracle levels you possess.

**Good for What Ails You (Su):** You may touch a creature as a swift action to immediately grant it a new save (if the effect allowed a save) against one of the following conditions: blinding, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened. If the save succeeds, the effect is suppressed for a number of rounds equal to your Charisma modifier. You may also grant the creature a new save if it is poisoned; a successful save counts against those required for a cure, but a failed saving throw has no ill effect. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

**Inebriate's Wisdom (Ex):** You gain a +2 bonus to saves against charm and illusion spells and a +2 bonus to Diplomacy, Perception, and Sense Motive checks. These bonuses increase to +4 at 11th level.

**Insensate (Ex):** Frequent drunkenness and the mystery of wine have inured you to physical harm. You gain the Diehard feat and DR 2/—. This increases to DR 5/— at 11th level. You must be at least 7th level to select this revelation. Once per day, you may also ignore the first 10 damage from acid, cold, electricity, or fire.

**Invigorating Spirits (Su):** You can imbue an alcoholic beverage with life-enhancing properties. Once per day, you may turn a single alcoholic beverage into a curative tonic that heals 1d6 hp damage for every 2 oracle levels you possess. At 7th level, the drink also confers the benefit of a *restoration* spell. At 11th level, you may create two such drinks a day. This number increases to three at 15th level and also confers the qualities of *greater restoration*.

**Lucky Drunk (Ex):** Once per day as a free action, you may gain a +8 bonus to a Strength- or Dexterity-based check or your CMB. You may use this ability one extra time per day for every 3 oracle levels you possess.

**The Next Day (Su):** You can make a creature suffer the after-effects of a serious hangover. As a standard action, you may target one creature within 30 ft. of you. It takes 1d6 nonlethal damage per level and is also sickened. A Fortitude save halves the damage and negates the sickened condition. You also change its memory of past events as *modify memory*, though you cannot make it recall an event with perfect clarity and the memory modification is instantaneous. A Will save negates this



effect. At 10th level, creatures that fail their save are fatigued and sickened. At 15th level, creatures that fail their save are exhausted and sickened. You may use this ability once per day plus an additional time per day at 20th level.

**Wild Nights (Su):** You call upon the ecstatic revelries of the gods of wine to affect you and your allies. You gain a +1 dodge bonus to AC, a +1 morale bonus to attack rolls and damage rolls with melee weapons, and a +4 bonus to Constitution. The bonuses to AC, attack rolls, and damage rolls increase by +1 for every 5 oracle levels you possess. Allies within 60 ft. of you who can hear or see you may spend a move action to gain the same bonuses to AC, attack, and damage rolls. At 7th level, allies need only spend a swift action to gain these bonuses. The bonuses last for a number of rounds equal to your Charisma modifier. You may use this ability once per day at 1st level and one additional time per day for every 5 oracle levels you possess. This is a mind-affecting effect.

**FINAL REVELATION:** Upon reaching 20th level, you become a master of wine, revelry, and dissipation. You are immune to poison, fatigue,

exhaustion, ability damage, and nonlethal damage. You can consume any drug or narcotic without ill effect or the possibility of addiction.

## PALADIN CODES

Paladins in Midgard are paragons of holiness and righteousness, and all follow the strict codes that their deities set forth. The following are paladin codes for Khors and Perun, two of the most popular deities among Midgard's paladins.

### KHORS

The paladins of Khors are loud, brash, and utterly without pity for creatures of darkness—they despise liars and cheats, and the cruel and arrogant. Their mission is to protect the weak from the dark and the malevolent, and especially to protect the living from the undead and the creatures of night; they abhor corruption of the good and true. They may seek just as fiery a vengeance against swindlers and thieves as against raiders and lifestealers, but they all secretly dream of destroying a great vampire





lord or warlock sworn to serve darkness. They give no ground against the dark, and their deeds blaze as affirmations of their god's light and truth. Their tenets include the following affirmations.

- I will carry myself as a beacon and an example of righteousness. My song will be joyous and my hand will be steady against even the greatest darkness and the foulest spawn of the grave, for my soul is light, and imperishable, and eternal.
- I will burn out all creatures of darkness, showing no pity to creatures that embrace evil. My fires are hot, and my enemies shall fear their cleansing power.
- I will defend the weak and the small against tyranny and cruelty. Those who cannot defend themselves shall always find shelter behind my shield.
- I go into battle with courage, standing in the front ranks. I shall be the last of my companions to depart the field, as the last ray of the sun leaves the day.
- I will not bargain with evil, nor accept the company of those tainted by shadow or dark corruption.
- I will speak no ill of my companions or commanders, unless they be tainted by shadow or dark corruption.
- I will honor the sacrifice of my fellows and of honest folk, and shout down falsehoods and thievery, for lies as the tools of darkness.
- I will respect the true and proud work of humble people who provide the stuff of daily life, as the sun provides us light and heat. Without the people in my charge, my oaths are empty.
- I will never yield to temptation or corruption. My charge is pure, and my actions are righteous.

## DIVINE ASPECT

In addition to their paladin abilities and talents, paladins of Khors have access to the following alternate ability. If chosen, this ability replaces the paladin's divine bond ability. Paladins of Khors must choose to take this ability at character creation, although they do not get access to it until they reach 5th level.

**DIVINE ASPECT OF KHORS (SP):** Upon reaching 5th level, you radiate celestial light and warmth. You glow with the light of a torch and gain a +2 sacred bonus on Perception checks and a +2 sacred bonus on melee attack and damage rolls against undead. Both of these bonuses increase to +4 at 11th level and to +6 at 17th level.

At 11th level, you radiate light as a *daylight* spell and gain a +4 sacred bonus on saving throws against gaze attacks and blinding effects.

At 15th level, whenever you score a critical hit with a melee attack, the target must make a Fortitude save (DC = 10 + your paladin level) or become blinded for 1d4+1 rounds. A creature that saves is instead dazzled for 1 round.

At 17th level, you are immune to cold.

## PERUN

The paladins of Perun are somewhat reserved in their daily life, and are ferocious hellions in battle. Most are shieldmaidens among the dwarves and amazons of Perun, serving in the order of the White Lion. They enjoy striking "thunder-wise," meaning by surprise, against evil and malevolent forces. Both careful planning and a humble demeanor are typical of their approach to life; they eschew gaudy displays of gold and armor, preferring to spend their wealth on a few fine things rather than many shoddy ones. Their tenets include the following affirmations.

- I am a servant of the thunder, and not its master. My humility is a sign of my strength.
- My deeds are my armor, and I am not easily provoked. If anyone shall insult me, I shall laugh at their ignorance. If anyone shall insult my companions, I shall show them their error.
- I fight for truth and justice with sword and bow, striking when I choose to strike, swift as lightning. My hammer shall be as a thunderclap, and confusion reign among my enemies.
- I drink with the gods and laugh with the valkyries, but never shall I fail to stand my watch or pull my weight. A woman must know her limits; a warden must never fail her duty.
- If my followers or my nation are threatened, I shall rally all those with ears to hear. We are stronger together than we are alone. I shall never abandon my companions.
- My voice will not be silenced. I shall speak the truth to all. Evil lives in silent fear and isolation; virtue shouts its friendship to all.
- I am a woman of simple needs and straightforward actions. I shall not deceive others, even in pursuit of a worthy goal. I shall not seek luxury or tolerate idleness in myself or others.
- Wealth is as a cloud, coming and going as it wills; I do not seek it. What treasures come my way shall quickly find their way to others, to the worthy and the poor alike. Charity and courage are twins.
- My oaths are true and strong as mithral. Nothing but my death shall keep me from the promises I make to another.
- I am honest and uncomplaining. Hard work is my lot, though others live as hard a life in fields and pastures, in great halls or humble huts. My work is defending their lives and liberties.
- I am always ready and never late. My shield can shelter nations. My sword can banish giants. I fear no evil.



## SAINTS' MAGIC

From the spell-scorched dunes of the Wasted West to the frigid currents of the Reaver Coast, from the arcane bazaars of the Mharoti Dragon Empire to the dark hollows of the Old Margreve Forest, in Midgard the emissaries of the gods most certainly walk among men and beasts. The living saint mythic path is designed with Midgard's saints and living saints in mind, and they are tied to specific divine events of that locale.

### MYTHIC PATH: LIVING SAINT

A saint devotes herself, body and soul, to a deity or pantheon. Her service is exemplary. Her commitment never wavers. She exudes confidence in divine wisdom, and she never falls to temptation. When entrusted with a divine mission, she eagerly and selflessly carries it out in the name of her god, even if it requires her martyrdom.

So say the scribes and evangelists.

The full truth is far less perfect, for the angelic mortal that evangelists describe is merely an excerpt from the final chapter in the life of a saint. Earlier chapters are rife with missteps, inner conflict, and nigh-impossible tests of faith and commitment.

A divine spellcaster begins her mythic path not as a saint but as a "soul of promise." Blessed with nascent powers and cursed with temptations and difficulties, a soul of promise is a mortal whom fate has destined for legendary deeds in the service of the gods. Though she may not realize her critical role at first, more powerful forces certainly recognize the spark of potential greatness. Angels watch over her. Devils lay pitfalls in her path. Serendipitous events and formative figures enter her life for a reason, and the fates watch her every step.

During the early tiers of her path to sainthood, the gods—both good and evil—regularly test her devotion. Even her selections of new path abilities are wrought with temptation, for some are clearly rewards of lesser holy power, while others feature greater powers of darker descent.

Starting at the third mythic tier, souls of promise undergo a multi-tier test of devotion during which their connection to their god ends. The GM decides the exact reason based on the campaign's storyline, but it might be the intervention of other gods (e.g. the imprisonment of her god), exposure to an artifact (e.g. a known or unknown consequence of destroying the artifact), or even voluntary separation (e.g. to undertake transcendent missions for the pantheon itself).

During this "forsaken" period, other gods provide her with access to their domain spells and powers in subtle and blatant bids for her allegiance. It is a small price to pay for a renowned figure willing to perform great deeds for their causes and in their names. Of course, opposing deities likewise attempt to undermine those gifts with equally

significant obstacles. Even good deities cross paths, with interventions designed to steer the soul of promise toward their particular domains.

The forsaken period ends at a mythic tier of the GM's choosing (typically tier 6) when the soul of promise accepts a divine being and rejects the powers and temptations of all others. The deity she ultimately chooses need not be the one from which she was forsaken. She becomes a living saint of her deity, or—if she chooses a consortium of deities, a force of nature, or another, non-deific power—she becomes a saint of the pantheon, a saint of nature, or a saint of the appropriate power.

Once sainted, her mythic path only increases in difficulty. Mythic servants of rejected and opposing deities seek to foil and discredit her deeds, destroy her, or recruit her to their side. Temptations persist, and more than one saint has doomed their soul on to face the daunting prospect of trying to redeem it again.

TABLE 3-7: LIVING SAINT

TIER	PATH FEATURES	MYTHIC SPELLS
1st	Bonus hp, fate's blessing, path ability	—
2nd	Path ability	1
3rd	Path ability, forsaken, temptations	1
4th	Path ability	2
5th	Path ability	2
6th	Path ability, sainthood (typically; see text)	3
7th	Path ability	3
8th	Path ability	4
9th	Path ability	4
10th	Divine vessel, path ability	5

### LIVING SAINT FEATURES

As you increase in tier, you gain the following abilities.

**BONUS HIT POINTS:** Whenever you gain a tier, you gain 4 bonus hp, which stack with themselves but do not affect your overall Hit Dice or other statistics.

**MYTHIC SPELLS:** At 2nd tier, you may select one mythic spell (see the *Mythic Adventures* chapter on mythic spells and the Mythic Spells section of *Deep Magic*) and expend your mythic power to cast that spell with enhanced results. You must be able to cast the normal, divine version of the spell or have it on your list of spells known. At 4th tier and every two tiers thereafter, you can select another mythic spell.

**FATE'S BLESSING:** Select one of the following abilities at 1st tier. Once chosen, you can only change it when you become forsaken, achieve sainthood, or formally change deities.



**Aura of Divine Favor (Su):** You can expend one use of mythic power to create a 20-ft. radius aura of divine favor around your person for one hour per mythic tier. The aura affects all allies in range and grants them the benefits of the divine favor spell, cast at your caster level and with a maximum luck bonus of +6. Allies remain affected only while in range.

**Spontaneous Metamagic (Su):** You can expend one use of mythic power to spontaneously apply a metamagic feat of your choice to a spell you cast, whether you cast the mythic version or not. This spell must be one that you prepared for the day or be from your list of spells known (if you cast spells spontaneously). You need not possess the metamagic feat you wish to apply. For each use of mythic power expended, application of the feat increases the spell slot of the spell by one less than the metamagic feat normally would. If you do not expend enough mythic power to reduce the slot increase to zero, application of the metamagic feat fails. If the spell targets a single creature and and take the worse result.

**Generate Spell (Su):** Once per day, you can expend one use of mythic power to cast any one divine spell, regardless of whether you know it or have it prepared. This spell must be on one of your divine spell lists and must be no greater than one level higher than spells you can normally cast using that divine spellcasting class. When you cast a spell using this ability, treat your caster level as the minimal level required to cast the spell or two levels higher than your current level (whichever is greater). You cannot apply any metamagic feats to a generated spell.

**FORSAKEN (Ex):** At 3rd tier, your connection to your god ends. You lose all spells and class features as if you were an ex-cleric (or ex-druid, including your animal companion if applicable). However, you need not atone. Rather, the pantheon itself has plans for your potential and immediately reinstates everything except your domain spells, domain powers, and animal companion.

Until you are no longer forsaken, you become a child of the entire pantheon. Instead of just receiving power from multiple deities, however, the gods may also petition you, as well. For example, two gods may ask you to undertake two different, time-sensitive, and possibly conflicting missions. Which god will you disappoint?

Although you lose all access to domains of your original god, other gods steer you toward their causes with access to their domains. Each day you may choose any two domains (or one domain if you are a druid), and you gain the corresponding domain spells and powers for that day. You may not select your original domains even if they also belong to another deity. For each domain you choose each day, you must name and pray to a deity to which the domain belongs. This occurs during the normal period when you regain your daily allotment of spells. If you are a druid, you may forego your daily domain selection to summon a daily animal companion

instead. The animal must be indigenous to your locale. It arrives immediately after you regain your daily spells.

Your relationship with a god determines whether that god grants you access to his domains. When you become forsaken, gods that share your alignment are initially friendly, gods of diametrically opposed alignment are unfriendly, and all others are indifferent. You may endeavor to change these initial attitudes as described in the “Changing Deity Attitudes” sidebar on page 76.


Only indifferent, friendly, and helpful gods grant you domain access. You add +1 to the DC of all saving throws granted to targets by domain spells and powers you receive from helpful deities. This stacks with the Spell Focus feat. You take a –1 penalty on all saving throws against domain spells and powers granted to an enemy spellcaster by a deity that is hostile toward you.

**TEMPTATIONS (Ex):** You gain one temptation spell slot per spell level, even for spell levels you cannot yet cast. Each day any god (most often a hostile god) may prepare a spell in some, none, or all of those slots for you. The GM chooses these temptation spells and may apply metamagic feats to them without raising their slot level. The GM may make you aware of the temptation spell names immediately, as an ominous foreshadowing of what the day will bring, or the GM may tell you the names during some dire circumstance, just in time for you to cast one. The GM must also tell you the granting god’s name. If the spell has a verbal component, you must voice aloud the god’s name when casting the spell. Having *miracle* at your fingertips can be quite tempting, regardless of the grantor. Each time you cast a temptation spell from a hostile or unfriendly god,

## LIVING SAINTS OF OTHER CLASSES

Although the living saint mythic path is geared toward clerics and druids, it is possible for other divine spellcasters to embark on this journey. In the case of paladins, inquisitors, oracles, shamans, and other divine spellcasters who seek to become living saints, players should work with their GM to retool this path as necessary. In particular, while the divine spellcaster is forsaken, he or she should lose access to a key class skill that can be temporarily restored only by indifferent, friendly, or helpful deities. Multiclassed PCs can access the living saint mythic path if they have class levels in a divine spellcasting class; characters with levels in cleric or druid will find this path more suited to them. Non-divine spellcasters and martial characters can’t access this mythic path.





you lose favor with all helpful and friendly gods. For more information, see the “Changing Deity Attitudes” sidebar below.

**SAINTHOOD (Ex):** Any deity to whom you have ever prayed may champion or oppose your sainthood. At a tier of the GM’s choosing, after completing a major trial and in accordance with your campaign’s storyline, you achieve sainthood.

If you become a traditional saint by pledging yourself to the service of a single helpful god, you are no longer forsaken. You lose access to all other gods’ domains in terms of domain powers or domain slot spells. If you are a cleric, you may choose any three domains of your chosen god and gain the corresponding domain spells and powers of each. Druids gain two domains or one domain plus an animal companion. All classes gain two domain spell slots for each spell level instead of one.

If you do not pledge yourself to one deity, the effects of forsaken continue under your new title as “Saint of the Pantheon,” “Saint of Nature,” or another appropriate title. Additionally, you gain two domain spell slots for each spell level instead of one, and you may select a bonus path ability for which you qualify (see below).

If you become an evil saint, you may wield incredible power, but in your deity’s eyes, you are forever a tool, never a partner, and you are always expendable.

**PATH ABILITY:** At 1st tier and every tier thereafter, select one new path ability from the following list or from the list of *Mythic Adventures* universal path abilities. Unless otherwise noted, you can select each ability only once and cannot thereafter change your selection. You must meet the stated minimum tier requirement to select the path ability.

#### MINIMUM TIER I

**DISPLACED PAIN (Su):** You may expend one use of mythic power as a standard action to gain DR 3/epic or DR 5/epic for 1 hr. per tier. Electing the latter causes nearby plants to wither and blacken and the critically infirm to weaken and die as nature and non-combatants within a 10-ft. radius share the damage you ignore. This DR does not stack with any other form of DR.

**DIVINE BLESSING (Su):** Whenever you cast a divine spell, you and your allies also receive the benefits of the blessing spell, as if you cast that also.

**FAITH’S REACH (Su):** Whenever you cast a divine spell with a range of touch, you can instead cast the spell with a range of 15 ft. If the spell requires a melee touch attack, it instead requires a ranged touch attack. If you deliver a touch spell in this way, you receive a –2 penalty to your ranged touch attack.



## CHANGING DEITY ATTITUDES

Unlike shifting an NPC’s attitude with a charming smile, quick wit, and a Diplomacy check, it is far more difficult to improve a god’s attitude toward you.

Actions that improve a god’s attitude toward you by one step include:

- Changing your alignment at least one step closer to the god’s alignment.
- Vowing to permanently revere and pray to the god solely.
- Destroying an artifact that the god opposes.
- Completing a mission that the god or his proxies assigned to you.
- Casting *miracle* or performing an equally grand task for the sole benefit of the god’s followers.
- Inventing a spell or crafting a novel magic weapon or wondrous item related to the god’s domains.

Actions that worsen a god’s attitude toward you include:

- Changing your alignment at least one step further from the god’s alignment. The god’s attitude toward you worsens by one step for every step your alignment moves away from the god’s alignment.

- Breaking any single vow to the god for any reason. This worsens the god’s attitude toward you by one step.
- Murdering a known worshipper of the god. This act worsens the deity’s attitude toward you by at least one step, at the GM’s discretion.
- Refusing to undertake a divine mission that is particularly important to the deity. This act worsens the deity’s attitude toward you by one step.
- Abandoning a divine mission you have already agreed to complete. This act worsens the deity’s attitude toward you by two steps (you are essentially both refusing a quest and breaking a vow).
- Foiling a worshipper’s divine mission. This act worsens the deity’s attitude toward you by one step.
- If the god is friendly or helpful, casting a temptation spell granted by an unfriendly or hostile god. This act worsens the deity’s attitude toward you by one step.

At the GM’s discretion, your alignment may gravitate toward the alignment of the deities to which you consistently pray for domain spells and powers. This in turn can affect the attitudes that those deities and other deities have toward you.



**MYTHIC COMPANION (Su):** Your animal companion can call upon mythic power (as the base mythic ability) a number of times per day equal to your tier. This mythic power can be used only to add to a d20 roll, and uses the same type of die you use for your mythic power.

**PIERCING DOMAIN (Su):** You add +1 per tier to the DC of saving throws made against spells you cast from your domain spell slots. You also add +1 per tier to your caster level checks to overcome a target's spell resistance when you cast a spell from a domain spell slot. These bonuses stack with Spell Focus and Spell Penetration feats.

**SACRED BOONS (Su):** Add your mythic tier to your class level to determine the effects of your current domain abilities. This does not grant you access to domain abilities earlier, it simply increases the effect of domain abilities that you have access to. Additionally, once per day you may expend one use of mythic power as a standard action to regain the use of all of your domain abilities as if you had rested for 8 hrs. If you are forsaken and have not achieved sainthood, you regain the use of the same domain abilities you originally selected for that day. If you selected an animal companion that day, you may summon a new (and possibly different) creature, provided that you first dismiss your current companion.

**SERVANT'S BLESSING (Su):** Whenever you take at least 8 hp damage/2 levels from an enemy's single attack or effect, you gain a 1st-level domain spell slot. You may either select a domain spell to place in that slot immediately or you may "bank" the gained slot. Whenever you bank a slot, the next time you take at least 8 hp damage from an enemy's single attack or effect, you increase the banked slot by one level. Each time this occurs, you must choose immediately whether to select a domain spell for the slot or bank it. You may continue banking as long as you can cast a domain spell of the next higher level. The domain spell you select for the slot may be one augmented with a metamagic feat. Damage inflicted by your allies does not count toward this ability.

**SPONTANEOUS DOMAIN (Su):** You may spontaneously convert a non-domain spell into a domain spell of the same level (or lower) in the same way a cleric can spontaneously convert spells to cure or inflict spells.

**SUSTAINED BY FAITH (Su):** If you spend at least 1 hr. of prayer or meditation, you require no food, water, or sleep for 24 hrs. This time can be the same time you use to prepare spells. You must still rest 8 hrs. to regain spells but you are not subject to fatigue or exhaustion due to a lack of sleep. Additionally, once per day you may expend one use of mythic power as a full-round action to refresh yourself as if you had rested for 8 hrs. for the purposes of regaining spells and healing heal hp and ability damage, including to your animal companion if you have one. If you are forsaken and have not achieved sainthood, you regain domain spell slots for the same domains you originally selected for that day. Also, you may summon a new animal companion, but only if the first has perished.

## MINIMUM TIER 3

**DELIVERANCE (Su):** Whenever you would die as the result of a failed save, you may expend one use of mythic power to automatically succeed on that save.

**DIVINE WEAPON (Su):** You may sacrifice a spell to attack a long-range target with a force weapon. The weapon takes the shape of the favorite weapon of the deity whose domain spells you most recently selected. The attack requires a ranged touch attack and deals 4d6 hp damage, plus 1d6 hp damage per level of the sacrificed spell. The weapon determines whether the damage is slashing, bludgeoning, etc.

**DOMAIN DEFLECTION (Su):** You are immune to any harmful effects of spells granted by any of your current domains, even those of levels you are not yet able to cast. If you are targeted by any of these spells you may, as an immediate action, expend one use of mythic power to deflect the spell back to its caster as if with spell turning.

**DOMAIN SIPHON (Su):** If another spellcaster casts a spell from one of your current domains, you may, as a free action, expend one use of mythic power to immediately transfer that spell effect to yourself, as if you were the target of the spell, even if the spell had a range of personal. If you do, the spell does not affect the original targets. The spellcaster must be within medium range (100 ft. + 10 ft./level).

**DURABLE COMPANION (Ex):** Your animal companion (or any replacement) gains DR 5/epic. This ability can be taken a second time at 6th tier or higher and a third time at 9th tier or higher. Each additional time it is taken, the DR increases by 5, to a maximum of DR 15/epic.


**POWER CURRENT (Su):** Whenever you cast a cure or inflict spell or use a class feature that uses positive or negative energy (such as channel energy), treat any natural 1s on the dice you rolled as 2s. This applies only to dice rolled to heal or deal damage. This ability can be selected up to four times. Each additional time it is selected, the range of natural results increased to the next highest result goes up by one (for example, selecting this twice treats any natural 1s or 2s as if they were 3s).

**SPELL SLOT ACCRETION (Ex):** You may sacrifice two spell slots of the same level to gain one spell slot of the next level. You may repeat this process as often as desired. Thus you could sacrifice four 2nd-level spell slots to gain two 3rd-level slots and then sacrifice those two 3rd-level slots to gain a single 4th-level slot. Any gained slot must be of a spell level you can cast.

## MINIMUM TIER 6

**BLESSED SANCTUARY (Su):** An aura of protection surrounds you. You and all allies within a 10-ft. radius of you gain the effect of the *sanctuary* spell. Furthermore, as a free action, you can elect to take up to half of the hp damage that would otherwise be dealt to a creature in





your aura, as if you had cast *shield other* on that creature. Any damage you receive as a result of shielding another creature is taken as nonlethal rather than lethal damage.

**ENDLESS POWER (Su):** You can cast spells without expending your power. If you are capable of casting divine spells of 5th level or higher, whenever you cast a 1st-level divine spell, it is either not expended (if you prepare spells) or doesn't use up a spell slot (if you cast spells spontaneously). You can select this ability more than once. Each time you do, the level of divine spells you can cast without expending the spell or using up the spell slot increases by one, to a maximum of 3rd level.

**GREATER PLANAR ALLY (Su):** Once per day, you may call a *greater planar ally* (as the spell) or three *lesser planar allies* (as the spell). The allies refuse to perform any task exceeding 1 hr. per tier. The allies do not require a return favor, but may request one. You may only select this path ability if you have achieved sainthood.

**SUDDEN DEATH (Su):** Any time you confirm a critical hit on an enemy of your deity, that enemy must make a Fortitude save (DC 10 + half your divine class level + your mythic tier + your Wisdom modifier) or die instantly. This is a death effect.

**DIVINE VESSEL (Ex):** At 10th tier, whenever you cast a spell that affects one or more non-mythic creatures or objects, those creatures or objects must roll any saving throws associated with the spell twice and take the worse result. In addition, whenever you are healed of hp damage by a spell or effect, you are healed for the maximum possible amount. You also gain DR 10/epic. Once per round when an enemy inflicts more than 20 hp damage on you (after your damage reduction has been applied), you regain one use of mythic power. Damage inflicted by your allies does not count toward this ability.

## SPELLS

The following new divine spells are available to characters who can cast them.

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### EXPERT HUNTER

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**SCHOOL** transmutation; **LEVEL** druid 5, ranger 4

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, DF

**RANGE** touch

**TARGET** living creature touched

**DURATION** 1 round/level (D)

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

**RESISTANCE** yes (harmless)

The target gains an insight bonus on attack and damage rolls with all of its natural weapons equal to +1 for every three caster levels you possess. When the target deals damage with her natural weapons to a creature that is flanked, the target doubles the bonus to damage that this spell provides.

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### PHOENIX FIRE

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**SCHOOL** conjuration (healing); **LEVEL** druid 8

**CASTING TIME** 1 full round

**COMPONENTS** V, S, DF

**RANGE** personal

**TARGET** you

**DURATION** instantaneous and until discharged; see text

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

**RESISTANCE** yes (harmless)


You surround yourself with the latent cleansing energy of the sun, which protects you when you need it most. After you cast this spell, the next time you are reduced to 0 hit points or fewer, as long as you are not dead, this spell immediately restores an amount of hit points equal to 4d8



## LESSER TRIALS

The GM decides upon the living saint's greater trials as a function of the overall campaign and storyline. Examples of lesser trials include:

- *Convert Heathen:* Convert a divine spellcaster of an opposing faith or belief system (and of equal or higher level) to join your faith or cause.
- *Disjoin Artifact:* Destroy an artifact in the name of a god.
- *Fell Heretic:* Reduce a well-known follower of an opposing faith or belief system from full hp to dying or dead with a single domain spell or domain ability.

- *Foil Nemesis:* Undermine the divine mission of another mythic character of an opposing faith or belief system.
  - *Inspired Creation:* Invent a spell or craft a novel magic weapon or wondrous item related to one of your current domains.
  - *Perform Miracle:* With or without magic, save a village or larger community from a natural disaster or other form of assured destruction.
  - *Redeem Fallen:* Help restore an uninterested ex-cleric, ex-druid, or ex-paladin to her former standing, complete with full class features and powers.
- 



+ 1 for every 2 caster levels you possess. Once this spell heals you in this way, its magic dissipates. This spell only heals you if you fall unconscious due to hit point damage, and its healing does not trigger if you fall unconscious due to hit point damage or an effect or ability that doesn't reduce you to 0 hp or lower. You can only be under the effect of one *phoenix fire* spell at a time; if you attempt to cast this spell a second time, it fizzles.

## PRIMITIVE WEAPON

**SCHOOL** conjuration (creation); **LEVEL** druid 0, cleric/oracle 0, ranger 1

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M (twig)

**RANGE** personal

**TARGET** you

**DURATION** 1 round/level

**SAVING THROW** none; **SPELL RESISTANCE** no

With a word and a gesture, you create a simple, wooden club that deals 1d6 points of bludgeoning damage. This club can be the target of spells and effects that provide it with an enhancement bonus (such as *shillelagh*) or other effects, but such effects dissipate at the end of this spell's duration.

## SPEW TOXINS

**SCHOOL** necromancy; **LEVEL** druid 3, inquisitor 3, witch 3

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M (rat whisker)

**RANGE** 30 ft.

**Area** cone-shaped burst

**DURATION** 1 round/level

**SAVING THROW** Fortitude partial; see text; **SPELL**

**RESISTANCE** yes

With a mighty exhale, you unleash virulent spores that cause any creature in the area of effect to become sickened. Targets that succeed at a Fortitude save reduce the duration to 1 round. This is a disease effect.





# ARCANE MAGIC



## 4

From the hedge witches that populate myriad rural realms to the mighty wizards of the magocracies to the ley lines that serve as the world's magical bones, Midgard crackles with living, breathing magic. This chapter presents a wide variety of options for characters who dabble in the arcane, from spellcasters seeking to unlock the world's ley lines to savvy adventurers who wish to harness the power of runes and lotuses to magicians who wish to dabble in shadow magic or vril magic.

This chapter contains intricate details about clockwork magic, illumination magic, necrophagy, elven high magic, ley lines, lotus magic, rune magic, shadow magic, and many more wondrous and rich magical traditions to help infuse your game in Midgard's distinct sense of the arcane.



# ARCANE SCHOOLS

The following new arcane schools are prevalent throughout the lands of Midgard.

## CLOCKWORK MAGIC

Most clockwork mages claim the magic of clockwork is derived from a divine gift. These mages say the weaver goddess who became Rava of the Gears granted knowledge of these devices and automatons to one of her earliest followers. Other explanations of this strange school claim that the arcane power of clockwork magic was discovered by an artificer who harnessed steam and gearing to build the first device. This artificer, the stories say, animated this device with primitive enchantments—and a school of magic was born.

Regardless of the murky origins of their power, clockwork mages—or gear mages—are clearly masters of time manipulation, constructs, and mechanical devices of various kinds. Their school thrives in areas rich in automatons, golems, and other constructs. Their relatively few spells display a wide range of styles.

The clockwork mages themselves possess an eye for mechanisms, springs, gearing, and balanced forces. Many have difficulty distinguishing these mages from gear grinders and clockworkers, though they usually wear better clothes, and their tools include wands as well as hammers and loupes.

### THE SCHOOL OF CLOCKWORK AND ITS SPELLS

The clockwork mage focuses on the study of combining magic with machines. A clockwork mage possesses the following abilities.

*Clockworker's Charm (Su)*: Whenever you cast an *animate construct* spell (see *Deep Magic*), increase the duration by a number of rounds equal to half your wizard level (minimum 1). At 20th level, you can change the duration of all *animate construct* spells to permanent. You can have no more than one *animate construct* spell made permanent in this way at one time. If you designate another *animate construct* spell as permanent, the previous spell immediately ends.

*Repairing Touch (Sp)*: As a standard action, you can touch a metal object or construct, sealing up rends and bending steel back into place, repairing it for 1d6 hp damage + half your wizard level. You may repair up to 1 lb. of metal per wizard level. You can do this a number of times per day equal to 3 + your Intelligence modifier.

*Clockwork Body (Sp)*: At 8th level, you can change your body for a number of rounds per day equal to your wizard level into a construct body. This grants you +2 natural armor, 1d4+1 temporary hp per wizard level, darkvision

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

In addition, the following spells belong to the clockwork school. Spells with asterisks are found in *Deep Magic*.

### CANTRIPS

*analyze device\**, *mending*, *open/close*, *tick stop\**

### 1ST LEVEL

*adjuring step*<sup>UC</sup>, *animate construct I\**, *armored shell\**, *corrosive touch*, *crafter's fortune*<sup>APG</sup>, *detect secret doors*, *grease*, *hold portal*, *jury-rig*<sup>UC</sup>, *mage armor*, *not so fast\**, *pendulum\**, *reinforce armaments*<sup>UC</sup>, *tireless\**, *vocal alteration (only mechanical qualities)*<sup>UM</sup>, *wind down\**

### 2ND LEVEL

*greater analyze device\**, *animate construct II\**, *arcane lock*, *clockwork timer\**, *chrono location\**, *defensive shock*<sup>UM</sup>, *gear barrage\**, *knock*, *locate object*, *lock armor\**, *make whole*, *magic siege engine*<sup>UC</sup>, *masterwork transformation*<sup>UM</sup>, *minor creation*, *pains of the past\**, *phantom trap*, *repair metal\**, *reverse industry\**, *sculpt simulacrum (only mechanical qualities)*<sup>UM</sup>, *telekinetic assembly*<sup>UC</sup>

### 3RD LEVEL

*animate construct III\**, *devolution*<sup>APG</sup>, *distracting cacophony*<sup>UM</sup>, *haste*, *hostile levitation*<sup>UC</sup>, *keen edge*, *pellet blast*<sup>UC</sup>, *possess object*<sup>UM</sup>, *sands of time*<sup>UM</sup>, *shrink item*, *slow*, *thousand darts\**, *tiny hut*, *winding key\**





#### 4TH LEVEL

*absolute command\**, *animate construct IV\**, *calcific touch*<sup>UM</sup>, *dimension door*, *dimensional anchor*, *illusory wall*, *lesser age resistance*, *malfunction*<sup>UM</sup>, *greater repair metal\**, *secure shelter*, *greater shatter\**, *steam blast\**

#### 5TH LEVEL

*animate construct V\**, *bind guardian\**, *construct body*, *corrosive consumption*<sup>UM</sup>, *fabricate*, *major creation*, *mechanical union\**, *possess object*<sup>UM</sup>, *rapid repair*<sup>UM</sup>, *secret chest*, *soothe construct*<sup>UM</sup>, *unbreakable construct*<sup>UM</sup>, *wall of force*

#### 6TH LEVEL

*age resistance*, *animate construct IV\**, *catapult\**, *circle of death*, *disintegrate*, *flesh to stone*, *guards and wards*, *stone to flesh*

#### 7TH LEVEL

*animate construct VII\**, *arcane cannon*<sup>UC</sup>, *control construct*, *delayed blast fireball*, *greater age resistance*, *instant summons*, *mage's magnificent mansion*, *reverse gravity*, *spell turning*, *temporary resurrection*<sup>UM</sup>, *timeless engine\**

#### 8TH LEVEL

*animate construct VIII\**, *binding*, *call construct*, *dimensional lock*, *discern location*, *iron body*, *machine sacrifice\**, *temporal stasis*, *time jump\**

#### 9TH LEVEL

*animate construct IX\**, *dominate clockwork\**, *foresight*, *time stop*, *wooden phalanx*<sup>UM</sup>

### ILLUMINATION MAGIC

The school of illumination includes the study of star and shadow magic. This strange magic is rare outside the knowledge of a few elven wizards, who regard it as more a curiosity than anything else.

Indeed, it is considered a quirk to call it a separate school at all. More properly called the school of illumination, it is closely related to illusion and tangentially related to creation, conjuration, and necromancy, but it stands apart from all of them. The shadow fey are said to be its inventors, though this may be an idle boast—certainly shadow is the dark spring from which this magic flows.

### THE NATURE OF ILLUMINATION

Star and shadow magic uses the power of the Shadow Realm to generate spell effects, in the same manner that elementalists use the various elemental planes to generate their magic. Its spells power force effects, light and shadow spells, and limited forms of divination and magical compulsion.

But all this misses the point. The school of illumination is a mystery much like summoning, divination, and abjuration. Its practitioners believe that its wellsprings of power come from an understanding of the stars, their alignments, and the power they give an arcanist over every living creature. Light and space are theirs to bend and shape.

### DAY AND NIGHT CASTING

Star and shadow magic is popular among explorers because of its power in the dark. Illumination matters to the caster of star and shadow magic. Whenever a spell from this school is cast at night or in darkness, the DC for its saving throw is affected as shown below.

The illumination at the caster's location, not that of his target, determines the effect. (See *Pathfinder Roleplaying Core Rulebook* for illumination sources.)

TABLE 4-1: DAY AND NIGHT CASTING

ILLUMINATION	DC CHANGE
Total darkness	+2
Dim, moonlight, or shadowy light	+1
Normal light, daytime forest, torchlight	0
Bright light, daylight spell, sunlight	-1

### SPECIAL COSMIC EVENTS

Stars surround nearly every known world that floats in the dark expanse of the void, and star and shadow casters are particularly attuned to the universe's cosmic events.

The chart on the following page can be used to determine random special cosmic events. Each month there is a 5% chance that a special cosmic event occurs. When it does, roll on the following chart. Special cosmic events marked with an asterisk are spontaneous, and they cannot be predicted without magical knowledge. Other cosmic events can be predicted with a DC 20 Knowledge (arcana) check. Such checks can be aided by accurate star charts and texts on astrological occurrences. Such tools can grant between a +2 to a +4 equipment bonus on the checks,

### THE CLOCKWORKER

Wizards obsessed with the inner workings of clockwork are called clockworkers. Although often quite strange and eccentric, clockworkers have access to powers that are strange and intriguing. For details of the clockworker archetype, see *Deep Magic*.



depending on their quality (as determined by the GM).

TABLE 4-2: SPECIAL COSMIC EVENTS

%	EVENT
01-40	Lunar Eclipse
41-50	Solar Eclipse
51-60	Planetary Conjunction
61-65	Comet
56-80	Meteor Shower
81-90	Meteor Strike*
91-99	Alien Incursion*
00	Nova*

The effect and the duration of those effects for casters with the Star and Shadow Casting (see sidebar) feat are listed below.

**ALIEN INCURSION:** When creatures from the dark recesses of space invade a world, the world itself fights back. Such aliens suffer a -2 penalty against spells you cast. This effect lasts as long as the aliens have a foothold on your world.

**COMET:** Comets are harbingers of instability. Each time you cast a spell, roll a d4. On a roll of 1 your spell is cast at -1 caster level. On a roll of a 4 you cast your spell at +1 caster level. On a roll of 2 or 3, the spell is unaffected. A comet's effects last 2d4 days.

**LUNAR ECLIPSE:** These eclipses weaken the power of lycanthropes and undead. These creatures suffer a -2 penalty to saving throws against spells you cast. A lunar eclipse's effects last for 24 hrs.

**METEOR SHOWER:** Meteor showers interfere with called or summoned creatures. When casting such spells, you are considered one caster level lower when determining the duration. A meteor shower's effects last for 1d4 days.

**METEOR STRIKE:** A meteor strike can cause great damage, but increases the potency of damaging evocation spells. Evocation spells cast within the 24-hr. period after a meteor strike deal damage as if you were one level higher.

**NOVA:** A nova is of great importance to diviners. Divinations spells are cast as two caster levels higher, and augury and divination spells never grant false results. A nova's effect last for 24 hrs.

**PLANETARY CONJUNCTION:** Planetary conjunctions affect the minds and behaviors of creatures. When casting mind-affecting spells, you are considered two caster levels higher when determining those spells' durations.

**SOLAR ECLIPSE:** These eclipses plunge the world into darkness for a short time. While a solar eclipse is in effect, you cast spells with the darkness or evil spells

with the light or good descriptor, they are cast at 2 caster levels lower. Eclipses last only an hour or two.

## THE SCHOOL OF ILLUMINATION AND ITS SPELLS

The illuminator focuses on the study of star and shadow magic. An illuminator possesses the following abilities.

*Insight of the Stars (Su):* The stars provide you glimpses of fate, granting you a +1 insight bonus to initiative. This bonus increases by 1 for every five wizard levels you possess to a maximum of +5 at 20th level.

*Orb of Light (Sp):* As a standard action, you can unleash an orb of light targeting any foe within 30 ft. as a ranged touch attack. The orb of light deals 1d6 hp positive energy damage + half your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Bend Light (Sp):* At 8th level, as a swift action, you can bend the light around your body, causing your opponents to suffer a 50% miss chance as if you had total concealment, for a number of rounds per day

## STAR AND SHADOW CASTING (FEAT)

By keeping careful track of the stars and the spheres, you can use their alignments and movements to enrich your spells.

**PREREQUISITES:** Caster level 1, Knowledge (arcana) 4 ranks.

**BENEFIT:** If you can spend at least 10 min. under a clear night sky, for the next 24 hrs. you can use the knowledge of the celestial movements to enrich your spells. Three times during that 24-hr. period, as a free action you can enrich a spell you are casting in one of the following ways:

- You can increase the DC of the spell by 1 for that casting.
- You can treat your caster level as two levels higher to determine the spell's duration.
- You can treat your caster level as two levels higher to determine that spell's range.
- You can treat your caster levels as one level higher to determine the damage that spell deals.

Furthermore, you gain any benefits or suffer the hindrances of any special cosmic events that are currently in effect. You gain these benefits and suffer these hindrances whether or not you were able to study the night sky.

**SPECIAL:** You can take this feat more than once, up to three times. Each time you do, you gain three extra uses per 24 hrs.



equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions as a displacement spell.

In addition, the following spells belong to the illumination school; they are considered part of star and shadow magic. Spells with asterisks can be found in *Deep Magic*.

#### CANTRIPS

dancing lights, douse\*, flare, guidance, haunted fey aspect<sup>UC</sup>, light, penumbra<sup>UC</sup>, shadow bite\*, shadow blindness\*, silhouette\*

#### 1ST LEVEL

anticipate peril, bungle<sup>UM</sup>, compelling question\*, consume light\*, dancing lantern, darkvision, dazzling blade, flare burst<sup>APG</sup>, forced quiet<sup>UM</sup>, lighten object, lesser orb of light\*, misleading shadows\*, pyrotechnics, shadow's blessing\*, shadow hands\*, shadow weapon<sup>UM</sup>, see alignment<sup>UC</sup>, silent image (shadow illusions only), stumble gap<sup>APG</sup>, snapdragon fireworks<sup>UM</sup>, unprepared combatant<sup>UM</sup>, vanish<sup>APG</sup>

#### 2ND LEVEL

continual flame, darkness, dust of twilight<sup>APG</sup>, light warding\*, mirror image, protective penumbra<sup>UM</sup>, scorching ray, shadow jump\*, see invisibility, slither\*, starbolt\*, staggering fall, symbol of mirroring<sup>UM</sup>, warding weapon<sup>UC</sup>

#### 3RD LEVEL

twilight knife<sup>APG</sup>, compelling fate\*, daylight, devouring shadow\*, ioun storm\*, mass dazzling blade, terror\*, twilight knife<sup>APG</sup>, scintillating lights\*, unravel destiny<sup>APG</sup>

#### 4TH LEVEL

black hand\*, elemental body I (shadowfire elemental only), flickering fate\*, greater darkvision<sup>UM</sup>, intensifying force\*, net of comets\*, orb of light\*, phantasmal killer, rainbow pattern, shadow conjuration, shadow projection<sup>APG</sup>, shadow step<sup>UM</sup>, shadow walk, wandering star motes<sup>APG</sup>

#### 5TH LEVEL

heavy burden\*, mass lighten object, nightmare, nova\*, planar adaptation<sup>APG</sup>, shadow evocation, shadow plane adaptation\*, star burn\*, suffocation<sup>APG</sup>, walk through space<sup>UC</sup>, wall of darkness\*, wall of force

#### 6TH LEVEL

antimagic field, black well\*, disintegrate, elemental body II (shadowfire elemental only), hardening, mislead, prismatic fist\*, repulsion, solid darkness\*, starfall\*, symbol of sealing<sup>UM</sup>, transformation, true seeing, veil

#### 7TH LEVEL

elemental body III (shadowfire elemental only), ethereal jaunt, forcecage, instant summons, phase door, limited wish, prismatic spray, project image, greater shadow conjuration, simulacrum, starry vision\*

#### 8TH LEVEL

elemental body IV (shadowfire elemental only), maze, orb of the void<sup>UM</sup>, prediction of failure<sup>UM</sup>, prismatic wall, rift of ruin, scintillating pattern, greater shadow evocation, summon star\*, sunburst

#### 9TH LEVEL

astral projection, etherealness, interplanetary teleport<sup>UM</sup>, prismatic sphere, shapechange, shades, star's heart\*, weird, wish

### NECROPHAGY MAGIC

Spellcasters who specialize in the school of necrophagy are a twisted group, and they draw sustenance and knowledge from the slain corpses of both their friends and foes. Called the necrophagi (literally “death eaters”), these spellcasters utilize the remnant memories of the flesh to augment their powers, and learn the secrets of their enemies, and they provide their ghoulish allies with the might to rule subterranean realms and beyond. Those who study this school's origins and arcana claim that it is the source of all necromantic magic, and that its touchstone encompasses the obvious realm of devouring flesh, blood, and viscera. They also claim that the magic devours hope, courage, and strength. As a result, practitioners of necrophagic magic consider all curing spells and raising of the dead an abomination. They despise conjuration.

In addition to the information provided here, a wide selection of necrophagy spells can be found in *Deep Magic*.

#### FOCUSED ARCANE SCHOOL: NECROPHAGY

**ASSOCIATED SCHOOL:** Necromancy. A necrophagus receives the power over undead supernatural ability, like a necromancer specialist.

**REPLACEMENT POWERS:** The following school powers replace powers of the necromancy school as noted.

**Undead Familiar (Su):** At 1st level, a necrophagus may choose a zombie version of an ordinary familiar. He calculates his wizard level as two lower for advancement purposes. If selected, this replaces the ordinary familiar ability and counts as the Improved Familiar feat, so it cannot be taken later. This ability alters the wizard's arcane bond class feature.

### THE EMERALD SPIRE

The details of the shadowfire elemental can be found in the *Pathfinder Module: Emerald Spire*, which is the largest official *Pathfinder Roleplaying Game* dungeon ever published.



**Memory of Flesh (Su):** As a standard action, you may consume the flesh of a living or recently slain creature. You gain a +1 profane bonus on all Knowledge checks, as well as 1 temporary hp per HD and a +2 bonus to your channel resistance. The bonus on Knowledge checks increases by +1 for every 5 wizard levels you possess.

These bonuses last for a number of rounds equal to half your wizard level (minimum 1 round). The bonuses and temporary hp are immediately dispelled if you enter the area of a *consecrate* spell. You can use this ability a number of times per day equal to 3 + your Intelligence modifier, but you can only consume the flesh of a particular creature once. This replaces the grave touch school ability.

**Fruit of the Mind (Su):** At 8th level, three times per day you may consume the flesh of a living or recently slain creature and gain the effects of a *speak with dead* spell (CL equal to the necrophage's wizard level), even if the creature is still alive or is undead. The targeted creature makes a Will save against this effect at a -3 penalty. If successful, the creature may not be affected by this

power again for 24 hrs. This ability can only affect a single living creature once per day unless a *restoration* spell is cast on it (this allows the creature to be affected an additional time per day). This ability can never affect a dead creature more than once per day. This ability replaces the life sight school ability.

## ELVEN HIGH MAGIC

The ancient high magic of the elves is the thing of legend. These age-old rituals are said to have the power to enchant entire cities, change fate, and even reshape worlds. It is a power that nearly infringes upon the authority of the gods. Powerful practitioners of this school are rarely seen today, however, and they guard their secrets so jealously that it's widely believed elven high magic has died out and its power can no longer be found in this world. However, for those who look hard enough and devote themselves to the subject, a few secrets of elven high magic can yet be theirs.

### ELVEN HIGH WIZARD (ELF WIZARD ARCHETYPE)

Elven high magic is very powerful, extremely rare, and a closely guarded secret, and only elves and occasionally shadow fey practice it. The following archetype is available to elves; at the GM's discretion, shadow fey PCs might also take this archetype.

**FAVORED INCANTOR:** An elven high mage has two additional options as favored class bonuses when gaining levels. Each time she takes a level of elven high wizard, she can gain a +1 competence bonus to checks to learn incantations or occult rituals; this stacks with other bonuses. Or, she can gain one-fifth of a bonus feat or arcane discovery. Feats or arcane discoveries may not be taken until a whole one is acquired.

**RITUAL SAVANT:** The elven high wizard cannot select or receive the universalist school as a specialty school.

### IN MIDGARD

In the realms of Midgard, high wizards are not limited strictly to the elves. Some of the most renowned wizards in Bemmea, Nuria Natal, and Vael Turog were high wizards, including several members of the long-lost Fulgurate Society. Some claim the mysterious Enkada Pishtuhk knows these secrets or the aeromancers of Aerdvall in the Southlands have mastered this form; it would certainly explain a great deal about how their enclave managed to escape and establish itself so far away. Regardless, while it is extremely rare, high wizards are not simply limited to the remaining elven courts. For Midgard, at the GM's discretion, ignore the racial requirement of this archetype.







This ability alters arcane school.

**ARCANE BOND (Ex):** An elven high wizard must select an item as her arcane bond. When the elven high wizard has not expended the spell benefit associated with the arcane bond, she is considered to have the benefits of the Adept Ritualist feat (see page 88), even if she would not otherwise qualify for this feat. She can always learn any feat that requires the Adept Ritualist feat as a prerequisite, although she must meet such a feat's other prerequisites as normal.

This ability alters arcane bond.

**RITUAL FOCUS (Su):** Starting at 1st level, once per day, an elven high wizard can spend 10 minutes centering her mental energy and create a ritual focus. When she does so, she can expend her ritual focus anytime within the next 24 hours to create one of the following effects when casting an incantation, occult ritual, or spell with a ritual focus option, in addition to the effects expending her ritual focus provides for the particular spell or incantation (see High Magic Incantations and High Magic Spells on page 88 and 93).

While casting an incantation or occult ritual, an elven high wizard who has expended her ritual focus gains a bonus to all her skill checks equal to her caster level.

Additionally, while casting an incantation or occult ritual, an elven high wizard who has expended her ritual focus as a free action can also expend a spell slot that is one or more levels higher than the incantation's level, reducing the incantation's casting time. When she does so, the incantation's casting time is reduced by 10 minutes per level of the expended spell slot. If this would reduce the casting time to 0 minutes, casting the incantation takes only a full-round action. (If the expended spell slot is equal to the incantation's level + 1, she reduces the casting time from a full-round action to a standard action.) An incantation's casting time cannot be reduced to any action that is faster than a standard action. If this spell is two or more levels higher than the incantation, she reduces the casting time by 1 hour per level, not 10 minutes per level. She must still have any necessary material or focus items, and she still must make all necessary skill checks, suffering backlash and potential failure effects as normal. When she uses a spent ritual focus in this way, secondary casters cannot assist the elven high wizard unless they are also elven high wizards.

After she has expended her ritual focus and used its benefit, an elven high wizard can't create a ritual focus until after she has rested for 8 hours. An elven high wizard cannot create or use the benefits of more than one ritual focus at a time, and she cannot create another ritual focus before she has used the benefits of an expended one.

This ability replaces the additional spell slots of spell levels 1st through 7th gained from the elven high

wizard's specialty school.

**STUDENT OF HIGH MAGIC (Ex):** At 1st level, an elven high wizard gains Craft Lesser Incantation (see page 88) as a bonus feat, even if she does not meet its prerequisites.

Additionally, the elven high wizard can prepare high magic spells, as indicated in a spell's description using the high magic descriptor (see page 93). These generally have an additional effect that adds to or augments the primary effect when the caster expends her ritual focus.

Elven high magic spells always take up an additional page in the elven high wizard's spellbook than normal (spells normally take up one page per level in a spellbook). Additionally, when an elven high wizard (or another character, at the GM's discretion) researches a high magic spell independently (as opposed to gaining high magic spells from leveling up or copying them from a scroll or another wizard's spellbook), it costs an additional 500 gp to research.

For example, a 3rd-level spell normally costs 3,000 gp to independently research and requires 3 pages in a spellbook. In contrast, a 3rd-level high magic spell costs 3,500 gp to independently research, and always requires 4 pages to record in the wizard's spellbook.

This ability replaces scribe scroll.

**BOUND MAGIC (Su):** At 5th level, an elven high wizard begins to master an understanding of elven high magic. She may bind magic into the fabric of a place, making it last without any concentration. Each day, an elven high wizard can choose an incantation or occult ritual she knows that targets an area. If she casts the incantation that day and expends her ritual focus while burning expensive herbs worth 200 gp per level of the incantation, the incantation's duration in the location becomes a year and a day. If she pays 500 gp per level in specially prepared incenses, and burns them while she casts the incantation every day for 30 consecutive days, the incantation becomes permanent in the location until it is dispelled or otherwise destroyed.

This ability replaces the wizard bonus feat gained at 5th level.

**AUTHOR OF INCANTATIONS (Ex):** At 10th level, an elven high wizard gains Ceremonial Group Casting (see page 88) as a bonus feat, even if she does not meet its prerequisites. If she already has this feat, she may select a bonus feat normally.

This ability replaces the wizard bonus feat gained at 10th level.

**HIGH MAGIC (Ex):** Starting at 15th level, the time necessary to cast incantations or occult rituals is automatically reduced by 50%, rounded up to the nearest 10 minutes. This may never reduce the time necessary to cast an incantation to less than 10 minutes.

Additionally, she gains an additional use of her ritual



focus before she must rest. An elven high wizard must still spend 10 minutes to regain her ritual focus after expending it.

This ability replaces the additional 8th-level spell slot gained from the elven high wizard's specialty school.

**MASTER OF INCANTATIONS (Ex):** At 15th level, an elven high wizard gains Craft Incantation (see page 88) as a bonus feat, even if she does not meet its prerequisites. If she already has this feat, she may select a bonus feat normally.

Additionally, an elven high wizard can add an insight bonus equal to her Intelligence modifier to skill checks made as part of casting an incantation or occult ritual and to checks made to learn incantations or occult rituals.

Further, she gains an additional use of her ritual focus before she must rest. An elven high wizard must still spend 10 minutes to regain her ritual focus after expending it.

This ability replaces the wizard bonus feat gained at 15th level.

**FORGER OF INCANTATIONS (Ex):** At 17th level, an elven high wizard gains Experimental Ritualist (see page 88) as a bonus feat, even if she does not meet its prerequisites. If she already has this feat, she may select a bonus feat normally.

Additionally, she gains an additional use of her ritual focus before she must rest. An elven high wizard must still spend 10 minutes to regain her ritual focus after expending it.

This ability replaces the additional 9th-level spell slot gained from the elven high wizard's specialty school.

## HIGH MAGIC ARCANE DISCOVERIES

Elven high wizards can select the following as arcane discoveries in place of a wizard bonus feat or a regular feat.

### ADEPT RITUAL FOCUS

Your ritual focus is particularly strong.

**PREREQUISITE:** Wizard (elven high wizard) level 9th.

**BENEFIT:** Once per day, you may expend two uses of ritual focus at a time (without needing to rest between uses). This still requires two uses of ritual focus; you must have at least two uses to benefit from this arcane discovery.

### EXTRA RITUAL FOCUS

Your inner arcane reserve is deep when it comes to casting elven high magic and high magic incantations.

**PREREQUISITE:** Wizard (elven high wizard) level 7th.

**BENEFIT:** You gave one additional use of ritual focus before you must rest before regaining your uses of ritual focus. Unless otherwise stated, you must spend 10 minutes meditating in order to recover Ritual Focus after expending it.

**SPECIAL:** You can take this arcane discovery multiple times. Each time you do, you gain an additional use of ritual focus.





### SWIFT FOCAL RECOVERY

You can more quickly center your arcane powers into a ritual focus.

**PREREQUISITE:** Wizard (elven high wizard) level 10th.

**BENEFIT:** You can now recover your ritual focus as a standard action that does not provoke attacks of opportunity.

### HIGH MAGIC FEATS

The following feats are associated with elven high wizards, but other characters can learn them at the GM's discretion. Prerequisites with asterisks are found in this section.

#### ADEPT RITUALIST (RITUAL)

You understand how to prepare a ritual space to make ceremonial magic easier.

**PREREQUISITES:** Craft Lesser Incantation\*.

**BENEFIT:** When you prepare a ritual space for an incantation, make a Spellcraft check (DC = 15 + the incantation's level). Success provides a +2 bonus to your skill checks, which stacks with the bonus for a ritual space. If a caster rolls a natural 1 on a skill check, all secondary casters lose this benefit for the remainder of the incantation skill checks.

#### CEREMONIAL GROUP CASTING (RITUAL)

You understand ritual magic, and you know how to create incantations involving large numbers of people.

**PREREQUISITES:** Craft Lesser Incantation\*, Spellcraft 7 ranks.

**BENEFIT:** You can craft incantations with 10 or fewer participants. If you have the Craft Incantation feat, you can craft incantations with more than 10 participants. This feat may be taken as an item creation feat.

### CRAFT INCANTATION (RITUAL)

You understand the aspects of ritual magic; the full power of incantations and ceremonial group casting is within your grasp.

**PREREQUISITES:** Craft Lesser Incantation\*, Spellcraft 9 ranks.

**BENEFIT:** You can craft incantations with a level of 6th or higher, and with 10 or fewer participants. If you are a mythic character, you may craft incantations with mythic DCs, as detailed in Chapter 4 of *Deep Magic*. This feat may be taken as an item creation feat.

#### CRAFT LESSER INCANTATION (RITUAL)

You understand the basic aspects of ritual magic and can access greater power through ceremonial casting.

**PREREQUISITES:** Spellcraft 5 ranks.

**BENEFIT:** You can craft incantations with a level of 5th or lower. This feat may be taken as an item creation feat.

#### EXPERIMENTAL RITUALIST (RITUAL)

You understand how to modify an existing incantation while keeping the end result.

**PREREQUISITES:** Adept Ritualist\*.

**BENEFIT:** After you learn an incantation, you may spend one week and 500 gp per the incantation's level to adjust the mechanical aspects of a ritual. You may add or eliminate elements that may result in a higher or lower skill-check DC. For more information, see the chart of modifiers in *Deep Magic*. After modifying an incantation, you know the original incantation and the modified incantation.

### HIGH MAGIC INCANTATIONS

The following incantations are rather esoteric, but are most well known among elven high wizards. They have a ritual focus element that can be accessed through elven high wizards' ritual focus ability.

## HIGH MAGIC INCANTATION LIST

The following incantations are found in the High Magic Incantation section.

#### 1ST LEVEL

*Guest Of Honor*  
*Extract Foyson*

#### 2ND LEVEL

*Clearing The Field*  
*Shadows Brought To Light*

#### 3RD LEVEL

*Song Of The Forest*

#### 4TH LEVEL

*Shadowy Retribution*

#### 6TH LEVEL

*Encroaching Shadows*

#### 7TH LEVEL

*Celebration*

#### 8TH LEVEL

*Bloom*  
*Desolation*  
*Cosmic Alignment*

#### 9TH LEVEL

*Afflict Line*

### AFFLICT LINE

**SCHOOL** necromancy; **LEVEL** 9th

**CASTING TIME** 90 minutes

**COMPONENTS** V, S, M (a statuette carved in the likeness of the victim worth 1,000 gp)

**SKILL CHECKS** Knowledge (arcana) DC 26, 3 successes; Knowledge (local) DC 26, 4 successes; Heal DC 26, 2 successes

**RANGE** long (400 feet + 40 feet/level)

**TARGET** one living creature with the humanoid type and at least Intelligence 6

**DURATION** permanent

**SAVING THROW** Fort negates (see text); **SR** yes

**BACKLASH** The primary caster is exhausted.

**FAILURE** The curse backfires, imposing its penalty on the primary caster. If the caster has no family, then it affects three individuals closest to the caster, and becomes



hereditary for all affected.

## EFFECT

You invoke the darkest curses upon your victim and his or her descendants. This incantation does not require you have a clear path to your target, only that your target is within range. Your target must make a successful Fortitude saving throw or be cursed until the magic is dispelled. The victim suffers a -4 to all ability scores and saving throws. In addition, the target's firstborn offspring is also targeted by the curse. The firstborn is allowed a saving throw of their own if they currently live, or they make one upon their 10th birthday if they're not yet born when the spell is cast. If the target's firstborn has already died, the curse passes to their next oldest offspring.

## RITUAL FOCUS

If you expend your ritual focus, the curse becomes hereditary, passing from firstborn to firstborn for the length of the family's lineage until one of them successfully saves against the curse.

## BLOOM

**SCHOOL** conjuration (creation); **LEVEL** 8th

**CASTING TIME** 80 minutes

**COMPONENTS** V, S, M (a silver acorn worth 500 gp, which is consumed in the casting), F (a silver sickle worth 5,000 gp), SC (up to 10)

**SKILL CHECKS** Knowledge (arcana) DC 24, 2 successes; Knowledge (religion) DC 24, 4 successes; Perform (dance or song) DC 24, 2 successes

**RANGE** touch

**TARGET** an area in 1 mile radius

**DURATION** 1 year

**SAVING THROW** Fort negates (see text); **SR** yes

**BACKLASH** All casters are exhausted, suffer a negative level, and take 2d6 damage. This damage cannot be prevented in any way.

**FAILURE** The casters suffer 3d6 Constitution drain and the intended target area suffers the effects of a *desolation* incantation (see page 90). Anyone killed in this area, or who dies of deprivation or illness, during this effect rises as a wight on the next evening. People who die from old age do not become wights.

## EFFECT

You plant a silver acorn in solid ground and spend an hour chanting a litany of praises to the natural world, after which the land within 1 mile of the acorn becomes extremely fertile, regardless of its previous state. Any seeds planted in the area of effect grow at twice the natural rate. Food harvested regrows and ripens again within a week. After one year, the land slowly reverts to its normal fertility, unable to stave off the march of nature.

Choose one of the effects below to appear immediately:

- A field planted with vegetables of your choice is ready for harvest.
- A thick forest of stout trees and undergrowth appears.
- A grassland with wildflowers and extensive fodder for grazing appears.
- An orchard of fruit trees of your choice grows in orderly rows and is ready for harvest.

## RITUAL FOCUS

If you expend your ritual focus, living creatures who rest overnight within the area of a *bloom* incantation receive the maximum hit points for recovery, and do not need to be tended by a healer to heal. *Bloom* counters the effects of a *desolation* incantation (see page 90).

## CELEBRATION

**SCHOOL** enchantment (compulsion) [mind-affecting];

**LEVEL** 7th

**CASTING TIME** 70 minutes

**COMPONENTS** V, S, M (a small party favor), F (obsidian goblet worth 5,000 gp), SC (at least 4 and up to 10)

**SKILL CHECKS** Knowledge (arcana) DC 26, 2 successes; Knowledge (nobility) DC 26, 3 successes; Perform (dance or song) DC 26, 2 successes

**RANGE** close (25 feet + 5 feet/character level)

**EFFECT** 30-foot radius burst, up to 2 characters/primary caster's character level

**DURATION** 30 minutes + 5 minutes/character level

**SAVING THROW** Will negates (see text); **SR** yes


**BACKLASH** All casters suffer 2d6 damage, and gain the exhausted condition and a negative level.

**FAILURE** The targets enter a murderous rampage, believing that the Hells are going to overflow and the river Styx will inundate the area.

## EFFECT

You create a 30-foot-radius area around a point that you choose within range. Intelligent creatures that enter the area or begin their turn there and fail a Will saving throw engage in revelry: drinking, singing, laughing, and dancing. Affected creatures are reluctant to leave the area until the spell expires, preferring to enjoy the festivities. Affected creatures forsake appointments, cease caring about their woes, and generally behave in a cordial (if not hedonistic) manner. This preoccupation with merrymaking extends regardless of an affected creature's agenda or alignment. Assassins procrastinate, servants join in the celebration rather than serve, guards abandon their posts. The effect ends on creatures that are attacked, that take damage, or that are forced to leave the area. Those who make successful saving throws can enter or leave the area





without danger of being enchanted. A creature who failed the saving throw and is removed from the area must repeat the saving throw if they return to the area.

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#### RITUAL FOCUS

If you expend your ritual focus, unaffected intelligent creatures must make a new saving throw every time they begin their turn in the area of effect, even if they've previously saved against the spell.

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#### CLEARING THE FIELD

**SCHOOL** transmutation (polymorph); **LEVEL** 4th

**CASTING TIME** 40 minutes

**COMPONENTS** V, S SC (up to 10)

**SKILL CHECKS** Knowledge (arcana) DC 26, 2 successes; Knowledge (geography) DC 26, 1 success; Knowledge (nature) DC 26, 1 success

**RANGE** short (25 + 5/character level)

**EFFECT** 40-foot burst

**DURATION** 1 hour + 1 hour/character level (maximum 12 hours)

**SAVING THROW** none (see text); **SR** yes

**BACKLASH** All casters are exhausted.

**FAILURE** The vegetation awakens, producing 1 treant for every 3 hours of durations, which attacks until all casters are dead.

---

#### EFFECT

With a harsh word and a vicious chopping motion, every tree, shrub, and stump within 40 feet of you sinks into the ground, leaving the vacated area clear of plant life that might otherwise hamper movement or obscure sight. Overgrown areas that counted as difficult terrain become clear ground and no longer hamper movement. The original plant life rises from the ground instantly when the spell ends or is dispelled. Plant creatures are not affected by clearing the field.

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#### RITUAL FOCUS

If you expend your ritual focus, plant creatures within the area of effect must make a successful Fortitude saving throw or be affected as though a by a reduce person spell that targets plant creatures instead of humanoids.

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#### COSMIC ALIGNMENT

**SCHOOL** divination; **LEVEL** 9th

**CASTING TIME** 90 minutes

**COMPONENTS** V, S, M (a piece of quartz), F (a mithral armillary sphere worth 5,000 gp)

**SKILL CHECKS** Knowledge (arcana) DC 28, 5 successes; Knowledge (planes) DC 28, 4 successes

**RANGE** personal

**TARGET** you

**DURATION** 24 hours

**SAVING THROW** none; **SR** no

**BACKLASH** Primary caster is exhausted.

**FAILURE** Primary caster suffers backlash and finds she must make a caster level check (DC = 15 + spell level) every time she wishes to cast a spell for the next three days. Failure means the spell is lost.

---

#### EFFECT

You arrange the forces of the cosmos to your benefit. Choose a cosmic event: conjunction, eclipse, or nova. You cast spells as if under the effect of the cosmic event until the next sunrise or 24 hours have passed. This spell must be cast outdoors, and the casting of this spell is obvious to everyone within 100 miles of its casting when an appropriate symbol, such as a flaming comet, appears in the sky above your location while you are casting the spell.

*Conjunction:* DCs to resist any spells cast are increased by +1. This benefit stacks with any other ability which increases DC.

*Eclipse:* Any attempt to dispel or counter your spells suffers a -4 penalty on the check.

*Nova:* When rolling damage for your spells, all 1s, 2's, and 3's are considered 4's.

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#### RITUAL FOCUS

If you expend your ritual focus, the caster level increase from a conjunction is doubled, or the penalties to dispel or counter checks from an eclipse are doubled, or for a nova 1s, 2s, 3s, and 4s are considered 5s.

---

#### DESOLATION

**SCHOOL** necromancy; **LEVEL** 8th

**CASTING TIME** 80 minutes

**COMPONENTS** V, S, M (an obsidian acorn worth 500 gp, which is consumed in the casting)

**SKILL CHECKS** Knowledge (arcana) DC 23, 4 successes; Knowledge (nature) DC 23, 4 successes

**RANGE** touch

**EFFECT** an area of land one mile in radius

**DURATION** 1 year; see text

**SAVING THROW** none; **SR** yes

**BACKLASH** The caster is exhausted, suffers 2d6 damage and gains a negative level. This damage cannot be prevented in any way.

**FAILURE** The caster suffers backlash and cannot heal naturally through rest for the next year. Anyone casting a cure spell on the caster must make a successful DC 15 caster level check; failure indicates the spell is cast, but only cures 1 hp per level of effect.

---

#### EFFECT

You plant an obsidian acorn in solid ground and spend an hour chanting a litany of curses to the natural world, after which the land within 1 mile of the acorn becomes barren,



regardless of its previous state. Nothing grows there, and all plant life in the area withers and dies over the course of a day. Plant creatures are not affected. Spells that summon plants, such as *entangle*, require a successful Fortitude saving throw (DC = 10 + primary caster's character level + casting ability bonus; use Charisma if the primary caster is not a spellcaster). If the check fails, the spell is countered by *desolation*.

After one year, the land slowly reverts to its normal fertility, unable to stave off the march of nature.

## RITUAL FOCUS

If you expend your ritual focus, living creatures who rest within the area of a *desolation* do not recover any hit points. *Desolation* counters the effects of a *bloom* incantation (see page 89).

## ENCROACHING SHADOWS

**SCHOOL** illusion (illumination); **LEVEL** 6th

**CASTING TIME** 60 minutes

**COMPONENTS** V, S, M (a drop of blood smeared on a silver rod worth 100 gp, rod is consumed) SC (up to 10)

**SKILL CHECKS** Knowledge (arcana) DC 25, 6 successes

**RANGE** medium, 120 feet + 10 feet/character level

**EFFECT** 100 foot-radius; see text

**DURATION** 6 hours + 1 hour/character level

**SAVING THROW** none; **SR** no

**BACKLASH** All casters suffer 4d6 damage as the invading shadows physically crack skin and bone.

**FAILURE** All casters gain the dazzled condition if they are in any area with greater than dim illumination for 24 hours. This condition can only be removed faster with a *break enchantment*.

## EFFECT

You cause menacing shadows to invade an area that is 100 feet in radius and 50 feet high. Illumination in the area drops one step (from bright light to dim, from dim light to darkness, and so on). Any spell that creates light in the area and is cast using a lower-level spell effect than *encroaching shadows* is automatically dispelled, and spells that create light don't function in the area if they are of a lower spell level. Nonmagical effects can't increase the level of illumination in the affected area.

Spells with "shadow" in their names and spells that create darkness or shadow take effect in the area with +1 caster level.

## RITUAL FOCUS

If you expend your ritual focus, the spell's duration increases by 12 hours and it cannot be dispelled by spells that create light, unless they are three levels higher than *encroaching shadows*.

## EXTRACT FOYSON

**SCHOOL** transmutation; **LEVEL** 1st

**CASTING TIME** 1 hour

**COMPONENTS** V, S, M (a wooden bowl), SC (no more than 2)

**SKILL CHECKS** Knowledge (nature) DC 26, 1 success

**RANGE** touch

**TARGET** foodstuffs necessary to sustain a creature for three days or more

**DURATION** permanent

**SAVING THROW** Fort negates (harmless); **SR** yes

**BACKLASH** All casters are exhausted and gain a negative level.

**FAILURE** All casters suffer the backlash and the food is transformed into a black pudding, which attacks until destroyed.





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#### EFFECT

You extract the goodness in food, pulling all the nutrition out of the meals and concentrating into about a tablespoon of bland, flourlike powder which provides three days of nutrition per three character levels of the caster. The flour can be mixed with liquid and drunk or baked into elven bread. Foyson used in this way still imparts all the nutritional value of the original food, for the amount consumed.

The original food appears unchanged and though it's still filling, it has no nutritional value. Someone eating nothing but foyson-free food will eventually starve.

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#### RITUAL FOCUS

If you expend your ritual focus, you can choose to have each day's worth of foyson take the form of a slice of delicious elven bread.

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#### GUEST OF HONOR

**SCHOOL** enchantment (charm) [mind-affecting]; **LEVEL** 3rd

**CASTING TIME** 30 minutes

**COMPONENTS** V, S, M (a signet ring worth 25 gp)

**SKILL CHECKS** Knowledge (arcana) DC 22, 2 successes; Knowledge (nobility) DC 22, 1 success

**RANGE** touch

**TARGET** one living creature with the humanoid type and at least Intelligence 6

**DURATION** 1 minute + 1 minute/character level

**SAVING THROW** Will negates (see text); **SR** yes

**BACKLASH** The caster gains a negative level.

**FAILURE** The primary caster suffers backlash, and all party attendees must successfully save each round they begin in the effect or suffer a 1d4 penalty to all Charisma-based ability and skill checks made to influence the attitudes of others and considers the primary caster to have a -2 penalty to their status score (if used).

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#### EFFECT

You whisper words of encouragement, and a target you touch gains confidence along with approval from strangers. For the spell's duration, the subject puts their best foot forward and strangers associate the target with positive feelings. The target adds +1d4 to all Charisma-based ability and skill checks made to influence the attitudes of others and gains a +2 bonus to their status score (if used).

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#### RITUAL FOCUS

If you expend your ritual focus, the effect lasts for 1 hour + 1 hour/character level of the primary caster.

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#### SHADOWS BROUGHT TO LIGHT

**SCHOOL** divination; **LEVEL** 2nd

**CASTING TIME** 20 minutes

**COMPONENTS** V, S

**SKILL CHECKS** Knowledge (arcana) DC 20, 2 successes

**RANGE** close (25 feet + 5 feet/character level)

**TARGET** one living creature

**DURATION** instantaneous

**SAVING THROW** Will negates (see text); **SR** yes

**BACKLASH** The caster suffers 2d6 damage.

**FAILURE** The caster suffers backlash and for three days, cannot tell lies when asked.

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#### EFFECT

If the target fails a Will save, you cause the target's shadow to come to life and reveal one of the creature's most scandalous secrets: some fact that the target would not want widely known (GM's choice). When casting the spell, you choose whether everyone present will hear the secret, in which case the shadow speaks loudly in a twisted version of the target's voice, or if the secret is only whispered to you. The shadow speaks Common, unless the target does not speak Common, in which case it speaks in the target's native language.

If the target creature does not have a scandalous secret or does not have a spoken language, the spell fails as if the creature's saving throw had succeeded.

If the secret was spoken aloud, the target takes a -2 penalty to Charisma-based skill and ability checks with anyone who was present when it was revealed, for the next 24 hours, in addition to any information you obtain or any scandal it provokes.

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#### RITUAL FOCUS

If you expend your ritual focus, the target suffers -4 penalty to Charisma-based skill and ability checks and the target's Status score is reduced by 1 with anyone who was present when it was revealed, for the next 24 hours (see page 18 for more about Status rules). At the end of the day, the target makes a Will saving throw. Use the primary caster's casting ability score to determine the DC; if they do not have one, use Charisma. If this saving throw fails, rumors of the target's indiscretion become widespread and the loss of status is permanent.

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#### SHADOWY RETRIBUTION

**SCHOOL** necromancy; **LEVEL** 6th

**CASTING TIME** 40 minutes

**COMPONENTS** V, S, M (a silver goblet filled with the caster's blood), F (the primary caster's True Name), SC (at least 2 and up to 6)

**SKILL CHECKS** Knowledge (arcana) DC 24, 4 successes; Knowledge (planes) DC 24, 2 successes

**RANGE** self (primary caster)

**EFFECT** special (see text)

**DURATION** 1 day + 1 day/character level

**SAVING THROW** Fort negates (harmless); **SR** no

**BACKLASH** All casters are exhausted and suffer any other



backlash effects; see text.

**FAILURE** A number of shadow demons (Pathfinder Roleplaying Game Bestiary) equal to the number of casters appears and each attacks. The demons remain on the casters' plane until destroyed.

## EFFECT

You fill a silver cup with your own blood (taking 1d4 piercing damage) while chanting vile curses in the dark. Once the chant is completed, you loudly declare your True Name, which any secondary casters hear, and consume the blood while swearing an oath of vengeance against any who harm you.

After you successfully cast this incantation, whenever you are reduced to 0 hit points your curse is invoked; blood pours from your mouth and steams away into a red mist that transforms into a shadow demon. The shadow demon attacks the creature that reduced you to 0 hit points, ignoring all other targets, until it or the target is slain, at which point the shadow dissipates into nothing.

For every additional 4d6 damage you suffer in backlash, maximum 12d6, an additional shadow is created when you reach 0 hit points. If you are healed after the creatures are released, the shadows dissipate, but the shadow demon remains until slain or until the incantation's duration expires. You can command the demon, if you are conscious and speak Abyssal.

## RITUAL FOCUS

If you expend your ritual focus, the spell summons a banshee instead of a shadow demon. If you also use a higher-level spell slot, additional creatures are still shadows.

## SONG OF THE FOREST

**SCHOOL** transmutation (polymorph); **LEVEL** 3rd

**CASTING TIME** 30 minutes

**COMPONENTS** V, S, M (a dried leaf crumpled and released)

**SKILL CHECKS** Knowledge (nature) DC 24, 3 successes

**TARGET** self

**DURATION** 30 minutes + 10 minutes/character level

**SAVING THROW** Will negates (harmless); **SR** yes

**BACKLASH** Caster suffers 2d6 damage as tiny rootlets and leaves painfully grow throughout their skin

**FAILURE** If the caster fails more than one skill check, the caster is blinded for the duration and suffers backlash. Only a remove enchantment or higher level effect can remove this blindness before the expiration.

## EFFECT

You attune your senses to the natural world, so you detect every sound that occurs within 60 feet: wind blowing through branches, falling leaves, grazing deer, and more. You can clearly picture the cause of each sound in your mind. The effect gives you tremorsense with a range of

10 feet. In addition, you suffer no penalty on Perception checks that rely on sound, unless they are beyond the range of the spell, and then you determine your distance from the sound as if you were standing on the edge of the effect. Creatures which make no noise or that are magically silent cannot be detected through this spell's effect.

*Song of the forest* only functions in natural environments; it fails if cast underground, in a city, or in a building that isolates the caster from nature (GM's discretion).

## RITUAL FOCUS

If you expend your ritual focus, the spell's effect is equivalent to blindsight with a range of 30 feet.

## HIGH MAGIC SPELLS

The following spells use elven high magic, which elven high wizards (see page 85) can access using their student of high magic ability.

**High Magic Descriptor:** These spells require an additional page in a wizard's spellbook per level of the spell, and when independently researched (as opposed to gained via leveling up or copying from a scroll or another's spellbook), cost an additional 500 gp to learn.

Other characters might also have access to these spells, though GMs should take care to consider that PCs using elven high magic are almost always elven high wizards. Characters that are not elven high wizards cannot access these spells' ritual focus element.

## BLACK SWAN STORM

**SCHOOL** evocation (shadow) [high magic]; **LEVEL** sorcerer/wizard 2, summoner 3, witch 3; **DOMAIN** Darkness 3; **SUBDOMAIN** Dark Tapestry 3

**CASTING TIME** standard action

**COMPONENTS** V, S, M (a feather from a black swan)

**RANGE** close (25 ft. + 5 ft./2 levels)

**EFFECT** one 5-foot cube

**DURATION** 1 round + concentration, up to 1 minute (D)

**SAVING THROW** Reflex half; **SPELL RESISTANCE** yes

You call forth a whirlwind of black, shadowy feathers filling a 5-foot cube. The feathers deal force damage equal to 2d8 + 1d8/2 levels (maximum 5d8 total) to creatures inside the cube's area and radiate darkness, causing the illumination level within 20 feet of the cube to drop by one step (from bright light to dim light, from dim light to darkness, and so on). Creatures that make a successful Reflex save suffer only half damage but are still affected by the change in light.

**RITUAL FOCUS:** If you expend your ritual focus, then you can move the whirlwind up to 15 feet by using a swift action on your turn. If the whirlwind moves more than 30 feet from you, the spell ends.





### HARSH LIGHT OF SUMMER'S GLARE

**SCHOOL** conjuration (summoning) [high magic];  
**LEVEL** bard 5, cleric/oracle 8, druid 8, sorcerer/wizard 8, summoner 6, witch 8; **DOMAIN** Glory 8;  
**SUBDOMAIN** Rage 8

**CASTING TIME** 1 round

**COMPONENTS** V, S

**RANGE** close (25 ft. + 5 ft./level)

**TARGET** one creature per caster level within range

**DURATION** 1 round/level

**SAVING THROW** Fortitude negates; **SPELL RESISTANCE** yes

Your visage radiates the wrath of the shadow fey, which bears down oppressively upon your targets in a burst of brilliant light. Only creatures capable of seeing you are affected. Creatures with darkvision that fail a Fortitude saving throw gain the blinded and stunned conditions. Creatures without darkvision that fail a Fortitude saving throw gain the blinded condition. This is not a gaze attack, and it cannot be avoided by averting one's eyes or wearing a blindfold.

**RITUAL FOCUS:** If you expend your ritual focus, affected creatures without darkvision gain the fascinated condition instead of the blinded, and are susceptible to a command from the caster as per the *suggestion* spell.

### HEARTACHE

**SCHOOL** enchantment (mind-affecting) [high magic];  
**LEVEL** bard 2, sorcerer/wizard 2, summoner 2, witch 2

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M (a silver locket)

**RANGE** close (25 ft. + 5 ft./2 levels)

**TARGET** one creature + 1 creature/4 levels

**DURATION** instantaneous

**SAVING THROW** Will half; **SPELL RESISTANCE** yes

You force an enemy to experience pangs of unrequited love and emotional distress. These feelings manifest with such intensity that creature suffers 2d6 damage + 1d6/2 levels (maximum 5d6 total) with a failed Will save, or half damage with a successful saving throw.

**RITUAL FOCUS:** If you expend your ritual focus, targets also gain the stunned condition until the end of your next turn if they fail the saving throw.

### TONGUE TIED

**SCHOOL** enchantment (mind-affecting) [high magic];  
**LEVEL** bard 3, cleric/oracle 3, sorcerer/wizard 3, summoner 3, witch 3; **DOMAIN** Madness 3

**CASTING TIME** 1 standard action

**COMPONENTS** V, S

**RANGE** close (25 ft. + 5 ft./2 levels)

**TARGET** one creature

**DURATION** concentration, up to 1 minute/level (D)

**SAVING THROW** Will negates; see text; **SPELL**

**RESISTANCE** no

You make a choking motion while pointing at a target, which must make a successful Will saving throw or become unable to communicate verbally. The target's speech becomes garbled; it suffers a -8 penalty on skill checks requiring speech. The creature can cast a spell with a verbal component only by making a successful Fortitude save equal to this spell's saving throw. If the Fortitude save fails, the spell is lost.

**RITUAL FOCUS:** If you expend your ritual focus, the affected target also suffers 2d6 force damage every time it tries to talk.

## LEY LINES

Ley lines are the scales of Veles, the bones of the world, and the blood that makes Midgard live and makes its magic strong. They are invisible rivers of power, and the connecting elements of fey roads and ancient wards as well as the spells of liches and the living.

As power sources, ley lines empower magic both arcane and divine in most places across the face of Midgard. They are invisible to normal sight, but to experienced spellcasters with the Nurian Mage feat (see page 96) they are visible as glowing strings or bands of light. Despite their power, ley lines are not universal: some regions have no ley lines to speak of (such as the Western Wastes), and in others they can be difficult to find (ley lines are notoriously rare underground).

### CLASSIFYING LEY LINES

Ley lines come in three varieties: weak, strong, and titanic. Weak ley lines are found almost everywhere; they whirl on the wind, burble along streambeds, and spring forth from standing stones and ancient trees. Crossroads sometimes draw weak ley lines, as do bridges.

Weak ley lines are not found inside consecrated holy or unholy buildings or on freshly plowed earth, however. This suppresses their function for a time, but ley lines generally return when the temple falls or when rain or plant growth restores some vital element to the soil.

Strong ley lines are found in places of magical reputation, which often coincide with locations settled by elves, dragons, and other magical races. These are found on hilltops, river confluences, stone circles, druid groves, elven ruins, deep canyons, rocky spires, and similar places.

Titanic ley lines are very rare and sometimes fleeting. They are found in distant places, in the hearts of great temples, and in other special locations such as the Tower of Boreas. Natural wonders such as the peaks of enormous



mountains, towering cliffs, volcanoes, forest heartlands, or a glacier's heart are often anchors. Greater demons, elder dragons and other creatures of awesome power will often make their lairs along titanic ley lines to further augment their magical might.

Each kind of ley line has a specific ratings and power levels. Weak ley lines can only empower or affect spells of level 0 to 3, strong ley lines can power up to 6th-level spells, and titanic ley lines can empower all spells levels. They enable the user to act as if they were using certain metamagic feats, many of them familiar to arcane casters, others entirely new. Though the effects resemble metamagic feats, they are useful only when empowered by the hidden light of the ley lines themselves.

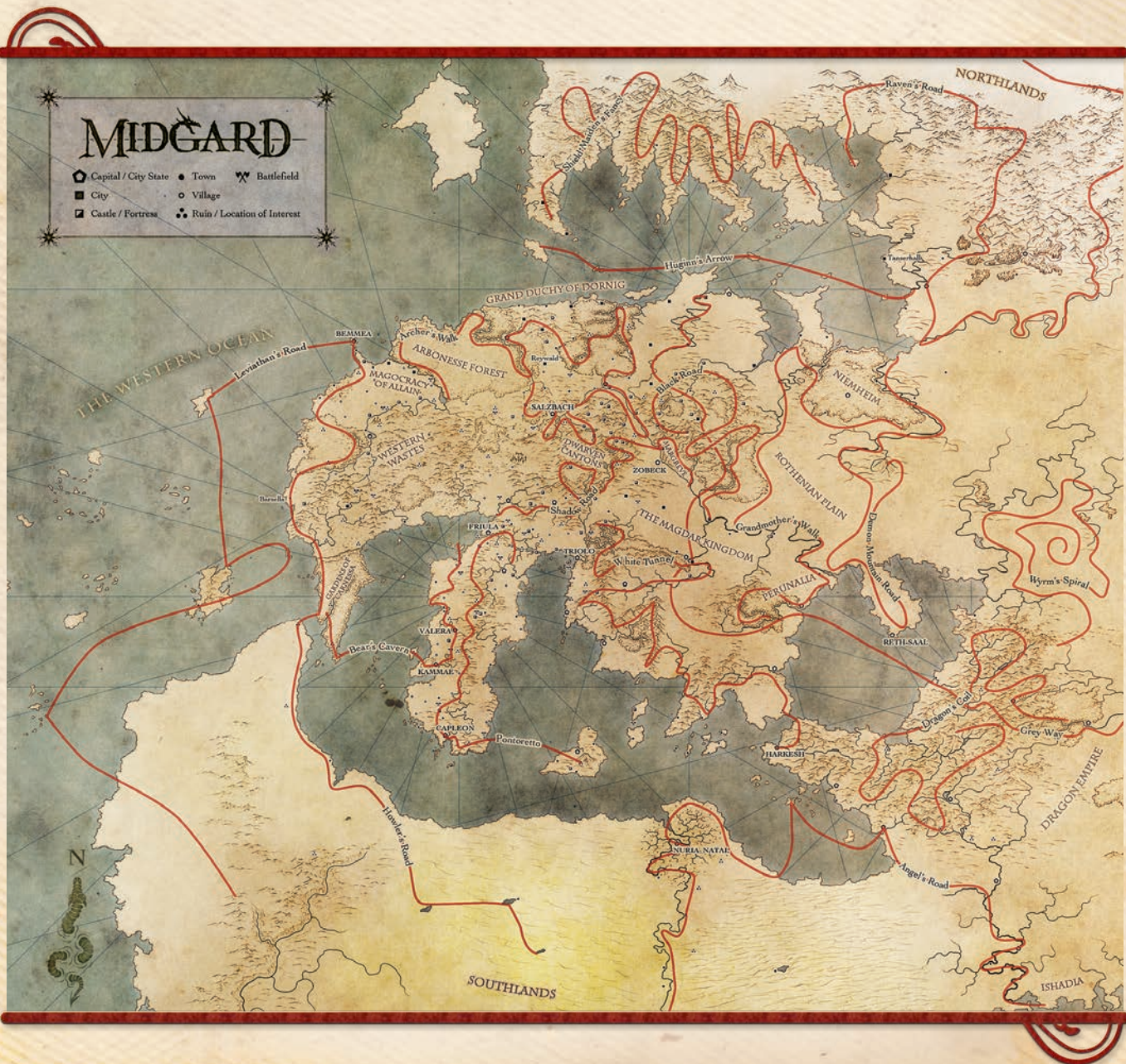
## LOCKED AND UNLOCKED LEY LINES

Most ley lines always provide the same effect. These


are called “locked” ley lines and are the most common kind. For instance, a weak ley line might always provide an Enlarge Spell effect, and a strong one might always provide an Echoing Spell effect (*Pathfinder Roleplaying Game Advanced Player's Guide*). Some such locked ley lines may sometimes have multiple effects or a smaller list to choose from, especially strong and titanic ley lines. For instance, a strong ley line might be locked to Umbral Spell (*Inner Sea Magic*), Spirit Art Spell (*Inner Sea Magic*), and Shadow Grasp (*Complete Advanced Feats*) in a dark god's tomb.

The locking means that a ley line is always found in the condition you as the GM decide it is found in, and this generally means it suits the preference of groups or individuals living near it, who understand its power. Newcomers must experiment to discover how it functions.

Newly discovered or abandoned ley lines may sometimes be found unlocked and capable of any power on the table for its strength. Use of the Ley Line Locking feat (see page







96) can set an effect for such a wild, unlocked ley line.

### LEY LINE FEATS

Eight feats are known to be specific to ley line use. Many of them are referred to as Nurian magic or Nurian feats, because ancient Nurian wizards were the first to understand ley line magic.

There has long been a suspicion that Nurian mages are somehow more in tune with the nature of raw magical power than others, and to a certain extent this suspicion is true. Some believe that the reason is their peculiar language, which is in some ways similar to Enochian, the celestial language. Others believe it has more to do with the way Nurian casters use ley lines in everyday spells, rather than merely in major ritual castings—this use of ley lines weakens the ley lines themselves while strengthening the caster's spells. Prerequisites with asterisks after them are found in this section.

### DUPLICATE SPELL [METAMAGIC]

You can use ley lines to cast the same spell twice.

**PREREQUISITE:** Caster level 9+

**BENEFIT:** A duplicate spell will manifest itself twice, against two different targets (this feat cannot be used with personal range spells).

They cannot overlap in their area of effect or have the same targets, but in all other respects the spell happens twice. A duplicate spell uses up a spell slot twice its normal level.

### LEY LINE CHANNELING

You can tap the power of ley lines to lower the cost of your metamagic.

**PREREQUISITE:** Ley Line Magic\*, Spellcraft 5 ranks, Int 13+

**BENEFIT:** When you are within one mile of a ley line, you may reduce the increase in spell level of any metamagic cost by 1 spell slot. For prepared casters they must be near the line when preparing spells, while spontaneous casters must be near the line while casting them.

### LEY LINE MAGIC

You can see ley lines and draw on their power.

**PREREQUISITE:** Spellcraft 3 ranks, Int 13+

**BENEFIT:** You can sense the presence of any ley line within one mile of your current location. You can tap ley lines for their inherent powers (see "Using Ley Lines" below for details). Once per day, by making a successful caster level check within one mile of a ley line, you regain one spell or spell slot of your choice.

### LEY LINE OVERRIDE

You can tap the power of ley lines to lower the cost of your metamagic.

**PREREQUISITE:** Ley Line Magic\*, Ley Line Channeling\*, Spellcraft 9 ranks, Int 15+

**BENEFIT:** Once per day when you are within one mile of a ley line, you may cast a spell as if it were affected by a single metamagic feat you possess without altering its spell slot or having prepared it as a metamagic spell. You may not use this to alter a spell such that it would be greater than 9th level if the slot increase were applied.

### LEY LINE LOCKING

You have learned the secrets of locking ley lines.

**PREREQUISITE:** Ley Line Magic\*, Ley Line Channeling\*, Ley Line Override\*, Spellcraft 15 ranks, Int 17+

**BENEFIT:** You have learned to perform a ritual that can lock a ley line (see the rules for ley lines below). This ritual takes a full day to complete and requires 5,000 gp in spell components. You can only lock a ley line to a metamagic you know and which appears in the effects table for a ley line of its power level. You may also use this ritual to unlock a ley line that is currently locked.

### NURIAN MAGE

You can tap the power of ley lines to strengthen your magic.

**PREREQUISITE:** Ley Line Magic\*, Spellcraft 5 ranks, Language (Enochian), Wis 11+, Int 13+

**BENEFIT:** When you are within one mile of a ley line, you may choose to strengthen a spell before you cast it by taking a move action to draw the necessary power and expending 50 gp in material spell components. The next spell you cast will have a +1 bonus to its DC value and gain +1 to each dice rolled for damage or effect. Only one Nurian feat may be used when casting a spell.

### NURIAN SHIELD

You can tap the power of ley lines to protect yourself.

**PREREQUISITE:** Ley Line Magic\*, Nurian Mage\*, Spellcraft 5 ranks, Language (Enochian), Wis 13+, Int 13+

**BENEFIT:** When you are within one mile of a ley line, you may choose to gain divine protection before you cast it by taking a move action to draw the necessary power and expending 50 gp in material spell components. The next spell you cast grants you a +4 divine bonus to Armor Class and a +2 to all saving throws until the end of your next turn. Only one Nurian feat may be used when casting a spell.

### NURIAN VITALITY

You can tap the power of ley lines to heal yourself.

**PREREQUISITE:** Ley Line Magic\*, Nurian Mage\*, Spellcraft 5 ranks, Language (Enochian), Wis 13+, Int 13+

**BENEFIT:** When you are within one mile of a ley line, you may choose to heal yourself as you cast a spell. You must declare this before you cast it by taking a move action to draw the necessary power and expending 50 gp in material spell components. The next spell you cast will heal you of 1d8 hp damage for every 4 spellcasting levels you have.

Only one Nurian feat may be used when casting a spell.



## USING LEY LINES

To consciously tap the power of ley lines you must take the Ley Line Magic feat. The feat may be learned either from someone already wise in the ways of ley lines or by extended study and experimentation with a readily available ley line.

Ley lines are commonly used to enhance spells with a variety of effects. Ley lines usually provide random powers to those tapping into them, but very powerful practitioners can lock ley lines into providing specific benefits when accessed. A spell caster with access to a locked ley line can

be a terrible foe indeed!

To use a ley line you must make a caster level check as a free action just prior to casting your spell. The DC of the check is 10 plus twice the level of the spell being cast. So a 4th-level spell would require a DC 18 caster level check. Multiple casters tapping into a ley line can entangle the aura: raise the DC by 1 for each other spell caster who has successfully used the ley line during this combat.

If the check is a success, the caster can roll on the table for that ley line (or use the automatic effect of a locked line). On a critical success (natural 20), the caster chooses any effect on the table for that type of ley line. This includes choosing to roll on a more powerful table, but if that choice

TABLE 4-3: WEAK LEY LINE EFFECTS

D30	FEAT	EFFECT	SOURCE
1	Bouncing Spell	You can direct a failed spell against a different target.	APG
2	Clockwork Summoning	Summon clockwork versions of the normal summons	page 148
3	Concentration Spell	Extend the duration of your spell through concentration	page 149
4	Delay Spell	Delay the effect of a spell	page 149
5	Discriminating Spell	Alter a spell to affect or not affect a chosen race or creature type	page 149
6	Disruptive Spell	Your magic clings to enemies, interfering with their spellcasting	APG
7	Dormant Spell	Cast helpful spell that remains dormant until activated	page 149
8	Ectoplasmic Spell	You spell breaches the planes, sending ghostly matter into the ether	APG
9	Elemental Spell	You can manipulate the elemental nature of your spell	APG
10	Enlarge Spell	Double spell range	CRB
11	Extend Spell	Double spell duration	CRB
12	Flaring Spell	Spell with fire, light, or electricity descriptor dazzles creatures it affects	UM
13	Focused Spell	When you cast a spell affecting multiple creatures, one foe finds it more difficult to resist	APG
14	Hardened Spell	+5 bonus to spell DCs against dispelling and identification	page 149
15	Heighten Spell	Treat spell as one level higher	CRB
16	Intensified Spell	Increase maximum damage dice by 5 levels	APG
17	Lingering Spell	Instantaneous area-of-effect spell lasts for 1 round	APG
18	Merciful Spell	Spell inflicts nonlethal damage instead of lethal	APG
19	Piercing Spell	Affected spell treats creatures' SR as 5 lower	UM
20	Penetrating Spell	Your spell overcomes energy resistance	page 149
21	Reach Spell	Increase spell range to 1 higher range category	APG
22	Rime Spell	Spell with the cold descriptor entangles creatures if damaged	UM
23	Selective Spell	Exclude targets from an area-of-effect spell	APG
24	Silent Spell	Cast spell without verbal components	CRB
25	Still Spell	Cast spell without somatic components	CRB
26	Shadow Grasp	Entangle creatures with spell you cast that has the darkness descriptor	ISM
27	Spirit Art Spell	Create spectral equipment when you summon or animate the dead	page 149
28	Toppling Spell	Spell with the force descriptor knocks targets prone	UM
29	Transfer Spell	Change the range of a spell from personal to touch	page 150
30	Either roll for two effects on this table, or roll one effect on Table 4-4: Strong Ley Line Effects.		



TABLE 4-4: STRONG LEY LINE EFFECTS

DI2	FEAT	EFFECT	SOURCE
1	Duplicate Spell	Your spell effect happens twice	MCS
2	Empower Spell	Increase spell variable by 50%	CRB
3	Fast Spell	Reduce full-round spell to a standard action	CRB
4	Persistent Spell	Creatures that saved against a spell must save again	APG
5	Reach Spell	Increase spell range to 2 higher range categories	APG
6	Sickening Spell	Sicken creature with spell damage	APG
7	Strengthen Caster	Caster regains hp from spellcasting	MCS
8	Thanatopic Spell	Death effects, energy drain, and negative levels affect undead	UM
9	Threnodic Spell	Change a mind-affecting spell so it affects undead, but not living creatures	UM
10	Thundering Spell	Deafen creature with spell damage	APG
11	Umbral Spell	Spell gains the darkness descriptor and target radiates darkness in 10-ft. radius	ISM
12	Either roll for two effects on this table, or roll one effect on Table 4-5: Titanic Ley Line Effects		





TABLE 4-5: TITANTIC LEY LINE EFFECTS

DIO	FEAT	EFFECT	SOURCE
1	Dazing Spell	You can daze creatures with the power of your spell	APG
2	Echoing Spell	Cast a spell a second time	APG
3	Ley Line Channeling	Spell becomes permanent	page 96
4	Mass Effect Spell	Single-target spells affect multiple targets	page 149
5	Maximize Spell	Maximize spell variables	CRB
6	Nurian Shield	Gain divine armor and bonuses	page 96
7	Quicken Spell	Cast spell as a swift action	CRB
8	Reach Spell	Increase spell range to 3 higher range categories	APG
9	Widen Spell	Double spell area	CRB
10	Choose any one effect listed above		


## LEY LINE BURNOUT

Ley lines burn out if overtaxed. When this happens, any spell being cast by a spellcaster drawing on the ley line fails and that spell slot is expended without effect. The ley line vanishes for at least 24 hours (minimum, this is often longer for titanic ley lines). The caster suffers a backlash effect, chosen by rolling d% on the Ley Line Backlash table. For a weak ley line, subtract 10 from the d% roll. For a titanic ley line, add 10.

TABLE 4-6: LEY LINE BACKLASH

D%	RESULT
01-05	You get lucky and avoid any backlash.
06-10	You are sickened for 1 round.
11-20	You are dazed for 2 rounds.
21-25	You fall unconscious for 1 round.
26-30	You fall unconscious for 1 hour.
31-40	You suffer a -2 penalty to all saving throws for 1 day.
41-50	Your next spells fails and is lost.
51-60	Your base movement drops to 5 ft. for 1 hr.
61-70	You are blinded for 1 hr.
71-75	All your spells are weakened. Opponents gain a +4 bonus to all saving throws for 1 hr.
76-80	All your spells are weakened. Opponents gain a +4 bonus to all saving throws for 1 week.
81-85	All your spells have an additional 30% chance of arcane spell failure for 1 hr.
86-90	You lose 1 point of Wisdom or Intelligence (player's choice).
91-95	You lose all but one of your prepared spells/spell slots (player's choice).
96	You lose half your current hp from backlash. All current magic items in your possession are inert for 1 hr.
97	You lose all but 1 hp, and you fall unconscious for 1 day. When you wake, you have no spells available and must recover them all.
98	You lose all 1st-level spells for the day. All potions, scrolls, and other expendable magic items in your possession become non-magical.
99	You lose all highest-level spells for the day. All charged magic items in your possession become non-magical.
00	You lose all spells for the day. Ley line disappears, dealing 6d6 hp force damage to all creatures within 60 ft. of you. All charged items in your possession are fully charged. You must make a DC 25 Will save or fall unconscious.





is made, roll normally on the next table (the caster cannot choose twice).

A failure other than a natural 1 means the spell functions normally, but gains no boost from a ley line. A natural roll of 1 is a spectacular failure and leads to immediate ley line burnout and backlash (see below). The spell is lost and has no effect. The ley line vanishes for at least 24 hours, sometimes longer (GM's choice).

The source of each feat in the tables below is indicated in abbreviations that stand for the following publications from Kobold Press: *Midgard Campaign Setting* (MCS); and Paizo Inc.: *Pathfinder Roleplaying Game Advanced Player's Guide* (APG), *Pathfinder Roleplaying Game Core Rulebook* (CRB), and *Pathfinder Roleplaying Game Ultimate Magic* (UM).

## LEY LINE ARTIFACTS

Long ago, leaders of Midgard's magocracies as well as mighty mages the world over toiled to craft mighty magic items whose powers drew from ley lines and increased with time. These items are now minor artifacts, and entire campaigns might be crafted around their emergence, retrieval, or destruction. In addition to information about their statistics, descriptions, and destruction, these artifacts contain information about their history to help GMs incorporate them into campaigns.

### DIADEM OF GLORIOUS UMBUSO

**AURA** strong transmutation; **CL** 20th **SLOT** none; **WEIGHT** —

#### DESCRIPTION

A clear crystal headpiece of intricate flowing curves surrounding an engraved, stylized sun, the *Diadem of Glorious Umbuso* magically adjusts to fit the brow of any who wears it. The diadem is weightless when worn, and appears impervious to scratches or damage from mundane objects. It radiates a soft purple light when catching the morning light at just the right angle, but has no other mystical behavior.

When worn by a caster who utilizes ley lines, the *Diadem* amplifies them to the next strength and makes them easier to access. Weak ley lines are treated as Strong ones, and Strong ones are treated as Titanic. When accessing a Titanic ley line, the caster may roll twice and choose which effect occurs. The wearer is treated as having the Nurian Shield and Nurian Vitality feats (see page 96), even if they do not qualify for them. The *Diadem* gives a +8 bonus to caster level checks to use a ley line. The wearer cannot cause a ley line to burn out when accessing it through the *Diadem*.

A splinter of the terrible madness which destroyed Umbuso still lingers within the *Diadem*. Each time it is used to harness power of a Titanic ley line, there is a 3% cumulative chance the wearer suffers a psychotic episode, becoming possessed by the spirit of an insane titan trapped within the ley lines for 1d10 days. Almost

all such spirits still control terrible magic and manifest with furious tempers. The character becomes controlled by the GM for this period, awakening to discover they are responsible for some very unusual events and no small amount of carnage.

#### HISTORY

In truth, the *Diadem* is a titan ring, now worn by those of much smaller stature. The fashion of the ring makes it a suitable headgear, and the name of its maker and previous owners was lost with the collapse of the empire which once ruled most of the Southlands. It was smuggled from the heart of the Imperial court by a human official responding to the plea of her titan mistress in a moment of lucidity, before the madness fully engulfed her.

From there, it was taken to the Kimvai Rift Valley, in one of the monasteries, before being stolen and sold in Lignas Proper. The third king of the Viper Throne wore it as part of the regalia, before the *Diadem* was lost in an expedition to the Palace of the Heirs, when the Imperial Retinue was overcome by an ambush of white apes. Since then, the *Diadem* has been reported to be in Mhalmet or even worn by an individual wandering the streets of Roshgazi.

#### DESTRUCTION

The *Diadem* grows imperceptibly materially weaker as it is brought to the place of its forging. Should it be taken to the Artisans' Forge in the floating city of Gala'ikos, and given to an awoken titan, it can be crushed with a simple hammer blow.

### KEY TO THE WALKERS' STAIR

**AURA** strong conjuration; **CL** 20th **SLOT** none; **WEIGHT** 5 lbs.

#### DESCRIPTION

Carved from mahogany now darkened by innumerable hands, this arm-length baton resembles a high, flat-topped tower with a staircase wrapping around its outer wall. The stair stops at six doorways along the length of the baton, each set with a fire opal. At the very top of the baton, five cold iron spikes jut outward, one for each cardinal direction and a fifth going straight up. The *Key of the Walkers' Stair* may be used as a +3 *morningstar* by any wielder. The *Key's* true power lies in its ability to allow the bearer to cast *teleport* without any chance of error to any place where the bearer has successfully used a ley line. This ability may be used at-will. Additionally, the *Key* can be attuned, as a standard action that does not provoke attacks of opportunity, to up to six locations, one for each doorway on the rod. These sites need not be along ley lines, but can be teleportation destinations for the rod just once a day. Travelers must be touching the *Key*; up to 15 people may be transported in a single use.

The *Key* weakens the boundary between planes and tends to draw strange extraplanar creatures to locations where many people arrived by teleportation or where frequent teleportation occurs. There is a 2% cumulative



chance per person teleported by the *Key*, plus 2% per conjuration (teleportation) effect within a 100-foot radius of the destination in the last week (presume this number is zero unless the area is frequented by casters capable of teleporting. In these cases, add 2% per regular capable caster.) Success indicates one of the creatures detailed below appears immediately. There is a 35% chance of another incursion each day, until there has been no incursion for three straight days. After a week without teleportation, a site's chance of incursion returns to 0%

## INCURSION CREATURES

01	1d4 Phantom Fungus
02	Shoggoth
03	Chaos beast
04	Gibbering Mouther
05	1d3 Hounds of Tindalos
06	Blightspawn

## HISTORY

A rod from fabled Vael Turog rumored to have been used in the incantation that brought the Great Old Ones into Midgard, Enkada Pishtuk has been known to hunt for it in numerous ruins. It has been recorded in the possession of three people since the Great Slumber: a huginn sorcerer who was devoured by Hounds of Tindalos as he appeared in the Master of Demon Mountain's sparsely occupied Winter Court, a Nurian tiefling who attempted to use it to access the Lost Tower, and an elfmarked bard who lost it during a storm while traveling to Thorn. Its current location is unknown, but suspected to be somewhere in the Arbonesse, as it is known to float.

## DESTRUCTION

The *Key to the Walkers' Stair* must be plunged into the living heart of Orosoholohux and then activated to teleport to a ley line nexus. This consumes the *Key*.

## THE ORICHALCUM YOKE OF ANKESHEL

**AURA** strong evocation; **CL** 20th **SLOT** none; **WEIGHT** 4 lbs.

## DESCRIPTION

Fashioned from the red-gold alchemical metal, the *Orichalcum Yoke* is an exquisitely worked decorative collar connected by a trio of cables to a set of five puzzle-like plates that hang down the wearer's chest. A chain loops around the wearer's midsection from the left side of the bottom-most plate, to attach to a ring on the right-hand side. A pair of cables runs down from the edge of the *Yoke's* collar, across each of the wearer's shoulders and down to a pair of bracelets. The orichalcum itself appears liquid, or fluid, despite being solid to the touch. The glyphs and designs on the metal's surface change when unobserved.

When activated as an immediate action, it coats the wearer in a shimmering field of force, providing AC 20, +4 per level of active ley line in the area. A Strong ley

line would offer the wearer AC 28. The effect protects against touch attacks and incorporeal foes, and renders the wearer immune to (1 + 1/level of ley line) *magic missile* attacks per round.

This field protects wearer from gases, provides fresh air regardless of the outside environment, and provides a +5 competence bonus to saving throws against fire, acid, and cold effects. The wearer is unaffected by effects of pressure from deep water or high altitudes. It acts as a *ring of spell turning*, and once ten levels of effects have been reflected per day, it provides SR 25, plus +2 per level of active ley line in the area. A Strong ley line would provide the wearer SR 29. Deactivating the *Yoke* is a free action.

Additionally, once per round as a standard action that does not provoke attacks of opportunity, the wearer may choose to fire a single blast of force as a touch attack, causing 3d4+3 damage, or fire three *magic missiles*, each one doing 1d4+1 force damage. The damage die increases to d6 in Weak ley lines, d8 in Strong ley lines, and d10 in Titanic ley lines.

Once worn and activated, the *Yoke* is attuned to a user until twenty-four hours have passed and a new owner activates it. The aboleth's curse to the orichalcum means the *Yoke* slowly warps and twists the wearer, eventually stealing their mind and granting the degenerate creature template (see *Pathfinder Roleplaying Game Bestiary*). Each day there is a 2% cumulative chance of the wearer gaining a corruption point. Once a point is gained, this chance returns to 2%. When the wearer has corruption points equal to their Constitution modifier, they reset their number of corruption points to 0 and gain a corruption from the table below. When the wearer of the *Yoke* enters the area of a Titanic ley lines, add one corruption point for every partial day (longer than 6 hours) spent in the ley line and roll for random corruption every three days, regardless of the number of corruption points possessed by the wearer. These random corruptions do not affect corruption points gained through daily chances. Corruptions and corruption points can only be removed by a miracle or wish.

When the character has gained a number of corruptions equal to their unadjusted Constitution modifier and for every corruption gained thereafter, they must make a DC (25+1 per corruption) or gain the Madness condition. This condition can be gained multiple times; its effects stack. Should a character's Wisdom reach 0 or less, they gain the Thelassic template (where character level equals HD, see *Deep Magic*) and become an NPC. Their transformation is irreversible by mortal means.

**MADNESS (Ex)** Lose 6 points of Wisdom and gain 6 points of Charisma. The bearer of the *Yoke* uses their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove the wearer's madness. If this occurs, the wearer gains 6 points of Wisdom and loses 6 points of Charisma.



## Corruptions

### (All effect stacks with other corruptions)

- 1 Blood turns blue (Stabilize on a 19 or 20)
- 2 Joints become knobby and painful (-1 to Dexterity and -3 to Dexterity based skills)
- 3 Eyes bulge, nose flattens, lips crack (-1 to Charisma, +2 to Intimidate checks)
- 4 Constant, wet, wracking cough (-2 to Stealth)
- 5 Oily skin sloughs off, revealing patches of scales (-1 to Charisma, +2 to Intimidate checks)
- 6 Occasional nausea or vomiting (+1 to Fortitude saves versus poison, can handle poison)
- 7 Eyes turn milky blue-white, with tiny worms visibly floating in them (gain darkvision 10 feet)
- 8 Bones begin to warp and thicken, jutting through the skin in places (+1 natural armor)
- 9 All hair falls out, eyes move to side of head (+2 Perception checks)
- 10 Constant wet wheezing, occasional coughing fits. (double time to hold breath)
- 11 Large pustules ooze small, harmless worms when ruptured (+2 to CMD versus grapple)
- 12 Internal organs shift location (10% chance to negate weapon-based critical hits)
- 13 Blood vessels thicken and harden, becoming visible ridges (-1 hp per die per cure spell)
- 14 Spine arches, forcing a hunchback appearance (-1 Dex, -5 foot movement)
- 15 Tongue elongates, voice becomes raspy croak (-1 Cha, 15% spell failure for vocal component spells)
- 16 Slits appear on neck, gain a labored, wheezy, breathing (-1 Con, no double moves or charges unless underwater)
- 17 Fingers and toes elongate, grow a webbing (-1 Str, +4 Swim checks)
- 18 Teeth fall out and the wearer gains a bony ridge; food must be soft, boiled, or raw.
- 19 Constant clicking of tongue, forehead protrudes (-1 Cha, gain 15-foot blindsight)
- 20 Small fins emerge on arms and legs (+4 Swim checks, -1 CMD to grapple)

### HISTORY

Crafted in the distant past by the Ankeshelian Empire as a weapon intended to take the battle to their terrible aboleth foes, the *Orichalcum Yokes* once numbered in the hundreds, serving as the “glass panoply” that permitted the Imperial Cerulean Vanguard to strike deep beneath the waves. The ingenuity of the human designers allowed the wearer to be sheathed in a velvet-smooth field of energy drawn from

the ley lines of Midgard and cause great havoc among the aberrations’ forces, blasting at enemies while remaining immune the vile effects of close quarters combat with the aboleth. Unfortunately, the vile creatures found a method for poisoning the nature of the metal, causing it warp and destroy the wearer as it functioned. To their credit, the Vanguard never stopped their suicidal campaign against the aboleth, and many enchanted themselves with mystical death-effects, granting their fellow warriors with the decision to end their lives should they go mad. Most *Yokes* were lost during the war and in the destruction of the Empire, but tales among the sorcerers of the Linnorm House of the Northlands claim one of their number found such a device, but disappeared on Loki’s Island. Sailors in Barsella swear through grog-clouded lips, that a skeleton wears the same sort of harness, pinned beneath a stone at the bottom of a crystal-clear cove of a miserable guano-covered rock of an island in the Western Sea. A broken *Yoke* exists in the Academie Arcana in Bemmea, hanging in a museum display, unrecognized.

### DESTRUCTION

An *Orichalcum Yoke* can be destroyed by boiling the harness in the heart of an aboleth and then immersing it in five draughts of *universal solvent* and then sundering it with an adamantine maul at a ley line nexus.

## LOTUS MAGIC

Lying in the shadow of Aerdvall, the marshes beneath the Celestial Waterfall nourish entire fields of lotus that are steeped in the Well of Urd’s latent magic. No one is certain who first discovered the flowers’ eldritch potential; rumors attribute it equally to Kush’s demon cults, Nuria Natal’s elite and their god-king, and Tamasheq mystics who followed the Wind Lords’ hushed whispers. Regardless, spellcasters across the northern deserts hunger for prepared lotus blooms.

### LOTUS BLOOM ADDICTION

While each flower type provides useful benefits for arcane and divine practitioners alike, each also has addictive qualities and occasionally dangerous side effects. The benefits last 24 hrs., and many casters develop a routine to maximize the blooms’ efficacy. The first time any caster ingests blooms of any color, he or she must make a successful DC 25 Fortitude save or become addicted to the blooms. Whether addicted or not, the caster gains the benefits of the lotus in a number of minutes equal to 1d6 + the ingesting character’s Constitution modifier (minimum 1). Creatures immune to poison gain no benefit from prepared lotus blooms.

Once addicted, a creature must ingest the prepared lotus during the onset time as shown on Table 4-7: Lotus Addiction or make an addiction check. (For example, a wizard addicted to lotus who has failed 5 addiction



checks must take prepared lotus every 5 days, or make an addiction check.) An addiction check is a Fortitude save, (DC 15 plus the number of missed doses beginning with 0). Failure means the addicted character suffers one point of Con damage, and each time the character fails an addiction check, their addiction stage increased by one.

If failing an addiction check reduces a creature to 0 Con, it does not die, but it enters a comatose state for 1d4 days and its Con is permanently decreased by 1. Nothing can wake it from this state except a *limited wish*, *miracle*, *wish*, or similar powerful magics. After those days pass, the creature awakens with their Constitution restored to its new, lower maximum score and their lotus addiction reset to stage 1. If a creature's Constitution score is reduced to 0 by this process, they die. Nothing resets a creature's addiction stage except this comatose state or a *greater restoration* spell. Even if cured of their addiction, creatures which begin using lotus blooms again always resume at their previous stage.

## LOTUS BLOOM ADDICTION

Type disease, variable; Save variable

Onset see Table 4-7: Lotus Addiction; Frequency 1/day

Effect -1 penalty to Con; target cannot naturally heal ability damage caused by the drug; Cure 3 consecutive saves

TABLE 4-7: LOTUS ADDICTION

Lotus addiction becomes more acute the longer the addicted individual goes without the prepared blooms and continues to fail addiction checks. See the below table.

STAGE	ONSET	# OF FAILED	EFFECT
1	7 days	3 or less	-1 Con
2	5 days	6 or less	-1 Con
3	3 days	9 or less	-1 Con
4	1 day	10+ failed	-1 Con

Prepared lotus may be taken as a drug or used as a supplemental material component (spells listed in the lotus stat block with a DM superscript come from *Deep Magic*). It is often illegal, but prepared lotus is so valuable that many apothecaries and alchemists carry it for special, secret customers. It creates long, bliss-like dream states, including heady feelings of euphoria that amplify sensation and improve certain kinds of spellcasting or resistance to certain kinds of spells.

## LOTUS DESCRIPTIONS

Specific lotus descriptions are below.

### AMBER LOTUS

These small, golden flowers grow on delicate vines that wrap around larger trees in flooded areas. Their fragrance is subtle, like a mixture of honey and cinnamon, and they grow in clusters with three leaves.

Type: Drug, ingestion.

Addiction: see Lotus Bloom Addiction.

Price: 1,100 gp.

Effect: lasts 24 hrs.; immediate damage (see damage line); see below.

DAMAGE: 2 points of Wisdom damage and the ingesting creature is nauseated for 2d4 hours.

BENEFIT: Provides a +2 bonus to caster level when casting enchantment (compulsion) or enchantment (charm) spells. The ingesting creature may ignore penalties to the DCs of cast spells that are language dependent. If the ingesting creature does not cast spells, it allows the creature to roll a saving throw twice against an enchantment (compulsion) or enchantment (charm) spell and take the better result. This consumes the remaining lotus in the individual's body, and they still suffer the damage of the drug.

### POWER COMPONENT

Amber lotus has beneficial uses as a supplemental material component for several spells. A prepared lotus can be used as a material component for spells for 24 hrs. before its magical properties disappear.

*Crushing despair*: This increases the penalty of the effect by +1 and extends the cone by 15 feet.

*Mind fog*: This increases the DC of the spell by 2, and the duration extends to 2 hours.

*Suggestion* and *mass suggestion*: The caster need not make the *suggestion* reasonable, although it still must not be immediately harmful to the targeted creatures. A very reasonable *suggestion* imposes a -4 penalty on the targets' Will save.

*Touch of idiocy*: The targeted creature takes a 1d6+2 penalty to Intelligence, Wisdom, and Charisma. This still may not reduce scores below 1.

### CONSTRUCTION REQUIREMENTS

Craft (alchemy) DC 25; Cost 550 gp.

### AMETHYST LOTUS

With shades ranging from lavender to a deep, vibrant







purple, the amethyst lotus grows on thick vines found on large rocks in full sunlight. It has a pungent, lemony scent.

**Type:** Drug, ingestion.

**Addiction:** see Lotus Bloom Addiction.

**PRICE:** 1,000 gp.

**Effect:** lasts 24 hours; 2 points of Strength damage; see below.

**DAMAGE:** 2 points of Dexterity damage, a -4 penalty to initiative for 24 hours.

Provides a +2 bonus to caster level when casting divination spells. If the ingesting creature does not cast spells, it allows the creature, when targeted by a divination effect, to make a second saving throw with a +4 bonus. If this second saving throw is successful, the ingesting creature is given a vision of the spellcaster who targeted them. This consumes the remaining lotus in the individual's body, and they still suffer the damage of the drug.

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#### POWER COMPONENT

Amethyst lotus has beneficial uses as a supplemental material component for several spells. A prepared lotus can be used as a material component for spells for 24 hrs. before its magical properties disappear.

*Commune:* The caster may ask two additional questions.

*Contact other plane:* The caster gains a +3 bonus to Intelligence checks made to avoid Intelligence and Charisma damage as a result of this spell.

*Divination:* This increases the time frame the caster may ask about to two weeks, rather than one week.

*Scrying:* Imposes a -4 penalty to targets' Will saves.

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#### CONSTRUCTION REQUIREMENTS

Craft (alchemy) DC 25; **COST** 500 gp.

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#### BLACK LOTUS

The black lotus grows on decaying trees or rotting corpses, and some casters claim that blooms gathered from dead bodies have greater potency. A subtle, coppery fragrance accompanies the flower, even long after it's been picked.

**Type:** Drug, ingestion.

**Addiction:** see Lotus Bloom Addiction.

**PRICE:** 1,000 gp.

**Effect:** lasts 24 hrs.; 1 point of Charisma, Intelligence and Wisdom damage; see below.

**DAMAGE:** 4 points of Strength damage, character is sickened for 1d4 hours.

Provides a +2 bonus to caster level when casting necromancy spells, and undead created have +2 hp per Hit Die. These bonus hp do not disappear when the lotus's effects end. If the ingesting creature does not cast spells, it provides a +2 bonus to saving throws against a necromancy spell, or a +4 bonus to a saving throw against a death effect. This consumes the remaining lotus in the

individual's body, and they suffer the damage of the drug.

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#### POWER COMPONENT

Black lotus has beneficial uses as a supplemental material component for several spells. A prepared lotus can be used as a material component for spells for 24 hrs. before its magical properties are exhausted.

*Exsanguinating cloud*<sup>DM</sup>: This increases the DC of the spell by +2.

*False life:* This increases the duration of the spell by six hours.

*Ghoul touch:* This increases the DC of the effects by +2, and extends the radius of the stench effect by 10 feet.

When used as an additional component in channeling negative energy, it provides +2 hit points of damage per die.

*Undeath to death:* This increases the maximum possible hit dice of an affected creature by 3.

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#### CONSTRUCTION REQUIREMENTS

Craft (alchemy) DC 25; **COST** 500 gp.

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#### BLOOD LOTUS

The crimson petals of a blood lotus smell of mint when bruised, but the flower has no other noticeable aroma. It grows near running water, along the shore or hanging from objects caught in the current.

**Type:** Drug, ingestion.

**Addiction:** see Lotus Bloom Addiction.

**PRICE:** 1,200 gp.

**Effect:** lasts 24 hrs.; 2 points Intelligence damage; see below.

**DAMAGE:** 2 points of Charisma damage.

Provides a +1 bonus to caster level when casting evocation spells and a +1 to each die of damage rolled for evocation spells; this additional damage is not multiplied in the case of a critical hit. If the ingesting creature does not cast spells, it provides the creature 20 temporary hp, which can only be used for damage inflicted by spells. These temporary hp last for the duration of the drug or until exhausted, which consumes the remaining lotus in the individual's body, and they suffer the damage of the drug.

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#### POWER COMPONENT

Blood lotus may serve as a supplemental material component for several spells. A prepared lotus can be used as a material component for spells for 24 hrs. before its magical properties are exhausted.

*Enlarge:* This increases the speed of the enlarged creature by +15 feet for the duration of the spell.

*Rage:* This increases the Constitution and Strength bonuses provided by the spell by +2.

*Vampiric touch:* Touch attacks made by the caster also inflict 2 bleed damage, and while the spell is active, the caster gains fast healing equal to the sum of the bleed damage on all creatures damaged by the spell.



*Weapon of blood*<sup>DM</sup>: The weapon created by the spell has the *dancing* quality.

## CONSTRUCTION REQUIREMENTS

Craft (alchemy) DC 25; Cost 300 gp.

## FLESHEATER LOTUS

Flesheater lotus is an orange flower with long, thin petals whose lovely fragrance makes eyes water, and its pollen-laden stamens leave heavy welts if dragged across bare skin. The triangular bloom grows near insect hives and its sap kills the bugs drawn to its scent, which the flower then encases in small, leafy pods for consumption.

**Type:** Drug, ingestion.

**Addiction:** see Lotus Bloom Addiction.

**Price:** 800 gp.

**Effect:** 24 hours; immediate damage (see damage line), see below.

**Damage:** 2 points of Dexterity damage and the ingesting creature suffers a -4 penalty to Perception checks for 24 hours.

Provides a +2 bonus to caster level when casting transmutation (polymorph) spells. If the ingesting creature does not cast spells, it allows the creature to roll a saving throw twice against any effect that would alter the creature's form and take the better result. Success indicates the creature is immune to that effect from that specific source for 24 hrs. This consumes the remaining lotus in the individual's body, and they suffer the damage of the drug.

Creatures under the effect of flesheater lotus find they can speak telepathically with any creature with the plant type and an Intelligence greater than 3 within 10 feet.

## POWER COMPONENT

Flesheater lotus has beneficial uses as a supplemental material component for several spells.

*Alter self:* The caster gains all four of the abilities listed for the duration of the effect.

*Baleful polymorph:* This increases the DC of the spell by 2.

*Excruciating deformation*<sup>UM</sup>: The targeted creature takes an additional 1d6 lethal damage, and the DC of the effect is increased by 2.

*Form of the dragon:* This increases the natural armor of the form by +4, and the duration extends to 2 hours.

## CONSTRUCTION REQUIREMENTS

Craft (alchemy) DC 25; Cost 400 gp.

## INDIGO LOTUS

Found in shady pools of calm water, the indigo lotus grows on broad, flat-floating leaves, and it smells like spoilt milk. Unlike other lotuses, these can be brought to civilization alive in sealed urns of water. It can fetch double or triple the listed price in Shibai.

**Type:** Drug, ingestion.

**Addiction:** see Lotus Bloom Addiction.

**Price:** 500 gp.

**Effect:** lasts 24 hrs.; 2 points Wisdom damage; see below.

**Damage:** After 24 hrs., the ingesting creature gains the blinded condition when in areas of bright light and the dazzled condition when in areas of normal light.

Provides a +2 bonus to caster level when casting illusion (phantasm) or illusion (figment) spells. If the ingesting creature does not cast spells, it allows the creature to roll a saving throw twice against an illusion (phantasm) or illusion (figment) spell and take the better result. This consumes the remaining lotus in the individual's body, and they suffer the damage of the drug.

## POWER COMPONENT

Indigo lotus has beneficial uses as a supplemental material component for several spells. A prepared lotus can be used as a material component for spells for 24 hrs. before its magical properties disappear.

*Dream:* This allows two-way communication during the effect. The caster may deliver one touch spell cast within the dream, but he or she cannot cast the spell again until taking indigo lotus again.

*Nightmare:* Imposes a -4 penalty to targets' Will saves.

*Phantasmal killer:* This increases the DC of the spell by 2.

*Sleep or deeper slumber:* Increases the number of HD affected by 5 and double the highest possible affected level or HD.

## CONSTRUCTION REQUIREMENTS

Craft (alchemy) DC 25; Cost 375 gp.

## INGQONDI LOTUS

Ingqondi lotuses display elliptical petals with a thorn at the tip and yellow-brown veins. These blooms have a pungent, almost sulfuric odor to them, and handling prepared ingqondi lotus compote stains one's fingers and lips an orange-brown for days afterwards. Usually discovered near pools of Urd water, it grows on tree trunks where its roots penetrate the bark and consume the wood beneath. Flowers begin near the ground and slowly migrate upward over time.

**Type:** Drug, ingestion.

**Addiction:** see Lotus Bloom Addiction.


**Price:** 2,000 gp.

**Effect:** 24 hours; immediate damage (see damage line), see below.

**Damage:** 2 points of Constitution damage and the ingesting creature is exhausted.

Provides a +2 caster level for spells of the conjuration school in the calling, summoning, and teleportation subschools. It grants a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against creatures with the outsider type, which stacks with all other bonuses. If the ingesting creature does not cast spells, it grants the creature a +2 against abilities, spells, spell-like effects, and





supernatural abilities from a single, individual outsider for 24 hrs. This consumes the remaining lotus in the individual's body, and they suffer the damage of the drug.

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**POWER COMPONENT**

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Ingqondi lotus has beneficial uses as a supplemental material component for several spells.

*Gate:* Reduces the cost of opening a *gate* to call an outsider to 3,000 gp.

*Planar Ally* (all): The called creature considers the task strongly aligned with its own ethos, regardless of the nature of the task.

*Planar Binding:* This grants a +4 bonus to the Charisma or caster level check made to entrap the outsider, or it provides a +4 bonus to a single opposed Charisma check to negotiate service.

*Summon Monster:* The summoned creature receives the advanced template for free.

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**CONSTRUCTION REQUIREMENTS**

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Craft (alchemy) DC 25; Cost 1,000 gp.

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**TCHOPHO LOTUS**

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With spade-shaped petals that range from a bright ivory color to a deep blue at the tips, the potent tchopho lotus grows in shallow, shaded pools, where its thick roots and stem anchor it to the silt. It has a heady, syrupy scent, and the bloom often expands to nearly two palms across. Alchemists prize both the petals and the root ball for their preparations.

**Type:** Drug, ingestion.

**Addiction:** see Lotus Bloom Addiction.

**Price:** 1,500 gp.

**Effect:** 24 hours; immediate damage (see damage line), see below.

**Damage:** 2 points of Intelligence damage and the ingesting creature is blinded for 2d4 hours.

Tchopho lotus provides a +2 bonus to caster level when casting psychic spells or spells involving dreams or sleep. It is a powerful poison that erases memory; each stage of addiction also imposes a cumulative -1 penalty to Intelligence-based skills. This penalty is reset to -1 when the creature's addiction resets to 1. The ingesting creature may ignore penalties to the DCs of language-dependent spells. If the ingesting creature does not cast spells, it grants the creature a +4 alchemical bonus against psychic effects from a single caster or source. This consumes the remaining lotus in the individual's body, they suffer the damage of the drug, and they retain the bonus for the next 8 hours.

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**POWER COMPONENT**

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Tchopho lotus strengthens several spells when used as a supplemental material component.

*Dream:* The spell's recipient may respond to the caster, with a single reply of 25 words or less.

*Modify Memory:* The caster may increase the length of the memory modified to 10 min. A very reasonable modification (GM's discretion) imposes a -4 penalty on the targets' Will save.

*Nightmare:* This increases the DC of the spell by 2, and the target suffers 2d8 damage instead of 1d10.

*Sleep:* The spell can affect up to 8 HD of targeted creatures.

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**CONSTRUCTION REQUIREMENTS**

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Craft (alchemy) DC 25; Cost 750 gp.

## RUNE MAGIC

Legend says Wotan found, stole, or learned these runes when he hung himself from Yggdrasil. His priests say runes are tiny snatches of the Great Rune that makes up all existence—the foundation of creation—but no one knows for sure.

Mastery of a rune requires more than just knowing how to draw it. The rune master must understand the wider meaning of the rune and how its power is woven into the world. This study and wisdom requires the Rune Mastery feat (see page 114), and a character with the Runic Spellcasting feat (see page 114) adds these spells to their spell list.

Usually, mastering a rune also requires the would-be master to complete an appropriate sacred trial. This trial typically involves a quest on behalf of a deity associated with the rune, slaying a monster that draws power from the rune, or some other task representing the PC's mastery of the rune and what it represents.

A mastered rune is like a clerical domain, but it is much more specific and its powers can be harnessed by any class. There are 24 commonly known runes. Each has a different meaning and power. Wotan certainly knows runes more than these; additional runes or new powers for existing ones may also be discovered by rare or unique means. For example, it's said some esoteric runes are known by ancient trolls or jotuns, are found on bark tablets in forgotten barrows, or are bargained from the hungry spirits of Ginnungagap.

## INVOKING RUNIC POWERS

Invoking one of a rune's powers is a standard action that provokes an attack of opportunity from threatening enemies. Treat this as a supernatural ability, except that the rune master must either create a physical representation of the rune (in paint, blood, written in the dirt or snow, etc.) or trace the path of an existing carving of the rune that was created to an exacting standard. In the North, many common objects bear an appropriate rune for just this purpose. Creating a rune suitable for use in this way (or adding it to an item) requires a DC 20 Craft check. Runic tattoos also are common.

Breaking or destroying a rune-inscribed item cancels any power currently invoked upon it. Improvised runes



need only be marred or disrupted in order to have the same effect.

Unless otherwise noted, runic powers that duplicate spell effects have the same duration as the spell, use the rune master's character level as the caster level. Other effects have their duration detailed in the rune's description.

## RUNE DESCRIPTIONS

Runes are listed below in the following format:

### NAME OF THE RUNE

Meaning: What the rune symbolizes and what powers it controls.

Mastery Bonus: Characters with the Rune Mastery feat (see page 114) for this rune gain the listed power, trait, or bonus.

Associated Spells: Characters with the Runesmith feat (see page 114) can craft magical items as if they could cast the spells listed here.

Powers: A character with Deeper Rune Lore (see page 114) for this rune can harness its powers once per day. The character can select any power of the rune, provided the character level is equal to the level of the power listed.

### ALGIZ

Meaning: Elk and reindeer, evading danger; the god Heimdall.

Mastery Bonus: A +1 insight bonus to initiative checks.

Associated Spells: *Dispel magic*, *dispel evil*, *expeditious retreat*, *guidance*, *jump*, *keen senses*, *reset*\* (see *Deep Magic*), *resistance*, *true seeing*; spells with "protection from" or "magic circle against" in the title; spells that transform the target into an elk or reindeer.

Powers: Mastery of *algiz* grants the following powers as you increase in level:

1st Level: When invoked from an *elk-horn wand*, this rune grants a +1 sacred bonus to saving throws against magical effects and a +1 bonus to *dispel magic* attempts. This power lasts for 24 hrs., but the wand must be wielded for the benefit to be used (wielding it is a free action). At 10th level, you may also create *elk-horn rods* (See *Northlands*) and rods of enemy detection using all the normal rules for crafting magical items, except that you count as having Craft Rod and any requisite spells for purposes of these items.

5th Level: When inscribed upon the ground, living creatures within 10 ft. of the *algiz* rune gain a +4 sacred bonus to saves versus to sleep effects and a +2 bonus to Perception checks for the next 9 hrs.

9th Level: When invoked onto a creature, *algiz*



transforms them into an elk or reindeer, as per *beast shape II*. If used against an unwilling target, the rune master can instead use *baleful polymorph* on the target.

### ANSUZ

Meaning: Gods and outsiders.

Mastery Bonus: +1 insight bonus to Knowledge checks made to identify the type, powers, or weaknesses of outsiders.

Associated Spells: Spells that commune with the gods, spells that grant divine favor or that summon, banish, or control outsiders.

Powers: Mastery of *ansuz* grants you the following powers as you increase in level:

1st Level: When invoked upon an object, *ansuz* wards off enemies of the gods, including giants and fey hostile to the Aesir. Such creatures must stay at least 5 ft. away from the rune and cannot touch or make melee attacks against a creature presenting it forcefully toward them (which requires a standard action each round). An affected creature can overcome its revulsion and act normally if it makes a Will save each round. The DC for this save is 10 + half the rune master's level + the master's Wisdom modifier. This power lasts 1 hr. per level of the rune master.

7th Level: Inscribing *ansuz* on an area grants a prayer to all worshippers of the Aesir within 40 ft.

11th Level: When invoked on the forehead of a willing creature, *ansuz* sends them into a senseless trance for one round, during which they receive a message from the gods; treat this effect as a divination. A creature can only receive this power once per week.



### BERKANAN

Meaning: Birch tree, love, new beginnings; the Bear Maiden.

Mastery Bonus: +1 to Diplomacy checks and Craft checks that involve wood.

Associated Spells: *Barkskin*, *eagle's splendor*, *enthral*, *euphoric tranquility*<sup>APG</sup>, *good hope*, *warp wood*; any spell with "charm" in the title.

Powers: Mastery of *berkanan* grants the following powers as you increase in level:

1st Level: When invoked for a living creature, this rune allows that creature to reroll a single Diplomacy check as a swift action in the next 24 hrs. A target can only be granted this benefit once per day.

3rd Level: You can create *elixirs of love*. This follows all the normal rules for potion brewing, save that mastery of the rune grants you the equivalent of the Brew Potion feat and requisite spells for this elixir.





**PLANT:** When invoked on a wooden object, *berkanan*'s power imbues it with the suppleness and malleability of the birch, allowing you to warp wood.

### DAGAZ

**Meaning:** Day and laying the dead to rest.

**Mastery Bonus:** You always know how long until the next sunset or sunrise.

**Associated Spells:** *Continual flame, daylight, detect undead, gentle repose, hide from undead, final rest\** (see *Deep Magic*), *light, searing light, shieldlight\** (see *Deep Magic*), *sunbeam, speak with dead, undeath to death*.

**Powers:** Mastery of *dagaz* grants the following powers as you increase in level:

3rd Level: A creature upon whom *dagaz* is invoked is cured of mundane or magical blindness. They also become immune to dazzle effects for 1 hr. per level of the rune master.

5th Level: When invoked on an object, *dagaz* makes it glow with daylight.

13th Level: When invoked in an area, *dagaz*'s power surges out destroys undead creatures as per *undeath to death*.



### EHWAZ

**Meaning:** Horses, freedom, the Nithing Pole.

**Mastery Bonus:** A +1 insight bonus to Ride and Escape Artist.

**Associated Spells:** *Bestow curse, expeditious retreat, freedom of movement, haste, jump, knock, longstrider, mount, phantom steed, summon mounts\** (see *Deep Magic*).

**Powers:** Mastery of *ehwaz* grants the following powers as you increase in level:

5th Level: When invoked on locks or shackles, *ehwaz* causes them to open as if *knock* has been cast.

7th Level: When invoked on the ground, *ehwaz* summons a *phantom steed*.

9th Level: You may create nithing pole (see *Northlands*), using all the normal rules for item creation, except that you are counted as having Craft Wondrous Item and any required spells for this item.



### EIWAZ

**Meaning:** Yew tree or Yggdrasil.

**Mastery Bonus:** A +1 insight bonus to Knowledge (planes) and this skill becomes a class skill for you.

**Associated Spells:** *Contact other plane, miracle, Freya's instant ballista\** (see *Deep Magic*) *speak with dead, shillelagh, tree stride*; spells that provide passage to other planes.



**Powers:** Mastery of *eiwaz* grants the following powers as you increase in level:

3rd Level: Invoked on an otherwise unworked branch, *eiwaz* creates a *shillelagh*.

9th Level: Sleeping beneath an object upon which *eiwaz* has been invoked causes the target to dream of the nine worlds. These dreams produce answers as if the dreamer had cast *contact other plane* (the target suffers any side effects). Unwilling targets can negate the rune's power with Will save (DC 10 + half rune master's level + the master's Wisdom modifier)

11th Level: Invoked on the bark of a living tree, it allows the rune master to travel between that tree and another also marked with the *eiwaz* rune, as if under the effects of *tree stride*.

### FEHU

**Meaning:** Cattle, livestock, and wealth.

**Mastery Bonus:** +1 insight bonus to Handle Animal checks made with domesticated animals.

**Associated Spells:** *Ant haul, bull's strength, calm animals*; other spells used to control a domesticated animal.

**Powers:** Mastery of *fehu* grants the following powers as you increase in level:

1st Level: Placing the rune on an object makes it easier to lift or drag. For 1 hr. per level of the rune master, treat the object as half its normal weight, and under "favorable conditions" if it is dragged.

3rd Level: You mark an animal or beast with an *arcane mark*, which also grants you a +1 insight bonus per character level to perceive or recognize the creature regardless of disguise, transformation, or invisibility.

7th Level: Placed on you, the rune gives you the power to fascinate animals and magical beasts that can see the rune as per the *animal trance* spell.

### GEBU

**Meaning:** Generosity and hospitality, and gifts.

**Mastery Bonus:** +1 insight bonus to Appraise checks. Appraise also becomes a class skill for you.

**Associated Spells:** Spells that create items or food and drink; spells that create a refuge (*tiny hut, mage's magnificent mansion, sanctuary*, etc).

**Powers:** Mastery of *gebu* grants you the following powers as you increase level:

1st Level: When invoked on an item, you can learn its name and properties if you handle the object for one full round (as *identify*, except that if necessary the character may make the Spellcraft check untrained).





3rd Level: When invoked on a willing living creature, it grants them sanctuary. The rune master cannot invoke this power on him or herself.

7th Level: Placed in a feasting hall where it's clearly visible, the rune master may activate this power with a command word from anywhere within its range. It produces *calm emotions* on all targets within 20 ft.

## HAGALAZ

Meaning: Hail and winter weather.

Mastery Bonus: +5 circumstance bonus to survival checks made to determine future weather conditions.

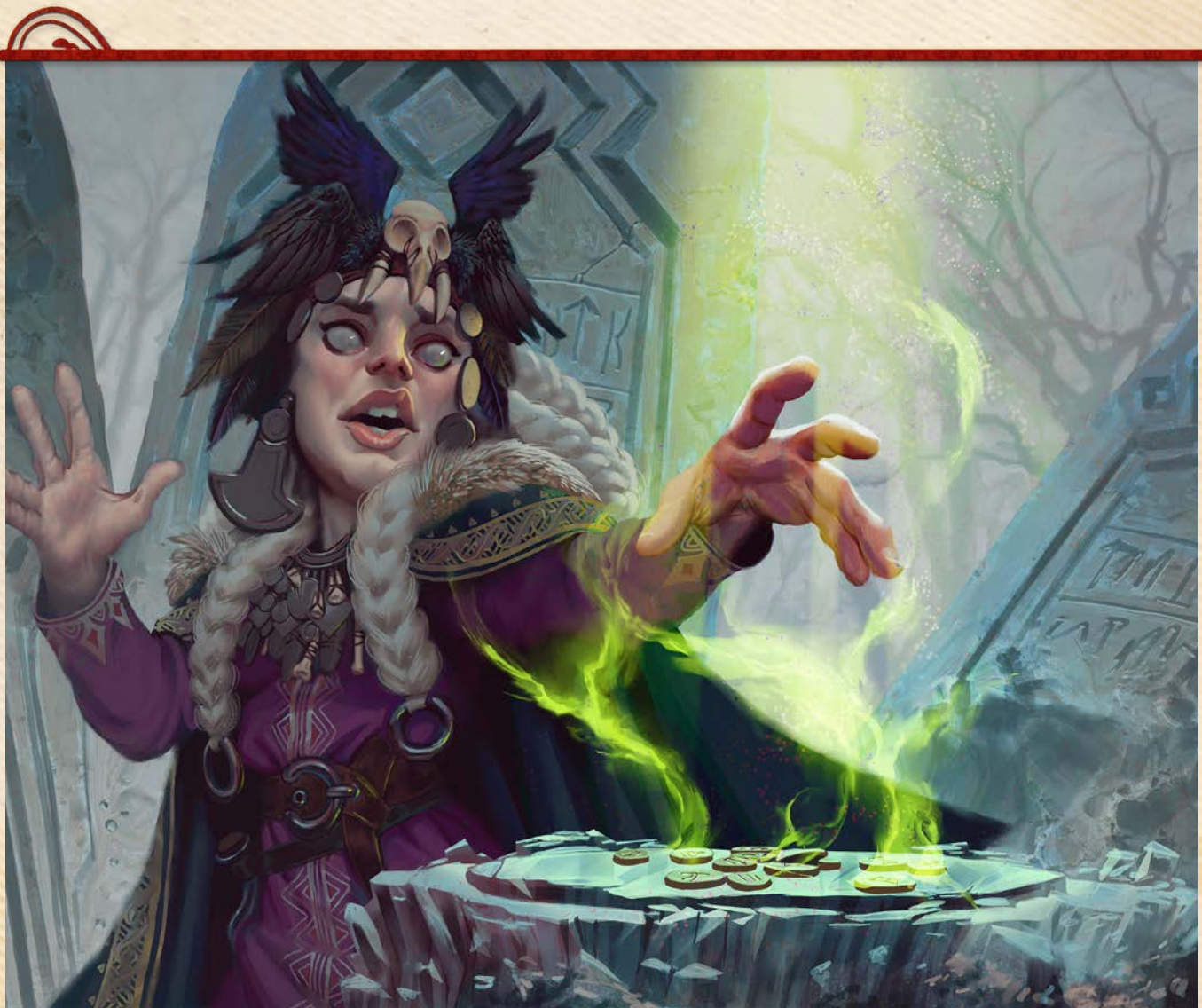
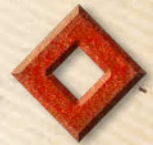
Associated Spells: *Endure elements* (cold only), *flurry*\* (see *Deep Magic*), *sleet storm*, *ice storm*; spells that produce wintry weather (for example, snow or ice).

Powers: Mastery of *hagalaz* grants you the following powers as you increase in level:



## INGWAZ

Meaning: Ancestors, Northmen; the god Wotan or Odin.







**Mastery Bonus:** +1 insight bonus to Knowledge (history). This skill becomes a class skill.

**Associated Spells:** *Divine favor, ethereal jaunt, heroism, greater heroism, rage, righteous might, true strike, Wotan's rede\** (see *Deep Magic*).

**Powers:** Mastery of *ingwaz* grants the following powers as you increase in level:

1st Level: When invoked upon a spear, the rune invokes divine favor from the Aesir for the first character who throws it over the head of an enemy force consisting of nine or more opponents in the next 9 hrs.

5th Level: When invoked on the face of a willing creature, it turns the creature into a berserker granting it the benefits of a *rage* spell, (caster level 3rd).

7th Level: When invoked on the flesh of a corpse, this rune acts as *speak with dead* spell (caster level 6th).

## ISAZ

**Meaning:** Ice, imprisonment, and paralysis; the gods Boreas and Mara.

**Mastery Bonus:** Whenever you take environmental damage from cold, you take 1 hp less than normal.

**Associated Spells:** *Ghoul touch, hold person, imprisonment, triumph of ice\** (see *Deep Magic*); spells that imprison or paralyze, spells that create ice.

**Powers:** Mastery of *isaz* grants the following powers as you increase in level:

1st Level: This rune is invoked on the ground. Slippery ice spreads out from the rune in any pattern of coterminous squares you designate, filling one 5-ft. square per level of the rune master. This makes the area difficult terrain and raises the DC of any Acrobatics checks in the area by five. Once created the ice is non-magical and melts as normal.

3rd Level: When invoked on a weapon, the rune makes it burn with an icy radiance, granting the frost quality for up to 1 hr./level of the rune caster or for a number of successful strikes equal to the rune master's level (whichever occurs first). This effect does not stack with any similar qualities already present.

5th Level: A shield marked with *isaz* glitters like frost in the morning sun for 1 hr. When in daylight, opponents in a 30-ft. cone in front of the shield are dazzled. Once per round you may focus its effects on an enemy within 30 ft., as if using *snowblind stare\** (see *Deep Magic*).

## JERA

**Meaning:** Abundant harvest; the gods Freyr and Freyja.

**Mastery Bonus:** +1 insight bonus to Profession (farmer) and Knowledge (nature) checks. Both these skills become class skills for you.

**Associated Spells:** *Plant growth, purify food and drink, warp wood*; spells that create food or water enhance plants.

**Powers:** Mastery of *jera* grants the following powers as you increase in level:

1st Level: When invoked on the belly of a living creature, *jera* guarantees that any union in the next 24 hrs. proves fruitful. If invoked on a pregnant creature at least once per month during pregnancy, it guarantees a successful birth and healthy baby. There also is a one in eight chance of twins.

3rd Level: When invoked around food and drink, *jera* makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking (as *purify food and drink*).

7th Level: When marked in the earth among grasses, weeds, vines, or produce, they swell in size or become bountiful, as per *plant growth*.

## KAUNEN

**Meaning:** Flaming torch, enlightenment, and ulcers.

**Mastery Bonus:** You gain low-light vision. If you already have this, you gain darkvision; if you already have darkvision, you gain a +1 bonus to Perception checks.

**Associated Spells:** *Remove disease*; spells that produce fire or light.

**Powers:** Mastery of *kaunan* grants you the following powers as you increase in level:

1st Level: Traced on the ground, *kaunan* burns as bright and hot as a campfire for up to 8 hrs. It counts as magical fire, cannot be moved, and does 2d6 hp fire damage (Reflex save for half) to any creature in it.

3rd Level: Traced on a weapon, *kaunan* grants it the *flaming* quality for up to 1 hr. per level of the rune caster or a number of successful strikes equal to the rune master's level (whichever occurs first). This effect does not stack with any similar qualities already present.

7th Level: Invoked on a creature, *kaunan* burns away illness and ailments as per *remove disease*.





## LAUKAZ

Meaning: Water, the sea; the god Njord.

Mastery Bonus: You gain Aquan as a bonus language. If you already know this language, you get a +1 insight bonus to Diplomacy checks with creatures of elemental water.

Associated Spells: *Calm the waves\** (see *Deep Magic*), *create water*, *control water*, *elemental body IV* (water only), *elemental swarm* (water spell only), *horrid wilting*, *locate water\** (see *Deep Magic*), *summon monster* (water elementals only), *water breathing*.

Powers: Mastery of *laukaz* grants the following powers as you increase in level:

1st Level: When invoked upon an object, *laukaz* helps it float in water for up to 24 hrs. This grants a +4 item bonus to Swim checks made by its bearer.

7th Level: When invoked on a living creature's chest, it grants them water breathing.

11th Level: When invoked on a lakebed, riverbed, or the bottom of the sea, *laukaz* allows the character to control nearby waters as per a *control water* spell.

## MANNAZ

Meaning: Humanoids, especially humans and dwarves.

Mastery Bonus: +1 bonus to saves against effects that petrify or transform you from your normal shape (lycanthropy, *baleful polymorph*, or *flesh to stone*, for example).

Associated Spells: *Awaken*, *bear's endurance*, *bull's strength*, *calm emotions*, *cat's grace*, *darkvision*, *eagle's splendor*, *fox's cunning*.

Powers: Mastery of *mannaz* grants the following powers as you advance in level:

1st Level: When invoked upon a plant or animal, it awakens them.

5th Level: When invoked on an area, *mannaz* is famous for calming berserkers; it produces *calm emotions* on all living creatures within 20 ft. of the rune.

7th Level: When invoked upon a creature, *mannaz* returns a lycanthepe to its humanoid form or attempts to dispel (as *dispel magic*) any polymorph effect the target is under. Creatures may resist this with a successful Will save. The DC for this save is 10 + half the rune master's character level + the master's Wisdom modifier.

## NAUDIZ

Meaning: Necessity and need.

Mastery Bonus: Once per day you may cast

*stabilize* as a spell-like ability.

Associated Spells: *Aid*, *divine guidance*, *guidance*, *protection from energy*, *repulsion*, *resistance*, *sanctuary*, *stabilize*.

Powers: Mastery of *naudiz* grants you the following powers as you increase in level:

3rd Level: Invoked on an item, *naudiz* grants *guidance* or *resistance* to any creature that touches it (their choice). Up to one creature per level of the rune master may gain this bonus, but they can only benefit from it once per use of the power.

5th Level: Invoking *naudiz* upon a creature grants them *aid*.

15th Level: When invoked on an item weighing no more than 20 lbs., it allows you to call the object to you, causing it to teleport into your hand as a swift action. The maximum range of this effect is 400 ft. + 40 ft. per level of the rune master. If the object is in the possession of another creature, they may make a Will save in order to negate its effects. The DC for this save is 10 + half the rune master's character level + the master's Wisdom modifier. This power lasts for 24 hrs. or until used.

## NYKÖPING

Meaning: The passage of time, the seasons, and the phases of the moon.

Mastery Bonus: A +1 insight bonus to Survival. This skill becomes a class skill.

Associated Spells: *Control weather*, *endure elements*, *freeze\** (see *Deep Magic*), *gust of wind*, *haste*, *ice storm*, *infernal healing*<sup>ISWG</sup> (but targets do not detect as evil), *longstrider*, *rusting grasp*.

Powers: Mastery of *nyköping* grants the following powers as you increase in level:

3rd Level: When invoked on a creature, the rune inures them from harsh weather, as if they were protected by an *endure elements* spell.

5th Level: When invoked on a creature, the rune grants them magical healing, as if they were protected by an *infernal healing* spell (but targets do not detect as evil).

7th Level: When invoked on an item, *nyköping* makes it crumble as if with *rusting grasp*.

9th Level: When invoked on a creature, *nyköping* grants them magical speed, as if they were under the effect of a *haste* spell. The target is exhausted for 24 hrs. afterward, even if they could not normally be exhausted.

11th Level: When invoked on the ground beneath the open sky, *nyköping* creates a strong breeze in the area as per *gust of wind*.

13th Level: When invoked on the ground beneath the open sky, *nyköping* improves the weather in the area as



per *control weather*. Its effect is always the same, which is to make the sun come out.

## OTALAN

Meaning: Property, inheritance, and family.

Mastery Bonus: Whenever you aid another, the bonus is +3 rather than +2.

Associated Spells: *Blade of my brother\** (see *Deep Magic*), *deathwatch*, *imbue with spell ability*, *locate object*, *major creation*, *minor creation*, *shield other*, *telepathic bond*, *teleport object*.

Powers: Mastery of *otalan* grants the following powers as you increase in level:

1st Level: When invoked on two related, living creatures touched by the rune master, the rune provides each target with knowledge of the other's health, as per *deathwatch*, over any range as long as both targets are on the same plane. This effect lasts 1 day per level of the rune master. Only one use of this power may be active at a given time.

7th Level: When invoked on a reflective surface (a mirror, polished shield, or even on still water), *otalan* lets you snoop on an object you have possessed for at least one week, or on any member of your immediate family (within three generations of you).

13th Level: When invoked on an object, *otalan*'s power lingers harmlessly in the item until its wielder is killed. As soon as they are dead, the object teleports into the hands of an individual, who must be specified when the rune is invoked. This individual can be named or identified by a title or relationship (for example, the king of Noatun, my firstborn son, or other identifying phrases). This power functions over any range as long as the object and target are on the same plane. If another creature has the object when its owner dies, the creature may make a Will save to negate the effect. The DC of this save is 10 + half rune master's level + the master's Wisdom modifier. This power lasts until used, but the rune master may only have a single use of this power active at a given time. If inscribed on a new item, the effect ends on any others.

## PERTO

Meaning: Things are not as they seem; the god Loki.

Mastery Bonus: A +1 insight bonus to Wisdom checks to solve riddles or puzzles, and to saves against illusions.

Associated Spells: *Disguise self*, *false vision*, *hallucinatory terrain*, *Loki's gift\** (see *Deep Magic*), *lullaby*, *major image*, *minor image*, *mislead*, *mass suggestion*, *screen*, *suggestion*; spells

that mislead or create false perceptions.

Powers: Mastery of *perito* grants the following powers as you increase in level:

3rd Level: When invoked on a creature, *perito* changes its appearance, as per *disguise self*.

5th Level: When invoked on two objects, one of which you may hang around a creature's neck to make them the subject, *perito* grants *misdirection*.

7th Level: When invoked on the ground, objects within 10 ft. of the rune gain *nondetection*.

## RAIDO

Meaning: Travel.

Mastery Bonus: Your speed increases by 5 ft., and you always know which way is north.

Associated Spells: *Ant haul*, *floating disk*, *lift\** (see *Deep Magic*), *purge pests\** (see *Deep Magic*), *repel vermin*; spells that increase speed or assist in overland travel.

Powers: Mastery of *raido* grants you the following powers as you increase in level:

1st Level: When invoked on an object, *raido* grants a +5 enhancement bonus to Acrobatics checks made to ski, skate, or control a sled for 1 hr. per level of the rune master. The bonus increases to +10 if the rune master is 10th level or higher.

5th Level: When invoked on a living creature, *raido* surrounds it with a barrier repellent to pests as *repel vermin*. This effect lasts 1 min.

7th Level: When invoked on a living creature, it allows them to hustle for 2 hrs. per day before starting to take damage. A single use of this power allows the rune master to affect one creature per character level.

## SOWILO

Meaning: The sun; the god Baldur.

Mastery Bonus: You become immune to dazzle effects.

Associated Spells: *Eagle's splendor*, *suggestion*; spells that create non-prismatic light, any spell with "charm" in the title.

Powers: Mastery of *sowilo* grants the following powers as you increase in level:

5th Level: When invoked on a creature, the rune grants it magical confidence and charisma, allowing it to *enthrall* an audience.

7th Level: When invoked upon an item, *sowilo* makes it glow as if with the *daylight* spell.

13th Level: When invoked on the ground beneath the



open sky, *sowilo* improves the weather in the area as per *control weather*. Its effect is always the same; it makes the sun come out.

## TEWAZ

Meaning: Fearlessness assemblies or councils, the god Tyr.

Mastery Bonus: A +1 to saves versus fear effects.

Associated Spells: *Charm animal* (wolves only), *heroism*, *remove fear*, *true strike*; any spell with “hand” in the title.

Powers: Mastery of *tewaz* grants the following powers:

1st Level: When invoked on an object, *tewaz* drives off wolves, worgs, werewolves, and other lupine creatures. Such creatures must stay at least 5 ft. away from the rune and cannot touch or make melee attacks against a creature presenting it forcefully toward them (doing so requires a standard action each round). An affected creature can overcome its revulsion and act normally if it makes a Will save each round. The DC for this save is 10 + half the rune master's level + the master's Wisdom modifier. This power lasts 1 hr. per level of the rune master.

3rd Level: When invoked on a shield, *tewaz* grants it the *arrow-catching* magical quality for 1 min. per character level of the rune master.

5th Level: When invoked somewhere clearly visible, it acts as a *calm emotions* spell on all creatures in a 20-ft. radius that can see it.

## TURISAZ

Meaning: Giants; thunder and lightning.

Mastery Bonus: You gain Giant as a bonus language. If you already know this language, you get a +1 circumstance bonus to sense motive checks against giants.

Associated Spells: Spells that enlarge you, grant *giant form*, or create thunder or lightning; any item that requires its creator or user to be a giant.

Powers: Mastery of *turisaz* grants you the following powers as you increase in level:

3rd Level: When inscribed on a weapon, *turisaz* grants it the shock quality for up to 1 hr. per level of the rune caster or for a number of successful strikes equal to the rune master's level (whichever occurs first). It does not stack with any similar qualities already present.

5th Level: When invoked on armor, it grants resist electricity 10 and a +2 profane bonus to the wearer's Strength score.

7th Level: If placed on an area, *turisaz* acts as a *glyph of warding*, exploding with a blast of thunder that inflicts 1d8 hp sonic damage for every two character levels of

the rune master.

## URUZ

Meaning: Wild ox, sacrifice to the gods, and strength.

Mastery Bonus: For the purposes of carrying capacity, treat your Strength score as if it were 2 points higher.

Associated Spells: *Bull's strength*, *remove curse*; other spells that grant blessings from the gods.

Powers: Mastery of *uruz* grants you the following powers as you increase in level:

3rd Level: When crafted on a shield, this rune invokes the power of the auroch's charge. It grants a +20 circumstance bonus to the wielder's next bull rush or overrun attempt. The bonus lasts for 24 hrs. or until used.

5th Level: When invoked on a living creature, *uruz* grants them *bull's strength*.

7th Level: When invoked on an appropriate sacrificial beast, this rune amends offenses the sacrifice giver may have made against the gods (treat as *remove curse*). Sometimes it may instead result in the gods delivering a different blessing upon the sacrifice giver, such as *geas/quest* or *divine power*.

## WUNJO

Meaning: Happiness and joy.

Mastery Bonus: Whenever you receive a morale bonus, the bonus is increased by one additional point.

Associated Spells: Any spell that provides a morale bonus.

Powers: Mastery of *wunjo* grants you the following powers as you increase in level:

1st Level: When invoked in an area, *wunjo* makes nearby creatures happy and content. Affected creatures gain a +2 bonus to Diplomacy but a -4 penalty to Perception and Sense Motive checks. The duration is 1 min. per level and the effect spreads in a radius from the rune that is 10 ft./level of the rune master. Unwilling targets may make a Will save to resist (DC 10 + half the rune master's character level + Wisdom bonus). A successful save makes a target immune to the same effect for 24 hrs.

3rd Level: Invoking *wunjo* on a creature grants them the effect of a *remove fear* spell. If the target is currently under the effects of *crushing despair* or another fear effect, the rune master may instead attempt to dispel it as if they had cast *dispel magic*.

10th Level: Inscribed on an object held aloft, *wunjo* provides allies with good hope.





## USING RUNES

Accessing the magic inherent within glyphs and runes requires the Rune Mastery feat, which is detailed below. In addition to mastering this feat, rune and glyph users must accomplish other, story-related tasks as listed in each section's description. More feats and traits for those who wish to use runes and glyphs can be found in *Deep Magic*. Prerequisites with asterisks are found in this section.

### DEEPER RUNE LORE (METAMAGIC)

You have mastered the secret powers of one of the sacred runes or a glyph.

**PREREQUISITES:** Wisdom 12 or higher, Rune Mastery\*.

**BENEFIT:** Choose one rune covered by your Rune Mastery feat. You may invoke one of the secret powers of this rune once per day as a spell-like ability. You may take this feat multiple times. Each time you learn the secret powers of a different rune.

### RUNESMITH (ITEM CREATION)

Runes you know provide prerequisite spells when creating magic items.

**PREREQUISITES:** Master Craftsman.

**BENEFIT:** When creating magical items, you may use a rune or glyph that you've mastered in place of a spell needed in its creation. See each rune's description for the spells associated with each rune.

### RUNIC BLOOD (MONSTER)

Some northern creatures are born with a natural attunement to a rune whose nature is similar to their own.

**PREREQUISITES:** Born in the frozen North.

**BENEFIT:** The creature gains all the benefits of Rune Mastery (see page 114) for a single chosen rune, but can invoke its power 3 times each day. The rune selected must fit thematically with the creature's nature, origin or abilities.

### RUNIC COUNTERSPELL (METAMAGIC)

Your mastery of runes is such that you can deflect magic that draws upon their universal power.

**PREREQUISITES:** Runic Spellcasting\*, ability to cast arcane or divine magic.

**BENEFIT:** When targeted by a spell associated with a rune you have mastered, you may counterspell it by sacrificing any spell that is one or more spell levels higher than the target spell.

**NORMAL:** Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

### RUNE MASTERY (METAMAGIC)

You are wise in the lore of one or more runes or glyphs.

**PREREQUISITES:** Wisdom 12 or more.

**BENEFITS:** Select two runes or glyphs. You gain the mastery bonus of each of these runes or glyphs and a +2 insight bonus when carving or scribing them onto an item with the Craft skill. You may select this feat multiple times. Each time you do, you gain the mastery bonus of two additional runes or glyphs. The bonus when carving or scribing any runes or glyphs does not stack.

### RUNIC POTENCE (METAMAGIC)

Your mastery of runes is deeper than that of others.

**PREREQUISITES:** Wisdom 15 or higher, Rune Mastery\* or Runic Blood\*.

**BENEFIT:** You may invoke the power of any rune (if applicable) you have mastered one more time each day. You may take this feat more than once. The effects are cumulative.

### RUNIC SPELLCASTING (METAMAGIC)

You know how to work mastered runes into your spellcasting, and to resist the magical effects of their associated spells.

**PREREQUISITES:** Rune Mastery\*.

**BENEFIT:** If you cast a spell associated with a rune or glyph you have mastered, you cast the spell as a caster of 1 level higher than normal. If you are targeted by such a spell, the DC of any saving throw is lowered by 1.

## SHADOW MAGIC

From the beginning of time, shadows have been respected and feared. Darkness brings a tingle to the spine, reminding us of a time when we felt trapped without light and the darkness itself seemed to prey on fear. Some of nature's deadliest predators hunt in darkness, and their ability to see when we can't makes us feel weak against their power.

The dark and wondrous power of Midgard's shadow magic can lend a sinister feel to an NPC or cast a player character as a cursed hero who uses the power of darkness for good at the cost of his or her own soul. Spellcasters who manipulate shadow draw this mysterious, unsettling energy from alien dimensions and turn it to their own uses.

### THE DEVOURER OF LIGHT (WITCH PATRON)

Instead of drawing power from a more traditional patron, some witches control power that stems from a pact they've made with a being from the Plane of Shadows—and this being's goal is to plunge the world into unending darkness. Such a witch may or may not share this ambition, but they have nonetheless sworn loyalty to this entity.

Unlike fiends who seek to corrupt and destroy, the Devourer of Light wants to make the Material Plane more like its own Shadow Realm. Many of its most powerful devotees were once liches, shadow dragons, death knights, vampiric wizards, or other shadow beings that existed



long enough to amass great power before abandoning their former paths to pursue the glorification of the night as an end in itself.

The Devourer of Light grants an expanded list of spells as a witch patron. The following spells are added to the witch spell list as the witch reaches the appropriate level and are found later in this section.

**DEVOURER OF LIGHT:** **2nd**—*claws of darkness*, **4th**—*dark path*, **6th**—*legion*, **8th**—*night terrors*, **10th**—*dark dementing*, **12th**—*become nightwing*, **14th**—*conjure shadow titan*, **16th**—*malevolent waves*, **18th**—*umbral storm*.

## SHADOW SPELLS

The following spells are available to characters who can cast them.

### BECOME NIGHTWING

**SCHOOL** transmutation; **LEVEL** alchemist 6, magus 6, sorcerer/wizard 6; **DOMAIN** darkness 6, **SUBDOMAIN** evil 6

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M (a piece of nightwing hide)

**RANGE** personal

**TARGET** you

**DURATION** 1 minute/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** no

By channeling the essence of the Shadow Realm into yourself, this spell imbues you with wings of shadow. For the duration of the spell, you gain a fly speed of 60 feet and a new attack option: nightwing breath.

Nightwing Breath: (30-ft. cone, 5d6 negative energy damage, Reflex DC 20 for half, usable every 1d4+3 rounds). You exhale shadow-substance in a 30-foot cone. Each creature in the area takes 5d6 negative energy

damage, or half damage with a successful Reflex saving throw (DC 20).

### BLACK RIBBONS

**SCHOOL** conjuration; **LEVEL** alchemist 1, magus 1, sorcerer/wizard 1

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M (a piece of ribbon)

**RANGE** close (25ft + 5ft/level)

**Area** 20-foot cube

**DURATION** 1 minute/level (D)

**SAVING THROW** Reflex negates; **SPELL RESISTANCE** no

You pull pieces of the Shadow Realm into your own reality, causing a 20-foot cube to fill with inky ribbons that turn the area into difficult terrain and wrap around nearby creatures. Creatures who fail their save gain the entangled condition. Any creature entering the area must save or gains the entangled condition, as the shadow ribbons wrap around them, and end their movement. Entangled creatures may attempt to break free as a move action, making a Strength or Escape Artist check (with a DC equal to the Reflex save of the spell).

Once a creature makes this saving throw successfully, it can't be restrained again by these *black ribbons*, but it's still affected by the difficult terrain.

### CALL SHADOW MASTIFF

**SCHOOL** conjuration (summoning); **LEVEL** bard 5, cleric/oracle 5, sorcerer/wizard 5, summoner 4, witch 5;

**DOMAIN** darkness 5; **SUBDOMAIN** dark tapestry 5;

**CASTING TIME** 1 round

**COMPONENTS** V, S, M (a dog's tooth)

**RANGE** close (25 ft. + 5 ft./2 levels)

**EFFECT** one summoned creature

**DURATION** concentration, up to 1 minute/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** no

## SHADOW SPELLS BY LEVEL

The following spells for various classes can be found in the Shadow Spells section.

Some spells on multiple spellcasting lists can be cast at varying levels depending on the casting character.

### CANTRIP

*douse light*

### 1ST LEVEL

*black ribbons*

*claws of darkness*

*cloak in shadow*

### 2ND LEVEL

*cloying darkness*

*dark path*

*darkbolt*

*negative image*

*shadow puppets*

### 3RD LEVEL

*legion*

### 4TH LEVEL

*night terrors*

*shadow monsters*

### 5TH LEVEL

*dark dementing*

*call shadow mastiff*

### 6TH LEVEL

*shadow realm gateway*

*become nightwing*

### 7TH LEVEL

*conjure shadow titan*

### 8TH LEVEL


*wail from*

*beyondmalevolent waves*

### 9TH LEVEL

*umbral storm*





You conjure a shadow mastiff from the essence of the Shadow Realm. This creature obeys your verbal commands to aid you in battle or to seek out a specific creature.

The mastiff is friendly to you and your companions. It obeys simple, verbal commands from you (giving a command is a free action), within its ability to act.

The mastiff disappears when it drops to 0 hit points or when the spell ends.

---

### CLAWS OF DARKNESS

**SCHOOL** evocation; **LEVEL** cleric/oracle 1, magus 1, shaman 1, sorcerer/wizard 1, witch 1

**CASTING TIME** 1 standard action

**COMPONENTS** V, S

**RANGE** self

**EFFECT** personal

**DURATION** 1 minute/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** yes

You shape shadows into claws that grow from your fingers and drip inky blackness. You can make melee attacks with these claws that deal 1d6 (+1/caster level, maximum +10) cold damage, and the claws have a reach of 10 feet. You are considered proficient with these claws. Do not apply Strength bonuses, if any, to the damage from this effect. They have a critical hit multiplier of x2, a critical threat range of 19-20, and cannot be sundered or disarmed. They are considered magic and cold iron for the purposes of damage reduction.

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### CLOAK IN SHADOW

**SCHOOL** abjuration; **LEVEL** cleric/oracle 1, sorcerer/wizard 1, witch 1

**CASTING TIME** 1 immediate action

**COMPONENTS** V, S



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## SHADOW CLASS OPTIONS

For some spellcasters, their natural magical abilities come from a place drained of color, where light fights a losing battle against the relentless encroachment of darkness. In the distant past, these spellcasters' ancestors were touched by the Shadow Realm, and this contact has left its mark on their family bloodlines. See *Deep Magic* for more details about the shadow bloodline.

Additionally, other characters often manifest a deep connection to shadow in other ways. For more about the night herald witch archetype and the whisper rogue archetype, see page 48 and 54 in Chapter 2.

**RANGE** personal

**TARGET** self

**DURATION** instantaneous

**SAVING THROW** none; **SPELL RESISTANCE** no

You siphon energy from the Shadow Realm to protect yourself from a sudden threat. As an immediate action, you pull shadows around yourself to distort reality. The attack against you suffers a 30% miss chance, and you have DR 3/light until the start of your next turn.

---

### CLOYING DARKNESS

**SCHOOL** necromancy; **LEVEL** cleric/oracle 2, sorcerer/wizard 2, witch 2

**CASTING TIME** 1 standard action

**COMPONENTS** V, S

**RANGE** close (25 feet + 5 feet/2 levels)

**DURATION** 1 round/level

**SAVING THROW** Fortitude negates, see text; **SPELL RESISTANCE** no

You reach out with a hand of decaying shadows. Make a ranged touch attack. If the attack hits, the target takes 1d6/level (maximum 5d6) negative energy damage and must make a Fortitude save. If it fails, its visual organs are enveloped in shadow, causing it to treat all lighting as if it's one step lower in intensity (it treats bright light as dim, dim light as darkness, and darkness as magical darkness). Undead creatures suffer damage and visual impairment from this spell. Creatures without visual organs are unaffected by this spell. Multiple castings of this spell stack, causing the level of lighting to be considered worse for the target with each effect.

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### CONJURE SHADOW TITAN

**SCHOOL** conjuration; **LEVEL** cleric/oracle 7, sorcerer/wizard 7, summoner 6

**CASTING TIME** 10 minutes

**COMPONENTS** V, S, M (phase spider silk)

**RANGE** medium (100 feet + 10 feet per caster level)

**EFFECT** 1 summoned creature

**DURATION** 5 minutes/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** no

You summon a shadow titan, which appears in an unoccupied space that you can see within range. The shadow titan's statistics are identical to a stone giant's, with two differences: its camouflage ability works in dim light instead of rocky terrain, and the "rocks" it hurls are composed of shadow-stuff and cause cold damage.

The shadow titan is friendly to you and your companions. Roll initiative for the shadow titan; it acts on its own turn. It obeys verbal or telepathic commands that you issue to it (giving a command takes no action on



your part). If you don't issue any commands to the shadow titan, it defends itself from hostile creatures but otherwise takes no actions.

The shadow titan disappears when it drops to 0 hit points or when the spell ends.

## DARK DEMENTING

**SCHOOL** enchantment (compulsion); **LEVEL** cleric/oracle 5, sorcerer/wizard 5

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M (a moonstone)

**RANGE** medium (100 + 10 feet/level)

**TARGET** One creature

**DURATION** 1 day/level or 1 round/level; see text

**SAVING THROW** Will partial; **SPELL RESISTANCE** yes

A dark shadow creeps across the target's mind and leaves a small bit of shadow essence behind, triggering a profound fear of the dark. The target creature must make a Will save. If it fails, the target gains the frightened condition anytime they are in an area of dim illumination or darker for the duration of the effect. If the saving throw succeeds, the target instead gains the confused condition for 1 round/level. The target may make another save each round, at the beginning of their turn, against this effect; success indicates the condition ends.

## DARK PATH

**SCHOOL** conjuration; **LEVEL** magus 2, sorcerer/wizard 2, summoner 2

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M (a lodestone)

**RANGE** close (25 feet + 5 feet/2 levels)

**EFFECT** a path 10 feet wide, up to 50 feet long.

**DURATION** 5 minutes + 1 minute/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** yes

You conjure a shadowy road between points to create a bridge or path where there was none before. This can bridge a chasm or create a smooth path through difficult terrain to speed movement. The *dark path* is 10 feet wide and up to 50 feet long. It can support up to 1,000 pounds of weight at one time. A creature that adds more weight than the path can support or does not suppress their magic resistance for this effect sinks through the path as if it didn't exist.

## DARKBOLT

**SCHOOL** evocation [cold]; **LEVEL** bloodrager 2, magus 2, sorcerer/wizard 2, summoner 2

**CASTING TIME** 1 standard action

**COMPONENTS** V, S

**RANGE** close (25 + 5 feet/2 levels)

**EFFECT** one or more rays

**DURATION** instantaneous


**SAVING THROW** Fortitude partial, see text;

**SPELL RESISTANCE** yes

You say a quick invocation to create a black nimbus around your hand, then hurl a ray of darkness at one or more targets in range. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). The rays can be divided between targets however you like, but each target must be within 30 feet of each other and







fired simultaneously. Make a ranged touch attack for each ray; each ray that hits does 3d6 cold damage. A target that was hit by any number of rays must make a successful Fortitude save or be unable to use an immediate action or make attacks of opportunity until the start of its next turn.

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### DOUSE LIGHT

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**SCHOOL** transmutation; **LEVEL** cleric/oracle 0, sorcerer/wizard 0, witch 0

**CASTING TIME** 1 standard action

**COMPONENTS** V, S

**RANGE** close (25 feet + 5 feet/2 levels)

**TARGET** 1 light source

**DURATION** instantaneous or 1d4 minutes (see text)

**SAVING THROW** none; **SPELL RESISTANCE** no

With a hand gesture and an incantation, you are able to douse a single, small source of light within range. This spell extinguishes a torch, a candle, a lantern, or a *light* or *dancing lights* effect.

A creature with the fire subtype targeted by a *douse light* spell takes 1d6 points of damage (no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 minutes unless it succeeds on a Will save. Artifacts are immune to this effect.

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### LEGION

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**SCHOOL** illusion (shadow); **LEVEL** cleric/oracle 3, sorcerer/wizard 3

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M (a tiny cold iron weapon)

**RANGE** medium (100ft + 10 feet/level)

**Area** 10-foot cube

**DURATION** 1 round/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** no

You call down a legion of shadowy soldiers in a 10-foot cube. They are conjured from the Shadow Realm, and their features resemble a mockery of once-living creatures. Whenever a creature starts its turn inside the cube, or enters the cube for the first time on its turn, the conjured shades make an attack with an attack bonus equal to (caster level + casting ability score modifier, minimum +1). If the attack hits, the target takes 3d8 negative energy damage. The space inside the cube is difficult terrain.

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### MALEVOLENT WAVES

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**SCHOOL** conjuration; **LEVEL** cleric/oracle 8, sorcerer/wizard 8

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M/DF (a profane object that has been bathed in blood)

**RANGE** 60 ft.

**Area** 30-foot

**DURATION** concentration, up to 1 minute/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** no

You create a hazy black miasma that fills the area within 30 feet of you. The area of effect can move with you or be made stationary. A number of creatures (1 per level) are considered your allies for this effect; all others are your enemies. Allies gain a +8 profane bonus to Stealth checks they make within 30 feet of you, and may make these checks to hide, even while being observed. All enemies within the area of effect must make a Fortitude save or be poisoned (1/round for 8 rounds, 1d3 Constitution damage, 1 save to cure). Once the poison effect has been cured, a creature may no longer be poisoned by this casting of *malevolent waves*.

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### NEGATIVE IMAGE

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**SCHOOL** conjuration (teleportation); **LEVEL** cleric/oracle 2, magus 2, sorcerer/wizard 2

**CASTING TIME** 1 standard action

**COMPONENTS** V, S

**RANGE** medium (100 feet + 10 feet/level)

**TARGET** you and one other creature

**DURATION** instantaneous

**SAVING THROW** Will negates; **SPELL RESISTANCE** yes

You create a shadow-tunnel between your location and one other creature you can see within range. You and the target creature instantly swap positions. If the target is carrying another creature, the carried creature is left behind. Carried objects are never left behind. If the target creature is unwilling to exchange places with you, it can resist the effect by making a Will save. If the save succeeds, the spell has no effect.

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### NIGHT TERRORS

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**SCHOOL** enchantment (compulsion); **LEVEL** cleric/oracle 4, sorcerer/wizard 4, witch 4

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M/DF (a crow's eye)

**RANGE** medium (100 feet + 10 feet/level)

**Area** 20-foot burst.

**DURATION** 1 round/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** no

You amplify the fear of darkness that lurks in the heart of all creatures. Select a target point you can see within the spell's range. Every creature within 20 feet of that point becomes terrified until the start of your next turn and must make a successful Will save or gain the paralyzed condition. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If the Will save succeeds, the creature is shaken for one round. Creatures immune to being fear



effects are not affected by *night terrors*. Creatures entering the area after casting are not affected.

## SHADOW MONSTERS

**SCHOOL** illusion (phantasm); **LEVEL** cleric/oracle 4, sorcerer/wizard 4, witch 4

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M/DF (a doll)

**RANGE** medium (100 feet + 10 feet/level)

**TARGET** one or more creatures

**DURATION** 1 round/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** no

Your spell targets 1 creature for every 4 caster levels within range, creatures must be within 30 feet of each other. Each creature must make a Will save. If the save fails, the creature perceives its allies as hostile, shadowy monsters, and it must attack its nearest ally. An affected creature repeats the Will save at the end of its turn, ending the effect on itself with a successful save.

## SHADOW PUPPETS

**SCHOOL** transmutation; **LEVEL** cleric/oracle 2, sorcerer/wizard 2, witch 2

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M/DF (pinch of powdered lead)

**RANGE** close (25 feet + 5 feet/2 levels)

**TARGET** one creature's shadow

**DURATION** concentration, up to 1 round/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** no

You are able to animate the shadow of a creature within range, causing it to attack the creature who cast it. The shadow attacks the creature with a bonus equal to your caster level plus your casting ability score modifier (minimum +1). If it hits, the target takes 2d8+(caster level) negative energy damage and must make a successful Will save or be paralyzed until the start of your next turn. Creatures without shadows are unaffected by this spell. Creatures which are not within 10 feet of a surface bearing their shadow are immune to this spell.







## UMBRAL STORM

**SCHOOL** necromancy; **LEVEL** cleric/oracle 9, sorcerer/wizard 9

**CASTING TIME** 1 standard action

**COMPONENTS** V, S

**RANGE** long (400 feet + 40 feet/level)

**Area** 20-foot radius sphere

**DURATION** concentration, up to 1 minute/level (D)

**SAVING THROW** none; **SPELL RESISTANCE** no

You create a channel to a region of the Shadow Realm that is inimical to life and order. A storm of dark, raging entropy fills a sphere 20 feet in radius, centered on a point you can see within range. Any creature that starts its turn in the storm or enters it for the first time on its turn takes 6d8 negative energy damage and gains one negative level; a successful Fortitude save halves the damage and prevents the negative level.

You can use a move action on your turn to move the area of the storm 30 feet in any direction.

## WAIL FROM BEYOND

**SCHOOL** necromancy; **LEVEL** bard 6, cleric 7, sorcerer/wizard 8

**CASTING TIME** 1 standard action

**COMPONENTS** V, S, M/DF (earth from a grave)

**RANGE** 30 ft.

**Area** cone-shaped burst

**DURATION** instantaneous

**SAVING THROW** Will partial; **SPELL RESISTANCE** yes

You emit a soul-shattering wail. Every creature within a 30-foot cone who hears the wail must make a Will save. Those that fail lose half their remaining hit points (rounded up) and gain the frightened condition; a

frightened creature receives a new saving throw to end the condition at the end of its turn after the first round this spell is in effect, and the spell ends when this effect ends. Those who succeed on their initial saving throw take half damage and aren't frightened. This spell has no effect on constructs and undead.

## SHADOW RITUAL

The following occult ritual uses the rules from *Pathfinder Roleplaying Game Occult Adventures*.

## SHADOW REALM GATEWAY

**SCHOOL** conjuration (calling); **LEVEL** 6

**CASTING TIME** 60 minutes

**COMPONENTS** V, S, M (a piece of black chalk mixed with diamond dust worth at least 500 gp), SC 0

**SKILL CHECKS** Knowledge (arcana) DC 24, 3 successes; Knowledge (planes) DC 24, 3 successes

**RANGE** close (25 feet + 5/2 levels)

**TARGET** one 15-foot circle; see text

**DURATION** 10 minutes (D); see text

**SAVING THROW** none; **SPELL RESISTANCE** yes

**BACKLASH** The primary caster is exhausted.

**FAILURE** The portal creates a temporary one-way link with a random location, immediately delivering a hostile shadow demon (Pathfinder Roleplaying Game Bestiary). At the GM's discretion, the creature may be accompanied by 1d3 additional shadow demons.

## EFFECT

By drawing a circle of black chalk up to 15 feet in diameter and chanting for one hour as the sun sets, culminating as the last beams pass over the horizon, you open a portal directly into the Plane of Shadow. The portal fills the chalk

LEVEL	EFFECT
1	Suffer a -2 profane penalty to Wisdom and Charisma based skill checks made against non-shadow creatures. Your skin becomes deathly pale.
2	Gains darkvision out to 30 feet, or increases existing darkvision by 30 feet. Your eyes become fully black, as your pupils enlarge.
3	You suffer a -4 profane penalty to Perception checks and attack rolls made while in bright light. This stacks with the penalty from level 1. Your eyes become bigger.
4	You suffer a -2 penalty to all saving throws made while in bright light. Your physical frame grows thinner and slightly hunched.
5	Beginning your turn in sunlight or a daylight spell causes you to gain the fatigued condition and you must make a DC 15 Will save every minute. The DC increases by 1 for each minute you've spent in sunlight. If you are already fatigued, you gain the exhausted condition. If you are already exhausted, you take 1d4 points of damage each round. When you gain a new condition, the DC of the Will saving throw resets to 15. If you make your save when you would normally take damage, you take no damage that round. Once you take damage, you do not stop taking damage until you spend two rounds out of sunlight.
6	Becomes a shadow thrall (see page 121)



circle and appears as a vortex of inky blackness; nothing can be seen through it. Any object or creature that passes through the portal instantly arrives safely in the Shadow Realm. The portal remains open for ten minutes or until you dismiss it, and it can be used to travel between the Shadow Realm and the chalk circle, in both directions, as many times as desired during the spell's duration.

## SHADOW CORRUPTION

The Shadow Realm pushes its tendrils ever farther into places and creatures it can reach. Striking bargains with dark powers, lingering too long in places infused with shadow, and even simply eating the wrong food in the Shadow Realm confers lingering taint.

Creatures corrupted by shadow grow distracted and withdrawn, shunning light in all its forms. At the most severe levels, the corrupted creature gives itself over wholly to the Shadow Realm. Constructs, outsiders, and undead aren't susceptible to shadow corruption. Constructs (other than gearforged, or similar construct-like creatures) lack souls, and the essential nature of outsiders and undead are already spoken for by darkness of another sort.

Shadow corruption is measured in six levels, similar to exhaustion. An effect can give a creature one or more levels of shadow corruption, as specified in the effect's description (see table below).

If a corrupted creature suffers another effect that causes shadow corruption, its current level of shadow corruption increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of shadow corruption as well as all lower levels.

An effect that removes shadow corruption reduces its level as specified in the effect's description, with all shadow corruption effects ending if a creature's shadow corruption level is reduced below 1.

For each week spent in the Shadow Realm, a susceptible creature must make a DC 10 Will save. On a failure, the creature gains 1 level of shadow corruption. On a success, the creature resists corruption for the time being, but the DC of future saves made for this reason increase by 1. The DC returns to 10 when the creature gains one or more levels of shadow corruption, or when it spends at least one

week outside the Shadow realm.

Shadow corruption can be removed in two general ways:

- A corrupted creature who spends 1 week per current level of shadow corruption outside the Shadow Realm reduces its level of shadow corruption by 1. If the creature casts or is affected by a shadow magic spell during this time, the recovery is spoiled and the recovery time starts over.
- A *break enchantment*, *dispel evil*, or *dispel good* spell cast on a creature reduces its shadow corruption level by 1.

**CREATURES OF SHADOW.** A creature that is native to the Shadow Realm, or possesses at least 1 level of shadow corruption is considered a creature of shadow.

## NEW CONDITIONS

At the GM's discretion, PCs who spend significant time on the Shadow Plane or interacting with creatures native to that plane may be susceptible to the following new conditions.

**DESPONDENT:** A creature that is despondent gains the fatigued condition. No amount of rest removes this condition (only the removal of the despondent condition). Further, the creature suffers a -2 penalty on ability and skill checks. The creature gains a +2 profane bonus on saving throws against being mind-affecting effects, and a -2 penalty on all other saving throws. *Calm emotions* suppresses the despondent condition for the spell's duration. *Lesser restoration* or more powerful magic ends the condition.

**SHADOW THRALL:** A creature that has this condition is considered a native denizen of the Shadow Realm, and won't willingly leave. If forced to leave, it gains the despondent condition until it returns. The thrall's form becomes mottled with shifting patches of inky blackness. It automatically fails all Wisdom- and Charisma-based skill checks and ability checks against a non-shadow creature, with the exception of checks meant to Intimidate. The thrall is considered charmed by any fey or shadow fey native to the Shadow Realm who has an Intelligence or Charisma score higher than 14. This charmed effect can't be removed as long as the creature is a shadow thrall, but it can be suppressed.

## VRIL SPELLS BY LEVEL

The following vril spells for various classes can be found in the Vril Spells section beginning on page 124.

### 1ST LEVEL

*vril refraction*  
*vril annexation*

### 2ND LEVEL

*vril converter*  
*vril transistor*

### 3RD LEVEL

*vril feedback*  
*vril tulpa*  
*vril vampirism*

### 5TH LEVEL

*greater vril annexation*





## VRIL MAGIC

Vril is the mysterious, primal force that makes up the underlying elements of arcane energy. First harnessed by antediluvian cultures and focused through vril staves and hollow rods, this raw magical power once allowed mighty arcanists to heal wounds, control the minds of others, and raise incredible cities. Capable of both incredible destructive force and miraculous healing, vril flows through the veins of all those capable of wielding arcane power—whether they realize it or not.

The primitive essence of raw vril has long since been harnessed and refined in history's slow march toward magic as it is taught in magical academies and colleges. There are still those, though, who abandon traditional magic in favor of the raw power and purity of vril. These arcanists wield vril's healing and destructive incarnations—as well as its telepathic and telekinetic qualities—with incredible skill.

In addition to references to the bloodline and archetypes found elsewhere in this book, this section contains vril feats and items. Ultimately, vril is a subsystem that converts prepared spells and spell slots into raw destructive or healing energy. All other modular mechanics, including spells and feats, blossom from this concept.

Spellcasters who eschew a vril-related bloodline or archetype have other options available; the Vril Heritage feat (see page 122), for example, represents the first step for such casters to explore the concept. This feat provides a gateway to channeling and manipulating vril blasts through feats rather than class abilities. Lastly, dabblers may explore strictly spell-based options, granting themselves the temporary use of vril blasts, and, again, the augmenting spells that accompany the use of this force.

### VRIL FEATS

The following feats open up vril channeling to arcane spellcasters or allow vril users to create powerful new effects with vril. The Vril Heritage and subsequent Vril Channeler feats are the first steps of a vril feat chain for arcane spellcasters who do not subscribe to a vril archetype or bloodline. Prerequisites with asterisks appear in this section.

#### VRIL AMPLIFICATION

Your vril blasts are more potent.

**PREREQUISITES:** Arcane spellcaster, Vril Channeler\* feat or vril blast class feature, caster level 6th.

**BENEFIT:** The damage you deal with your vril blasts increases by one damage dice (1d4 increases to 1d6, 1d6 to 1d8, etc.). This feat can be taken once for every six levels the spellcaster possesses.

#### VRIL CHANNELER

Though not as talented as those devoted to its pure study, you can convert the arcane energy of spells into a blast of

raw vril to attack foes and heal allies.

**PREREQUISITES:** Vril Heritage\* feat, arcane spellcaster, caster level 3rd.

**BENEFIT:** As a standard action, you can sacrifice a prepared spell or an unused spell slot of 1st level or higher and channel it as a blast of raw vril. Resolve this as a ranged touch attack with a range increment of 30 ft. The vril ray can combine with feats such as Point-Blank Shot and Weapon Focus. This attack deals 1d4 hp damage per spell level sacrificed +1 hp per caster level. Alternatively, the blast heals 1 hp damage for every level of the sacrificed spell or spell slot +1 hp per caster level. Note that 0-level spells cannot be converted in this manner.

#### VRIL HEALER

Your vril healing is more potent.

**PREREQUISITES:** Vril Channeler\* feat or vril blast class feature, caster level 5th.

**BENEFIT:** When using your vril for healing, add your spellcasting class's key ability score bonus (Intelligence for wizards, and so on) to the hp total you heal.

#### VRIL HERITAGE

Either through ritualistic head binding or ancient ancestry, you have cultivated some of the mental powers of primordial spellcasters.

**BENEFIT:** You can use mage hand as a spell-like ability a number of times per day equal to 3 + your Charisma modifier.

#### VRIL MANEUVERIST

You can manipulate your vril blasts to initiate combat maneuvers.

**PREREQUISITES:** Vril Channeler\* feat or vril blast class feature, caster level 7th.

**BENEFIT:** When attacking using your vril blast, you can elect to forgo damage and instead initiate one of the following combat maneuvers: bull rush, disarm, reposition, or trip. Your CMB for this attack is equal to your caster level + the level of the sacrificed spell + your spellcasting class's key ability score bonus (Intelligence for wizards, and so on).

#### VRIL METABOLIST

You can metabolize the failed spell energy of other casters into vril energy to power your own blasts.

**PREREQUISITES:** Vril Channeler\* feat or vril blast class feature, caster level 9th.

**BENEFIT:** Anytime you successfully save against a single-target spell or a ray directed at either you or your gear, you can absorb the spell's energy into your body. For one round afterward, you can convert this energy to power any vril abilities that rely on sacrificed spell slots. You store this energy for 1 round, and during that time you can convert this energy to power your vril-based special abilities. Rather than sacrificing your own prepared spells



or spell slots, you use the absorbed spell's level to calculate the ability's effects. You can absorb, but not expend, spell energy of levels greater than those you can cast, and any additional energy absorbed from spell slots of higher level than you can cast immediately dissipates. All the absorbed energy dissipates after 1 round if not used.

## VRIL METAMAGICIAN

You are able to metamagically manipulate your vril blasts with known metamagic feats.

**PREREQUISITES:** Vril Channeler\* feat or vril blast class feature, caster level 7th.

**BENEFIT:** You can apply metamagic feats you know to your vril blasts as a move action. There is no level adjustment for this application of the metamagic to the sacrificed spell or spell slot, but you can only manipulate your vril blasts with a number of adjusted spell slots per day equal to your class's key ability modifier (Intelligence for wizards, and so on). For example, a vril adept wizard with an 18 Intelligence (+4 modifier) and the Empower Spell metamagic feat (which has a spell slot adjustment of 2) could apply that metamagic feat to his vril blasts twice daily, at the cost of 2 uses per application. Alternatively, the same vril adept with Maximize Spell and Ectoplasmic Spell feats could apply each metamagic feat to his vril blasts only once daily (3 points for Maximized Spell, and 1 point for Ectoplasmic spell).

## VRIL SCULPTOR

You are able to shape your vril blasts.

**PREREQUISITES:** Vril Channeler\* feat or vril blast class feature, caster level 7th.

**BENEFIT:** As a full round action, you can sculpt the energy of your vril blast's normal ray attack into either a 10-ft.-radius burst centered on you, a 20-ft. cone-shaped burst, or a 30-ft. line. You do not make a normal attack roll. Instead, creatures caught in the area of effect take half damage on a successful Reflex save. The DC versus this effect is equal 10 + the level of the sacrificed spell + your spellcasting class's key ability score bonus (Intelligence for wizards, and so on). You may use this ability a number of

times per day equal to your spellcasting class's key ability score bonus.

## VRIL ITEMS

Historically, vril is heavily associated with the flute-like staves and rods meant to harness its magical energy. These two magic items are described below.

### VRIL STAFF

**PRICE** 82,000 gp; **AURA** strong transmutation, faint enchantment; **CL** 13th

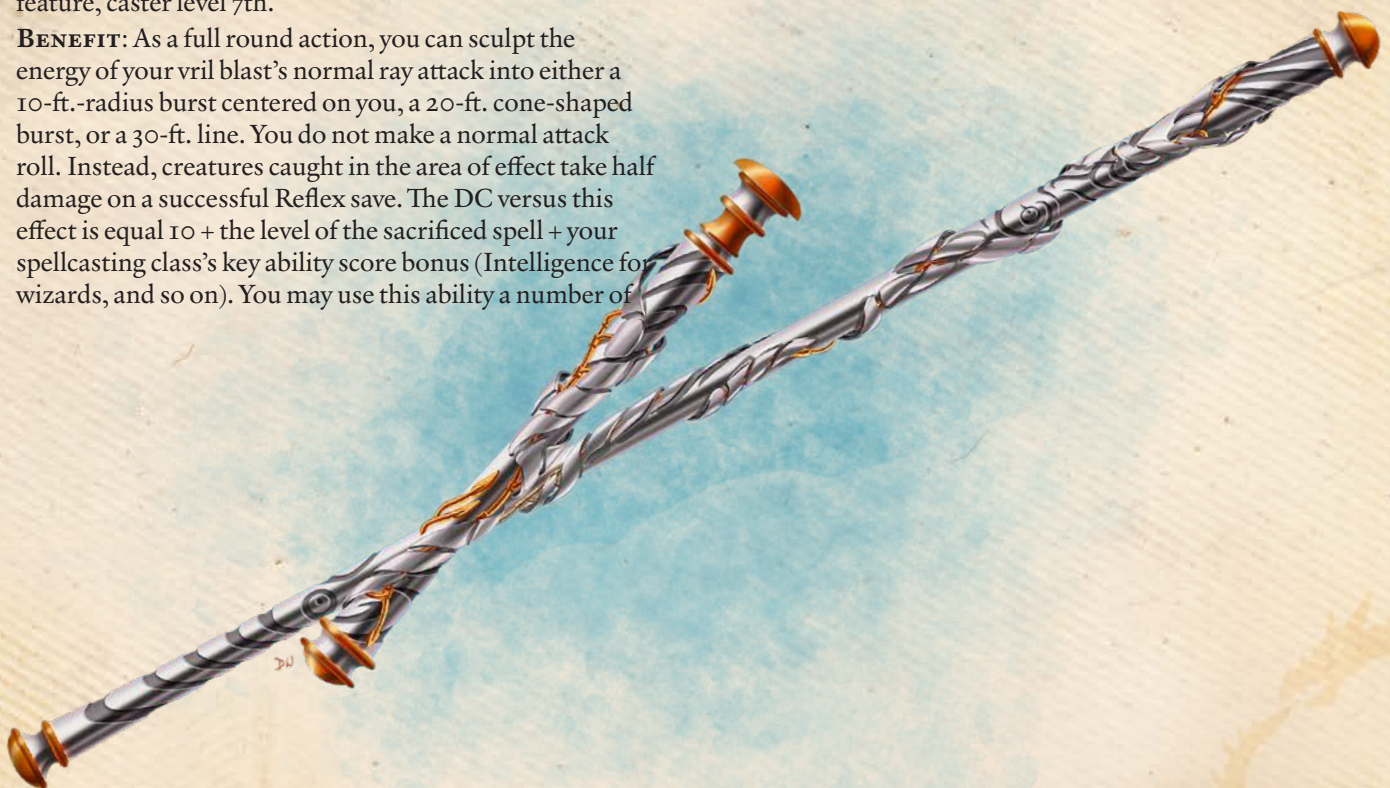
**SLOT** none; **WEIGHT** 5 lb.

#### DESCRIPTION


This staff is a silver, hollow tube of metal capped at either end with copper plates and etched with indecipherable glyphs. Small keys, like those of a flute, cover the length of the staff and control its power. It allows the use of the following spells:

- *charm person* (1 charge)
- *mage hand* (1 charge)
- *cure light wounds* (1 charge)
- *cure moderate wounds* (2 charges)
- *telekinesis* (2 charges)
- *repulsion* (3 charges)

In the hands of a creature with at least a 15 Intelligence, the *vril staff* grants a +4 competence bonus to all Bluff and







Intimidate skill checks. Spellcasters capable of channeling vril blasts can use the *vril staff* in a sort of retributive strike, which permanently destroys the staff. As a full-round action, the wielder can sacrifice all of their prepared spells or available spell slots into a single, devastating blast, releasing a 120-ft. line of vril energy. Everything caught in the line take 1d6 hp damage for each spell level sacrificed. This damage bypasses the objects' hardness. All affected can make DC 17 Reflex saves to reduce the damage by half.

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**CONSTRUCTION REQUIREMENTS**

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Craft Staff, *charm person*, *eagle's splendor*, *mage hand*, *telekinesis*; **COST** 41,000 gp

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**HOLLOW ROD**

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**PRICE** 33,000 gp; **AURA** strong (no school); **CL** 17th  
**SLOT** none; **WEIGHT** 5 lbs.

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**DESCRIPTION**

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Only those initiated in the subtleties of vril use can distinguish a *hollow rod* from its immediate kin, the slightly longer *vril staff*. While the *hollow rod* can be wielded as a +2 light mace, its true power lies in its manipulation of vril force. Three times per day, the user may utilize the *hollow rod* in conjunction with a vril blast to augment its destructive or healing capabilities. This is done by sacrificing any two available prepared spells or spell slots to power the blast, calculating the damage or healing effects as normal based on this combined expenditure. It is permissible to combine the rod's augmented blast with feats possessed or spells used by the rod's wielder.

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**CONSTRUCTION REQUIREMENTS**

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Craft Rod, Vril Metamagician (see page 123);  
**COST** 16,500 gp

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**VRIL SPELLS**

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The following spells use the power of vril to accomplish powerful magic.

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**VRIL ANNEXATION**

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**SCHOOL** transmutation; **LEVEL** sorcerer/wizard 2

**CASTING TIME** 1 swift action

**COMPONENTS** S

**RANGE** personal

**TARGET** you

**DURATION** 1 round

This spell allows you to convert a selected touch-range spell into compatible vril energy, effectively delivering its effects at a range through a ray of vril rather than dealing the vril blast's normal damage or healing. When you cast this spell, select any touch-range spell of 4th level or lower that you can cast. This prepared spell or spell slot of the appropriate level is converted into vril energy and stored for 1 round, during which time you can unleash a vril

blast as a standard action. You must make a ranged touch attack roll for this ray with a +2 bonus. This ray delivers the effects of the sacrificed-touch range spell to the target. If the converted energy of the spell is not used in 1 round, the spell energy is wasted.

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**VRIL ANNEXATION, GREATER**

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**SCHOOL** transmutation; **LEVEL** sorcerer/wizard 5

**CASTING TIME** 1 swift action

**COMPONENTS** S

**RANGE** personal

**TARGET** you

**DURATION** 1 round

As vril annexation, but your blast delivers the converted touch spell and deals a normal amount of damage (1d6 hp damage per spell level sacrificed +1 hp per caster level) or healing (2 hp for every level of the sacrificed spell or spell slot +1 hp/ccaster level). If the converted energy of the spell is not used in 1 round, the spell energy is wasted.

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**VRIL CONVERTER**

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**SCHOOL** transmutation; **LEVEL** sorcerer/wizard 2, magus 2

**CASTING TIME** 1 standard action

**COMPONENTS** S

**RANGE** personal

**TARGET** you

**DURATION** 1 round/level

For the duration of this spell, you are able to convert spell energy into searing rays of raw, primordial force by sacrificing prepared spells or unused spell slots of 1st level or higher and channeling them into blasts of raw vril. This ray resolves as a ranged touch attack with a range increment of 30 ft. This attack deals 1d6 hp damage per spell level sacrificed +1 per caster level. Alternatively, the blast heals 2 hp for every level of the sacrificed spell or spell slot +1 per caster level. 0-level spells cannot be converted in this manner.

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**VRIL FEEDBACK**

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**SCHOOL** transmutation; **LEVEL** sorcerer/wizard 3, magus 3

**CASTING TIME** 1 immediate action; see text

**COMPONENTS** V, S

**RANGE** personal

**TARGET** you

**DURATION** instantaneous

You convert an enemy's destructive spell energy into a vril reservoir from which you can temporarily draw to power your own abilities. You can cast this spell as an immediate action after successfully saving against a single-target spell or a ray directed at yourself or your gear. When you do, you



absorb that hostile spell's energy into your body. You store this energy for 1 round, and during that time you can use it to power any vril-based special abilities you can use, rather than sacrificing your own prepared spell slots. Use the absorbed spell's level to calculate the ability's effects. You can absorb, but not expend, spell energy of levels greater than those you are capable of casting. The spell level you can harness and expend through your vril-based ability is limited by the highest-level spell slot or prepared spell you can cast. Any additional energy absorbed from spell slots of higher level than you can cast immediately dissipates. In any case, all the absorbed energy dissipates after 1 round if not used.

## VRIL REFRACTION

**SCHOOL** transmutation; **LEVEL** sorcerer/wizard 1

**CASTING TIME** 1 swift action

**COMPONENTS** S

**RANGE** personal

**TARGET** you

**DURATION** 1 round/level

For the duration of this spell, you can refract your vril blasts, splitting your vril ray into two. Each ray attack is resolved as a separate ranged touch attack, and each target takes half as much damage or healing as normal (round down).

## VRIL TRANSISTOR

**SCHOOL** transmutation; **LEVEL** sorcerer/wizard 2, magus 2

**CASTING TIME** 1 standard action

**COMPONENTS** S

**RANGE** personal

**TARGET** you

**DURATION** 1 round/level

This spell greatly enhances the damage and range of channeled vril energy. For the duration of the spell, any vril blast or special ability that inflicts vril-based damage is treated as if it were empowered, as the metamagic feat Empower Spell. Increase all variable numeric effects by half. In addition, the effect's range or area increases by 50%.

## VRIL TULPA

**SCHOOL** transmutation; **LEVEL** sorcerer/wizard 3

**CASTING TIME** 1 standard action

**COMPONENTS** V, S

**RANGE** personal

**TARGET** you

**DURATION** special (see below)

This spell creates a tulpa, or thoughtform, made of pure

vril energy harvested from a sacrificed spell. When you cast this spell, select any other prepared spell or available spell slot of 1st-level or higher. You shape the harvested vril energy of that slot into an adjacent thoughtform, creating a silvery, quasi-real version of yourself. The tulpa is tethered to your body via a fine, mercurial umbilical cord. The thoughtform looks like you but has a silvery translucence, and it can be used just like an *unseen servant*, with an effective Strength score of 2 (so it can lift 20 lbs., drag 100 lbs., exert 20 lbs. of force, and use skills that can be used untrained with a DC no higher than 10). The tulpa has a base land speed equal to your own, and for each level of the sacrificed spell, the tulpa has 4 hp, a duration of 2 rounds, and an AC equal to 10 + the sacrificed spell's level. As a move action, you can direct the thoughtform to move (it cannot fly, climb, or even swim, though it can walk on water). The umbilical tether has a length of 10 ft. per spell level sacrificed to create it, and if the tulpa is directed to move beyond this range, the tether snaps and the tulpa is immediately dismissed. During your turn, you can switch from using your senses to those of the tulpa, or back again, as a swift action, and when doing so you can see through its eyes and hear through its ears as if you were standing where it is. While you are using its senses, your body is considered helpless. The tulpa is primarily a remote viewing thoughtform, easily directed around corners and into rooms within range of its umbilical tether. For non-vril specialists, the tulpa cannot attack in any way; it is never allowed an attack roll. It can be attacked and targeted (it gets no saves against attacks and cannot fight defensively), and it dissipates immediately if it takes damage equal to or greater than its hp. If the tulpa is destroyed while you are sharing its senses, your senses are shunted back to your body and you are staggered for 1 round. Those proficient in manipulating vril (those capable of producing vril blasts, either through an archetype, bloodline, feat, spell, or wizard school) can sacrifice spells and channel vril blasts through the umbilical tether when sharing the tulpa's senses, with the blasts originating from the thoughtform instead of from the caster. You must still roll an attack roll as normal.

## VRIL VAMPIRISM

**SCHOOL** transmutation; **LEVEL** sorcerer/wizard 3

**CASTING TIME** 1 swift action

**COMPONENTS** V, S

**RANGE** personal

**TARGET** you

**DURATION** 1 round

**SAVING THROW** special (see below); **SPELL RESISTANCE** yes

This spell allows you to augment your next vril blast by drawing life energy from your target. On any round in which you cast this spell as a swift action, you can sacrifice spells or spell slots as normal to create vril blasts. If you



# FEATS AND TRAITS



## 5

From the dragonkin warriors of the Mharoti Empire to the trollkin bruisers of the Southlands to the eclectic humans across the world, Midgard is full of characters with specialized talents, skills, and traditions. The feats and traits in this chapter are meant to help reflect these diverse backgrounds, and to aid in the creation of player characters who are as unique as the land from which they hail.

Presented are racial traits for dragonkin, dwarves, elfmarked, gearforged, gnomes, humans, kobolds, ravenfolk, and trollkin. Metamagic feats follow these options, followed by regional feats. Regional traits are presented at the end of this chapter.





## FEAT DESCRIPTIONS

The feats in this chapter are summarized on the tables below, which are organized into racial, metamagic, and regional feats. Feats with asterisks are found in this chapter.

TABLE 5-1: DRAGONKIN FEATS

FEAT	TYPE	PREREQUISITES	BENEFITS
By The Color Of The Scales	Combat	Dragonkin, Draconic Aspect*, Dragon Skin Style*, base attack bonus +9	Increase the benefits of the Draconic Aspect* feat
Draconic Aspect	General	Dragonkin or Kobold	Gain some resistances according to your scales' color
Draconic Aspect, Improved	General	Dragonkin, Draconic Breath*, character level 5th	Shift color of your scales to gain different resistances and breath weapon
Draconic Avarice	General	Dragonkin, Appraise 1 rank	+2 racial bonus to Perception checks to locate valuable items and locate valuable items easier
Draconic Breath	General	Dragonkin, Draconic Aspect* or dragon-scaled racial trait	+2 to saving throws against sleep and paralysis effects and gain a breath weapon
Dragon Skin Style	Style	Dragonkin, Draconic Aspect*, natural armor racial quality, base attack bonus +3	Increase your natural armor bonus and take a small penalty to Reflex saving throws
Guttural Roar	Combat	Dragonkin, Draconic Breath*, Dragon Skin Style*, Intimidate 8 ranks	Use your breath weapon to demoralize foes
Militant Commander	Combat	Dragonkin, any 4 teamwork feats, base attack bonus +11, Cha 18+	Gain ability to use some teamwork feats solo
Spiked Tail	General	Dragonkin, base attack bonus +6	Gain +4 racial bonus to CMD
Vocal Blast	Combat	Dragonkin, Guttural Roar*	Inflict sonic damage with your breath weapon







TABLE 5-2: DWARF FEATS

FEAT	TYPE	PREREQUISITES	BENEFITS
Cantonal Crossfire	Combat, Teamwork	Dwarf, Point-Blank Shot, proficiency with firearms	Shoot an enemy within 30 feet as an immediate action when an ally with this feat shoots that enemy
Dragon's Dance	Combat	Dwarf, Dex 15, Dodge, Step Up, base attack bonus +5	Gain +4 dodge bonus to AC against dragons, and take a 5-foot step when a dragon's melee attack misses you
Imbue Ring	Metamagic	Dwarf or Ring Warden archetype*, 3rd-level sorcerer or wizard	Place a spell with a target of creature or object touched into a nonmagical ring for your use later
Imbue Ring, Improved	Metamagic	Dwarf or Ring Warden wizard archetype*, Imbue Ring*, 9th-level sorcerer or wizard	Imbue a spell with a target of creature or object touched or personal into a nonmagical ring
Imbue Ring, Greater	Metamagic	Dwarf or Ring Warden wizard archetype*, Imbue Ring*, Improved Imbue Ring*, 15th-level sorcerer or wizard	Imbue any known spell into a nonmagical ring
Ring's Bond	General	Dwarf or Ring Warden wizard archetype*, Imbue Ring*, 3rd-level sorcerer or wizard	Know the direction and distance to any ring you've imbued
Ring's Master	General	Dwarf or Ring Warden wizard archetype*, Imbue Ring*, Ring's Bond*, 5th-level sorcerer or wizard	Activate an imbued ring even if you're not wearing it
Stone Book	General	Dwarf, spellbook class feature	Carve a spell onto a stone for other casters to copy
Stone Reader	General	Dwarf, Stone Book*	Automatically succeed on Spellcraft checks to copy a spell that was written on a stone

TABLE 5-3: ELFMARKED FEATS

FEAT	TYPE	PREREQUISITES	BENEFITS
Diplomatic Measure	General	Elfmarked, Diplomacy I rank, Sense Motive I rank	Detect a creature's attitude toward you with a Sense Motive check
Elfmarked Noble	General	Elfmarked	Gain proficiency with longbows, and an elven racial trait or an extended lifespan
Secret Language	Teamwork	—	Communicate covertly with an ally who also has this feat
Shadow Guide	General	Elfmarked, Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks, Knowledge (planes) 5 ranks	Learn the <i>walking the shadow road</i> incantation and sense the distance to the shadow road's nearest starting point



TABLE 5-4: GEARFORGED FEATS

FEAT	TYPE	PREREQUISITES	BENEFITS
Aquatic Explorer	General	Gearforged, water susceptibility racial trait	Operate underwater for as long as you like, and gain a +2 bonus to Swim checks
Armor Upgrade	Combat	Gearforged	Increase your natural armor bonus by +2
Construct's Bane	Combat	Gearforged	Gain +2 circumstance bonus on Knowledge (arcana) checks related to constructs and gearforged, Knowledge (arcana) is a class skill, and gain +1 circumstance bonus on melee and ranged attacks against constructs and gearforged
Echoes Of Former Flesh	General	Gearforged	Gain racial heritage racial trait
Echoes Of Lives Past	General	Gearforged	Gain +1 competence bonus on four Int-based skills, and they are class skills for you
From The Crucible	General	Gearforged	Gain fire resistance 2 and +2 racial bonus on saves against fire spells and effects
Gearforged Utility	Combat	Gearforged	A piece of equipment becomes grafted to your body and is masterwork
Gorgeous Gearforged	General	Gearforged	The attitudes of intelligence, non-hostile creatures toward you is increased by one step
Jury-Rigged	General	Gearforged, rewind the gears racial trait	Reduce the penalties you take for going with maintenance
Limb Lock	Combat	Gearforged	Gain +4 racial bonus to CMB checks to maintain a grapple or pin
Magnet Snatch	General	Gearforged	Make a disarm attempt after an opponent strikes you with a metallic weapon

TABLE 5-5: GNOME FEATS

FEAT	TYPE	PREREQUISITES	BENEFITS
Con Artistry	Teamwork	Gnome, Bluff 3 ranks	Support an ally's lie if they also have this feat
Devil's Deal	General	Gnome, base attack bonus +3	Reroll a saving throw once per day but make it more difficult for you to be resurrected afterward
Grandmother's Ire	General	Gnome	Gain an oracle's curse and benefits
Invisible Spell	General	Gnome, Masked Spell*, Spell Focus (illusion), Bluff 7 ranks, Spellcraft 7 ranks	Remove visible effects from your instantaneous spells
Masked Spell	General	Gnome, Spell Focus (illusion), Bluff 3 ranks, Spellcraft 3 ranks	Alter the visible effects of your instantaneous spells
Resilient Illusion	Metamagic	Gnome, Spell Focus (illusion)	Your illusions are more difficult to disbelieve
Ritual Sacrifice	General	Gnome, Sacrifice*	Perform a special coup de grace to cast <i>nondetection</i> as a spell-like ability and effect multiple creatures
Sacrifice	General	Gnome	Perform a special coup de grace to cast <i>nondetection</i> on yourself as a spell-like ability
Magnet Snatch	General	Gnome	Make a disarm attempt after an opponent strikes you with a metallic weapon





TABLE 5-6: HUMAN FEATS

FEAT	TYPE	PREREQUISITES	BENEFITS
Clockwork Shift	Combat, Style	Human, Int 17, Clockwork Steps*, Clockwork Style*, Improved Unarmed Strike, Knowledge (engineering) 9 ranks	Ready a full-round action while in clockwork style
Clockwork Steps	Combat, Style	Human, Int 15, Clockwork Style*, Improved Unarmed Strike, Knowledge (engineering) 5 ranks	Ready a move, swift, or free action while in clockwork style
Clockwork Style	Combat, Style	Human, Int 13, Improved Unarmed Strike, Knowledge (engineering) 3 ranks	While using this style, your initiative is not changed when you ready an action
Elemental Counterspell	General	Human, Improved Counterspell, Knowledge (planes) 3 ranks	Counterspell spell-like abilities of air, earth, fire, or water outsiders
Ink Stained	General	Human, Scribe Scroll, Spellcraft 1 rank, caster level 1st	Add spells with “glyph” and “symbol” in their name to your spell list
Paranoid Observer	General	Human, Alertness	Automatically receive a Will saving throw to disbelieve illusions and gain a +5 bonus to see through magical disguises
Unscaled Legionnaire	Combat, Teamwork	Human, Duck and Cover <sup>APG</sup>	You and an adjacent ally with this feat can fall prone or be staggered to gain evasion against a breath weapon

TABLE 5-7: KOBOLD FEATS

FEAT	TYPE	PREREQUISITES	BENEFITS
Bank Shot	Combat	Kobold, Precise Shot	Take a penalty to ranged attack rolls with slings to ignore partial or soft cover
Bank Shot, Improved	Combat	Kobold, Bank Shot*	Make bank shots without a penalty to attack
Battlefield Scavenger	Combat	Kobold, Combat Expertise	Retrieve an adjacent unattended item as a swift action
Black Swan	General	Kobold	When you resist a fear effect or a demoralize attempt, make the opponent flat-footed
Cheap Shot	Combat	Kobold	Deal extra damage to an opponent denied its Dex bonus to AC
Climbing Claws	General	Dragon, dragonkin, drake, or kobold	Gain a +4 competence bonus to Climb checks and climb faster
Collapse Crawler	General	Kobold, Dex 15	Gain +4 competence bonus to some Escape Artist checks
Draconic Aspect	General	Dragonkin or Kobold	Gain some resistances according to your scales' color
Eye Gouge	Combat	Kobold, Cheap Shot*	Blind an opponent denied its Dex bonus to AC
Hobbling Strike	Combat	Kobold, Cheap Shot*	Entangle an opponent that's denied its Dex bonus to AC
Kobold Trap Crafter	General	Kobold	Gain a +4 circumstance bonus to Craft checks involving traps in kobold settlements
Language Of Magic	General	Kobold, ability to cast arcane spells, Draconic speaker	Mask verbal component of arcane spells



Little Nipper	General	Kobold, must be taken at 1st level	Gain a bite attack
Low Blow	Combat	Kobold, Cheap Shot*	Sicken an opponent that's denied its Dex bonus to AC
Miasma Immunity	General	Kobold, Con 13, miasma tolerance racial trait, Profession (miner) 5 ranks	Gain immunity to nonmagical inhaled poisons
Run The Ghetto's Gauntlet	General	Kobold	Use Acrobatics to tumble past traps more effectively
Safety In Numbers	General	Kobold	Gain morale bonuses to saving throws against fear when other kobolds are within 30 feet
Sling Anything	Combat	Kobold	Use improved ammunition in slings without penalty
Small But Fierce	Combat	Kobold	Use Dex modifier on attack and damage rolls with light one-handed weapons and shields
Swift Bypass	General	Kobold, trapfinding class feature	Disable and bypass traps faster
Tall Tail	Combat	Kobold, Improved Trip	Make additional trip attempts against foes after a successful trip
Tooth And Claw	Combat	Kobold, Little Nipper*	Increase your bite attack's damage
Trap Savvy	General	Kobold, Dodge	Gain +4 dodge bonus to AC and Reflex saves against traps
Triumphant Malice	Combat	Kobold	Gain temporary hp when you reduce a helpless opponent to below 0 hp

TABLE 5-8: RAVENFOLK FEATS

FEAT	TYPE	PREREQUISITES	BENEFITS
Born Of Huginn	General	Ravenfolk	Re-roll a failed saving throw against an enchantment
Born Of Muninn	General	Ravenfolk	Re-roll a failed saving throw against a transmutative effect
Carrion Crow	General	Ravenfolk	Gain a +2 competence bonus to Knowledge checks related to undead, and a +2 racial bonuses to saving throws against necromancy
Dwarf-Friend	General	Ravenfolk	Gain +2 bonus to Craft and Diplomacy checks involving dwarves
Ironclaw Dance	Combat	Ravenfolk, Ironclaw Style*, ki pool class feature	Expend ki to take a 5-foot-step after hitting with an attack in ironclaw style
Ironclaw Reaver	Combat	Ravenfolk, Ironclaw Dance*, base attack bonus +7	Apply two critical feats to damage deal while in ironclaw style
Ironclaw Style	Combat	Ravenfolk, ironclaw alternate racial trait, unarmed strike class feature	Your claw attacks are treated as unarmed attacks and do more damage
Scion Of Horus	General	Ravenfolk	Gain +2 bonus to Knowledge and attacks against aberrations
Spy Among The Scaly Folk	General	Ravenfolk	Gain +2 to Knowledge, Bluff, and Diplomacy skills checks dealing with draconic creatures





TABLE 5-9: TROLLKIN FEATS

FEAT	TYPE	PREREQUISITES	BENEFITS
Deny Weakness	General	Trollkin, Endurance, inhuman vigor racial trait	Ignore some conditions for 1 round
Effortless Horror	General	Trollkin, Terrifying*, Intimidate 3 ranks	Use Intimidate to temporarily change a foe's attitude
Fear Eater	General	Trollkin, Effortless Horror*, Terrifying*, Intimidate 5 ranks, inhuman vigor racial trait	Do not reduce your healing pool from inhuman vigor if you're near an enemy suffering from fear
Hulking Build	General	Trollkin, Str 16	Wear equipment sized for larger creatures and increase your carrying capacity
Inhuman Resilience	General	Trollkin, Deny Weakness*, Endurance, inhuman vigor racial trait	Suppress additional conditions affecting you
Rapid Scarring	General	Trollkin, inhuman vigor racial trait	Regain more hp from inhuman vigor when you take a critical hit or precision damage
Reactive Healing	General	Trollkin, Dex 13, inhuman vigor racial trait	Activate your inhuman vigor as an immediate action
Regenerate	General	Trollkin, Deny Weakness*, Diehard, Endurance, Inhuman Resilience*, inhuman vigor racial trait	Reattach severed body parts and you cannot die as long as your inhuman vigor continues function
Shadewalker	General	Trollkin, Stealth 5 ranks	Cloak yourself in shadows to gain +2 circumstance bonus to Intimidate and Stealth
Strain The Limit	General	Trollkin, Con 13, inhuman vigor racial trait	Increase your fast healing from inhuman vigor
Terrifying	General	Trollkin, Intimidate 1 rank	You count as one size category larger for Intimidate

TABLE 5-10: METAMAGIC FEATS

FEAT	PREREQUISITES	BENEFITS
Clockwork Summoning	Spell Focus (conjunction)	Summon clockwork versions of the normal summons
Concentration Spell	—	Extend the duration of your spells through concentration
Delay Spell	—	Delay the effect of a spell
Discriminating Spell	Knowledge (arcana) 5 ranks	Alter a spell to affect or not affect a chosen race or creature type
Dormant Spell	—	Cast helpful spells that remain dormant until activated
Hardened Spell	Spell Focus	+5 bonus to spell DCs against dispelling and identification
Mass Effect Spell	—	Single target spells affect multiple targets
Penetrating Spell	—	Your spells overcome energy resistance
Spirit Art Spell	Spellcraft 5 ranks	Create spectral equipment when you summon or animate the dead
Transfer Spell	—	Change the range of a spell from



TABLE 5-11: REGIONAL FEATS

FEAT	TYPE	PREREQUISITES	BENEFITS
Barge Freighter	General, Crossroads	Endurance	Push or drag more and easier than your normal maximum
Galloping Attack	Combat, Rothenian Plains	Base attack bonus +5, Quick Draw	Attacks during charges are made at +3
Nature's Sibling	General, Rothenian Plains	—	<i>Speak with animals</i> using your character level as your caster level
Painful Blow	General, Rothenian Plains	Base attack bonus +5, Power Attack	Deal a painful blow that nauseates an opponent for 1 round
Whirling Dervish	Combat, Siwal	Perform (dance) 3 ranks	Use Perform (dance) to feint
Improved Whirling Dervish	Combat, Siwal	Perform (dance) 6 ranks, Whirling Dervish*	Perform a feint as a move action
Dance Of The Dervish	Combat, Siwal	Perform (dance) 9 ranks, Combat Reflexes, Improved Whirling Dervish*	Affect more opponents when you feint
Voice Of The Desert Flower	General, Siwal	Cha 15, Perform (sing) 3 ranks	Use Perform (sing) to adjust a creature's attitude or make a request and gain a +2 bonus to such attempts

## RACIAL FEATS

The following feats are available to the indicated races. At the GM's discretion, members of other races might have access to these feats, as well. Prerequisites with asterisks are found in this chapter.

### DRAGONKIN FEATS

Dragonkin have access to the following feats.

#### BY THE COLOR OF THE SCALES (COMBAT)

Your dragon-like skin becomes even tougher and more resistant to energy damage.

**PREREQUISITES:** Dragonkin, Draconic Aspect\*, Dragon Skin Style\*, base attack bonus +9.

**BENEFIT:** By concentrating for a brief moment while in Dragon Skin Style, you can infuse your scales with a fraction of the potency of that of your forebears. As an immediate action, you may have your scales increase the vibrancy of the color chosen upon taking the Draconic Aspect feat. Until the end of your next turn, you increase your energy resistance granted by the Draconic Aspect feat by +15. Additionally, until the end of your next turn, you further increase the natural armor bonus granted by Dragon Skin Style by a further +2, but you also increase the penalty to your Reflex save by 1. You may use this feat a number of times per day equal to 3 + your Constitution modifier (minimum 1). This feat may be taken up to three times. Each time you take this feat, you may use it an additional 3 times per day.

### DRACONIC ASPECT

You possess some qualities of your dragon ancestors.

**PREREQUISITE:** Dragonkin or kobold.

**BENEFIT:** Your scales take on the color and some of the resistances of one type of dragon. Choose one of the following dragon types: black/copper/green (acid), blue/bronze (electricity), red/brass/gold (fire), or white/silver (cold). Your scales take on the color of that dragon, and you gain resistance 5 to the dragon color's corresponding energy type.

**SPECIAL:** Your scale color does not have to change (subject to GM approval). If you have the goldscale or dragon-scaled trait, you also gain an additional +1 natural armor bonus.

#### DRACONIC ASPECT, IMPROVED

You have learned to tap into your diverse heritage, changing the color of your scales along with the benefits they grant.

**PREREQUISITES:** Dragonkin, Draconic Breath\*, character level 5th.

**BENEFIT:** Each time you take this feat, you select a scale color you have not yet chosen with the Draconic Aspect feat. You may change your scales into this new color as a full-round action that provokes attacks of opportunity. After changing colors, you receive all the benefits granted by the Draconic Aspect and Draconic Breath feats for the new scale color, including breath weapon energy and shape and energy resistance, but you also lose all the benefits granted by your old color. Breath weapons of all colors draw from the same pool of daily uses.



**SPECIAL:** This feat may be taken up to two times. Each time, it applies to a new scale color. Each time you take this feat, you increase the number of times per day you can use your breath weapon gained from the Draconic Breath feat by +1. The second time you take this feat, the required character level increases to 10th.

### DRACONIC AVARICE

Your instinctual ability to find treasure borders on the supernatural.

**PREREQUISITES:** Dragonkin, Appraise 1 rank.

**BENEFIT:** You receive a +2 racial bonus on Perception checks to locate any valuable items as long as they are not concealed in an area that also requires a Perception check to locate (for example, a secret compartment or panel). As a standard action, you are made aware of valuable metal coins in quantities of 50 gp or more within 20 ft. that is not blocked by 1 ft. of stone or metal. This applies only to currency and not unrefined ore, and you have no sense of the type of metal or the quantity. Finally, you may make an Appraise check as a swift action and select the most valuable item from a treasure hoard as a standard action.

**NORMAL:** Appraise checks are standard actions and selecting the most valuable item from a treasure hoard is a full-round action.

### DRACONIC BREATH

You possess powerful draconic defenses and a draconic breath weapon.

**PREREQUISITES:** Dragonkin, Draconic Aspect\* or dragon-scaled racial trait.

**BENEFIT:** You gain a +2 bonus to saving throws against sleep and paralysis effects. You gain a breath weapon that is determined by your scale coloration by either the Draconic Aspect or your dragon-scaled racial trait. Using a breath weapon is a standard action that does not provoke attacks of opportunity. You can use your breath weapon a number of times per day equal to your Constitution modifier (minimum 1). Creatures within the area of your breath weapon that succeed with a Reflex saving throw (DC 10 + your character level + your Constitution modifier) take only half damage.

*Black or Copper (Su):* You breathe a 30-ft. line of acid that deals 2d6 hp acid damage.

*Blue or Bronze (Su):* You breathe a 30-ft. line of electricity that deals 2d6 hp electricity damage.

*Brass (Su):* You breathe a 30-ft. line of fire that deals 2d6 hp fire damage.

*Green (Su):* You breathe a 15-ft. cone of acid that deals 2d6 hp acid damage.

*Red or Gold (Su):* You breathe a 15-ft. cone of fire that deals 2d6 hp fire damage.

*White or Silver (Su):* You breathe a 15-ft. cone of cold that deals 2d6 hp cold damage.

**SPECIAL:** Kobold sorcerers with either the draconic or





kobold bloodline can use their Charisma modifier instead of their Constitution to determine the number of times per day they can use this breath weapon and the DC of this breath weapon.

## DRAGON SKIN STYLE (STYLE)

You can concentrate, rendering your skin thicker, harder, and more resistant to damage, like a true dragon's scales.

**PREREQUISITES:** Dragonkin, Draconic Aspect\*, natural armor racial quality, base attack bonus +3.

**BENEFIT:** As a swift action, you can concentrate to shift your scales into a less flexible but tougher position. Upon entering this style, you increase your natural armor bonus by +2, but you also incur a –1 penalty to Reflex saves. Upon reaching 5th character level and every 5 levels thereafter, the penalty increases by –1 and the bonus to natural AC increases by +2.

## GUTTURAL ROAR (COMBAT)

You can combine your deadly breath weapon with fierce promises of pain.

**PREREQUISITES:** Dragonkin, Draconic Breath\*, Dragon Skin Style\*, Intimidate 8 ranks.

**BENEFIT:** When using your breath weapon granted by the Draconic Breath feat, you can supplement the blast as a free action with a fearsome roar harkening back to full-blown dragons. When you do, you can make an Intimidate check to demoralize all foes within a 30-ft. radius that can hear the roar. Upon emitting this roar, you immediately cease to be in Dragon Skin Style.

**NORMAL:** Entering and switching styles are swift actions.

## MILITANT COMMANDER (COMBAT)

Your intimidating presence and proven prowess in battle precedes you when interacting with the simple soldiers and those beneath them.

**PREREQUISITES:** Dragonkin, any 4 teamwork feats, base attack bonus +11, Charisma 18+.

**BENEFIT:** Choose up to your Charisma modifier in teamwork feats. For the purpose of these teamwork feats, you are treated as if you had the inquisitor's solo tactics ability but only if the allies in question are reptilian animals, dragons, or humanoids with the reptilian subtype.

## SPIKED TAIL

The spikes on your particularly strong and agile tail are as sharp as blades.

**PREREQUISITES:** Dragonkin, base attack bonus +6.

**BENEFITS:** You receive a secondary natural tail slap attack with a base damage of 1d6.

**SPECIAL:** If you take this feat, you may not take the Sturdy Tail feat\*.

## STURDY TAIL

Your tail is particularly thick and sturdy, helping you maintain your balance during combat.

**PREREQUISITES:** Dragonkin, base attack bonus +6.

**BENEFIT:** Your sturdy tail helps you to hold your ground in combat. You gain a +4 racial bonus to your Combat Maneuver Defense when resisting bull rush, overrun, or trip attempts while standing on the ground.

**SPECIAL:** If you take this feat, you may not take the Spiked Tail feat.

## VOCAL BLAST (COMBAT)

Your roar can rip the flesh from your enemies.

**PREREQUISITES:** Dragonkin, Guttural Roar\*.

**BENEFIT:** When using your Guttural Roar feat with your breath weapon granted by the Draconic Breath feat, you may inflict sonic damage instead of the usual damage of your breath weapon. If your sonic breath weapon kills at least one enemy, you receive a +5 circumstance bonus to your Intimidate check made to demoralize targets with the Guttural Roar feat. Upon emitting this roar, you immediately cease to be in Dragon Skin Style.

## DWARF FEATS

Dwarves have access to the following feats.

### CANTONAL CROSSFIRE (COMBAT, TEAMWORK)

You can coordinate shots with gun-wielding allies.

**PREREQUISITES:** Dwarf, Point-Blank Shot, proficiency with firearms.

**BENEFIT:** When an ally with this feat makes a ranged attack with a firearm against a creature that is within 30 feet of you, you can, as an immediate action, attempt a ranged firearm attack against that creature at your highest base attack bonus. You must be wielding a loaded firearm to attempt an attack in this way. If you attempt this attack, on your next turn, you can only take a single move action, a swift action, an immediate action, and any free actions, but you cannot take a standard action or a full-round action.

### DRAGON'S DANCE (COMBAT)

You've learned tactics for facing down the dragons of the Mharoti Empire.

**PREREQUISITES:** Dwarf, Dex 15, Dodge, Step Up, base attack bonus +5.

**BENEFIT:** You gain a +4 dodge bonus to AC against creatures of the dragon type. Once per round, if a creature with the dragon type misses you with a melee attack by 5 or more, you can take a 5-foot step as an immediate action, but only if you have not already taken a 5-foot step during the round. If you take a 5-foot step in this way, you cannot take another 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.





### IMBUE RING (METAMAGIC)

You have mastered the art of transferring and keeping your arcane spells into mundane rings, which others can use to activate your magic.

**PREREQUISITE:** Dwarf or ring warden wizard archetype (see page 49), 3rd-level sorcerer or wizard.

**BENEFIT:** A spell prepared with Imbue Ring is placed into a nonmagical ring for use by the ring's wearer. The spellcaster must have the spell components available at the time of imbuing and provides any material or focus requirement. A spell used with Imbue Ring must have a target of a creature touched, object touched, or both (not personal). Once imbued, the spell can be cast by the ring's wearer. Casting the spell from the ring uses the same casting time as the original spell. All characteristics of the spell are treated as if the spellcaster cast the spell at its original unmodified level, including duration and DC.

The ring is activated using a command word; rings worn by your allies magically impart knowledge of the imbued spell and command word to its wearer. Your enemies can use rings you have imbued that fall into their hands, but this requires a detect magic spell and Spellcraft check (DC 15 + the spell's level).

The wearer does not suffer from an arcane spell failure chance when using the ring. An imbued ring detects as the same type of magic as the spell imbued. A ring can contain only a single imbued spell. An imbued ring uses a wearer's magic item ring slot. Once discharged, the ring becomes non-magical again and can be reused in the same manner. A spell prepared to imbue a ring uses one spell slot one level higher than the spell imbued.

Once the spell has been used to imbue a ring, the spellcaster loses that slot until the ring is discharged. If one week passes, the spellcaster may dismiss the spell and regain the spell slot. The spellcaster does not need to be near the ring to dismiss the spell. If a spell within a ring is not dismissed, it remains within the ring indefinitely.

### IMBUE RING, GREATER (METAMAGIC)

You can transfer any spell you know or have prepared into your non-magical rings.

**PREREQUISITES:** Dwarf or ring warden wizard archetype (see page 49), Imbue Ring\*, Imbue Ring, Improved\*, 15th-level sorcerer or wizard.

**BENEFIT:** When you imbue a ring with one of your spells, you can imbue any spell known. A spell placed within a ring using this feat that does not have a range of creature touched, object touched (or both), or personal uses a spell slot three levels higher than the spell imbued.

### IMBUE RING, IMPROVED (METAMAGIC)

You can transfer spells meant only for you into your non-magical rings.

**PREREQUISITES:** Dwarf or ring warden wizard archetype (see page 49), Imbue Ring\*, 9th-level sorcerer or wizard.

**BENEFIT:** When you imbue a ring with one of your spells, you can also choose spells with a range of personal and a target of you. A spell placed within a ring with this feat uses a spell slot two levels higher than the spell imbued. Improved Imbue Ring can be used to prepare a spell to imbue a magical ring.

### RING'S BOND

You maintain a close connection to rings you imbue with spells.

**PREREQUISITES:** Dwarf or ring warden wizard archetype (see page 49), Imbue Ring\*, 3rd-level sorcerer or wizard.

**BENEFIT:** You are aware of the direction and distance to any ring you have imbued with a spell (per the Imbue Ring metamagic feat). There is no distance limitation to this ability, but the ring must be on the same plane of existence as you. If a ring with an imbued spell is on a different plane than you are, you know that it is on another plane, but not which plane or where. You can dismiss a spell imbued in a ring (and regain the spell slot) after 24 hours as a free action.

### RING'S MASTER

You may command the magic imbued into rings at a distance.

**PREREQUISITES:** Dwarf or ring warden wizard archetype (see page 49), Imbue Ring\*, Ring's Bond\*, 5th-level sorcerer or wizard.

**BENEFIT:** You can speak the command word of a ring you've imbued with a spell to cast the spell, even if you are not wearing the ring. To activate the imbued ring you must be able to see the ring, and it must be worn by a creature, though the creature need not be aware that the ring is imbued with a spell. You determine all variables of the imbued spell as it is cast. As an immediate action, you can automatically counterspell any spell you have imbued into a ring as it is cast. You must be able to see the ring's wearer, but do not need to ready an action or cast a spell.

### STONE BOOK

You've learned from the Foundry of the Fathers to carve communal spells upon lasting stone.

**PREREQUISITES:** Dwarf, spellbook class feature.

**BENEFIT:** Any time you could add a spell or spells to your spellbook, you can instead carve the spell onto a permanent stationary stone wall, monument, or structure. It takes the same amount of time to carve a spell into stone as it would to add the spell into your spellbook. Any spellcaster capable of preparing spells from a spellbook can use the carving as a borrowed spellbook or copy the spell into their spellbook. Any number of spellcasters capable of viewing the carving may use it to prepare or copy the spell simultaneously. The writing in the stone is magical but resilient, and removing it requires casting



dispel magic (the DC for the dispel check is equal to 15 + plus your caster level). Any spells are ruined if the stone surface the spell is placed upon is ever moved.

## STONE READER

You can hear the stone's voice echoing the words of magic written on its surface.

**PREREQUISITES:** Dwarf, Stone Book\*.

**BENEFIT:** When attempting to prepare or copy a spell into your spellbook that was carved on stone by a spellcaster with the Stone Book feat, you automatically succeed on any required Spellcraft checks.

## ELFMARKED FEATS

Elfmarked have access to the following feats.

### DIPLOMATIC MEASURE

Telling friend from foe is not always easy, but you're a quick study by necessity and you've learned to read the subtlest cues.

**PREREQUISITES:** Elfmarked, Diplomacy 1 rank, Sense Motive 1 rank.

**BENEFIT:** After at least 1 round of interaction with a creature, you can attempt a Sense Motive skill check against a DC equal to 10 + half the target's Hit Dice + its Wisdom modifier. If this check is successful, you learn the creature's attitude toward you and your allies (per the Diplomacy skill). If the creature is hostile, the DC of this check increases by 5.

### ELFMARKED NOBLE

You are a nobleborn elfmarked, and able to trace your lineage directly back to the true rulers of Midgard.

**PREREQUISITE:** Elfmarked.

**BENEFIT:** You gain proficiency with longbows (including composite longbows). Additionally, you may select either of the following elven racial traits, which represent the strong signs of your ancestry: elven magic or weapon familiarity. Or, in place of an elven racial trait, you may choose for your lifespan to increase by 3d20 years (adding that number to when you reach the middle age, old, venerable, and maximum age thresholds).

### SECRET LANGUAGE (TEAMWORK)

You've worked out a system of hand signals, cyphers, and code words to let you communicate surreptitiously with allies.

**PREREQUISITES:** Elfmarked, Bluff 1 rank, Linguistics 1 rank, Sense Motive 1 rank.

**BENEFIT:** Whenever you and an ally with this feat can see or hear each other, you may communicate without others understanding your true meaning. If a creature observes you or your allies communicating together in this way, you and all allies participating in the communication that the creature can see must make Bluff checks. The creature can make an opposed Sense Motive check, and if it succeeds

against any of you or your allies' Bluff checks, the creature can tell that you are covertly communicating, but it cannot understand the message. You can also communicate with allies with this feat by using written correspondence. An examining creature attempting to decipher your writing's true meaning must succeed against you on an opposed Linguistics skill check.

## SHADOW GUIDE

As a creature of two worlds, you have an easier time walking the Niflheim Road than most.

**PREREQUISITES:** Elfmarked, Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks, and Knowledge (planes) 5 ranks.

**BENEFIT:** You learn the *walking the shadow road* incantation (*Midgard Campaign Setting*). By spending 1 hour in meditation and succeeding on a DC 25 Knowledge







(nature) check, you can sense the direction and distance to the nearest starting point to the shadow road. You gain a +4 bonus on the required Knowledge skill checks for the *walking the shadow road* incantation (as a fey creature) and the Knowledge (planes) check to determine the duration the road remains open. You may alter the destination of the shadow road as a creature with fey blood.

## GEARFORGED FEATS

Gearforged have access to the following feats.

### AQUATIC EXPLORER

Design and training have made you far more effective in water than your gearforged fellows. Your lower body acts as a powerful and graceful propulsion system and your functioning is not impaired by long periods of submersion.

**PREREQUISITE:** Gearforged, water susceptibility racial trait.

**BENEFIT:** You may operate underwater for as long as you like (though maintenance cannot be performed underwater and penalties from foregoing maintenance still apply). You gain a +2 bonus to Swim checks and you are no longer fazed by rain or being drenched.

**NORMAL:** Water susceptible gearforged may spend a number of hours underwater or drenched in water equal to their Strength score before grinding to a halt, and they take a -2 penalty to Swim checks.

### ARMOR UPGRADE (COMBAT)

With a bit of time and expense, you are able to upgrade your mechanical form's natural armor.

**PREREQUISITE:** Gearforged.

**BENEFIT:** You upgrade your natural armor bonus by +2. This is an involved procedure costing 1,000 gp and taking 1 week with at least a 3rd level expert armorer. You may not take this feat at a level at which you receive a natural armor bonus from a class feature. You may take this feat up to 4 times, each time the minimum character level required increases by +2. The feat costs an additional 3,000 gp each time you take it after the first.

### CONSTRUCT'S BANE (COMBAT)

To know your own structure is to know that of the enemy—or at least that of some of them. You have had some clockwork-mechanisms implanted into your skull.

**PREREQUISITE:** Gearforged.

**BENEFIT:** You gain a +2 circumstance bonus on your Knowledge (arcana) checks related to constructs and humanoids with the gearforged subtype, and Knowledge (arcana) is always a class skill for you. You also gain a +1 circumstance bonus on your melee and ranged attacks made against constructs and humanoids with the gearforged subtype.

**SPECIAL:** These bonuses stack with the favored enemy class feature of the ranger and similar abilities.

## ECHOES OF FORMER FLESH

Your soul-link to your gearforged chassis is strong, recalling the essential nature of your past life.

**PREREQUISITE:** Gearforged.

**BENEFIT:** You gain the racial heritage racial trait and do not lose it if your gear points increase.

**SPECIAL:** If you also have the Echoes Of Lives Pastfeat\*, you may choose favored class options of your original race. You may choose which of the favored class options you take every level.

## ECHOES OF LIVES PAST

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

**PREREQUISITE:** Gearforged.

**BENEFIT:** You gain a +1 competence bonus on four Intelligence-based skills, and the selected skills become class skills for you.

**SPECIAL:** If you also have the Echoes Of Former Flesh\* feat, you may choose favored class options of your original race. You may choose which of the favored class options you take every level.

## FROM THE CRUCIBLE

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

**PREREQUISITES:** Gearforged.

**BENEFIT:** You gain fire resistance 2 and a +2 racial bonus on all saves made against fire-based spells and effects.

## GEARFORGED UTILITY (COMBAT)

A tool of your trade was reborn with you.

**PREREQUISITES:** Gearforged.

**BENEFIT:** Choose one piece of your equipment: a single weapon, your armor, or a shield. This item is of masterwork quality and was forged as part of your body. As such, its weight does not count against your encumbrance and resting in the armor does not potentially cause fatigue. Since the item is grafted to your body, it may not be subject to disarm attempts or taken away. If it is successfully sundered, it may still be taken away. Because it was designed to fit only you, it performs as if broken when used by any other creature, even if it was repaired after being sundered.

**Note:** Because this feat allows a character to start with a masterwork item, the GM's permission is needed before selecting Gearforged Utility at 1st level.

## GORGEOUS GEARFORGED

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

**PREREQUISITE:** Gearforged.

**BENEFIT:** You increase the starting attitude of all intelligent, non-hostile creatures you encounter by one step.





**SPECIAL:** You must invest at least 2,500 gp to enhance your whole appearance upon taking this feat.

## JURY-RIGGED

Thanks to your repertoire of quick fixes and stopgaps, you can operate longer and more efficiently than most without performing your daily 4-hour maintenance.

**PREREQUISITE:** Gearforged, rewind the gears racial trait.

**BENEFIT:** You only take a –1 cumulative penalty on attack and damage rolls, saving throws, and skill checks for each day without a 4-hour maintenance period.

**NORMAL:** Gearforged with the rewind the gears racial trait take a –2 cumulative penalty.

## LIMB LOCK (COMBAT)

The ability to lock your mechanical limbs and joints into place makes you a formidable grappler.

**PREREQUISITE:** Gearforged.

**BENEFIT:** You gain a +4 racial bonus to your CMB to maintain a grapple or pin.

## MAGNET SNATCH

You've learned to manipulate your own magnetic field for short periods of time, such that you sometimes are able to claim metallic weapons from attackers.

**PREREQUISITE:** Gearforged.

**BENEFIT:** A number of times per day equal to 3 or your Constitution modifier, whichever is higher, you may make a disarm attempt as an immediate action after a successful attack by an opponent using a metallic weapon. This does not provoke an attack of opportunity. If you succeed, the weapon is briefly magnetized to your body. The weapon drops to the ground at the beginning of your next turn unless you have a free hand and use a free action to grasp and then wield it.

## GNOME FEATS

Gnomes have access to the following feats.

### CON ARTISTRY (TEAMWORK)

You know how to use your own silver tongue to better sell a friend's deceptions.

**PREREQUISITES:** Gnome, Bluff 3 ranks.

**BENEFIT:** Whenever an ally within 30 feet with this feat uses the Bluff skill to lie, you can join the deception to try to convince the target that your ally is telling the truth. If you do, when your ally attempts her Bluff roll to lie, your ally's modifier due to the lie's believability improves by one step (a lie that is impossible becomes far-fetched, a lie that is far-fetched becomes unlikely, and so on). A lie that the target wants to believe gains no additional bonus to the Bluff attempt. You can take no other actions while you are supporting an ally's lie using this feat.

### DEVIL'S DEAL

You can stave off disaster by gambling with your soul.

**PREREQUISITES:** Gnome, base attack bonus +3.

**BENEFIT:** Once per day as an immediate action, you can reroll a saving throw and take the better result, even if you have already revealed the initial result. However, if you die within 24 hours of using this feat, the Eleven Hells claim your soul, and you cannot be magically resurrected except by a miracle or wish spell.


### GRANDMOTHER'S IRE

Baba Yaga knows your name or the name of your family line, and her focused indignation manifests as one or more minor curses.

**PREREQUISITE:** Gnome.

**BENEFIT:** Select one oracle's curse from the following list:





clouded vision, deaf, haunted, lame, tongues, or wasting (all found in the *Pathfinder Roleplaying Game Advanced Player's Guide*). This curse cannot be a curse you already have. You gain the first-level curse benefit and hindrance for the selected curse.

**SPECIAL:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, you gain a different oracle's curse.

### INVISIBLE SPELL

You can conceal your other magic with illusions, rendering some spells invisible.

**PREREQUISITE:** Gnome, Masked Spell\*, Spell Focus (illusion), Bluff 7 ranks, Spellcraft 7 ranks.

**BENEFIT:** You remove the visible effects of any instantaneous duration spell as you cast it. This requires a move action in addition to the normal casting time of the spell. The spell's direct effects are treated as invisible (as the *invisibility* spell) for the purposes of observation. Any effects of the spell on creatures, objects, or the environment remain visible. For example, a *fireball* would still make a sound and cause visible burns. Observing creatures cannot attempt Spellcraft checks to identify the spell as it is cast unless they have a method of seeing or sensing invisible targets (such as blindsight or the *see invisibility* spell).

### MASKED SPELL

You can weave illusions in with other magic to disguise the nature of some spells

**PREREQUISITE:** Gnome, Spell Focus (illusion), Bluff 3 ranks, Spellcraft 3 ranks.

**BENEFIT:** You alter the visible effects of any instantaneous duration spell as you cast it. This requires a swift action in addition to the normal casting time of the spell. You dictate the visual thematic effects of the spell, which must still represent the spell's effects, but can conceal its exact details. For example, you could make a magic missile appear to be flaming rocks, but not a harmless flying animal. This does not otherwise alter the spell's effects in any way. When masking a spell in this manner you make a Bluff skill check. If the result of the check is higher than the Spellcraft DC to identify the spell as it is being cast, the result of your Bluff check becomes the Spellcraft DC to identify your spell. Creatures with the ability to see through illusions (due to the true seeing spell or similar effects) always attempt Spellcraft checks at the normal DC.

### RESILIENT ILLUSION (METAMAGIC)

You can create layers of illusionary deceptions capable of befuddling even magically augmented senses.

**PREREQUISITE:** Gnome, Spell Focus (illusion).

**BENEFIT:** An illusion spell with this metamagic feat applied becomes resistant to magic that would normally see through it. Any divination spell or effect (such as

*see invisibility* or *true seeing*) cannot penetrate a resilient illusion unless the caster succeeds on a Will save to disbelief. If the illusion does not normally require a Will save to disbelief, then the save DC is equal to 10 + the spell's level + your spellcasting ability score modifier. A resilient illusion spell uses up a spell slot one level higher than the illusion spell's actual level.

**SPECIAL:** This metamagic feat can only be applied to spells of the illusion school.

### RITUAL SACRIFICE

You can perform a longer sacrificial ritual to the Eleven Hells to protect an entire community from Baba Yaga's wrath.

**PREREQUISITE:** Gnome, Sacrifice\*.

**BENEFIT:** To perform a ritual sacrifice, you must spend at least 1 minute chanting while adjacent to a helpless or unconscious living humanoid. At the end of the ritual, you must then perform a coup de grace attack against the humanoid as per the Sacrifice feat. If the humanoid dies, you can cast *nondetection* as a spell-like ability (using your character level as your caster level), except you can target a number of creatures equal to your character level within 30 feet, and the duration is increased to 1 month.

### SACRIFICE

You can kill in the name of the Eleven Hells to temporarily shield yourself from divination.

**PREREQUISITE:** Gnome.

**BENEFIT:** You can perform a special coup de grace attack against a helpless living humanoid to invoke your people's bargain with the Eleven Hells. You must declare you are using this ability before you make the coup de grace. If the humanoid dies due to this coup de grace attack (which is resolved as normal), you gain the benefits of the *nondetection* spell cast as a spell-like ability. You use your character level as your caster level.

### HUMAN FEATS

Humans have access to the following feats.

#### CLOCKWORK SHIFT (COMBAT, STYLE)

Your ability to influence time becomes overt, allowing you to steal a few precious seconds.

**PREREQUISITES:** Human, Int 17, Clockwork Steps\*, Clockwork Style\*, Improved Unarmed Strike, Knowledge (engineering) 9 ranks.

**BENEFIT:** While using this style, you can ready a full-round action as part of a single readied action. You must still specify the actions you will take and the condition under which you will take them. Readying an action still requires a standard action. If you come to your next turn and have not yet performed your readied action, you may take an additional full-round action on your turn. This action cannot be used to cast a spell, use a spell-like ability, or activate a magic item.



**CLOCKWORK STEPS (COMBAT, STYLE)**

Your mastery of exacting movements allows you to subtly manipulate time.

**PREREQUISITES:** Human, Int 15, Clockwork Style\*, Improved Unarmed Strike, Knowledge (engineering) 5 ranks.

**BENEFIT:** While using this style, can ready a move action, swift action, or free action in addition to a standard action, as part of a single readied action. You must still specify the actions you will take and the condition under which you will take them. Readying an action still requires a standard action. If you come to your next turn and have not yet performed your readied actions, you can take an additional standard action at the start of your turn. This action cannot be used to cast a spell, use a spell-like ability, or activate a magic item.

**CLOCKWORK STYLE (COMBAT, STYLE)**

Inspired by the clockwork mages, your martial art uses precise timing and coordination to alter awareness of time.

**PREREQUISITES:** Human, Int 13, Improved Unarmed Strike, Knowledge (engineering) 3 ranks.

**BENEFIT:** While using this style, your initiative is not changed when you ready an action. If you come to your next turn and have not yet performed your readied action, you can take an additional move action on your turn.

**NORMAL:** Readying an action changes your initiative result to immediately before the action triggering your readied action.

**ELEMENTAL COUNTERSPELL**

Dealing with elemental outsiders within the Dominion of the Wind Lords has taught you how to counter their innate elemental magic.

**PREREQUISITES:** Human, Improved Counterspell, Knowledge (planes) 3 ranks.

**BENEFIT:** You can counterspell the spell-like abilities of outsiders with the air, earth, fire, or water subtypes. Counterspelling a spell-like ability functions as if it was the equivalent spell. You cannot counterspell active or constant spell-like abilities.

**NORMAL:** Without this feat, you cannot counterspell spell-like abilities.

**INK STAINED**

You know enough ink magic to undo the careful work of a scribe, but you might be labeled a heretic for your dabbling.

**PREREQUISITES:** Human, Scribe Scroll, Spellcraft 1 rank, caster level 1st.

**BENEFIT:** You add all spells with “glyph” or “symbol” in their name to your class spell list. You may read and identify symbol spells with the *read magic* spell without triggering them by succeeding on a Spellcraft check (DC 10 + spell's level) as an immediate action. If you succeed on the check by 5 or more, you additionally identify all




triggering conditions, including any available password or phrase. You can disarm glyph and symbol spells as if you had the trapfinding class feature. When disarming magical glyphs and symbols, you can use the Spellcraft skill instead of the Disable Device skill.

**PARANOID OBSERVER**

Surviving the infernal gnomes of Neimheim taught you to never absolutely trust the evidence of your eyes.





**PREREQUISITES:** Human, Alertness.

**BENEFIT:** You are adept at noticing flaws in nearby illusion spells, and do not need to carefully study or interact with an illusion to disbelieve the effect. You automatically receive a Will saving throw for disbelief if you are adjacent to the illusion. You also gain a +5 bonus to Perception checks made to see through a disguise (per the Disguise skill) that is magically enhanced with an illusion spell.

### **UNSCALED LEGIONNAIRE (COMBAT, TEAMWORK)**

You trained as an expendable jambuka foot soldier in the Mharoti Empire, and learned to avoid the breath of your merciless masters.

**PREREQUISITES:** Human, Duck and Cover (*Pathfinder RPG Advanced Player's Guide*).

**BENEFIT:** Whenever you are adjacent to an ally who also has this feat, and either of you are required to make a Reflex saving throw against a breath weapon, you can both choose to be knocked prone (or be staggered on your next turn, if you are already prone or cannot be knocked prone). If knocked prone or staggered, you gain the benefits of the evasion rogue class feature against the breath weapon. If you already possess the evasion ability, you instead gain the benefits of the improved evasion rogue advanced talent. In addition, you receive a +2 cover bonus to Reflex saves as long as your adjacent ally is wearing a shield. You receive this bonus regardless of the point of origin for an attack, but do not gain the benefit against spread effects.

### **KOBOLD FEATS**

Kobolds have access to the following feats.

#### **BANK SHOT (COMBAT)**

Cover is no protection.

**PREREQUISITE:** Kobold, Precise Shot.

**BENEFIT:** By taking a –2 penalty to your ranged attack roll with a sling, you can bounce a sling stone off a hard object or armored creature to attack a target behind cover or not in your direct line of sight, ignoring partial and soft cover. Additionally, you may use this feat to attack targets in total cover. The 50% miss chance for total concealment still applies. A hard object is required for this attack.

#### **BANK SHOT, IMPROVED (COMBAT)**

Your trick shots are almost as good as your straight ones.

**PREREQUISITE:** Kobold, Bank Shot\*.

**BENEFIT:** You make Bank Shot sling attacks without taking a –2 penalty to your attack roll. Additionally, when using Bank Shot to attack targets with total cover and total concealment, you only incur a 20% miss chance.

**NORMAL:** You can't shoot targets with total cover without Bank Shot. With Bank Shot, the targets still benefit from a 50% miss chance.

#### **BATTLEFIELD SCAVENGER (COMBAT)**

You collect a bit of battlefield debris to aid yourself.

**PREREQUISITE:** Kobold, Combat Expertise.

**BENEFIT:** You may retrieve an unattended item in a square adjacent to you as a swift action.

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

#### **BLACK SWAN**

You stand as a rare example of courage among your more timid peers, and your stoutheartedness serves as a surprise to foes who expect you to flee from them.

**PREREQUISITE:** Kobold.

**BENEFIT:** When you resist an opponent's fear-based spell or effect or an attempt to demoralize you using the Intimidate skill, that opponent becomes flat-footed until the end of your next turn.

**SPECIAL:** This feat only applies the first time you resist a fear effect or the Intimidate skill during an encounter. Opponents who are already familiar with your demeanor may not be affected.

#### **CHEAP SHOT (COMBAT)**

You'll use any underhanded trick in combat.

**PREREQUISITE:** Kobold.

**BENEFIT:** When you successfully attack an opponent denied his Dexterity bonus to AC, you may expend a swift action to deal bonus precision damage equal to half your base attack bonus (minimum 1). This extra damage is not multiplied on a critical hit.

#### **CLIMBING CLAWS**

Your tough and powerful claws give you advantages when climbing.

**PREREQUISITES:** Dragon, dragonkin, drake, or kobold; Climb 5 ranks.

**BENEFIT:** You gain a +4 competence bonus to Climb checks. You can climb at half your land speed without taking the accelerated climbing penalty. If you climb at an accelerated rate, you still take the –5 penalty but can move your full base speed if you succeed your Climb check. You retain your Dexterity bonus (if any) and opponents gain no circumstance bonuses to attack you while you are climbing.

#### **COLLAPSE CRAWLER**

You've crawled out from your fair share of tight spaces.

**PREREQUISITES:** Kobold, Dexterity 15.

**BENEFIT:** You gain a +4 competence bonus to your Escape Artist checks to move through tight spaces and escape from grapples, and you may ignore any penalties to movement speed due to squeezing.

#### **DRACONIC ASPECT**

You possess some qualities of your dragon ancestors.

**PREREQUISITE:** Dragonkin or kobold.

**BENEFIT:** Your scales take on the color and some of the





resistances of one type of dragon. Choose one of the following dragon types: black/copper/green (acid), blue/bronze (electricity), red/brass/gold (fire), or white/silver (cold). Your scales take on the color of that dragon, and you gain resistance 5 to the dragon color's corresponding energy type.

**SPECIAL:** Your scale color does not have to change (subject to GM approval). If you have the Goldscale or Dragon-Scaled trait, you also gain an additional +1 natural armor bonus.

### EYE GOUGE (COMBAT)

You're skilled at blinding opponents.

**PREREQUISITE:** Kobold, Cheap Shot\*.

**BENEFIT:** When you successfully attack an opponent who is denied his Dexterity bonus to AC, you may attempt a dirty trick combat maneuver a swift action to blind your opponent. This does not provoke an attack of opportunity.

**SPECIAL:** If you also have the Improved Dirty Trick feat, you increase the bonus that feat grants to dirty trick attempts via the Eye Gouge feat to +4. Additionally, the target has to spend a standard action to remove the blinded condition incurred by this feat. If you also have the Greater Dirty Trick feat, you increase the time it takes your opponent to remove the blinded condition to a full-round action.

### HOBBLING STRIKE (COMBAT)

Your cheap shots impede the movement of adversaries.

**PREREQUISITES:** Kobold, Cheap Shot\*.

**BENEFIT:** When you successfully attack an opponent denied his Dexterity bonus to AC, you may expend a swift action to attempt a dirty trick combat maneuver to entangle your opponent. Using the Hobbling Strike feat to perform the combat maneuver does not provoke attacks of opportunity.

**SPECIAL:** If you also have the Improved Dirty Trick feat, you increase the bonus that feat grants to dirty trick attempts via the Hobbling Strike feat to +4. Additionally, the target must spend a standard action to remove the entangled condition incurred by this feat. If you also have the Greater Dirty Trick feat, you increase the time it takes your opponent to remove the entangled condition to a full-round action.

### KOBOLD TRAP CRAFTER

You conceive and install traps in your home cave, ghetto, or mine.

**PREREQUISITE:** Kobold.

**BENEFIT:** You gain a +4 circumstance bonus to your Craft (alchemy), Craft (carpentry), Craft (stonemasonry), and



Craft (traps) skill checks dealing with traps while in any settlement with a sizeable kobold population (subject to GM approval). You only receive a +2 circumstance bonus elsewhere.

### LANGUAGE OF MAGIC

Your fluency in a dialect of the draconic language allows you to interweave spells while speaking, casting them without appearing to do so.

**PREREQUISITES:** Kobold, ability to cast arcane spells, native speaker of Draconic.

**BENEFIT:** You may mask the verbal component of arcane spells you cast by speaking in Draconic. Your clear enunciation is so pompous and infused by draconic megalomania, it has to be interrupted at just the right time to hamper your spellcasting. An opponent has to succeed a Linguistics check (DC 15 + double spell level or DC 15 + your ranks in the Linguistics skill, whichever is higher) in order to execute an attack of opportunity against you when you are casting a spell that does not contain somatic or material components. If you use this feat to cast bloodline spells of the draconic or kobold bloodline, you cast them at +1 caster level.

**SPECIAL:** A creature in earshot with knowledge of Draconic may identify a spell being cast with this feat by succeeding on a Linguistics check (DC 15 + double the spell level or DC 15 + your ranks in the Linguistics skill, whichever is higher): the creature may promptly tell allies when to strike as a free action. You cannot use Language of Magic in conjunction with Silent Spell or while in any way restrained from talking in a clearly audible voice.

### LITTLE NIPPER

You gain a bite attack.

**PREREQUISITES:** Kobold, must be taken at 1st level.

**BENEFIT:** You gain a bite attack as a primary natural weapon with a base damage of 1d4.

### LOW BLOW (COMBAT)

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

**PREREQUISITE:** Kobold, Cheap Shot\*.

**BENEFIT:** When you successfully attack an opponent denied his Dexterity bonus to AC, you may expend a swift action to attempt a dirty trick combat maneuver to

sicken your opponent. This does not provoke an attack of opportunity.

**SPECIAL:** If you also have the Improved Dirty Trick feat, you increase the bonus that feat grants to dirty trick attempts via the Low Blow feat to +4. Additionally, the target has to spend a standard action to remove the sickened condition incurred by this feat. If you also have the Greater Dirty Trick feat, you increase the time it takes your opponent to remove the sickened condition to a full round action.

### MIASMA IMMUNITY

Your unusually hardy constitution and long days spent in the depths of mines amidst poison gases and ores has left you virtually impervious to their effects.

**PREREQUISITES:** Kobold, Constitution 13, miasma tolerance racial trait, Profession (miner) 5 ranks.

**BENEFIT:** You gain immunity to nonmagical inhaled poisons.

### RUN THE GHETTO'S GAUNTLET

You are from a civilized kobold settlement and can easily navigate across a trap-filled terrain.

**PREREQUISITES:** Kobold.

**BENEFIT:** Whenever you use Acrobatics to tumble through squares containing the triggers of traps, you do not set them off





whenever your Acrobatics check is equal to or exceeds the Perception DC necessary to spot the trap. This does not allow you to bypass trapped doors and similar solid objects but would allow you to move over a concealed pit in front of a trapped door and open it without triggering the concealed pit.

**SPECIAL:** If you also have the Kobold Trap Crafterfeat, you gain a +4 circumstance bonus to Acrobatics checks made to bypass traps.

## SAFETY IN NUMBERS

The presence of your kin stirs a fervent courage in your breast as more targets means you are now far less likely to personally suffer injury.

**PREREQUISITE:** Kobold.

**BENEFIT:** For every other friendly kobold within 30 ft., you receive a +1 morale bonus on saving throws against fear as well as a cumulative +1 to the DC of Intimidate checks to demoralize you.

## SLING ANYTHING (COMBAT)

You can use any on-hand item as a sling projectile.

**PREREQUISITE:** Kobold.

**BENEFIT:** You suffer no penalties when using slings with improvised ammunition. You receive a +1 circumstance bonus to attack rolls when slinging improvised ammunition.

## SMALL BUT FIERCE (COMBAT)

As a kobold, you can stab them where it hurts most.

**PREREQUISITES:** Kobold.

**BENEFIT:** Surviving among stronger and larger races, kobolds have learned to be vicious and cunning in their tactics. When using a light one-handed weapon made for a creature of your size category with which you are proficient, you may use your Dexterity modifier instead of your Strength modifier on attack and damage rolls. If you carry a shield, its armor check penalty applies to your attack rolls. If you have a penalty to attack and damage rolls due to a low Strength score, you still apply this penalty your damage rolls.

**SPECIAL:** Treat this feat as Weapon Finesse for the purposes of feat prerequisites and abilities. Its effects do not stack with Weapon Finesse.

## SWIFT BYPASS

You are skilled at disabling traps.

**PREREQUISITES:** Kobold, trapfinding class feature.

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

**NORMAL:** Disabling simple devices and locks takes a full round action and disabling complex devices takes 1d4 to 2d4 rounds.

## TALL TAIL (COMBAT)

You can trip multiple enemies with your tail.

**PREREQUISITE:** Kobold, Improved Trip.

**BENEFIT:** As a standard action, you can make a single trip attempt against an adjacent foe. If you hit, you resolve the effects normally and make a free 5-ft. step that does not provokes attacks of opportunity, nor does it count against your movement this round. At the end of this movement, you gain an additional trip attempt (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional trip attempt per round with this feat. When you use this feat, you take a –2 penalty to your AC until your next turn. You no longer take a size-penalty to trip attempts.

## TOOTH AND CLAW (COMBAT)

You have learned how to put your strong jaws and sharp claws to good use in combat.

**PREREQUISITES:** Kobold, Little Nipper\*.

**BENEFIT:** Your bite attack's damage increases to 1d6 and you gain two secondary natural attacks with your claws. Your claws have a base damage of 1d3.

## TRAP SAVVY

Your aptitude and experience with all manner of traps allows you to more readily avoid and extricate yourself from their effects.

**PREREQUISITES:** Kobold, Dodge.

**BENEFIT:** You gain a +4 dodge bonus to AC and Reflex saving throws against traps.

## TRIUMPHANT MALICE (COMBAT)

Having long suffered oppression, you feel a dark and giddy glee whenever you have the opportunity to turn the tables and crush a helpless foe.

**PREREQUISITE:** Kobold.

**BENEFIT:** Whenever you reduce a helpless opponent with Hit Dice equal to 1/2 your character level (rounded down) or more to 0 hp, you gain temporary hp equal to your character level, and you gain a +1 morale bonus to AC, attack rolls, and damage rolls for 1 round/level. This bonus increases by +1 at 5th level and again every 5 character levels up to a maximum of +5 at 20th level. If you activate the feat a second time while still under its effects, the duration of the feat's benefits resets.

## RAVENFOLK FEATS

The ravenfolk have access to the following feats.

### BORN OF HUGINN

You trace your lineage back to Huginn, Wotan's raven who embodies thought. You are not easily lulled or controlled by magic that affects the mind.



**PREREQUISITE:** Ravenfolk.

**BENEFIT:** Once per day, you may re-roll a failed saving throw against an enchantment spell or effect.

**SPECIAL:** You may not take this feat if you have taken the Born Of Muninn\* or Scion Of Horus\* feat.

### BORN OF MUNINN

You trace your lineage back to Muninn, Wotan's raven who embodies memory. Your sense of self is unshakeable, even when assailed by powerful magic.

**PREREQUISITE:** Ravenfolk.

**BENEFIT:** Once per day, you may re-roll a failed saving throw against a transmutation spell or effect.

**SPECIAL:** You may not take this feat if you have taken the Born Of Huginn\* or Scion Of Horus\* feat.

### CARRION CROW

At one time, you embraced the aspect of ravens as heralds of death and went to dwell among undead. You returned with terrible knowledge.

**PREREQUISITE:** Ravenfolk.

**BENEFITS:** You gain a +2 competence bonus to Knowledge skill checks related to undead, the Morgau and Doresh, and the Ghoule Imperium. You also gain a +2 racial bonus to saving throws against necromancy spells and effects.

### DWARF-FRIEND

You have spent much time among the dwarf secret societies and learned some of their mysteries.

**PREREQUISITE:** Ravenfolk.

**BENEFITS:** You gain a +2 insight bonus to Craft skill checks and a +2 circumstance bonus to Diplomacy checks when dealing with dwarves. You may also treat a weapon of your choice with the word "dwarven" in its name as a martial weapon.

### IRONCLAW DANCE (COMBAT)

Your ironclaw martial arts may inflict horrible wounds.

**PREREQUISITES:** Ravenfolk, Ironclaw Style\*, ki pool class feature.

**BENEFIT:** If you successfully execute an attack with your ironclaw while in ironclaw style, you may expend 1 point of ki as a free action to make a free 5-ft. step that does not provoke attacks of opportunity and does not count against your movement. Additionally, you may spend 1 point of ki as a free action before executing an attack with your ironclaw. If you successfully hit your target, you deal +1 bleed damage to the target in addition to the damage dealt by the attack.

**SPECIAL:** This feat does not stack with itself, but does stack with the effects of the Bleeding Critical feat.

### IRONCLAW REAVER (COMBAT)

Your ironclaw strikes can be truly devastating.

**PREREQUISITES:** Ravenfolk, Ironclaw Dance\*, base

attack bonus +7.

**BENEFIT:** Whenever you score a critical hit with your ironclaw while in Ironclaw Style, you may apply two critical feats in addition to the damage dealt.

**SPECIAL:** This feat is treated as the Critical Mastery feat for the purpose of prerequisites. Its effects do not stack with Critical Mastery.

**NORMAL:** You can only apply the effects of one critical feat to a given critical hit in addition to the damage dealt.

### IRONCLAW STYLE (STYLE)

You've learned to blend your deadly claw with martial arts.

**PREREQUISITES:** Ravenfolk, ironclaw alternate racial





trait, unarmed strike class feature.

**BENEFIT:** Upon entering this style, your claw attacks granted by the ironclaw alternate racial trait are treated as an unarmed attack for purposes of feats and abilities. The base damage of your ironclaw increases as if it were an unarmed attack. For example, 4th-level monks increase the base damage of their ironclaw to 1d10.

**SPECIAL:** You still only have one ironclaw. Your other limbs adhere to the regular base damage scaling of the unarmed strike class feature.

## SCION OF HORUS

You claim kinship with the hawk-headed god Horus, princely foe of ancient abominations and their cults.

**PREREQUISITE:** Ravenfolk.

**BENEFITS:** You gain a +2 insight bonus to Knowledge skill checks related to aberrations and a +2 sacred bonus to attacks against aberrations.

**SPECIAL:** You may not take this feat if you have taken the Born of Huginn\* or Born of Muninn\* feat.

## SPY AMONG THE SCALY FOLK

As an agent of the warm-blooded, you infiltrated the lands of dragons, learning their ways and collecting their secrets.

**PREREQUISITE:** Ravenfolk.

**BENEFIT:** You gain a +2 insight bonus to Knowledge skill checks related to dragons and reptilian creatures such as drakes and lizardfolk. You also gain a +2 circumstance bonus to Bluff and Diplomacy skill checks when dealing with draconic creatures and creatures with the dragon type or reptilian subtype.

**SPECIAL:** You are treated as if you had the reptilian subtype in addition to the tengu subtype for the purpose of spells and effects. If a spell or effect would usually affect scales, it instead affects your plumage.

## TROLLKIN FEATS

Trollkin have access to the following feats.

### DENY WEAKNESS

Your inhuman vigor allows you to shrug off weakness.

**PREREQUISITES:** Trollkin, Endurance, inhuman vigor racial trait.

**BENEFIT:** As a swift action, you can ignore the following negative status conditions for 1 round: dazed, dazzled, deafened, disease, fatigued, sickened. When ignoring a negative status condition in this manner, you merely suppress it for 1 round. This counts against rounds of duration for ongoing effects. You can only ignore one negative status condition each round. A swift action spent ignoring a negative status condition in this manner counts as using the inhuman vigor ability to gain fast healing for the purposes of the maximum hp you can heal each day. You do not gain regain hp from fast healing in the round you use this ability.

### EFFORTLESS HORROR

You terrify creatures with barely any effort.

**PREREQUISITES:** Trollkin, Terrifying\*, Intimidate 3 ranks.

**BENEFIT:** You can use Intimidate to change an opponent's attitude with 1d4 rounds of conversation. You can demoralize an opponent as a move action.

### FEAR EATER

You can drink in your foe's fear to heal your wounds.

**PREREQUISITES:** Trollkin, Effortless Horror\*, Terrifying\*, Intimidate 5 ranks, inhuman vigor racial trait.

**BENEFIT:** When using a swift action for the inhuman vigor ability, you do not reduce your available pool of healing if you are within 30 ft. of an enemy creature suffering from any fear condition.

### HULKING BUILD

You are massive compared to others of your race.

**PREREQUISITES:** Trollkin, Strength 16.

**BENEFIT:** You can wear armor, wield weapons, and use equipment sized for creatures one size category larger than your own without penalty. You can carry double the normal load for your Strength score for the purpose of your carrying capacity and for determining your thresholds for light, medium, and heavy load.

### INHUMAN RESILIENCE

You can ignore otherwise crippling weakness.

**PREREQUISITES:** Trollkin, Deny Weakness\*, Endurance, inhuman vigor racial trait.

**BENEFIT:** When using the Deny Weakness feat, you can suppress any of the following additional negative status conditions for 1 round: disabled, exhausted, nauseated, pain effects, poison, staggered, stunned.

### RAPID SCARRING

Your flesh knits together quickly in thick knots before smoothing out later.

**PREREQUISITES:** Trollkin, inhuman vigor racial trait.

**BENEFIT:** Whenever you suffer a critical hit or any amount of precision damage (such as a precise strike or sneak attack), you automatically regain double the normal hp from inhuman vigor on your next turn, and the hp regained do not count against your daily limit of fast healing. This rapid healing leaves thick but temporary scars, granting a +1 bonus to your natural armor for 1 hour.

### REACTIVE HEALING

Your regenerative powers happen on instinct.

**PREREQUISITES:** Trollkin, Dexterity 13, inhuman vigor racial trait.

**BENEFIT:** You can activate your inhuman vigor as an immediate action. When you do, you regain your normal allotment of fast healing immediately. If you use this feat in



response to taking damage, the healing may prevent you from falling unconscious or dying.

### REGENERATE

Your trollkin heritage allows you to survive and heal almost any wound.

**PREREQUISITES:** Trollkin, Deny Weakness\*, Diehard, Endurance, Inhuman Resilience\*, inhuman vigor racial trait.

**BENEFIT:** You may reattach a severed body part (such as fingers, toes, hands, legs) with 1 round of inhuman vigor use if the severed member is present and you are touching it. Otherwise, it takes 2d10 rounds of inhuman vigor use to completely regrow a severed body member, which may be spread out over multiple days. You cannot die as long as your inhuman vigor continues functioning. If your negative hp are equal to or greater than your Constitution, you fall unconscious but do not die. You automatically regain hp each round as if using the inhuman vigor ability. If you run out of healing from inhuman vigor or are subject to acid or fire damage, you die. If you regain consciousness, you must begin using a swift action each turn if you wish to heal using inhuman vigor.

### SHADEWALKER

You are at home in the shadows and can draw darkness around you like a shroud.

**PREREQUISITES:** Trollkin, Stealth 5 ranks.

**BENEFIT:** Three times per day, as a full-round action that does not provoke attacks of opportunity, you can draw shadows around yourself for 1 minute. While so cloaked, you gain a +2 circumstance bonus to Intimidate and Stealth checks. When within an area of shadowy illumination, you can attempt a Stealth check to hide even while you are being observed.

### STRAIN THE LIMIT

At great cost to your stamina, you can push your rapid healing to extreme lengths.

**PREREQUISITES:** Trollkin, Constitution 13, inhuman vigor racial trait.

**BENEFIT:** When you activate your inhuman vigor, you can choose to increase your fast healing to 2d10, and you become fatigued at the end of your turn. Using inhuman vigor in this manner does not count toward your daily limit of fast healing. Using the ability again while fatigued renders you exhausted. You cannot use this ability if you are exhausted.

### TERRIFYING

Your trollkin heritage makes you seem far larger and more frightening than you might truly be.

**PREREQUISITES:** Trollkin, Intimidate 1 rank.

**BENEFIT:** You count as one size category larger for the purposes of the Intimidate skill. If you have 10 or more ranks in Intimidate, you count as two size categories larger for the purposes of the Intimidate skill.

## METAMAGIC FEATS

Midgard is rich in metamagic, particularly tied to the ley lines and amplifying some magic directly for those who know how to master it.

### CLOCKWORK SUMMONING (METAMAGIC)

You summon clockwork beasts instead of those of flesh and bone.

**PREREQUISITES:** Spell Focus (conjunction).

**BENEFIT:** Clockwork Summoning can only be used with *summon monster* spells.





Creatures summoned with such a clockwork *summon monster* spell lose their normal creature type and gain the construct creature type. Combat statistics, abilities, and skills remain unchanged, but all other immunities and limitations of the construct type apply. A Clockwork Summoning spell uses up a spell slot 2 levels higher than the spell's actual level.

### DELAY SPELL (METAMAGIC)

You may delay the effect of a spell you cast.

**BENEFIT:** When you cast a delayed spell, you may specify 1–5 rounds. When that number of rounds has passed, the spell takes effect at the beginning of your turn. You may cause the spell to take effect earlier than initially selected by taking a standard action that provokes an attack of opportunity. Only area, personal, and touch spells can be delayed.

Any decisions you would make about the delayed spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the delay period ends.

A delayed spell can be dispelled normally during the delay and can be detected normally with spells or abilities that can detect spell effects. A delayed spell takes up a spell slot 2 levels higher than the spell's actual level.

### DISCRIMINATING SPELL (METAMAGIC)

You can protect or target one race or creature type from the effects of your spells.

**PREREQUISITE:** 5 ranks in Knowledge (arcana).

**BENEFIT:** You can select one race or creature type, chosen at the time of casting, to be completely immune to the effects of your spell. Alternatively, you can elect to target your spell against a chosen race or creature type, causing only that specific race or creature type to be affected by your spell. A discriminating spell uses up a spell slot 2 levels higher than the spell's actual level.

**SPECIAL:** You cannot name specific individuals, only races and creature types recognized by the game or GM. For instance, you cannot name Zandor the dragon over there by the hill, but you could name dragons—or white dragons. You must use names or types commonly used in the rules or approved by your GM.

### DORMANT SPELL (METAMAGIC)

You can cast helpful spells that remain dormant until activated.

**BENEFIT:** Spells enhanced by the Dormant Spell feat (or dormant spells) can be cast only on willing targets. Dormant Spell cannot be used with area of effect spells. When a dormant spell is cast, the effects upon the targets are suppressed until a later time when the spell is “activated.”

Activating a dormant spell requires a standard action by its caster (which provokes an attack of opportunity but

is not considered spellcasting), at which time the spell effects take place on its original targets even if they are no longer in the normal range of the spell. Once activated, the effects persist as if the spell had just been cast.

When you replenish spells, any dormant spells you have cast are lost. A dormant spell uses a spell slot 1 level higher than the spell's actual level.

### HARDENED SPELL

Your spells are difficult to counter or dispel.

**PREREQUISITE:** Spell Focus

**BENEFIT:** Choose a spell school for which you have the Spell Focus feat. Your spells of that school have gain a +5 bonus to the DC needed to identify and to dispel them.

**SPECIAL:** You may take this feat multiple times. Each time you take this feat, it applies to a different school of magic.

### MASS EFFECT SPELL (METAMAGIC)

Your spells can affect more targets.

**BENEFIT:** A spell that normally affects a single target now affects 1 target/caster level, no two of which can be more than 30 ft. apart. A mass effect spell uses up a spell slot 4 levels higher than the spell's actual level.

**SPECIAL:** If used with a touch spell, all targets must be in physical contact with one another. This feat does not work on spells with a range of “personal.”

### PENETRATING SPELL (METAMAGIC)

Your spells can overcome energy resistance.

**BENEFIT:** A penetrating spell ignores all energy resistance when dealing damage. A penetrating spell takes up a spell slot 1 level higher than the spell's actual level.

### SPIRIT ART SPELL (METAMAGIC)

You create spectral equipment when you summon or animate the dead.

**PREREQUISITE:** 5 ranks in Spellcraft

**BENEFIT:** Spirit Art Spell can be used with any spell that summons or animates undead. A spirit art spell creates ghostly weapons and armor for the undead you summon. The undead are considered proficient with weapons and armor created in this way.

The equipment vanishes when the undead are slain or if taken from the undead, but in other respects, it acts as a non-magical item of the same name. Each undead must be equipped identically as determined at the time of casting. A spirit art spell takes up a spell slot a number of levels higher than the spell's normal level as determined by the sum of the following modifiers:

SPELL SLOT	EFFECT
+0	purely decorative equipment
+1	non-exotic weapons or shields (including unlimited ammunition)
+1	light armor





+2	medium armor
+3	heavy armor
+2	one ballista or catapult
+3	one ram or siege tower

**SPECIAL:** Incorporeal undead cannot be equipped using Spirit Art Spell.

### TRANSFER SPELL (METAMAGIC)

You can change the range of a spell from personal to touch.

**BENEFIT:** You can use Transfer Spell with any spell that has a range of personal to change its range to touch.

The target of the spell must accept the spell voluntarily or it has no effect. A transfer spell takes up a spell slot 1 level higher than the spell's actual level.

## REGIONAL FEATS

Throughout their myriad travels, characters across Midgard often pick up special skills or training in regions where they adventure or spend time.

### CROSSROADS

The following feats are available to characters who hail from or spend significant time in the Crossroads, at the GM's discretion.

#### BARGE FREIGHTER (CROSSROADS)

You are or were someone who hauls barges and all kind of ships upstream the rivers.

**PREREQUISITE:** Endurance.

**BENEFIT:** You can push or drag along the ground as much as seven times your maximum load. Favorable conditions can triple these numbers, and bad circumstances never reduce them.

**NORMAL:** A character can push or drag along the ground as much as five times his maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them by half or more.

### ROTHENIAN PLAINS

The following feats are available to characters who hail from or spend significant time in the Rothenian Plains, at the GM's discretion.

#### GALLOPING ATTACK (ROTHENIAN PLAINS, COMBAT)

The creatures of the plains strike as fiercely and swiftly as the wind.

**PREREQUISITE:** Base attack bonus +5 or higher, Quick Draw.

**BENEFIT:** When attacking on a charge while mounted,

your bonus to the attack increases to +3.

**NORMAL:** You gain a +2 bonus to an attack made while charging.

#### NATURE'S SIBLING (ROTHENIAN PLAINS)

You communicate easily with your plains allies.

**BENEFIT:** You have the ability to speak with animals a number of times per day equal to your Wisdom modifier. Your caster level is equal to your character level.

#### PAINFUL BLOW (ROTHENIAN PLAINS)

You have been trained to deliver painful blows in combat.

**PREREQUISITE:** Base attack bonus +5, Power Attack.

**BENEFIT:** A number of times daily equal to your Constitution modifier, you may deal an especially painful blow to an opponent with a melee attack. You must declare you are using this ability before the melee attack roll is made. If the blow damages the foe, the opponent must make a Fortitude Save (DC = 10 + half your level + your Con modifier) or be nauseated for 1 round by the pain. An opponent that makes a successful saving throw against this ability is immune to this effect for 24 hours.

### SIWAL

The following feats are available to characters who hail from or spend significant time in Siwal, at the GM's discretion.

#### WHIRLING DERVISH (SIWAL, COMBAT)

You can use dance to catch foes off guard.

**PREREQUISITE:** Perform (dance) 3 ranks.

**BENEFIT:** You use Perform (dance) instead of Bluff to perform a feint in combat.

#### IMPROVED WHIRLING DERVISH (SIWAL, COMBAT)

As your footwork becomes faster, so does your feinting.

**PREREQUISITES:** Perform (dance) 6 ranks, Whirling Dervish\*.

**BENEFIT:** You can perform a feint as a move action.

#### DANCE OF THE DERVISH (SIWAL, COMBAT)

Your dancing in combat can quickly confound multiple foes.

**PREREQUISITES:** Perform (dance) 9 ranks, Combat Reflexes, Improved Whirling Dervish\*.

**BENEFIT:** You can affect a number of opponents equal to your Dexterity modifier when you feint, as long as the opponents are within 30 feet. Roll your feint attempt once and check each opponent's DC separately.

#### VOICE OF THE DESERT FLOWER (SIWAL)

Your masterful performances are soothing to the djinn and have earned you great renown.



**PREREQUISITES:** Cha 15, Perform (sing) 3 ranks.

**BENEFIT:** You may substitute Perform (sing) for Diplomacy when attempting to adjust a creature's attitude or making a request and receive a +2 bonus to such checks. Your starting attitude with any djinn you meet is friendly provided you agree to perform for them. This attitude does not necessarily extend to your allies.

## REGIONAL TRAITS

The following regional traits are available to characters who have spent at least a year living in the indicated location. These traits follow the normal restrictions on trait selection as outlined in the *Pathfinder Roleplaying Game Advanced Player's Guide*. Additionally, the table on page 152 summarizes the traits available for each region.

### GRAND DUCHY OF BOURGUND

The following traits are available to characters who have spent at least a year living in the Grand Duchy of Bourgund.

**GOBLIN SLAYER (GRAND DUCHY OF BOURGUND):** You patrol the wastes, and you have learned the weaknesses of its inhabitants. Gain a +1 trait bonus on melee and ranged attacks made against creatures with the goblinoid subtype.

**IVORY SQUIRE (GRAND DUCHY OF BOURGUND):** Your service to the White Knights left you well educated. You are or were an aide to a White Knight of Bourgund and gain a +1 trait bonus to Diplomacy and Knowledge (nobility). One of these skills is always considered a class skill for you, and you must choose when you select this trait.

**STEADFAST (GRAND DUCHY OF BOURGUND):** Despite the strangeness of your surroundings, something about you is reassuring. Allies within 15 feet of you gain a +2 trait bonus to saving throws against fear effects.

### THE HAUNTED LANDS

The following traits are available to characters who have spent at least a year living in the Haunted Lands.

**CORPSE TENDER (HAUNTED LANDS):** The risen dead of the Haunted Lands must be put to rest, and you are the one to do it. When you score a successful critical hit with a weapon on a creature with the undead type, you deal additional damage equal to your weapon's critical hit modifier as a trait bonus to damage. This additional damage is added to the final total and not multiplied by

the critical hit multiplier.

**HAUNT HUNTER (HAUNTED LANDS):** You have seen the specters of the lands around you and know their secrets. Gain a +2 trait bonus to Perception checks to notice haunts and a +2 bonus to initiative checks when a haunt is triggered in your area.

**SPIRIT TALKER (HAUNTED LANDS):** Dark whispers of the deceased reveal themselves in your presence. Gain a +2 trait bonus to Knowledge (religion) or Knowledge (history) checks to properly identify haunts and discover the means of their ultimate destruction. One of these skills is always considered a class skill for you, and you must choose when you select this trait.

### MAGOCRACY OF ALLAIN

The following traits are available to characters who have spent at least a year living in the indicated city in the Magocracy of Allain.

**ABERRANT ALCHEMY (MAILLON):** You incorporate fluids taken from aberrations in your alchemical creations. Gain a +2 trait bonus to either Craft (alchemy) or Knowledge (dungeoneering) checks. One of these skills is always considered a class skill for you, and you must choose when you select this trait.

**ARCANE ACADEMIC (BEMMEA):** The arcane academies have prepared you well. You gain a +1 trait bonus on Spellcraft checks or Knowledge (arcana) checks, and one of these skills is always a class skill for you.

**EFFICIENT BREWER (MAILLON):** Constant brewing and potion-crafting has taught you to be thrifty and efficient. When brewing potions or creating alchemical extracts, reduce the gp cost of any required materials by 10%.

**FEY SLAYER (TINTAGER):** Fey are a menace that must be eradicated. Gain +2 trait bonus to attack rolls made to confirm critical hits against all fey and humanoids with the elf subtype.

**STUDENT OF ANCIENT TECHNOLOGY (CASSADEGA):** You understand vril items. Gain a +2 trait bonus to Knowledge (arcana), Knowledge (engineering), or Use Magic Device checks. Select in which skill you gain this bonus at the time of choosing this trait.

**WAR MAGE (TINTAGER):** Rigorous training in the art of magical warfare has taught you frighteningly destructive powers. Pick one damage-dealing spell when you choose this trait. Whenever you cast that spell, its effects manifest as one caster level higher. Once you've chosen the affected spell, you cannot change this choice.

### NORTHLANDS

The following traits are available to characters who have spent at least a year living in the Northlands.





TABLE 5-2: REGIONAL TRAITS

TRAIT	REGION
Goblin Slayer	Grand Duchy of Bourgund
Ivory Squire	Grand Duchy of Bourgund
Steadfast	Grand Duchy of Bourgund
Corpse Tender	Haunted Lands
Haunt Hunter	Haunted Lands
Spirit Talker	Haunted Lands
Aberrant Alchemy	Magocracy of Allain, Maillon
Arcane Academic	Magocracy of Allain, Bemmea
Efficient Brewer	Magocracy of Allain, Maillon
Fey Slayer	Magocracy of Allain, Tintager
Student of Ancient Technology	Magocracy of Allain, Cassadega
War Mage	Magocracy of Allain, Tintager
Baldur's Gift	Northlands
Born in Stannasgard	Northlands
Born in Tanserhall	Northlands
Born in Wolfheim	Northlands
Fate Not Woven	Northlands
Kissed by the Valkyries	Northlands
Raised by Berserks	Northlands
Raised by Monsters	Northlands
Reaver Slave	Northlands

TRAIT	REGION
Skraeling Heritage	Northlands
Thrall's Tenacity	Northlands
Touch of the Wolf	Northlands
Trylleri Heritage	Northlands
Wotan's Gift	Northlands
Heritage of the Warrior Kings	Seat of Mavros
Weathered Pilgrim	Seat of Mavros
Waste-Scarred	Seat of Mavros
Aberration Hunter	Seven Cities
Brutalizer	Seven Cities
Deck Devil	Seven Cities
Expert Diver	Seven Cities
Four Elements	Seven Cities, Kyprión
Land Lover	Seven Cities, Friula
Mason	Seven Cities, Melana
Nest Robber	Seven Cities, Illyria
Salt and Spice	Seven Cities, Capleon
Sea Legs	Seven Cities
Shadows of the Empire	Seven Cities
Tavern Brawler	Seven Cities
Attuned to the Great Old Ones	Wasted West
Corrupted Summoner	Wasted West
Danger from the Dunes	Wasted West
Dust Scavenger	Wasted West
Tinkerer	Wasted West
Visions from the Far Beyond	Wasted West

**BALDUR'S GIFT (NORTHLANDS):** Faith in Baldur brings with it a relentless dedication to helping others, and consequently you're well regarded throughout the North. Gain a +1 trait bonus to Diplomacy and Heal checks, and one of these is always a class skill for you. Choose which becomes a class skill when you take this trait.

**BORN IN STANNASGARD (NORTHLANDS):** You grew up in the great smithy-citadel of Stannasgard, surrounded by the greatest artisans of the North. Gain a +1 trait bonus to Craft (armor and weapons) checks, and one of your starting items (weapon, armor, or shield) is of masterwork quality. You need not pay the normal additional cost for this masterwork item. You must be a dwarf to select this trait.

**BORN IN TANSERHALL (NORTHLANDS):** You were born near the Cradle Cave, birthplace of dwarvenkind, and you have walked the blessed caves and corridors of the First Citadel. Many dwarves hold you in awe. Gain a +1 trait bonus to Bluff and Diplomacy checks made when interacting with dwarves, and Knowledge (religion) is always a class skill for you. You must be a dwarf to select this trait.

**BORN IN WOLFHEIM (NORTHLANDS):** You were raised among the wolf-wrestling heroes and savage raiders of Wolfheim, where winter worgs prowl the halls. Gain a +1 trait bonus to Handle Animal checks with wolves and a +1 trait bonus to CMD or saving throws against special attacks by wolf-like creatures (such as a wolf's



trip attempts or saves against a winter wolf's breath weapon). Additionally, gain a +1 trait bonus to Fortitude saving throws.

**FATE NOT WOVEN (NORTHLANDS):** By accident or design, your fate has been woven only loosely by the norms. Neither man nor god can divine your future easily. Gain a +4 trait bonus to Will saves against scrying. Once per day, when you would fail a saving throw against a *scrying* spell, you can reroll the saving throw and take the better result.

**KISSED BY THE VALKYRIES (NORTHLANDS):** You know that a heroic death leads to a glorious afterlife in Valhalla, and so you rush fearlessly into battle. Whenever you charge, gain an additional +1 trait bonus to your attack roll, but the penalty to AC also increases by 1 point. Additionally, gain a +1 trait bonus to damage

rolls you make after successfully attacking on a charge.

**RAISED BY BERSERKS (NORTHLANDS):** You spent your formative years around berserkers, a rough time that left its mark on you both physically and mentally. Gain +1 hit point at 1st level and at each level thereafter, and Intimidate is always a class skill for you.

**RAISED BY MONSTERS (NORTHLANDS):** You were raised by a monster or clan of monsters. Perhaps they took you in after slaughtering your former family, or maybe you were given to them as a hostage or sacrificial offering. Choose a monster race such as trolls or werewolves (subject to GM approval). You gain that creature's primary language as a bonus language, and a +1 trait bonus to Sense Motive and Diplomacy checks when interacting with creatures of this monster type.

**REAYER SLAVE (NORTHLANDS):** You've toiled in thrall to the reaver dwarves. You gain Dwarven







as a bonus language. Additionally, you can make a Perception check to notice unusual stonework, such as traps and hidden doors located in stone walls or floors, whenever you pass within 10 feet of them, whether or not you are actively looking for them.

**SKRAELING HERITAGE (NORTHLANDS):** Growing up in the icy wastes, you swiftly learned the value of a well-kindled fire. Once per day you can use the *spark* cantrip as a spell-like ability (treat your character level as the caster level). When you wield a torch or other nonmagical flaming object as a weapon, you get a +1 trait bonus to damage.

**THRALL'S TENACITY (NORTHLANDS):** A life of back-breaking labor and rough treatment means you can survive on relatively little food, and are not easily tired by long exertions. Treat your strength score as 2 points higher for the purposes of your carrying capacity, and you gain a +1 trait bonus to Constitution checks to avoid the effects of starvation or becoming fatigued or exhausted.

**TOUCH OF THE WOLF (NORTHLANDS):** You've spent too long in the Vagrike, or perhaps there's a lycanthrope lurking somewhere in your family tree. You smell like a wolf. Wild animals that aren't predators are automatically unfriendly toward you, but this attitude can be improved. You may use the Intimidate skill against animals to improve their attitude.

**TRYLLERI HERITAGE (NORTHLANDS):** Your family has a long history of worshiping the old elven gods, and so their servants react more agreeably toward you. Gain a +1 trait bonus to Charisma-based skills when interacting with fey and elementals. Knowledge (religion) is always a class skill for you.

**WOTAN'S GIFT (NORTHLANDS):** Fate demands that you're killed outright rather than linger bleeding. Gain a +1 trait bonus to Constitution checks when rolling to stabilize while dying.

## SEAT OF MAVROS

The following traits are available to characters who have spent at least a year living in the Seat of Mavros.

**HERITAGE OF THE WARRIOR KINGS (SEAT OF MAVROS):** You are an heir to the legacy of the valiant and respected warriors that tend the Seat of Mavros. Gain a +1 trait bonus to Intimidate and either Bluff or Diplomacy checks. One of these skills is always a class skill for you. You must make these choices when you select this trait.

**WEATHERED PILGRIM (SEAT OF MAVROS):** You have completed the difficult pilgrimage to visit the Seat of Mavros. Gain a +1 trait bonus on your Knowledge (religion) and Survival checks, and one of these is always a class skill for you. You must choose when you select this trait.

**WASTE-SCARRED (SEAT OF MAVROS):** You have walked the wasteland alone and survived its horrors. Your skin stands witness to the rigors of the wasteland. You gain a +4 trait bonus to Intimidate checks made to demoralize opponents.

## SEVEN CITIES

The following traits are available to characters who have spent at least a year living in one of the Seven Cities. Some of these traits are tied to a specific city in this region. In this case, the specific city is listed in parentheses, and characters who choose these traits must have spent at least a year living in that city.

**ABERRATION HUNTER (VERRAYNE):** Verrayne is menaced by aberrations, but hunters like you keep a constant watch. Gain a +1 trait bonus on melee and ranged attacks made against aberrations.

**BRUTALIZER (SEVEN CITIES):** You have been schooled in the cruelest methods of interrogation and punishment. Gain a +1 trait bonus to Intimidate checks, and you deal an extra 1d6 points of precision damage when you strike a helpless, living target. You cannot select this trait if your alignment is good.

**DECK DEVIL (SEVEN CITIES):** You are one of the fiercest sea dogs to walk a deck. Gain a +1 morale bonus to all melee attacks made on the deck of a ship. When a ship's deck is difficult terrain, treat the first 15 feet of your movement on it as if it were normal terrain.

**EXPERT DIVER (SEVEN CITIES):** Your long experience diving gives you great stamina and agility underwater. Gain a +4 bonus to Escape Artist and Swim checks while underwater. You can hold your breath for a number of rounds equal to three times your Constitution score, and this is not reduced when you take standard actions while underwater.

**FOUR ELEMENTS (KYPRION):** The alchemists of Kyprian have mastered techniques known to few outsiders. Gain a +1 trait bonus to Craft (alchemy) checks and always treat Craft (alchemy) as a class skill.

**LAND LOVER (FRIULA):** Many sea-dwellers—as well as some denizens along the coasts—have tried to lure you to your doom and failed. Gain a +4 trait bonus to your Will saves against the extraordinary, special, and supernatural abilities of the following creatures: harpy, kelpie, nereid, and siren.

**MASON (MELANA):** You have studied building in Melana and are rightfully proud of your craft. Gain a +2 trait bonus on your Craft checks related to buildings or the components of a building (such as statuary or glass-



work).

**NEST ROBBER (ILLYRIA):** You have tried to steal an egg or bring back a young dragon from a nest, and lived. Gain a +2 trait bonus on your Knowledge (arcana) related to dragons and Climb is always a class skill for you.

**SALT AND SPICE (CAPLEON):** You work or worked for the Salt and Spice Bank of Capleon, an occupation that brings its own rewards. You have received a small fortune in salt and spices (cinnamon, cloves, ginger, pepper, saffron, and so on) worth 500 gp, in addition to your character's starting wealth.

**SEA LEGS (SEVEN CITIES):** You have learned all the arts needed to be called a sailor. You can use Profession (sailor) instead of Acrobatics, Climb, or Craft (carpentry, cloth, ships) when aboard a naval vessel.

**SHADOWS OF THE EMPIRE (SEVEN CITIES):** You know many facts about the former empire of the elves. Gain a +3 trait bonus to any Knowledge (history, local, and geography) checks related to the Elven Empire and the Seven Cities region.

**TAVERN BRAWLER (SEVEN CITIES):** After a hearty drink, there's nothing like a good fight to finish off the evening. Gain a +1 trait bonus to unarmed damage but only when dealing non-lethal damage.

## THE WASTED WEST

The following traits are available to characters who have spent at least a year living in the Wasted West.

**ATTUNED TO THE GREAT OLD ONES (WASTED WEST):** Ignoring the malevolence of the Great Old Ones, you instead use their presence to guide you. You gain a +1 trait bonus to Knowledge (nature) and Survival checks made within the Wasted West and you always know the direction of the nearest Great Old One. One of these skills is always a class skill for you, and you must choose which skill when you select this trait.

**CORRUPTED SUMMONER (WASTED WEST):** Your summoned creatures are devolved and profane. Creatures you summon with spells such as summon

monster and planar ally that would normally apply the celestial or fiendish simple templates instead gain the waste-warped simple template (see the Waste-Warped Simple Template sidebar in the *Midgard Campaign Setting*).

**DANGER FROM THE DUNES (WASTED WEST):** The badlands have taught you to be ever alert, night and day. Gain a +1 trait bonus on your Perception checks and a +1 trait bonus on your initiative checks. Perception is always a class skill for you.

**DUST SCAVENGER (WASTED WEST):** You have a knack for finding and identifying things long buried. Gain a +1 trait bonus on Knowledge (history) and Perception checks, and one of these is always a class skill for you. You must choose which skill is a class skill when you select this trait.

**TINKERER (WASTED WEST):** You have learned that a good jostling of ruin-recovered magic devices usually does the trick. Gain a +1 trait bonus to Use Magic Device checks, which increases to +2 when attempting to activate a vril device. Use Magic Device is always a class skill for you.

**VISIONS FROM THE FAR BEYOND (WASTED WEST):** Within the Western Wastes, the boundaries between the planes grow thin, and you gaze between the gaps of reality to view its secrets. Gain either a +1 trait bonus to Will saving throws or a +1 trait bonus to initiative checks (you must choose which benefit you gain when you select this trait). Knowledge (planes) is always a class skill for you.



# MAGIC ITEMS & EQUIPMENT



## 6

As much as the cultures and backgrounds of Midgard's peoples define their outlooks, so do the items they carry with them guide their day-to-day experiences. From magic items with ties to specific regions to weapons and armor whose use is generational among specific races, gear is an inescapable part of life in all corners of Midgard.

The following chapter presents a wide variety of regional magic items, as well as some unique mounts and racial gear. Just because a magic item or piece of equipment is closely associated with a specific region or species, however, does not mean that it's never found with other characters or in other parts of the world. GMs should always use their own discretion when populating their Midgard campaigns with items. Roshgazi humans who spent their early days with minotaurs might naturally carry minotaur-centric weapons, for example.





## REGIONAL MAGIC ITEMS

The origin of the following magic items traces to the indicated regions, although these items can often be found in markets scattered across the globe.

TABLE 6-1: REGIONAL MAGIC ITEMS

ITEM	REGION OF ORIGIN	SLOT	COST
<i>carpet of stone</i>	Dominion of the Wind Lords	none	see page 158
<i>enchanted ink</i>	The Magocracies	none	see page 161
<i>stormrider's darts</i>	Duchy of Perunalia	none	750 gp
<i>duelist's scent</i>	Duchy of Bourgund	none	1,200 gp
<i>gravebinder's oil</i>	Free City of Siwal	none	1,400 gp
<i>death's head torch</i>	Electoral Kingdom of Krakova	none	2,000 gp
<i>sentinel's surcoat</i>	Wasted West	shoulders	2,500 gp
<i>amulet of sustaining health</i>	Wasted West	neck	5,000 gp
<i>bed of nails</i>	Dominion of the Wind Lords	none	6,000 gp
<i>filterthorn mask</i>	Gardens of Carnessa	head	6,000 gp
<b>TALKING HEADS</b>	Wasted West	none	10,000 gp
<i>experimental primer</i>	The Magocracies	none	12,000 gp
<i>dimensional net</i>	Seven Cities	none	18,320 gp
<i>trident of Nethus</i>	Seven Cities	none	24,315 gp
<i>ever-bound lamp</i>	Dominion of the Wind Lords	none	30,000 gp
<i>harnessing belt</i>	Dominion of the Wind Lords	waist	30,000 gp
<i>ghost knight's saddle</i>	Morgau and Doresh	none	32,000 gp
<i>ghoulbane rod</i>	Seven Cities	none	35,300 gp
<i>imperial nightingale</i>	Seven Cities	none	45,000 gp
<i>pocket oasis</i>	Dominion of the Wind Lords	none	50,000 gp
<i>bearhide rug</i>	Dominion of the Wind Lords	none	52,000 gp
<i>assassin's flight</i>	Dominion of the Wind Lords	none	55,000 gp
<i>rift glass</i>	The Magocracies	none	55,000 gp
<i>amulet of Nethus</i>	Seven Cities	neck	65,000 gp
<i>librarian's robe</i>	Seven Cities	body	68,000 gp
<i>dimensional staff</i>	Wasted West	none	104,000 gp





## DOMINION OF THE WIND LORDS

The jinnborn and roaming peoples of the Dominion of the Wind Lords value their independence and traditions highly, and the items they've created reflect that milieu.

### ASSASSIN'S FLIGHT

**PRICE** 55,000 gp; **AURA** moderate transmutation; **CL** 10th

**SLOT** none; **WEIGHT** 8 lbs.

#### DESCRIPTION

Although this rug is expertly woven, the pattern is humble and non-descript. It functions as a 5-ft.-by-5-ft. *carpet of flying*, but when commanded as a swift action it transforms into a simple cloth garment such as a turban, sash, or veil. A second swift command returns it to carpet form. While in garment form it is indistinguishable from a mundane item. Anyone examining it with divination effects must succeed on a DC 21 caster level check to determine anything about its magical properties. True seeing reveals the item's true form without a check.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *fabricate, nondetection, overland flight*; **COST** 27,500 gp

### BEARHIDE RUG

**PRICE** 52,000 gp; **AURA** moderate transmutation; **CL** 11th

**SLOT** none; **WEIGHT** 15 lbs.

#### DESCRIPTION

*Bearhide rugs* are crafted from the hides of grizzly or polar bears, but the intact head and claws are more than merely ornamental. The carpet functions as a 5-ft.-by-5-ft. *carpet of flying*, except while flying the rug can charge and make one attack when its owner gives a separate command word. The *bearhide rug* has a Strength score of 18 and uses the statistics block below, but it only attacks on a charge (the bonus for attacking on a charge is included). A successful grab allows the bear to snatch (as if the rug had the Snatch feat) a Medium or smaller creature and carry it below the rug.

The bear has the following statistics: **Melee** bite +9 (1d8+4), 2 claws +9 (1d6+4 plus grab); **BAB** +5; **CMB** +13; **CMD** 19.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *animate objects, overland flight*; **COST** 26,000 gp

### BED OF NAILS

**PRICE** 6,000 gp; **AURA** faint transmutation; **CL** 5th  
**SLOT** none; **WEIGHT** 4 lbs.

#### DESCRIPTION

This sheet of interconnected steel chains is covered in sharp spikes. When rolled out it acts as caltrops within a 5-ft.-by-5-ft. square. The *bed of nails* has a +5 bonus to attack rolls, deals 2d6 damage, and the Heal check to remove the movement penalty is DC 20.

If a Small- or Medium-sized living creature rests upon a *bed of nails* for at least 8 hours, they must make a DC 14 Fortitude save or gain the fatigued condition. On a successful save the creature gains the benefits of the Diehard feat for 24 hours. Creatures with the Endurance feat gain a +4 bonus to the Fortitude save.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *false life, spike growth*; **COST** 3,000 gp

### CARPET OF STONE

**PRICE** 7,000 gp (5 ft. x 5 ft.); 20,000 gp (5 ft. x 10 ft.), 40,000 (10 ft. x 10 ft.); **AURA** faint transmutation; **CL** 5th

**SLOT** none; **WEIGHT** —

#### DESCRIPTION

This sheet of shale and viscous clay is able to burrow with riders as if affected by a *burrow* (*Ultimate Magic*) spell of unlimited duration. The size, carrying capacity, and speed of the different carpets of stone are shown on the table below. The speed of the carpet is reduced when burrowing through stone. Each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *burrow*; **COST** 3,500 gp (5 ft. by 5 ft.), 10,000 gp (5 ft. by 10 ft.), 20,000 gp (10 ft. by 10 ft.)

### EVER-BOUND LAMP

**PRICE** 30,000 GP; **AURA** strong conjuration; **CL** 14th  
**SLOT** none; **WEIGHT** 3 lbs.

#### DESCRIPTION

On occasion, when a summoner with the janni master archetype (*Southlands*) dies due to the intrigues of its janni, he curses the janni to stay linked to its lamp until the janni's death. This magic item functions like the lamp of a dead janni master, but the janni remains inside it, and the janni never manifests more than 14th level no matter the level of the creature summoning it. If the janni reaches its negative its Constitution modifier in damage, the janni is



finally released and this lamp become nonmagical.

## CONSTRUCTION REQUIREMENTS

Craft Wondrous Items, *banishment*, must have the bonded janni class feature; **COST** 15,000 gp

## HARNESSING BELT

**PRICE** 30,000 GP; **AURA** faint necromancy; **CL** 5th  
**SLOT** waist; **WEIGHT** 1 lbs.

## DESCRIPTION

Also called a spirit belt or an akasha belt, this metal belt features designs depicting the merging of the four elements. As a standard action, you can merge your form with a willing or summoned outsider of your size or larger (such as an elemental) for the duration of the summoning spell or 5 rounds, whichever is greater.

While merged, you cannot use any of your own abilities and instead assume full control of the outsider. Only attacks with a mind-affecting component affect you; all other attacks strike the outsider instead of you. If the outsider dies while you are merged, you are forcibly ejected, suffering a quarter of the total damage that the outsider took. During the merge, you must use the outsider's Fortitude and Reflex saves but you use your own Will save.

## CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *marionette possession*<sup>UM</sup>, *meld into stone*; **COST** 15,000 gp

## POCKET OASIS

**PRICE** 50,000 gp; **AURA** strong conjuration; **CL** 12th  
**SLOT** none; **WEIGHT** 3 lbs.

## DESCRIPTION

Once per day this 5-foot-by-5-foot square of black cloth can be thrown into the air as a standard action; this creates a portal to an oasis hidden within an extra dimensional space. The oasis has the traits of a *conjure oasis* spell (*Southlands*) created by a 12th-level caster, but when creatures enter the extra-dimensional space, they are protected from effects and creatures outside the oasis, as if they were in the space created by a *rope trick*.

The effect lasts for 24 hrs. or until all creatures leave the extra-dimensional oasis, whichever occurs first.

## CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *conjure oasis*, *rope trick*;  
**COST** 25,000 gp

## DUCHY OF PERUNALIA

The noble and literate archers of the Duchy of Perunalia are fond of the following magical ammunition, which is usually reserved for the most honored and accomplished of the nation's women warriors.

## STORMRIDER'S DARTS

**PRICE** 750 gp; **AURA** faint evocation; **CL** 5th; **SLOT** none;  
**WEIGHT** 1/4 lb.

## DESCRIPTION

These arrows have carved ivory heads affixed with copper wire, shafts of pale yew wood, and fletching of charcoal falcon pinions. Measuring nearly two feet long, they smell of ozone and throw faint, deep-blue sparks when nocked and drawn.

Considered magical weapons for the purposes of determining damage reduction, *stormrider's darts* have no enhancement bonus but can be the target of a *magic weapon* or *greater magic weapon* effect. When a *stormrider's dart* strikes a target, it creates a loud thunderclap, inflicts 4d6 points of electricity damage to the target, and staggers the target for 1 round (a DC 18 Fortitude save negates the staggered condition). On a critical hit, a *stormrider's dart* creates a 10-foot radius burst of electricity, inflicting 2d6 points of electricity damage to all creatures in the area (DC 18 Reflex save halves). A successful hit consumes the arrow; arrows that miss are not damaged and may be recovered and reused normally.

A quiver of 50 *stormrider's darts* costs 37,500 gp.

## CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *lightning bolt*, *shocking grasp*, *sound burst*; **COST** 375 gp

## DUCHY OF BOURGUND

The citizens of the gleaming jewel of Bourgund consider the following item quite common in their homeland.

## DUELIST'S SCENT

**PRICE** 1,200 gp; **AURA** faint transmutation; **CL** 5th  
**SLOT** none; **WEIGHT** 1/2 lb.

## DESCRIPTION

Packaged in sturdy crystalline phials complete with long, sea-sponge tipped stopper rods, these magical concoctions remain extremely popular among professional prize-fighters, bodyguards, and bellicose aristocrats who are quick to take slights. There is fierce competition between the alchemists of Maillon and Bourgund to see who makes the best, most potent, subtle, and long-lasting *duelist's scent*, such that some actually sponsor gladiators to test their creations.



The scent is complex and varies depending on the maker, granting the wearer insights to how to act and react to others, and opening their perceptions and allowing them to respond much more effectively in combat situations. After applying this perfume as a full-round action that provokes attacks of opportunity, the wearer gains the following benefits for one hour:

- +2 insight bonus to initiative checks.
- +10 enhancement bonus to base speed.
- +3 circumstance bonus to Bluff checks.
- +3 circumstance bonus to Sense Motive checks.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *detect thoughts*, **COST** 600 gp

## FORMER ELECTORAL KINGDOM OF KRAKOVA

The hardy folks of Krakova have developed many techniques for resisting and fighting intelligent undead—especially vampires—including use of the following magic items. Unfortunately, the Krakovans have been losing this fight, as Krakova is now a province of Morgau.

### DEATH'S HEAD TORCH

**PRICE** 2,000 gp; **AURA** moderate divination and abjuration;

**CL** 7th; **SLOT** none; **WEIGHT** 3 lbs.

#### DESCRIPTION

Fashioned from the thigh bone of evil necromancers,

wrapped with their death shrouds and repeatedly dipped in alchemically treated pitch, these torches burn with an odd, sickly yellow flame. The torch emits a heavy, honey-sweet aroma that lasts for 8 hours once lit (a standard action that provokes attacks of opportunity). This duration must be used in one increment; if the torch is extinguished early, the magic is lost. The torch cannot be doused except through magical means. If wielded as a weapon, the torch is considered a +1 *flaming morningstar*.

A lit torch provides light as if it were a sunrod with a radius of 40 feet. If an undead creature enters the torch's initial radius, the torch begins smoking, releasing a fine white smoke that lingers until the undead creature leaves the radius. This smoke provides a +2 alchemical bonus to saving throws against effects and abilities from an undead source (such as ghoul paralysis or a vampire's gaze). It also coalesces and pools around incorporeal undead in the area, giving attacks from mundane sources a 50% chance of hurting those creatures as if they were *ghost touch* weapons, and a 50% chance of permitting magical effects and weapons to do full damage as if they were force effects. (Roll percentile to determine whether an attacks or spell affects the undead creature in this way before resolving each individual attack or spell.)

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *detect magic*, *faerie fire*, *resistance*; **COST** 1,000 gp

## FREE CITY OF SIWAL

The people of the lush city of Siwal nonetheless face many threats, and the item below helps them even the odds.

### GRAVEBINDER'S OIL

**PRICE** 1,400 GP; **AURA** moderate abjuration; **CL** 7th **SLOT** none; **WEIGHT** 1 lb.

#### DESCRIPTION

A viscous, opalescent liquid which glows a dim white when kept in a clear vial, *gravebinder's oil* smells faintly of mint and frankincense. It leaves the fingers and skin slightly greasy, but cleans very easily. Objects coated with it do not glow as a result of application.

When treating a Large or smaller sized corpse, the oil immediately absorbs into the flesh and prevents it from being animated as an undead creature for 1 week, either corporeal or incorporeal. If the creature was killed by an attack or effect which would cause the body to rise as a form of undead, the individual is permitted a DC 10 Will saving throw to prevent such a transformation. Two doses will affect a Huge-sized corpse.

If *gravebinder's oil* is used as a ranged weapon, it inflicts 3d6 points of good-aligned damage to undead creatures with a successful ranged touch attack. Against incorporeal creatures, it must be poured into some kind of spraying



device, or splashed from the vial on undead adjacent to the bearer. In either case, it still requires a ranged touch attack to affect the targeted creature.

## CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *gentle repose*, *lesser restoration*, *searing light*, Creator must have 5 ranks in Knowledge (religion); **COST** 700 gp

## GARDENS OF CARNESSA

Those brave and strong enough to survive in the realms of intelligent plants find the following magic item useful.

### FILTERTHORN MASK

**PRICE** 6,000 gp; **AURA** faint transmutation; **CL** 5th  
**SLOT** head; **WEIGHT** 1 lb.

#### DESCRIPTION

This mask is made from the fleshy, thorny, thick-skinned fruit pods common in the Gardens of Carnessa. After wearing the mask for 24 hours, the wielder temporarily becomes immune to nonmagical inhaled poisons. Additionally, the mask provides a +5 alchemical bonus to saving throws made against magical inhaled poisons and poison-like effects, such as the *cloudkill* spell.

Once the mask prevents the wearer from being exposed to 5 nonmagical inhaled poisons, the mask crumbles into dust.

While it is actively providing benefits, the wielder can expend one use of the mask as a standard action to use one of the following abilities.

- Gain the effects of *water breathing* for 16 hours.
- Cast *entangle* as a spell-like ability (caster level 5th).
- Exhale a 15-foot cone of thorns that deals 2d4 points of damage to all creatures in the area (Reflex DC 14 half).

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *entangle*, *neutralize poison*, *water breathing*; **COST** 3,000 gp

## MAGOCRACIES

The fallen magocracies of Midgard nonetheless produced fantastic and powerful magic items in their heydays. Many, including the items below, are still made and used to this day.

### ENCHANTED INK

**PRICE** 150 gp (invisible), 25 gp (self-erasing), 250 gp (sovereign); **AURA** faint divination; **CL** 1st; **SLOT** none; **WEIGHT** —

#### DESCRIPTION

*Enchanted inks* were originally created by scribes, causing a stigma associated with their use. Given the inks'

practical utility, the wise are willing to turn a blind eye to their origins. The magical properties of enchanted ink are usable only once.

*Invisible Ink*: Writing in *invisible ink* remains unreadable until it is exposed to a condition determined when the ink is created (such as alcohol or a command word).

*Self-Erasing Ink*: Writing in *self-erasing ink* becomes erased (as the *erase* spell) 1 minute after being exposed to a condition determined when the ink is created (such as light or air).

*Sovereign Ink*: When used to inscribe magical writing, *sovereign ink* adds +2 to the DC of any caster level check to *erase* (as the spell) or dispel the magical writing.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *arcane mark*, *read magic*; **COST** 75 gp (invisible), 12.5 gp (self-erasing), 125 gp (sovereign)

### EXPERIMENTAL PRIMER

**PRICE** 12,000 gp; **AURA** faint divination; **CL** 3rd; **SLOT** none; **WEIGHT** 1 lb.

#### DESCRIPTION

This spellbook is sealed with mithral and the interior is always half-filled with variable self-writing notes on proper arcane procedures. The *experimental primer* functions as a spellbook with 50 available pages. Once per week, a wizard can attempt to add a spell to the spellbook through independent research. The book's assistance reduces the time required to 1 hour per level of the spell, the cost to 100 gp per level of the spell, and only need to make a single Spellcraft check (DC 15 + spell's level). Any or all spells written into the experimental primer can be erased (as the *erase* spell) on command.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *detect thoughts*, *erase*, *silent image*; **COST** 6,000 gp

### RIFT GLASS

**PRICE** 55,000 GP; **AURA** strong conjuration; **CL** 17th  
**SLOT** none; **WEIGHT** 1 lb.

#### DESCRIPTION

This flat shard of dark crystal dimly reflects disturbing landscapes and creatures instead of its surroundings. Harvested from the sunken tower of the Fulgurate Society, a *rift glass* can be used to permanently summon strange outsiders through holes torn in reality.

Once per day on command, the bearer can summon an alien monster. This functions as the *summon monster I* through *summon monster IX* spells used to summon a single creature, with the level of the spell chosen when the rift glass is activated.

The summoned creature gains one of the following abilities: all-around vision, amorphous, compression,



frightful presence, grab, lifesense, negative energy affinity, see in darkness, telepathy (100 ft.), or unnatural aura (whichever the wielder prefers). Creatures summoned in this manner do not count as summoned creatures for the purposes of spells and effects. The creature cannot be dismissed or dispelled, and does not disappear when killed or at the end of the effect's duration. After a number of rounds equal to 10 – the summoning spell's level, the bearer can no longer command the creature and it becomes hostile to the summoner and any allies. The bearer immediately loses control over the summoned creature if they or an ally take any hostile action toward the creature summoned.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *planar binding*, *summon monster IX*;  
**COST** 22,500 gp

## PRINCIPALITIES OF MORGAU AND DORESH

The ghouls, vampires, and intelligent undead of Morgau and Doresh are intimately familiar with the following magical saddle.

#### GHOST KNIGHT'S SADDLE

**PRICE** 32,000 gp; **AURA** moderate conjuration; **CL** 6th  
**SLOT** none; **WEIGHT** 20 lbs.

#### DESCRIPTION

This slate-colored saddle is riveted with cold iron and trimmed with bronze fittings. Three times per day, the owner can touch the saddle as a full-round action to activate it. This immediately summons a steed equivalent

to a heavy horse (See the *Pathfinder Roleplaying Game Bestiary*) with a bit and bridle, saddlebags (*Pathfinder Roleplaying Game Ultimate Equipment*), and the following modifications.

The horse's type changes to undead and it gains the incorporeal subtype. Do not recalculate its statistics, but apply the horse's Dexterity modifier (normally +4) instead of its Strength modifier to its melee attacks and CMB. The horse gains darkvision out to a range of 60 feet and its base speed is 50 feet. Although the horse has no Strength score, it can carry up to 1,500 pounds. The horse is considered trained for combat and gains the following ability.

*Undying Service (Su)*: A ghostly mount can support its rider as if it were corporeal. It continues to do so even if it passes through another corporeal creature (although a corporeal rider cannot pass through other corporeal objects while atop the steed).

The heavy horse is summoned in the owner's space, and the full-round action to activate the saddle and summon the horse also shunts the owner in the saddle and atop the steed. The horse remains for 1 hour or until the owner deactivates the saddle by touching it as a free action. If the horse is slain before it is dismissed or the saddle's duration ends, the saddle cannot be used to summon it again for 24 hours.

While summoned, the mount understands all commands given by its rider. Once summoned, any creature can ride the horse, but the saddle's owner must touch the saddle to activate or deactivate it.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *phantom steed*, *summon monster III*, creator must have 5 ranks in Handle Animal; **COST** 16,000 gp

## THE SEVEN CITIES

These martial-focused cities have a unique relationship with their elven-tinged history, the chaining of the sea god Nethus, and the threat of the undead, and they use the following magic items to help make life easier.

#### IMPERIAL NIGHTINGALE

**PRICE** 45,000 gp; **AURA** moderate illusion; **CL** 10th  
**SLOT** none; **WEIGHT** 1/4 lb.

#### DESCRIPTION

A delicate automaton of copper and brass, occasionally trimmed with silver or gold, each *imperial nightingale* has differently colored gemstone eyes, depending on which artisan crafted it. Able to stand in a child's palm, these small bird constructs float and flutter around their owner's head like *ioun stones*, landing in their hand or on their shoulder upon command. Relics of the Elvish Imperial era, they are rarities in the modern Seven Cities, but





always relished.

After the wielder wears it for a 24-hour attunement period, the *nightingale* provides the following benefits.

- +3 circumstance bonus to Bluff, Diplomacy, or Handle Animal checks.
- +3 additional rounds per day of bardic performance or raging song (if applicable).
- Negate the penalties from attempting to affect a deafened creature or a creature who does not understand the performer's language.
- Increase the DC of a language- or sound-dependent class ability or spell effect by 2; such as bardic performance's fascinate, a *charm person* spell, or a *ventriloquism* spell.

Additionally, characters possessing an *imperial nightingale* gain a +2 bonus to Status in the Elven Court of Arbonesse and the Grand Duchy of Dornig, +3 to Status in Fey Courts and the Movable Feast of the Imperatrix. However, they may find themselves the targets of theft and intrigue, as *imperial nightingales* are highly coveted by those seeking favor among the fey.

## CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *major image*, creator must be a bard or skald; **COST** 22,500 gp

## AMULET OF NETHUS

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

## DESCRIPTION

This ancient bronze medallion engraved with Elven runes has an amber centerpiece that has clouds swirling within it when examined closely.

When the wearer touches the stone, he can activate one of the following spell effects, each once per day: *alter winds*, *cloak of winds*, *hydraulic push*<sup>APG</sup>, *river of wind*<sup>APG</sup>, and *slipstream*<sup>APG</sup>.

The following spell effects can be evoked once per week: *sirocco* and *seamantle*<sup>APG</sup>.

The following spell effects can be evoked once per month: *winds of vengeance*<sup>APG</sup> and *world wave*<sup>APG</sup>.

## CONSTRUCTION REQUIREMENTS

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

## DIMENSIONAL NET

**PRICE** 18,320 gp; **AURA** moderate abjuration; **CL** 8th **SLOT** none; **WEIGHT** 6 lbs.

## DESCRIPTION

Woven from the hair of otherworldly creatures, this shimmering, emerald-green *+1 net* is used to subdue,

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

## CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *dimensional anchor*, *slow*; **COST** 9,320 gp

## GHOULBANE ROD

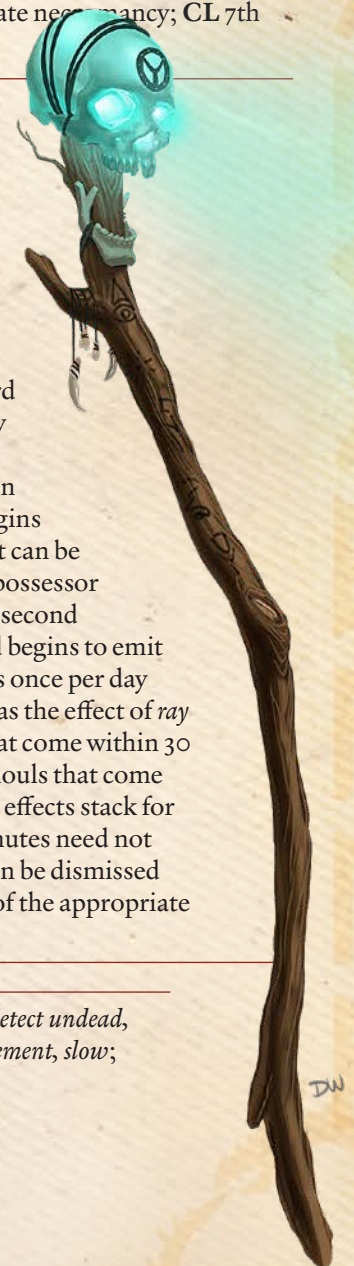
**PRICE** 35,300 gp; **AURA** moderate necromancy; **CL** 7th **SLOT** none; **WEIGHT** 4 lbs.

## DESCRIPTION

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

## CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *detect undead*, *light*, *magic mouth*, *ray of enfeeblement*, *slow*;





COST 17,800 gp

### LIBRARIAN'S ROBE

PRICE 68,000 gp; AURA moderate enchantment; CL 11th  
SLOT body; WEIGHT 1 lb.

#### DESCRIPTION

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

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *arcane lock*, *comprehend languages*, *erase*, *detect secret doors*, *fabricate*, *identify*, *illusory script*, *knock*, *locate object*, *make whole*, *mnemonic enhancer*, *secret chest*, *secret page*, *unseen servant*; COST 34,000 gp

### TRIDENT OF NETHUS

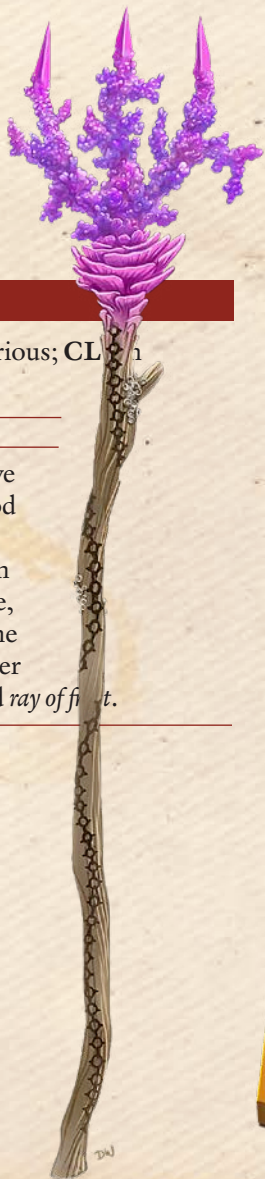
PRICE 24,315 gp; AURA moderate various; CL 11th  
SLOT none; WEIGHT 8 lbs.

#### DESCRIPTION

This enchanted trident appears to have a shaft made of straightened driftwood and tines made from hardened green ghostlight coral. It is a +2 *bane* weapon against creatures with the animal type, and the wielder can also use each of the following as spell-like abilities once per day: *dancing lights*, *daze*, *flare*, *light*, and *ray of frost*.

#### CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *dancing lights*, *daze*, *flare*, *light*, *ray of frost*; COST 12,315 gp



## THE WASTED WEST

The once-verdant land ravaged by the Great Mage Wars has become a difficult place in which to survive. Those who do so often employ the following items.

### SENTINEL'S SURCOAT

PRICE 2,500 gp; AURA faint transmutation; CL 3rd  
SLOT shoulders; WEIGHT 4lbs.

#### DESCRIPTION

This is a fine surcoat of heavy silk that is embroidered with the heraldry of the Order of Mavros, the knightly organization of faithful warriors who patrol within the Wastes, monitoring pilgrims' travels and recovering the remains of those who do not survive. The surcoat feels pleasantly cool to the touch, as if it had sat on a cool windowsill overnight, and leaves a lingering sense of safety and reassurance.

While worn, the surcoat allows the wearer to cast the following spell-like abilities (CL 3rd).

2/day—*create water*

1/day—*endure elements*, *protection from chaos*

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *create water*, *endure elements*, *protection from chaos*; COST 1,250 gp

### AMULET OF SUSTAINING HEALTH

PRICE 5,000 GP; AURA moderate evocation; CL 7th  
SLOT neck; 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





## DIMENSIONAL STAFF

**PRICE** 104,000 gp; **AURA** strong abjuration; **CL** 18th  
**SLOT** none; **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

**PRICE** 10,000 gp; **AURA** moderate enchantment; **CL** 9th  
**SLOT** none; **WEIGHT** 4 lbs.

### DESCRIPTION

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

### CONSTRUCTION REQUIREMENTS

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

## MOUNTS

The following mounts are common in Midgard.

### MIDGARDIAN HORSE BREEDS

Though hundreds of horse lines exist in Midgard, here are more than 20 of the most common and the most sought-after breeds.

**ARBONESSE STAR MARES** are beloved by the elfmarked of Dornig as marks of status. They have an excellent speed (base speed 60 rather than 50 feet), but their outrageous price is primarily driven by their connection to the old empire.

**BOURGUNDIAN DESTRIERS** are entirely resistant to fear. No fear effect ever startles them, and they cannot be spooked. They also gain +3 hp compared to normal heavy horses.

**CAPLEON QUARTERHORSES** are never warhorses; they are high-strung and supremely fast. Though they

cannot sustain speed overland any more than a normal horse, they can run at 5 times their base speed (rather than 4 times) for a number of rounds equal to their Constitution score. Almost all of these horses are from racing bloodlines.

**COURIER HORSES** are common throughout Midgard and bred for speed. They can hustle for 4 hours without nonlethal damage, and they have a base speed of 55 ft.

**Crag Ponies** are beloved by the dwarves in both the Ironcrag and the distant North. They are sure-footed and have a base speed of 45 ft. rather than 40 ft., and can carry a base light load of 150 pounds rather than the usual 100, with medium load up to 300 pounds, and heavy load up to 400. They can drag up to 1,800 pounds. Dwarven muleskinners and wagon masters swear by them.

**DORNIG HEAVY WARHORSES** are a bloodline founded by the elves, and ridden especially against the undead and other supernatural horrors. Their attacks are equivalent to magic weapons, and these attacks cause +3 additional damage against undead, aberrations, and shadow creatures. They also have tougher coats than usual, gaining an additional +1 natural armor.

TABLE 6-2: COMMON HORSE BREEDS

NAME	TYPE	PRICE (GP)
Arbonesse Star	Light	5,000+
Bourgundian Destrier	Heavy war	1,200
Capleon Quarterhorse	Light	2,000+
Courier Horse	Light	300
Crag Pony	Pony	75
Dornig Heavy	Heavy war	1,500
Fey Walker	Light war	3,000+
Griffon	Monster	7,000+
Hippogriff	Monster	500
Kariv Cart Horse	Heavy	200
Khazzak Pony	Pony	150
Krakovan Dappled	Light war	400
Magdar Gray Dancer	Light war	750
Morgau Ghost Horse	Heavy war	1,500
Nightmare	Monster	9,500
Pegasus	Monster	3,000
Rhoetian Pony	Pony	50 to 250+
Redbelly	Heavy war	2,400
Sleipnir	Monster	50,000+
Sun Stallion	Light war	1,800
Valeran Whitmane	Light war	750
Winterborn	Light war	3,500



**FEY WALKERS** are a remarkable breed that both shadow fey and elves ride on occasion. They are somewhat magical, because fey walkers can both find the entrances to fey roads and travel them without elaborate rituals or keys of Veles. For this reason, they are never found outside the Elflands, though a few are kept by the elfmarked in Dornig.

**KARIV CART HORSE** are fine and even-tempered horses, hard to shift from their goals. Some Kariv teach them tricks. Kariv cart horses gain +2 on all Will saves. Stories say they speak when they wish.

**KHAZZAK PONIES** are called kergal or tamit out on the Rothenian Plains. These tough small horses are rarely shod and they can hustle for up to 8 hours without taking lethal damage (they take nonlethal instead). They gain a +2 bonus to all Fortitude saves. Even in winter, they are steady goers.

**KRAKOVAN DAPPLED** are beautiful white horses dappled in grays—and they are ferocious. They gain a +1 bonus to both bite and hoof attacks, and are exclusively used by Krakovan nobles for their warhorses.

**MAGDAR GRAY DANCERS** are warhorses that require careful handling. If the rider makes a successful DC 25 Ride check in each round of combat, the gray dancer attacks with a +4 to its BAB and +1 damage. If the Ride check fails, the dancer does not attack, and the rider does not control his mount's movement that turn: it "dances" where it pleases. On a Ride check of 1, it attacks an ally.

**MORGAU GHOST HORSES** are sometimes thought to be undead: they certainly look it, in flecked gray or all black, with wild red eyes and white manes. However, the ghost horse is a living animal, and capable of turning incorporeal once each day if its rider makes a DC 25 Ride check. It returns to corporeality on the rider's command or when 3 rounds have passed.

**REDBELLIES** are the heavy warhorses that all hussar prefer; their name comes from the custom of dying their belly with red clay or henna prior to battle. They are fierce fighting animals; apply the advanced simple template twice rather than once for these heavies.

**RHOETIAN PONIES** were once raced by halflings for the amusement of the Elven Emperors. The Rhoetian ponies have a base speed of 45 ft. rather than 40 ft. They can also hustle without taking lethal damage during overland movement for up to 4 hours.

**SUN STALLIONS** are a prized breed developed first by the knights of the Order of the Undying Sun, and since spread to Illyria, Grisol, and Perunalia. The horses channel holy energy somehow, and their attacks count as holy weapons. In addition, they are immune to fear and

ability draining attacks. It is believed that the sun god Khors might have taken a hand in creating the breed.

**VALERAN WHITEMANE** are reserved for officers of Trombei. This breed is extremely responsive to a rider, and no Ride checks are required for fighting with a combat-trained mount or for spurring a whitemane to greater speed.

**WINTERBORN** these snow-white horses from the Plains are said to have been sired by the dark god Boreas himself. The Winterborn are steeds unlike any others. They are unaffected by snow and cold weather, grant their rider resistance to cold, and move at a speed of 100 ft. in snow and ice conditions. In warm weather they are difficult to handle and move a base 40 ft. Highly valued for their ability to carry messages in the dead of winter.

## WAR OSTRICH

Taller than a man and bred for combat, this bird has a round body covered in full, black feathers, a long neck and powerful legs ending in sharp claws. War ostriches are common in the Southlands, especially in the wild Southern Fringe.

### WAR OSTRICH

CR 2

XP 600

N Large animal

INIT +5; SENSES low-light vision; Perception +8





## DEFENSE

**AC** 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 Size)  
**HP** 17 (2d8+8)  
**FORT** +7, **REF** +4, **WILL** +1

## OFFENSE

**SPEED** 60 ft.  
**MELEE** claw +7 (1d8+7)

## STATISTICS

**STR** 25, **Dex** 12, **CON** 18, **INT** 2, **Wis** 13, **CHA** 11  
**BASE ATK** +1; **CMB** +9; **CMD** 18  
**FEATS** Endurance, Improved Initiative, Skill Focus (Perception)  
**SKILLS** Acrobatics +5 (+16 when jumping), Perception +8  
**SQ** combat-trained  
**SPECIAL ABILITIES**

**Combat Trained** The war ostrich is trained for combat (as per Handle Animal); its kicks are not treated as secondary attacks.

## SHADHAVAR

This creature looks like desiccated unicorn, its skeleton visible beneath its taut flesh. Shadhavars are common wherever there are large concentrations of shadow fey. Shadhavars are horse-like natives of the plane of shadow. Although they are living creatures, their true form resembles undead unicorns. They are highly intelligent creatures and use their hollow horn to play captivating sounds for defense or to draw in prey. They hunt when they must and are not discriminating about their quarry. Shadhavars are largely carrion eaters, however, and despite their fearsome appearance, they are not naturally evil.

## SHADHAVAR

CR 2

### XP 600

N Large magical beast

**INIT** +3; **SENSES** darkvision 60 ft., low-light vision; Perception +6

**Aura** innocuous aura (DC 12)

## DEFENSE

**AC** 14, touch 13, flat-footed 10 (+3 Dex, +1 dodge, +1 natural, -1 size)  
**HP** 22 (3d10+6)  
**FORT** +5, **REF** +6, **WILL** +1

## OFFENSE

**SPEED** 50 ft.  
**MELEE** gore +5 (1d8+1), 2 hooves +0 (1d6+1)  
**SPACE** 10 ft.; Reach 5 ft.  
**SPECIAL ATTACKS** plaintive melody  
**SPELL-LIKE ABILITIES** (CL 3rd)



2/day—darkness (centered on self only)

## STATISTICS

**STR** 13, **Dex** 16, **CON** 14, **INT** 8, **Wis** 10, **CHA** 12  
**BASE ATK** +3; **CMB** +6; **CMD** 19 (23 vs. trip)  
**FEATS** Dodge, Weapon Finesse  
**SKILLS** Perception +6, Stealth +12; Racial Modifier +4 Stealth

## ECOLOGY

**ENVIRONMENT** any forests, planar (shadow realm)

**Organization** solitary, triad, or herd (6–12)

**TREASURE** standard

## SPECIAL ABILITIES

**Innocuous Aura (Su)** A shadhavar can choose to resemble either a horse or unicorn. While the aura is active, an observer at or more than 60 ft. away must succeed on a DC 12 Will save to see the creature's true appearance. This DC is Charisma based. This illusion is a supernatural effect that a shadhavar can begin or end as a free action.

**Magical Strike (Ex)** A shadhavar's gore attack is treated as a magic weapon for the purposes of damage reduction.

**Plaintive Melody (Su)** A shadhavar's horn is hollow. As a free action, a shadhavar can use its horn to play a captivating melody. Creatures within 60 ft. must make a DC 12 Will save or become fascinated as long as the shadhavar plays. This DC is Charisma based. The shadhavar can use this ability a number of rounds per day equal to its Hit Dice. These rounds do not need to be consecutive. This is a sonic, mind-



affecting effect.

**Shadow Cloud (Su)** A shadhavar can use *darkness* centered on itself as a spell-like ability twice per day. The caster level for this ability is equal to the shadhavar's Hit Dice.

## RACIAL GEAR

The following mundane weapons and other gear are common among the indicated races. At the GM's discretion, members of other races might also have access to this gear.

### DWARF

In addition to the dwarven urgrosh and waraxe, dwarves of the cantons and far North developed two other specialized weapons, the Nordmansch greataxe and Tijino poleax, and are expert at the use of a third, the estoc. Additionally, ring wardens (see page 49) are masters of ring-staffs, even if they're not dwarves.

#### ESTOC

A hand-and-a-half sword designed to pierce heavy armor and sharpened only on the tip, an estoc is 4 feet long, sometimes with a second crossguard. It is said to have been used first by the knights of Vael Turog and Balinor

against the elves, but now is used by dwarven mercenaries and human knights who expect to fight other heavily armored warriors. Its anti-armor properties make it popular with monster hunters and dragon slayers as well. Sometimes it is called the "tuck."

#### NORDMANSCH GREATAXE

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

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

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

#### RING-STAFF

A ring-staff typically resembles a metal quarterstaff. One end of the staff is shaped into a circle from which a number of rings dangle loosely, creating a distinctive sound when used. A ring-staff usually has six, nine, or 12 rings attached, either with leather strips, woven adamantine, or some other suitably durable material.

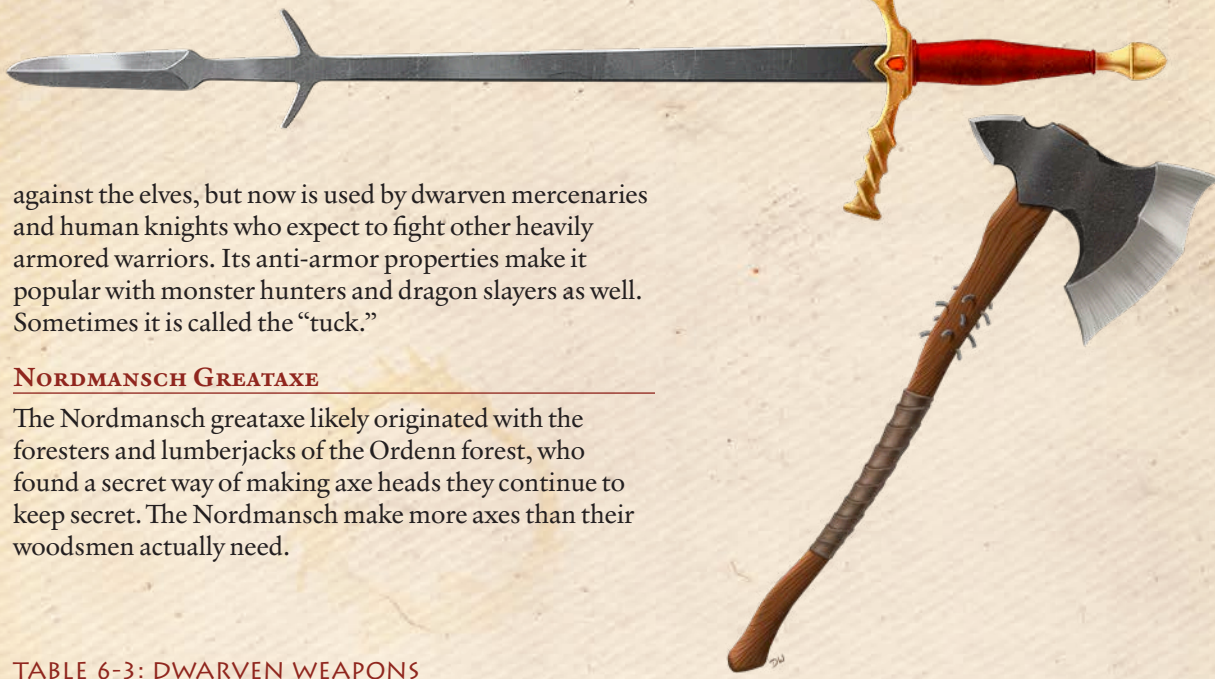


TABLE 6-3: DWARVEN WEAPONS

#### TWO-HANDED MELEE

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Tijino Poleax	25 gp	2d4	2d6	×3	—	12 lb.	S	Reach
Estoc	40 gp	1d8	1d10	×2	—	3 lb.	P	armor-piercing, hand-and-a-half
Nordmansch Greataxe	50 gp	1d10	1d12	×3	—	8 lb.	S	
Ring-Staff	50 gp	1d4/1d4	1d6/1d6	×2	—	5 lbs.	B or P	blocking, double



## TIJINO POLEAX

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

When you use a Tijino poleax and strike a mounted rider, the rider must immediately make a DC 25 Ride check or fall from his mount. Even if he succeeds, he suffers a –5 penalty on all other Ride checks until the beginning of his next turn. You can use the Tijino poleax to make trip attacks. If you are tripped during your own trip attempt, you can drop the Tijino poleax to avoid being tripped.

## TROLLKIN

Trollkin are often feared, and superstitions about this brutal people abound. Trollkin crafters have a relentless approach to the art of warfare and have developed gear and equipment with this outlook in mind.

### TROLLKIN ALCHEMICAL ITEMS

The following alchemical items are common among the trollkin.

**STEELSPINE:** The trollkin brew this bitter, salty draught to steel the nerves of their allies. Steelspine grants the drinker a +5 alchemical bonus on saves against fear effects for 1 hour.

**TROLLBLOOD UNGUENT:** This thick, greenish brown paste helps the recipient's blood clot instantly. The recipient is immune to bleed damage and effects and automatically stabilizes if reduced to 0 hp. Additionally, bladed weapons are slightly less effective. The recipient gains DR 1/bludgeoning. The effects of trollblood unguent last for 10 minutes. After applying the paste, the recipient's skin bears mottled green stains that fade after 8 hours.

TABLE 6-4: TROLLKIN ALCHEMY

SPECIAL SUBSTANCE	COST	DC	WEIGHT
Steelspine (vial)	50 gp	12	—
Trollblood Unguent (jar)	250 gp	25	1/2 lb.

### TROLLKIN POISON

Trollkin often use the following poison.

**TERROR DUST:** This poison is a black faintly glittering powder of minerals, molds, and certain fungal spores. When breathed, terror dust causes mild but unnerving hallucinations. Shadows stretch and seem to move. Objects twist in the corner of the eye. Creatures distort in grotesque and nightmarish ways. When thrown into the air, a packet or tube of terror dust creates a 10-ft. cube that lasts for 1 round.

Type poison, inhaled; Save Fortitude DC 15; Frequency

1/round for 10 rounds; Effect shaken 1 round; Cure 3 consecutive saves; Craft DC 23; PRICE 600 gp.

### TROLLBONE AND TROLLHIDE

Long ago, trollkin discovered a process to treat the bones and hides of creatures with regenerative properties. Most often, these bones and skins come from actual trolls, but other monsters or fey creatures can yield the same results. Trollkin treat the materials in a jealously guarded secret process. Under specific phases of the moon, the trollkin combine alchemical reagents with mundane chemicals. The resulting materials regenerate most damage they suffer.

An item constructed of trollhide leather or trollbone repairs 2 points of damage per round. The object can remove the broken condition by rising to above half its normal hp total. Even an item reduced to 0 hp regenerates.

While this makes such objects difficult to destroy, they are not invulnerable. Trollbone or trollhide leather that suffers acid or fire damage cannot restore its hp on the next round. If the object is at 0 hp and does not restore hp, then the object is destroyed and no longer repairs itself.

#### TROLLBONE

Properly treated trollbone makes an excellent material for certain weapons and armor. Any weapon primarily made of metal can be crafted from trollbone as can scale mail, breastplates, banded mail, and wooden shields. Equipment made of trollbone naturally repairs most damage it suffers. A trollbone item regains 2 hp every round. Trollbone has hardness 5 and 10 hp per inch of thickness.

Items made of trollbone are considered masterwork quality (this is included in the price modifier). Trollbone cannot be used to create objects and weapons with a lot of intricate, moving parts like firearms.

#### TROLLHIDE

Trollhide leather is a thick, knobby, off-colored leather that can be worked into leather armor, studded leather, hide armor, or any other piece of clothing or equipment primarily made of leather. Trollhide leather repairs 2 points of damage every round, and otherwise functions as trollbone.

Items made of trollhide leather are considered masterwork quality (this is included in the price modifier). Trollhide cannot be used to create objects and weapons with a lot of intricate, moving parts like firearms.

TABLE 6-5: TROLLBONE AND TROLLHIDE

TROLLBONE	
Type of Item	Price Modifier
Weapon	+2,000 gp
Shield	+1,000 gp
Medium Armor	+2,000 gp
Heavy Armor	+4,000 gp
Other Item	+600 gp



## TROLLHIDE

Type of Item	Price Modifier
Light armor	+1,000 gp
Medium Armor	+2,000 gp
Other Item	+600 gp

## TROLLKIN WEAPONS

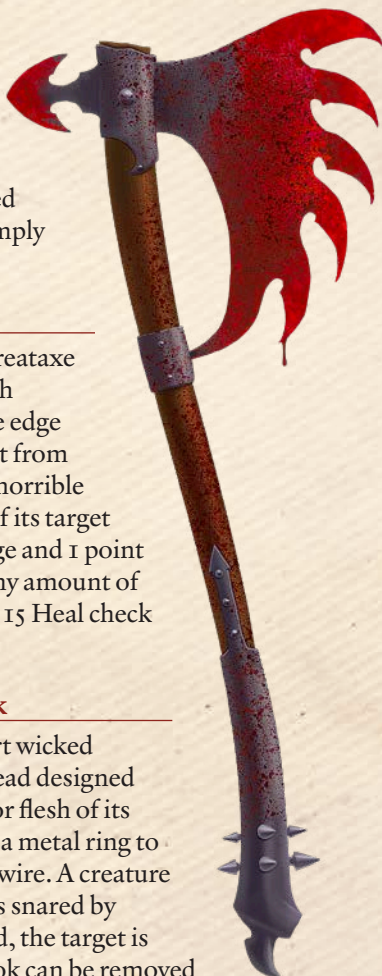
Trollkin weapons are not subtle, but are quite effective. Some are forged with a particular look simply to instill fear.

### AXE, EVISCERATOR

An eviscerator axe is a greataxe with jagged, tearing teeth pointing down along the edge of the blade. A critical hit from an eviscerator axe tears horrible lacerations in the flesh of its target dealing 1d6 bleed damage and 1 point of Charisma damage. Any amount of magical healing or a DC 15 Heal check stops the bleeding.

### JAVELIN, FLESH-HOOK

Flesh-hook javelins sport wicked barbs along the entire head designed to hook into the armor or flesh of its target. The shaft ends in a metal ring to accommodate a cord or wire. A creature damaged by the javelin is snared by the barbs. Until removed, the target is entangled. The flesh-hook can be removed as a standard action. A successful DC 15 Heal check removes the weapon with no damage. The flesh-hook can be wrenched out as a move action with a DC 10 Strength check, causing 1d4 piercing damage to the target. If a flesh-hook javelin hits its target in the first range increment, the thrower can grasp a cord trailing



from the javelin's shaft. As long as it remains within 30 ft. of the wielder, the target must succeed on a combat maneuver check against the wielder's CMD to move farther away from the wielder. The wielder may attempt a special bull rush maneuver against the target. The result of this bull rush pulls the target closer rather than pushing it away. The cord is AC 10 with 5 hp.

### PULVERIZER

A pulverizer is a massive maul. The great, tapered head focuses a tremendous impact onto a small area, delivering crushing force. A creature that suffers a critical hit from a pulveriser must succeed on a DC 15 Fortitude save or have one of its limbs (of the attacker's choice) crippled. A crippled arm suffers -2 to attack rolls and has a 20% chance to drop any object held at the start of the creature's turn. A crippled leg causes the creature to fall prone, and reduces it to 1/2 speed. Against a winged target, a crippled wing reduces the creature's fly speed to 0. A crippled limb is restored to normal function by any amount of magical healing or by successful long term care with the Heal skill.

## TOSCULI

The following gear is common among the tosculi.

### BLINDING POWDER

This reddish powder, an alchemical mixture of ground dried peppers, fine sand, and the hair of a particular species of tarantula, causes great distress and visual impairment when exposed to the eyes of living creatures. A packet of blinding powder is a splash weapon with a range increment of 10 ft. Anyone directly hit by the attack must succeed at a DC 14 Fortitude save to resist the powder while those in adjacent squares must make a DC 10 Fortitude save. Creatures failing the save are dazzled and, on their turns each round for the next minute, must succeed at a DC 14 Will save to resist rubbing their eyes to try to relieve the pain and discomfort. Those that fail exacerbate their condition and gain the blinded condition for 1 round. Flushing out the eyes with water for 1 round reduces the duration of the powder by half and decreases the DC of any further saving throws by 2. Crafting this item is a DC 30 Craft (alchemy) check.

Price 120 gp; Weight 2 lb.

TABLE 6-6: TROLLKIN WEAPONS

EXOTIC WEAPONS								
Two-Handed Melee	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Axe, Eviscerator	200 gp	1d10	1d12	×3	—	12 lb.	S	—
Pulverizer	450 gp	1d10	2d6	×3	—	15 lb.	B	—
Ranged Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Javelin, Flesh-Hook	150 gp	1d4	1d6	×2	30 ft.	2 lb.	P	—



TABLE 6-7: MINOTAUR WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range	Weight	Type	Special
Rungu	8 gp	1d4	1d6	1d8	×2	10 ft.	3 lb.	B	—
Labrys	70 gp	1d8/1d8	1d10/1d10	2d6/2d6	×2	—	25 lbs.	S	double weapon

## TOSCULI PAPER

Wood, reeds, or other suitable plant materials pulped with tosculi saliva and treated with certain alchemical reagents becomes a durable, resistant material. While no stronger than ordinary paper or parchment, tosculi paper has fire resistance 1. Ink is trapped within the fibers of tosculi paper, which makes the writing resistant to age, smearing, and water damage. An hour of water exposure or 30 minutes of full immersion is required to make ink run or smear into illegibility. Items composed primarily of tosculi paper cost double their normal price.

## MINOTAUR

The following gear is common among minotaurs.

### MINOTAUR WEAPONS

Minotaur weapons tend to be large, heavy and deadly.

#### LABRYS

A labrys is a symmetrical double headed axe, only practical for warriors with great strength and superior balance. A wielder with a Strength or Dexterity score under 13 suffers a nonproficiency penalty due to the weapon's thickness and great bulk.

**Proficiency:** Exotic, Two-Handed Melee Weapons.

#### RUNGU

This is a hunting and fighting club. Rungus used by minotaurs are typically over 2 ft. in length with a long narrow shaft for a handle and heavy knob or bulb at each end. They are usually made of wood and are well balanced for throwing.

**Proficiency:** Martial, One-Handed Melee Weapons.

## REGIONAL GEAR

The pieces of gear detailed in the following section originated from or are most common in specific regions of Midgard.

## ROTHENIAN PLAINS

The following gear is common on the Rothenian Plains.

### POISONS

The following poisons are found on the Rothenian Plains.

#### BLOODSICK POISON

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

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

**Initial Effect** 1 Con drain; **Secondary Effect** 1d2 Con damage

**Cure** 2 consecutive saves

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





## DRAGON'S BLOOD

Type poison, injury; *Save* Fortitude DC 19

Frequency 1/round for six rounds

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

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

## EQUIPMENT

The following equipment is common on the Rothenian Plains.

### KARIV CLIMBING CYMBALS

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

Cost: 250 gp.

### KARIV SASH

The Kariv are known for wearing colorful sashes, but many non-Kariv do not realize these garments serve utilitarian purposes, as well. In fact, they can conceal small messages and scrolls as well as small, flat knives and lock-pick sets. The sashes can also be knotted to make small ropes for climbing or for tying up portals or prisoners. Sashes can have coins sewn or knotted on them, which look and sound impressive when twirling and shimmying during Kariv dances—and make, an effective sap for silencing guards and quieting kidnap victims. When used in any way as described, a kariv sash provides a +2 circumstance bonus to the requisite skill check.

Cost: 400 gp.

### KARIV STRANGLING SCARF

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

Cost: 45 gp.

## PUZZLE BOX

Many Kariv clans are known for their woodworking, and in particular for the intricate puzzle boxes and boxes with concealed compartments that they make. A Perception check is required to find a box's secret panel, and a Disable Device roll is required to unlock a puzzle box or a locked secret panel (Disable Device DC 15). These boxes are popular with minotaur customers, especially the sliding maze puzzle boxes.

Cost: 30 gp.

### RIDEGRASS

Centaurs dose themselves with painkilling, hypnotic ridegrass before long journeys without pauses for food or sleep. Ridegrass has no effect whatever on two-legged creatures, but equine creatures such as horses, mules, oxen, griffons, hippogriffs, and pegasi can also benefit from it, gaining a +4 bonus to Constitution checks (required for nonstop journeys, which are considered forced marches) for 24 hours after consumption. Ridegrass also allows equine creations to hustle without ill effect for four hours.

Cost: 150 gp.

### SBITEN

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

Cost: 25 gp.

### STEPPE PEARS

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

Cost: 10 gp.

TABLE 6-8: ROTHENIAN PLAINS EQUIPMENT

ITEM	PRICE
Kariv Climbing Cymbals	250 gp
Kariv Sash	400 gp
Kariv Strangling Scarf	45 gp
Puzzle Box	30 gp
Ridegrass	150 gp
Sbiten	25 gp
Steppe Pears	10 gp



TABLE 6-9: ROTHENIAN PLAINS WEAPON

One-Handed, Martial Weapon	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Crit	Range	Weight	Type	Special
Poniard Sword	40 gp	1d6	1d8	2d6	19/x2	—	4 lbs.	S	—



## WEAPON

The following weapon is common on the Rothenian Plains.

### PONIARD SWORD

Common in the Rothenian Plains region, this standard-looking longsword or rapier has a concealed, spring-loaded poniard in its hilt, which quickly extends when the hilt is gripped in a particular way (this requires a swift action). When the poniard is revealed in a combat round, it can be used for a rogue's sneak attack in that same round, as long as swift action to extend the poniard happens before an attack is made. The sword can be used as a one-handed double weapon once extended, with all the usual restrictions and penalties. The poniard can be used against a grappling opponent normally. Kariv of a crueler bent have been known to poison the secondary blade.

## THE MAGOCRACIES

In addition to the wondrous magic items that trace to the magocracies, those states also developed an array of nonmagical equipment for daily use. Below are some examples.

### ALCHEMICAL CLOTHING

The mages of Allain originally developed alchemical treatments for clothing to protect foot soldiers from the environmental hazards of the Western Wastes. However, they also found the techniques useful in shielding allies from less discriminating spells.

Any outfit can be alchemically treated for an additional 250 gp. Alchemical clothing can also be designed for mounts. It costs twice as much for a Medium-sized mount or four times as much for a Large-sized mount. An outfit can have only one alchemical treatment, and a creature can only wear one alchemically treated outfit at a time.

**ABRASION:** The clothing is abnormally coarse, causing greatly increased friction. The wearer gains a +2 competence bonus on Climb skill checks and any Reflex saves to avoid falling.

**BREATHABLE:** The clothing is altered to be supremely permeable, and to attract any available air toward the wearer. This helps mitigate the effects of high altitude as if the wearer were acclimated to living in such conditions.

**CONDUCTIVE:** The clothing directs electrical currents into grounded footwear. The wearer gains a +2 cover bonus on any Reflex saves against non-spread spells and effects with the electricity descriptor. The wearer is always treated as not wearing metal armor for the purposes of any spell or effect.

**INSULATED:** The clothing is altered to be a near-perfect insulator. The wearer gains a +2 cover bonus on any Reflex saves against non-spread spells and effects with the cold descriptor and a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather (as a cold-weather outfit).

**MESH:** The clothing is interwoven with fine strands of alchemically strengthened metal, protecting the wearer from light but continual impact damage. The wearer gains DR 5/—, but only against ongoing damage dealt over time periods longer than a round (such as by large hail or boneshard sleet).

**REPELLANT:** The clothing repels fine dust and sand. The wearer does not take nonlethal damage due to dust or sand storms, and it is never at risk of choking due to these hazards.

**RETARDANT:** The clothing is nearly fireproof. The wearer gains a +2 cover bonus on any Reflex saves against non-spread spells and effects with the fire descriptor and cannot catch on fire.

### CHRONOMETER

Chronometers are always constructed in pairs. This clockwork time-keeping device has two sets of hour and minute hands. One registers the passage of time through ordinary gears and springs. The other set possesses a slight sympathetic connection to its twin, showing the passage of time for that chronometer. This allows a creature holding separated chronometers to note divergences in time (such as those caused by time storms or time magic). Each chronometer costs 500 gp (or 1,000 gp for a pair).



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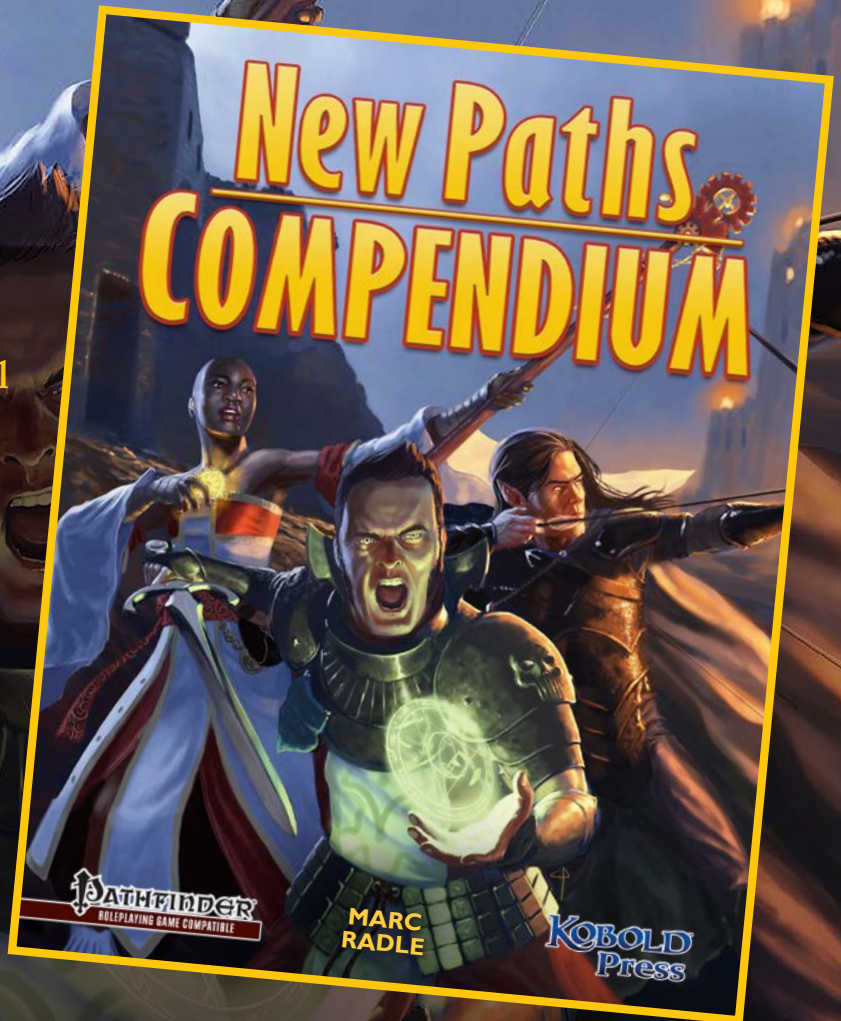
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