

# PLAYTEST PACK 02: FRIEND OR FOE 1 - BONUS MATERIAL

## THE NYMIAN BEASTLANDS

### PLAYTEST PACK 02: BONUS MATERIAL

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**Bonus Spells** *share language* (3rd\*), *speak with dead* (5th), *status* (7th), *true seeing* (9th), *dispel chaos* (11th), *undeath to death* (13th), *destruction* (15th), *dictum* (17th), *miracle* (19th).

\* This spell comes from the **PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE**, and we have shared the materials from [D20PFSRD.COM](http://D20PFSRD.COM) for your convenience.

**Bonus Feats** Combat Casting, Dodge, Exotic Weapon Proficiency (khopesh only), Improved Trip, Mobility, Power Attack, Silent Spell, Skill Focus (Spellcraft).

**Bloodline Arcana** Whenever you cast an area necromancy spell, increase the spell save DC by 1.

**Bloodline Powers** The guardians of Anubis have a bloodline so pure that their mere presence can bring forth the powerful sorcery borne of His Will in any mortal race.

**Arms of Order (Sp):** At 1st level, you can touch a weapon or up to 50 pieces of ammunition as a standard action, giving it the *bane* property (vs. chaotic outsiders only) for a number of rounds equal to 1/2 your sorcerer level (minimum 1). At 9th level, you can confer the *axiomatic* property instead, but the duration of the power is halved. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

## PP02 BONUS MATERIAL

Presented here are a few extra alternative materials related to some of our creatures in **PLAYTEST PACK 02: FRIEND OR FOE 1**. We've included an entry comparing our own Rakshasa Sorcerer Bloodline with the entry from **PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC**, in order to compare and decide what is the best choice for our own setting's needs. Take a look at the two for comparison, and tell us what decision you think is best: keep a different, setting-specific bloodline, update our own bloodline to the PFRPG precedent, or something else?

### ANUBISIAN SORCERER BLOODLINE

As the guardians of the laws and lore of the jackal-headed Pharaonic Deity, Anubisians enjoy great power and strength, as well as a magical bloodline capable of mingling into the lesser mortal races. The powers of life and death hang in the balance within you.

**Class Skill** Knowledge (religion).





**Desert Jackal (Ex):** At 3rd level, you gain resist fire 5 and a +2 bonus on saving throws made against death and polymorph effects. At 9th level, your resistance to fire increases to 10 and your bonus on death and polymorph effects increases to +4.

**Touch of Repose (Sp):** At 9th level, any corpse you touch is treated as though under the effects of the *gentle repose* spell, using your sorcerer level as the caster level. You may choose to negate this effect as a free action.

**Planar Order (Sp):** At 15th level, once per day, you can choose to bar a creature from extra-dimensional movement or else force it back to its home plane, functioning as the spells *dimensional anchor* and *dismissal*, accordingly. Both of these effects use your sorcerer level as the caster level. Any creature targeted using this ability grants you a +4 insight bonus to Knowledge checks regarding the creature's type. At 20th level, you can use this ability twice per day.

**Gifts of Anubis (Su):** At 20th level, you become a true guardian of Anubis. You are immune to charm, compulsion, death effects, petrification, polymorph spells and effects, and you gain a +4 racial bonus to saves against disease and poison, including magical and supernatural diseases and poisons. You gain DR 5/obsidian, and the lawful subtype, and your natural attacks and weapon attacks are considered lawful for the purposes of overcoming damage reduction, and you may use the *Arms of Order* ability as often as desired.

## ALTERNATE AASIMAR (SERAPHIM) RACIAL TRAITS

While aasimars born of the lineage of archons, agathions, or other angels may be common, the uncommon seraph-touched mortal is quite different from its distant kin. Seraphim aasimars are defined by their class levels – they do not possess racial Hit Dice. Seraphim aasimars have the following racial traits.

**+2 Strength, +2 Charisma, -2 Constitution:** Seraphim aasimars are strong and defiant, but somewhat frail.

**Flight:** Seraphim aasimars have wings; they have a base speed of 30 feet, and a fly speed of 30 ft, with average maneuverability. If rendered unconscious or paralyzed, these wings will unfurl and cause the seraphim aasimar to spin in a tight corkscrew, making the fall from any height cause only 1d6 non-lethal damage upon hitting the ground.

**Low-light Vision:** Seraphim aasimars can see twice as far as a human in conditions of poor illumination.

**Outsider:** Seraphim aasimars possess the outsider (native) creature type.

**Skilled:** Seraphim aasimars have a +2 racial bonus to Fly and Knowledge (planes) checks.

**Spell-like Ability:** Seraphim aasimars can use *shield of faith* once per day as a spell-like ability (caster level



equals the seraphim aasimar's class level).

**Fire Resistant:** Seraphim aasimars have fire resistance 5.

**Languages:** Seraphim aasimars begin play speaking Common and Celestial. Seraphim aasimars with high Intelligence scores can choose any of the following bonus languages: Anakim, Auran, Ignan, Faunarian, Seraphim, and Sylvan.

## SERAPHIM SORCERER BLOODLINE

Fiery, charismatic, and with an ancient magical lineage predating the current universe, the seraphim are capable of instilling this ancient essence within the mortal races. You burn with a spiritual energy that is both glorious and wrathful.

**Bloodline Skill Knowledge** (planes).

**Bonus Spells** *protection from evil* (3rd), *aid* (5th), *daylight* (7th), *tongues* (9th), *dispel evil* (11th), *mass eagle's splendor* (13th), *holy word* (15th), *greater planar ally* (17th), *summon monster IX* (19th).

**Bonus Feats** Combat Casting, Improved Critical, Improved Initiative, Improved Unarmed Strike, Weapon Focus, Weapon Finesse; *monstrous feats*—Flyby Attack, Wingover.

**Bloodline Arcana** Any spell cast that deals fire or holy damage automatically deals 1d6 of the other type for every two caster levels (minimum of 1d6 fire or holy damage). If the spell causes both fire and holy damage, it deals an additional 1d6 points of fire damage per two caster levels (minimum 1d6 fire damage).

**Bloodline Powers** The holy fury and wrath of the seraphim burns brightly within you, and with time you share their sovereign glory.

## PLAYTEST PACK 02: FRIEND OR FOE 1 - BONUS MATERIAL

**Stunning Touch (Sp):** At 1st level, you can cause a creature to be stunned as a melee touch attack. This effect persists for a number of rounds equal to 1/2 your sorcerer level (minimum 1). You may use this attack along with any unarmed melee attack you make that deals damage, in addition to this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Seraph Resistances (Ex):** At 3rd level, you gain resist electricity 5 and resist fire 5. At 9th level, your resistances increase to 10.

**Seraph Wings (Su):** At 9th level, you sprout feathery wings, as the Celestial sorcerer bloodline power called *Wings of Heaven* (see **PATHFINDER ROLEPLAYING GAME CORE RULEBOOK**, chapter 3). If you already possess wings from a racial trait (such as from the alternate Seraphim Aasimar, above), feat, or the ability to fly by other means, you grow another pair of wings, granting you an additional 30 feet fly speed, an increase in maneuverability of one step (up to perfect), and a +4 racial bonus to Fly checks.

**Angelic Summonings (Su):** At 15th level, whenever you summon a creature with the angel subtype or the celestial template using a *summon monster* spell, you summon one additional creature of the same kind.

**Seraphim Might (Su):** At 20th level, the potency of seraphim blood flows through you. You gain immunity to fire, electricity, charm, compulsion, and petrification. You also gain resistance to acid 10, cold 10, and a +4 racial bonus on saves vs. poison. You are treated as though having the Hover feat (see **PATHFINDER ROLEPLAYING GAME BESTIARY**, monstrous feats), and gain the truespeech ability, allowing you to communicate with any creature that can speak and understand a language.

### RAKSHASA SORCERER BLOODLINE (PFRPG ULTIMATE MAGIC)

At some point in your family's history, one of your ancestors was tainted by the influence of a rakshasa. Though most of your family seem entirely normal, you have always felt your own skin is a prison from which magic allows you to escape. Your birthright is a secret you may be forced to keep from societies that would never deal with you if your heritage were known.

**Class Skill** Disguise.

**Bonus Spells** *charm person* (3rd), *invisibility* (5th), *suggestion* (7th), *detect scrying* (9th), *prying eyes* (11th), *mass suggestion* (13th), *greater polymorph* (15th), *mind blank* (17th), *dominate monster* (19th).

**Bonus Feats** Arcane Armor Mastery, Arcane Armor Training, Deceitful, [Detect Expertise\\*](#), Light Armor Proficiency, Martial Weapon Proficiency, [Mystic Motif\*], Stealthy.

**Bloodline Arcana** Add half your sorcerer level to the Spellcraft DC for others to identify spells you cast. If their checks fail by 5 or more, they mistakenly believe you are

casting an entirely different spell (selected by you when you begin casting).

**Bloodline Powers** You can call upon the nearly divine power of your rakshasa ancestors, giving you the power to convincingly deceive your enemies.

**Silver Tongue (Su):** At 1st level, you can draw upon your outsider heritage to spin amazingly convincing lies. Activating this ability is a swift action. You gain a +5 bonus on one Bluff check made to convince another of the truth of your words (similar to using *glibness*). If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (DC 10 + your sorcerer level) to succeed. Failure means the effect does not detect your lies or force you to speak only the truth. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Mind Reader (Sp):** At 3rd level, you can read minds as a spell-like ability. This ability acts like *detect thoughts*, except it lasts only 1 round, you use it on a single target as a standard action, and if the target fails its Will save, you gain information as if you had concentrated on it for 3 rounds. You may use this ability once per day at 3rd level and one additional time per day for every four sorcerer levels you possess beyond 3rd, up to five times per day at 20th level.

**Hide Aura (Sp):** At 9th level, you can conceal yourself from prying magic. This ability acts like a constant *non-detection* spell cast upon yourself. You can end or restore this protection as a move action.

**Alter Self (Sp):** At 15th level, you can change your shape into that of any humanoid at will. This ability acts like *alter self*, except you may remain in a chosen form as long as you want.

**Outsider (Su):** At 20th level, your natural form becomes an animal-headed humanoid, like a true rakshasa. This does not affect your ability to speak or cast spells. You can use your alter self or other disguise and polymorph abilities to assume your original form or other forms when it suits you. You are forevermore treated as a native outsider rather than as a humanoid (or whatever your original type was) for the purpose of spells and other magical effects. Unlike other outsiders, you can still be brought back from the dead as if you were a member of your previous creature type. You gain DR 10/piercing.

\* These are new feats from **PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC**, and Mystic Motif is not included here. A link to the [D20PFSRD.COM](http://D20PFSRD.COM) entry is included for the other.



## RAKSHASA SORCERER BLOODLINE (OUR PLAYTEST GUIDE)

The devious plots and schemes of rakshasas are well known throughout the multiverse, and you have been born in the lineage of one of these insatiable, gluttonous living evils. You are adept at deception, intrigue, disguise, and reading the emotions of others.

**Class Skill** Sense Motive.

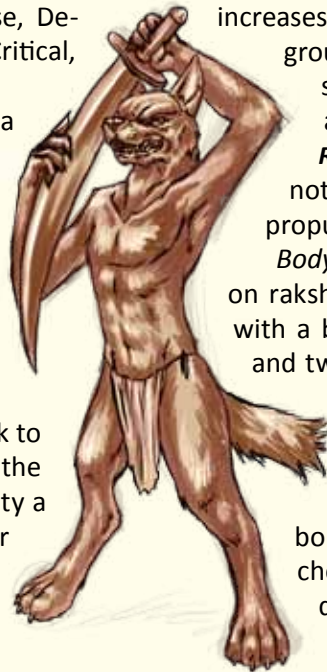
**Bonus Spells** *alter self* (3rd), *nondetection* (5th), *beast shape I* (7th), *confusion* (9th), *dominate person* (11th), *greater dispel magic* (13th), *greater polymorph* (15th), *clone* (17th), *soul bind* (19th).

**Bonus Feats** Alertness, Combat Expertise, Deceitful, Dodge, Empower Spell, Improved Critical, Improved Disarm, Spell Penetration.

**Bloodline Arcana** Whenever you cast a polymorph spell on yourself, your new form gains a +2 enhancement bonus to Charisma.

**Bloodline Powers** Control over mind, body, and deception, the rakshasa lineage grants the ability to deceive, read minds, and take on the traits of an unholy yogi or deceiver guru.

**Touch of the Deceiver (Sp):** Starting at 1st level, you can make a melee touch attack to deceive an opponent for one round, as the spell *lesser confusion*. You may use this ability a number of times per day equal to 3 + your Charisma modifier (minimum 1/day); doing so is a standard action that does not provoke attacks of opportunity.



**Mind Reader (Sp, Su):** At 3rd level, you can read minds as the spell *detect thoughts*. You may use this ability a number of times equal to 1 + your Charisma modifier at 3rd level (minimum 1), and an additional time for every four levels after (up to 5 + your Charisma modifier at 19th level). At 20th level, you may use this ability at will, and it becomes a supernatural ability.

**Ardent Deceiver (Su):** At 9th level, you gain a +1 bonus to natural armor, a +2 racial bonus on saves against illusion spells or effects, and a +2 bonus on Disguise checks. At 13th level and 17th level, these bonuses increase by +1.

**Body of the Yogi (Su):** At 15th level, your base speed increases by 10 ft. You may also lift your legs off the ground to fly in a seated position, gaining a fly speed of 20 ft. (good). You are also treated as having the Hover feat (see **PATHFINDER ROLEPLAYING GAME BESTIARY**), except you do not generate a cloud of debris (no wings or propulsion).

**Body of the Living Evil (Su):** At 20th level, you take on rakshasa form, gaining a bestial or animal head with a bite or gore attack that deals 1d8 damage, and two claw attacks that deal 1d6 damage each.

These are treated as primary attacks, or secondary attacks if you wield any manufactured weapons. You also gain DR 15/good and piercing, and a +4 racial bonus to Bluff, Disguise, and Sense Motive checks. Your type changes to Outsider (native); do not recalculate hit points, saves, skills, or base attack bonus.

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# HEED THE CALL OF THE BEASTLANDS!

IT IS EVERYWHERE – TEEMING WITH LIFE AND DEATH. THE ANCIENT CALL OF THESE LANDS IS SO THICK AND PURE, IT SEEPS INTO YOUR MIND AND SOILS YOUR BODY LIKE A SECOND SWEAT. AT YOUR MOST VULNERABLE, ALONE OUT IN THE WILDS, IN THESE FERAL LANDS OF ANARCHY AND JUNGLE LAW, THAT'S WHEN YOU'LL SEE OR HEAR IT.

LISTENING FANGS, DRIPPING WITH SALIVA THIRST FOR YOUR BLOOD, HUNGER TO GORGE ON YOUR FLESH. PERHAPS YOUR EARS WILL CATCH A THROATY BREATH, A LOW MOAN, SEARING HOWL, OR THE HORRIFIC ROAR OF THUNDER LIZARDS. WHATEVER IT IS, IT IS THE SIGNAL OF THE PURSUIT, AND IT'S YOUR PERSONAL CHALLENGE TO AVOID DEATH ON THIS DAY.

THE STRONG SURVIVE, THE INTELLIGENT PREVAIL, AND GOODNESS THRIVES IN THESE LANDS, BUT IT IS NOT WITHOUT DANGERS, BOTH MORTAL AND SUPERNAL. THE CALL ECHOES IN EACH OF US, MAKES OUR HEARTS BEAT FASTER, OUR FUR BRISTLE AND SCALES TINGLE. IT CAUSES US TO SEEK THE ANCIENT TRUTHS OR THE WISDOM OF ENLIGHTENMENT.

THIS IS NOT A DAY FOR ENLIGHTENMENT, HOWEVER. TODAY THERE WILL BE NO SEEKING OF ETERNAL TRUTHS, OR FOLLOWING PATHS WITHIN YOURSELF. TODAY, WE HUNT. REMEMBER, THOUGH, THIS IS NOT THE 'HAPPY HUNTING GROUNDS' OF THE ANCIENTS. PERHAPS SOME DAY YOU SHALL HUNT THERE, BUT NOT TODAY... FOLLOW ME IF YOU WISH TO STAY ALIVE; AND STAY AWARE.

-Maruk Todaksharee of Clan Tallowfeather,  
to an apprenticing hunter before a Great Hunt

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