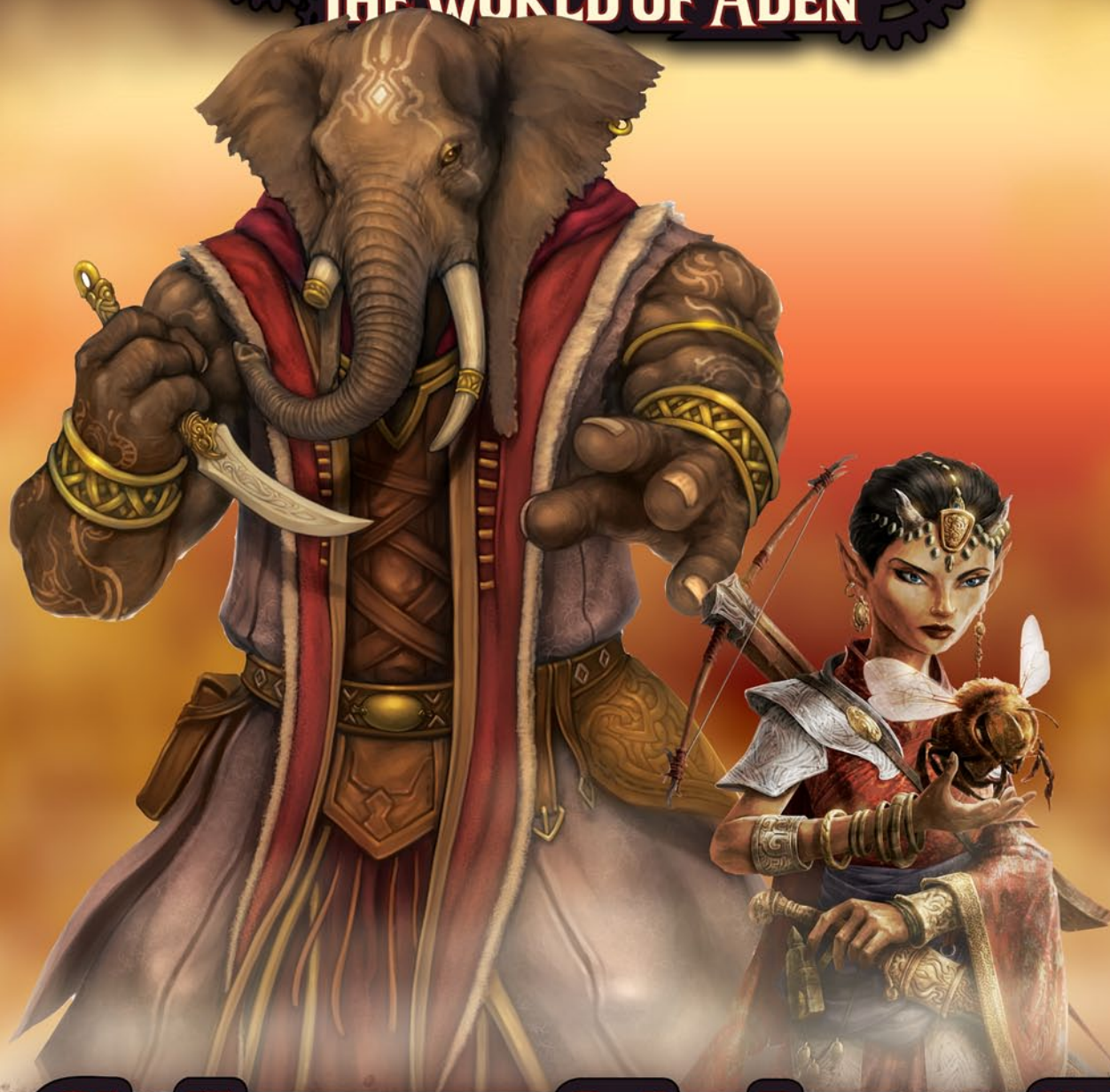


THUNDERSCAPE™

THE WORLD OF ADEN



Challengers of the Impossible

A guide to Entomancers and Channelers



The World of Aden originally created by Shane Lacey Hensley

CHALLENGERS OF THE IMPOSSIBLE

THUNDERSCAPE CLASS BOOK FIVE

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CHALLENGERS OF THE IMPOSSIBLE

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INTRODUCTION

Somewhere in the Misland Republics...

Bilkaf - Billi to her friends - dodged and darted between the trees, running as fast her little hooved feet could carry her. It was amazing how a terrified dash through a choking jungle put things in perspective.

Last night when her ship struck a reef, she thought her luck couldn't get any worse. Then she crawled to shore on some unknown island only to see slavers carting the rest of the survivors away in chains. Surely things couldn't get any worse than that. Then they spotted her while she was sneaking around their camp looking for some way to rescue her friends. That, she decided, was definitely a low point. At least she'd grown up in jungles like this, right? And faerkin were tough to catch when they didn't want to be found.

Then she heard the roar.

Billi didn't know what sort of creature it was, but it was big. Its call rolled across the jungle, echoing with a prehistoric rage. To make matters worse, these slavers were proving harder to lose than she'd hoped. They were driving her right toward the source of that roar.

She skidded to a halt as she burst unexpectedly into a small clearing. An enormous creature sat on the earth before her. She feared at first it might be the source of the earlier noise, but then quickly realized it was just a man. Well - not just any man. It was a fairly exceptional person, to be sure.

The stranger was an enormous ferran with the broad head, and curling trunk of an elephant. One of its tusks had been replaced by shimmering metal. His face and one arm were covered with elaborate tattoos, marking him as a Misari, one of the natives of these isles. He sat in quiet meditation, eyes closed.

He was big, even for a ferran. Bilkaf barely came up to his knee, but then she was small even by faerkin standards. She gathered her tattered silken robes around her knees and circled around the ferran as quietly as she could. Her pointed little face creased thoughtfully. Who was this strange ferran? What was he doing here? She stifled her curiosity and kept moving. Once she reached the tree line, she could bolt. With luck, the slavers would see the big brute as a much more interesting piece of merchandise than a tiny fey girl.

Billi froze at the opposite end of the clearing. She scowled in annoyance at her own conscience. Whoever this stranger was, he couldn't leave him behind like that. "The worst thing you could do with bad luck is hand it off to someone else," nagged her mentor's voice in her ear. She sighed and trotted back toward the Misari.

"Sir?" she whispered to the ferran. "Um, hello, sir? Can you hear me? My name is Bilkaf, but my friends call me Billi. I'm new around here, I guess? Anyway, I hate to interrupt your meditation, but there are dangerous men following me. You should get out of here. Fast."

The ferran's eyes opened. He turned his massive head to glare down at Bilkaf, features twisted in a mix of rage and fear. "No," he said. His voice was deep, his speech clipped and deeply accented. "Machu wishes no trouble. Machu desires no fight." He rose and clenched his meaty fists. A flash of light erupted from his knuckles, tracing upward along the swirling tattoos that covered his thick arms. He stared in the direction of the approaching slavers.

"I'm sorry, Machu," Billi said. "We have to go!"

"No," the ferran replied. He backed away from Bilkaf, shaking his head violently. "Not again. Not here!"

A rustle from the treeline drew Billi's attention. A pair of slavers in soot black armor emerged from the jungle, swords drawn. They watched Billi and Machu with dead eyes as they fanned out along the edges of the clearing. Two more slavers appeared from the other side, surrounding them. A thin man in a ragged black cloak appeared behind them. He threw back his hood to reveal a pale bearded face, bisected by a thick scar that clouded his left eye.

"This chase is done, you little bug," the man said with a crooked smile. "I don't know what you hoped to find in these islands, but your adventure is over. You are mine now."

"Veranti," Bilkaf said. Her eyes widened in recognition. "Gudrun said he killed you back in Sentinel."

"He failed, though not for lack of trying," the cultist replied. "It took me months to assemble a new crew and track you down. Once I have killed you, I will find the Saint, the traitor Vesten, and your other friends who were foolish enough to stand against me." He looked past her, fixing an appraising eye on Machu. "If you are wise, Misari, you will not interfere in our business. We have no quarrel with you but another dead native means nothing to us."

"Machu desires no fight," the ferran said. He shook his head and stared at the ground as he spoke, repeating it to himself like a mantra. "Machu. Desires. No. Fight."

"Excellent," Veranti said, looking back at Bilkaf. "Take a page from Machu, bug. Some people can be reasonable. I can't believe you were fool enough to travel all this way hunting down some mad legend. Do you even know who wrote that book, girl? At least the Mislands have their charms. These slaver mercenaries, for example. I picked them up in Strangemount after the jurak and his mutilated friend slew my former followers. They have a reputation for taking great enthusiasm in their work, but surrender now and I will grant you mercy."


Billi drew a short, curved dagger from her sleeve. "How about this?" she asked in a low voice. "Call them off and release my crew and I promise not to give you to Iago."

Veranti's eyes widened for a fearful moment, then he laughed and gestured to his men. The slavers began to circle toward her, ignoring Machu as the ferran huddled among the trees.

"Do you expect us to back down from a lone girl?" he asked.

Billi's eyes narrowed. "I am a daughter of the Swarm," she said. "And I am never alone."





Bilkaf drew her arms up sharply. A column of bees erupted from the earth around her with a terrible, droning buzz. The two nearest pirates screamed as the insects enveloped them, shearing away their skin. The remaining slavers stepped back, staring up in terror. Bilkaf rose on the pillar of insects, floating in mid-air as if she were merely another of their number. She aimed her crossbow at Veranti and fired. The cultist's image flickered and he reappeared two feet to the left as the bolt passed harmlessly through the space where he had been.

Veranti sneered disdainfully and sliced the air with one hand. A jet of fire erupted from his fingers and rolled through the swarm. The buzzing creatures all but evaporated in the blaze. The few that survived fluttered feebly away as their mistress fell to the earth with a soft thud. She sat up to find a slaver's sword at her throat. Veranti began casting another spell as he approached. He stepped over the twitching bodies of his men without concern.

"Your ridiculous bug magic does not impress me, Kyanite," Veranti said. Shimmering black radiance surrounded his hands as he prepared to release his spell. "Shermazza has given me so much more."

The sorcerer released his spell, tracing a throbbing black portal in the air with one hand. A tall, gangly figure stepped through. It

looked like an emaciated man, stripped of flesh, with metal shards in place of teeth. Ragged bat-like wings spread from its back. Its eyes were a pair of cold, burning flames. The demon tilted its head curiously as it peered down at Bilkaf. Billi stared up at it and tried not to look terrified. She failed miserably.

"Machu desires no fight," the ferran said, deep voice echoing over the clearing. The ferran rose, eyes fixed on Veranti's demon. The demon turned toward the ferran, regarding him curiously. It hissed and recoiled in sudden recognition.

"Keep your distance, beast," Veranti said derisively. He cast an uneasy look at his demon. "We shall finish our business here and you have nothing to fear from us."

"NO," Machu said. "MACHU. DESIRES. NO. FIGHT." The tone was no longer one of surrender, but of ultimatum. His voice rolled across the clearing with the same thunderous cadence as the strange roar Billi had heard earlier. Veranti's soldiers turned to face this new threat.

"Veranti has it wrong," Machu said, glaring at the demon. "Machu desires no fight, but you bring one with your despicable corruption. Machu does not fear you. Machu does not fear your demon. Machu fears only what he must do to you. What he must do to all those who serve the Dark."

What is Challengers of the Impossible?

The name of this class guide, like its predecessors in the Thunderscape Class Books series, refers to an actual book that exists within the world of Aden. This particular volume spent centuries in obscurity, only to return to prominence quite recently.

Following the Great War, much of Aden's history was lost. Many of the great libraries and other repositories of history were destroyed or their contents hidden via intervention of the Seer order. (See Thunderscape's *Law and Destiny* sourcebook for the full details.) In many ways, it was a new beginning for the people of the Known Lands.

There were a few places, however, where the specter of war never cast its shadow. The Gray Isles were one such place. In this forsaken archipelago, the Gray Masters retreated from the world. These reclusive necromancers refused to bow to the Seer Order or acknowledge the great nations that rose in the wake of the war. While other lands scrambled desperately to retain knowledge of what came before - the Gray Masters never forgot. They guarded their ancient lore jealously, knowing that their enemies in the Radiant Order would do everything in their power to destroy what they had so carefully preserved.

Though many would call the Gray Masters evil, they have refused to succumb to the will of the Darkfall. As a result, their people have suffered to the nocturnals as much as any other - perhaps more, as they have no allies to turn to for assistance. In a desperate attempt to seek answers, some Grey Masters have turned to the wisdom of the past. Their quest has provided unexpected answers.

Several volumes in the Masters' libraries make reference to an ancient entity known only as the Malevolence. This being resided in Aden's deepest shadows. It represented death, darkness, and corruption. It had the power to transform nightmares into living flesh and twisted mortal beings into monsters. The similarities between this ancient "Malevolence" and the Darkfall, between its servants and the nocturnals, corrupted, and fallen were too numerous to be coincidental. This revelation - that the Malevolence was not new to Aden - was not the Gray Masters' most startling discovery.

Far more startling was the idea that the Malevolence was not unique.

There were other powers, as well, ancient and unknowable. Each represented some strange cosmic force. Time. Magic. Chaos. War. Though none were as powerful as the Malevolence, they were more numerous. These powers constantly sought mortal pawns as each strove against the others in a cosmic game for power. The book detailed the manner in which one might commune with these ancient forces. It even detailed a path that could be used to awaken them once more.

Among these entities there was one that the ancients knew only as Multitude. This being represented the endless resilience of life and creation, and numbered among the Malevolence's bitterest foes. It manifested itself in all forms of life, plant and animal, but particularly favored Aden's most prolific creatures - insects. The descriptions of this entity and its servants seemed to describe the entomancers of Kyan - a land that was relatively untouched by the Darkfall.

The Gray Masters spent years deliberating what to do with this information. At last, they decided there was only one path. Every day the Darkfall grew in power with no end in sight. Despite their best efforts, Aden remained in shadow. With luck, perhaps the enemy of their enemy would prove to be their friend.

There was only one way to awaken creatures of such power. People needed to remember. The Gray Masters compiled a book, a book that described the nature of these ancient forces and how to commune with them. Through their hidden agents, the Masters distributed copies of this peculiar manuscript throughout the Known Lands. They named it *Challengers of the Impossible*.

The book has been received with mixed results. Some consider it a work of fiction, scrawled by some anonymous hand. Others - particularly those of the Church of All Saints and the Radiant Order suspect its origins and find it heretical Grey Master propaganda. Others have taken its message to heart and begun to question the long-accepted nature of their own reality.

And, in the heart of Aden, something has begun to stir...



Thunderscape NPCs

The non-player characters in this book are presented at low, mid, and high level so that you can easily adapt the version most appropriate for your campaign. These characters can be used as NPC allies, party rivals, or even pre-generated characters to get a game together quickly.

For consistency, these characters were all created using 20 point buy for their ability scores, granted average hit points for every hit die after first level, and were assigned equipment roughly equivalent to the average wealth for a player character of their level.

Veranti opened his mouth to reply, but what happened next was almost too quick to comprehend. Machu extended one hand toward the cultists. A glowing beam of green energy poured forth from his fingers, striking the cultist's chest with a meaty sizzle. Veranti recoiled in pain as the line of energy connected them. Machu leapt, drawn along the shimmering cord with impossible speed. As he reached the sorcerer, a mighty club hewn of pulsing green chaos appeared in the ferran's hands. He brought it down with a savage strike. It struck so cleanly that, for a moment, Bilkaf thought that the sorcerer had dodged aside again. No - the ferran had crushed the cultist in a single blow.

The demon roared in defiance. Machu turned and hewed at the creature with his club, knocking the creature off its feet. It hissed in fury, not as easily felled as its master. The demon lunged, tackling Machu and rolling across the clearing, raking the ferran with his claws. The slavers snapped out of their momentary shock and looked down at Bilkaf. One lifted his sword but Bilkaf snapped her fingers and shouted a quick spell. A carpet of slithering worms spilled out of the man's armor and onto the ground around him. He flipped onto his back with a yelp that was equal parts frightened and disgusted. The man's friend dragged him to his feet. They stared at Bilkaf uneasily. She lifted one hand and gave a little feinting lunge toward them. They screamed and ran into the jungle. Billi turned toward Machu and the demon; the ferran gored at the creature with his tusks but barely pierced its flesh. He could not escape its grasp.

"Help him out guys," Billi said, pointing.

The cloud of bees reformed and washed over Machu and the demon, swarming and stinging. The demon shrieked and reared back, losing its grip on the ferran. Machu stood, readied his blazing club in both hands, and brought it down in a mighty strike. With a sickly crunch, the demon vanished back to its own realm. Machu gasped and fell to one knee, breathing heavily. The demon's claws had drawn jagged wounds across his body. His gleaming club vanished. Bilkaf ran to his side.

"Poison," Machu said, looking up at her weakly. "Machu can feel it burning. He is sorry that he realized too late... Your fight, Bilkaf... is his fight..." The ferran smiled sadly.

"I told you," Bilkaf said. "It's Billi. And you don't do what I do without learning a thing or two about how to handle poison." She touched his shoulder and whispered a few words of magic.

The ferran's tiny eyes narrowed in confusion as the burning in his veins faded. "Thank you," he said. "You are kind. Billi. Let us find your friends. Machu will help. He saw where they made their camp."

Bilkaf smiled and patted the big ferran on the shoulder as he rose. As the ferran turned to leave, she hesitated. The young entomancer reached into her satchel, drawing out a thick leather-bound book. She concentrated upon it and looked toward Machu. She sensed a powerful aura radiating around the ferran, unlike any she'd seen before. He was definitely the one she was seeking.

She wasn't sure whether or not that was a good thing.





ENTOMANCERS

ENTOMANCERS IN ADEN

Role of the Entomancer

In any adventuring party, there are certain roles into which different individuals fall when on the field of battle. Trained warriors or powerful golemoids engage the enemy directly, while others like wizards or members of the Thunder Scouts might pepper their foes with ranged attacks. Entomancers do not tend to fall neatly into any of these categories but are more versatile in their approach to the great art of combat. Their ability to summon giant insects or vast swarms of regular insects gives them a variety of talents that can be brought to bear against others. Unlike other animal companions available to adventurers, the primitive nervous system of many different giant insects deadens the sensation of pain and they will fight long past the point of injury that might make another animal flee. Swarms are even more versatile, and can plague an opponent to no end, conferring considerable penalties as their vision or other sense are impaired, sometimes even inflicting poisonous stings and bites that can further debilitate anyone unfortunate enough to succumb to them.

Entomancers also have access to a variety of different magic, including but not limited to healing magic. This further increases their versatility among the ranks of adventurers, as well as their value. The wilderness of the Known Lands is a vast and dangerous place, fraught with peril in the form of nocturnals and various other hostile wildlife that has raged out of control since the Darkfall removed all attempts by the modern nations to restrain them.

History of the Entomancer

The practices conducted by entomancers have existed for centuries in one form or another, constantly developing and changing over time as the people of Kyan adapted to their environment within the Crawling Jungle. The term entomancy, on the other hand, is an extremely new term that might never have caught on if the people of Aden were not so desperate for any new idea that might help them in their struggle against the Darkfall.

Entomancy had its origins in the gifts possessed by Aishwarya Thundersong, a half-elven druid who became the first Queen Mother of Kyan. Thundersong was a powerful druid by any measure, but who had discovered that her gifts were tenfold more powerful when dealing with insects and other forms of vermin that were often overlooked by other druids. It was by her hand the Kyan was formed, first as a refuge from the Great War, and later as part of the Rose Accords that recognized her as the monarch of the modern nations of the Known Lands. She had several children and even more students, all of whom she taught some hint of her own natural affinities, giving rise to the first precursors to entomancers in her homeland.

A few short years ago, seeking for a way to combat the forces of the Darkfall, the current Queen Mother's younger brother used his own considerable magical acumen to create the precepts and methods of the Academia Entomologia, an academy of higher learning where all the various secrets and techniques that the royal family had discovered over the course of centuries could be taught to those with the strength to utilize them. This was a controversial decision within the extended ranks of the royal family, but ultimately the Queen Mother permitted it because she felt that the need for weapons against the Darkfall was stronger than any need for secrecy. While those who practice what is now called entomancy already existed within Kyan and beyond, those who spent even a short time studying at the new academy honed their skills significantly and began calling themselves entomancers, a name that would soon catch on throughout the Known Lands. Even the other line of study at the academy, the one focused on the development of new breeds of insects for use by the nation of Kyan, a branch whose practitioners are known as insectors, are generally referred to as entomancers by non-Kyanites, something that annoys insectors to no end.

Public Perception

Outside of Kyan, entomancers are looked upon as rather strange. Insects are not particularly well liked by any other culture in the Known Lands, but the reaction varies along a lengthy spectrum from outright disgust all the way to utter fascination.

Entomancers throughout Aden

There are fewer entomancers in Aden than many other specialized types of adventurers, but the oddity of their practices is such that they are as well-known as golemoids or mechemages or various other types of individuals that are much more recognizable.

Aramyst

As has often been said when describing the fallen nation of Aramyst, there is no form of magic that has not been endlessly and extensively researched and practiced within its borders, save perhaps for the foul sorcery of the corrupted and some of the darkest aspects of necromancy (and the latter is a questionable claim at best). Nowhere in the Known Lands was home to a greater

number of large-scale enchantments as Aramyst was before the Darkfall, and in the wake of the cataclysm, many have failed or malfunctioned in a spectacular fashion. One particular instance is in a small village, now abandoned, that sits just beyond the boundaries of the Burning Coast. The wards placed there to keep rodents away have failed and somehow reversed themselves, leaving a village now teeming with rats, with no other forms of life readily apparent. Magic that summons, commands, or enhances insects seems positively pedestrian by comparison, and entomancers can enjoy relative anonymity in Aramyst as a result.

Arasteen

The people of Arasteen are a tidy sort, but they also have strong traditions of outdoor life, and despite the advances of the modern world, they have not abandoned their culture's reverence for the natural world. Some attribute this to the presence of the ancestral homeland of the elves within its boundaries, but ultimately there is no way to know how it began. Regardless of its origins, however, this respect manifests in a number of different ways, and while the people of Arasteen have no particular love for bugs, neither do they see them as unnatural or inherently antagonistic. Indeed, the love the average citizen has for mead ensures that bees in particular are regarded as a sign of good luck for many. Additionally, the mutual animosity that Arasteen and Kyan have toward their neighbors in Urbana gives them some degree of common ground. Entomancers are largely welcome in Arasteen, although the typical outlook of people there is that one is judged by their actions rather than their homeland whenever possible.

Carraway

The nation of Carraway suffers from rather dismal weather, given its location on the continent. Rain and cool weather are relatively common, and the nation's easternmost reaches are dominated by a fetid, swamp-plagued wilderness known as the Forsaken Lands. All of this combines to form a land where it is difficult to keep dirt and mud from most people's homes, and insects are no stranger as well. Because there is a certain degree of fastidiousness in the faith of Carraway, the Church of All Saints, most of the common folk fight a never-ending battle against uncleanness, which to them very much includes insects. Mosquitos from the Forsaken Lands are a constant source of illness throughout much of the year, and the Church's clergy often spends significant time and magical acumen combating these diseases in their many forms. Entomancers, then, are generally seen as being complicit with an enemy, even if it is an enemy with no particular intelligence to speak of. They are not treated with overt hostility or animosity, but neither are they treated with hospitality. Most who learn of an entomancer in their community are quite eager to see them move on as soon as possible, all within the confines of being polite as much as they can be.

High Steppes

Law and order in the High Steppes is a tenuous concept at best, where the will of the Kazaans is enforced within their settlements and territories, but where bandits and ne'er do wells are often overlooked as long as they pay the proper respects to the appropriate Kazaan in whose domain they operate. Of the various settlements to be found there, only Synthica could truly be called a city, and even it is notorious for the questionable activities that take place there. Anyone capable of defending themselves and surviving the wilderness is worthy of respect, because if there can be said to be any true philosophy in the Steppes, it is that might makes right. The weak are subjugated by the strong, who protect them in return for whatever they can provide. Entomancers are no different than anyone else and are judged by whether they are strong or weak. Of particular note is that literacy and widespread travel are not especially common among the Steppes tribesmen, and so there are many who may never have heard of entomancy before.

Ionara

The Frozen Wastes are one of very few regions of the Known Lands where insects struggle to survive in any significant numbers. The extreme temperatures are simply too much for most species. There are some few types of beetles and other crawling insects that make their home beneath the thick layers of frost, but the majority of insects that survive in this region do so by remaining within the city of Ionara proper, where they can benefit from the hearthstones and other heat sources used by its people. There is a long-standing joke that scarce items in Ionara can be more difficult to find than a rapacious, because of how few rapacious choose to make their home in the Frozen Wastes, but entomancers are likely even rarer than that. Because they are so rare and unknown, they are treated as curiosities when they are present, and rarely regarded as unclean or unhygienic as in other nations; the Ionarans simply lack the context for that judgment to be made.

Kyan

Obviously, entomancers are no strange sight in the nation of Kyan. They are regarded there as heroes of the throne, after a fashion, not quite on the same level as the famed Insect Riders of Kyan but nearly so. Kyan does not have a true caste system, nor a specific division between nobility and the common folk, instead relying largely on wealth and lifestyle choices to differentiate between individuals. However, entomancers are afforded such prestige among the citizens of Kyan that many can enjoy a lifestyle that might normally be out of their reach.

In addition to the fact that most entomancers are native to Kyan, many (although not all) have undergone at least preliminary training at the Academia Entomologia in the capital city of High Hive. Sometimes this is no more than a simple display of an individual's natural abilities to the academy's trainers in order to be granted the formal right to refer to oneself as an entomancer, but others choose to undergo months or even years of training to fully awaken their abilities. Given the limited amount of time that the academy has been in existence, the first students to enter its ranks as children are just now joining the ranks of the adventurers throughout Kyan and beyond.

Le'Ciel

The Concordance of Le'Ciel is a nation undergoing tremendous change, with chaos prominent at every level of society. For the majority of its history, Le'Ciel was firmly and directly controlled by extremely powerful magic-users called the Exarchs. Nothing was left to chance, and every aspect of society was controlled, with any sudden variation from their plans dealt with quickly and decisively. The Exarchs disappeared during the Darkfall and their hand-picked agents, the Magisters, have struggled to maintain order. For the first time, the common people of the Concordance have a say in their own lives, and there have been as many intoxicated by the idea as there have been crippled by it. Ever a xenophobic, isolationist nation, Le'Ciel also has more foreign visitors now than at any point in its history, and for the most part they have been welcomed by a populace ignorant of events elsewhere within the Known Lands. Even entomancers, arguably the strangest and most foreign of all potential visitors, have been received well and eagerly pressed for information from the world beyond Le'Ciel's borders. Perhaps because of its significant differences, the topic of Kyan and the insect-based culture there become quite popular among the people, and entomancers are currently something of a fad among young people, with many eagerly trying to convince visiting practitioners to take them under their wing as students.





Misland Republics


While the Mislands is a very diverse place with many different cultures, the most prominent and pervasive is that of the Misari Tribesmen, who immigrated from the distant Misari Expanse perhaps one thousand years ago. Many among the Misari are very traditional and continue to embrace many of the customs that they practiced upon their arrival so long ago. Among those practices is a deep reverence for nature and a near-shamanic view of the relationship between an individual and the natural world around them. A great number of Misari have dwelt alongside the myriad of insects in their jungle homes for so long that they have developed natural immunity to common bites and stings. Thus, it comes as no surprise that the Misari do not view insects and those who commune with them with the same peculiarity as many on the mainland. Entomancers are seen as particularly powerful shamans with a gift for the world around them and are afforded the same level of respect as many village elders (as long as they do not do anything to compromise that respect, of course).

The northernmost city-states of the Mislands vary somewhat in their response, naturally. The notoriously liberal Free Cities of Coolwave Coast are accepting of almost anything as long as it does not in any way infringe upon the rights and lifestyle of others, and entomancers are certainly granted freedom accordingly. On the opposite end of the spectrum, the technologically-obsessed rulers of Strangemont do not tolerate magic of any kind, save partially for mechamagic, and consider entomancy especially unclean and unwelcome. Any found practicing it within the city-state's boundaries can hope for imprisonment or exile at best, and possibly execution at worst.

The Rhanate

Most of the Rhanate is vast, open desert with very little in the way of civilization. The temperatures are unbearable to those who do not know the secrets of survival in such an unforgiving landscape. Insects, however, survive and even thrive in almost any environment, and the Rhanate is no exception. The overwhelming majority of creatures found in the Known Lands cannot survive in the Sundered Desert, and the people of the Rhanate respect the tenacity of those who can. Lightning lizards and sand drakes are obviously the most powerful of such creatures, but common insects are also encountered every day and given proper respect. Entomancers benefit from this outlook as well, and while few choose to make their home in the desert, those who travel the sands are acknowledged for their power.

Urbana



Although in no way comparable to the situation in Kyan, insects are nevertheless a way of life in Urbana. The over-industrialization of the landscape there has created so much pollution that a fine coat of soot and filth coats virtually everything. With no point in trying to clean something that constantly reasserts itself over everything, Urbana has developed a reputation for uncleanness that is well-deserved, and which has allowed insects to prosper on an unprecedented scale in the Known Lands. Roaches and flies in particular are a massive nuisance in the capital of Mekanus, so much so that a small industry has sprung up creating talismans that keep the creatures away from the wearer, something that the wealthy are almost never without. Entire estates can be so warded against insects, although the expense is significant. Because of this stigma against insects, and because of the dire state of relations between Urbana and Kyan, entomancers are looked up with significant suspicion and are often harassed by Inquisitors of the Eye, who constantly question them about the purpose of their presence within Urbana.

Vanora

Entomancers are considered something of a contradiction in terms in the nation of Vanora. On the one hand, Vanoran culture places tremendous value on cleanliness and order, and insects are generally considered unclean and thus are viewed with significant disdain. Some find entomancers the ultimate expression of this view and consider them unwelcome in their homes or businesses as a result. However, there is another prevailing line of thought among Vanorans as well, one that sees the parallels between their philosophy, the Way of the Ten Beasts, and the practices of the entomancers and other Kyanites. To some, there are clear similarities between the reverence of Vanorans for the Beasts and the reverence of entomancers for insects as a whole, a relationship that some entomancers refer to as their affinity for "the Swarm." Although this parlance is very much informal and in no way represents a true philosophy or theology of any kind, it nevertheless creates a sort of resonance with some Vanorans. They recognize the affiliation between entomancers and insects as a sort of totemic patronage, much like their own relationship with the Beasts, and they respect it even if they do not find it entirely... hygienic.

Yzeem

The people of Yzeem are river-dwellers, for the most part, with the vast majority of their entire civilization based on the banks of the long, flowing River of Life that bisects their nation and ends at the capital of Balaquim, the busiest port in all the Known Lands. Like any port of such massive size, insects and vermin are a constant issue for the people of Balaquim, and as such they do not see entomancers as particularly unusual. In fact, entomancers are in high demand in the city because of their ability to compel and dispel insects from areas, and because even those who favor larger insects over swarms tend to have companions or mounts that prey upon the local population of vermin more aggressively than any cat or terrier breed might.

NEW MECHANICS



Entomancer Insect Disciplines and Masteries

Way of the Firefly

Masteries from this discipline focus on grandiose displays of offensive magic.

Burning Soul (Su): Once per turn, the entomancer may add half her level to a damage roll when inflicting fire, acid, electricity, or cold damage with a spell effect. This mastery may be chosen multiple times, but no more than once per four levels. Additional uses allow this mastery to be applied an additional time per turn, applying the effect to the separate damage rolls in the same turn.

Blazing Crescendo (Su): The entomancer receives a +2 circumstance bonus on attack rolls with spells against that any enemy that has taken damage from her spells since the beginning of her last turn. Additionally, such enemies suffer a -1 penalty to all saving throws against her spells.

Sculpting Fire (Su): When the entomancer applies a metamagic feat to any spell that inflicts fire, acid, electricity, or cold damage the casting time of that spell is not increased. Prerequisites: 3rd level, 1 firefly mastery.

Nature's Wrath (Su): Any time the entomancer casts a spell that inflicts fire, cold, electricity, or acid damage, half of that damage is infused by divine energy and thus ignores all resistance and immunity. This is cumulative with effects such as *flame strike*, causing half of the remaining fire damage to be so infused. **Prerequisites:** 9th level, 2 firefly masteries.

Ghostfire (Su): Once per turn as an immediate action, when a target is slain by one of the entomancer's spells, she can immediately summon a wisp of seething energy from the corpse. This effect is identical to a *flaming sphere* under the entomancer's control. If the spell that killed the target inflicted cold, electricity, or acid damage the ghostfire inflicts that damage type instead of fire. A ghostfire remains for three rounds and then vanishes at the end of your turn. You can control all of your currently active ghostfires within 100 feet with a single move action, in the same manner as flaming sphere. The Reflex DC to avoid a ghostfire's damage is equal to 10 + 1/2 the entomancer's level + her Wisdom modifier. **Prerequisites:** 11th level, 3 firefly masteries.

Way of the Mosquito

Masteries of this discipline focus on striking unexpectedly and draining the enemy's strength.

Mosquito Strike (Su): The entomancer gains sneak attack, as per the rogue's class ability, but inflicts only 1d6 damage with it (stacking with any sneak attack gained from other sources). This ability may be chosen multiple times, increasing your sneak attack damage by 1d6 every time it is taken, but no more than once per three levels.

Bloody Strike (Ex): Your sneak attacks cause enemies to suffer 1d6 bleed damage at the start of their turns. This bleed damage does not stack with itself, but bypasses damage reduction. The bleed can be stopped by a DC 15 Heal check or any effect that heals damage. **Prerequisite:** mosquito strike or sneak attack.

Vicious Pest (Ex): Your verminous scout gains your sneak attack damage bonus against any enemy you threaten. Its sneak attack dice are equal to half your sneak attack dice (including sneak attack gained from other sources), minimum 1. **Prerequisite:** 5th level, mosquito strike, two mosquito masteries.

Vicious Sustenance (Su): The entomancer gains *vampiric touch* as a 3rd level spell. When casting *vampiric touch*, the entomancer can forego up to half of the temporary hit points received to instead heal herself for an equal amount if the target is bleeding. **Prerequisites:** 7th level.

Bloodsucker (9th): Any time the entomancer successfully use vampiric touch against a bleeding enemy, she can now forego any amount of temporary hit points received to instead heal herself for an equal amount. If she kills a bleeding enemy using vampiric touch, the spell does not consume a spell slot and the temporary hit points gained stack with those she already has (to a maximum total of half her maximum hit points). **Prerequisites:** 11th level, 3 mosquito masteries.

Way of the Ant

Masteries of this discipline focus on fighting as a unit with one's trusted allies and using verminous swarms as a defensive weapon.

Stand Together (Ex): The entomancer gains a +1 dodge bonus to AC for each adjacent ally. Enemies denied their Dexterity bonus to AC do not contribute this bonus.

Ferocious Defense (Ex): When fighting defensively (see *Pathfinder Core Rulebook*, Chapter Eight), the entomancer can choose to forego the bonus to AC granted by that action. If she does so, she may make an attack of opportunity against any enemy within her reach whenever they make an attack against one of her allies for as long as she continues to fight defensively.

Protective Swarm (Su): The entomancer's verminous swarms do no damage to her, or to allies within their area. Allies within the area of your verminous swarm gain a +2 deflection bonus to their AC. **Prerequisites:** 7th level, 1 ant mastery.

Distracting Swarm (Ex): Allies do not provoke attacks of opportunity due to movement while moving through squares occupied by the entomancer's verminous swarm. As a reaction, the entomancer may move her verminous swarm up to its normal movement at the same time that an ally moves, protecting them from attacks of opportunity due to movement in all squares that the swarm occupied during that move. The swarm may not move on the entomancer's next turn. **Prerequisites:** 9th level, 2 ant masteries.

Shielding Swarm (Ex): As a full round action, the entomancer can command her verminous swarm to protect one ally within its area. Until the beginning of her next turn, the swarm does no damage. However, any damage that the ally takes is shared with the swarm. The swarm may not ignore or reduce damage taken in this manner (even against damage types to which it is normally immune, such as weapon damage). Area affect damage shared with the swarm is increased normally. The ally must remain within the swarm to gain this effect. **Prerequisites:** 11th level, 3 ant masteries.

Way of the Cricket

Masteries from this discipline enhance agility and good fortune.

Cricket's Fortune: Once per day, the entomancer can meditate upon various possible future outcomes as a standard action. Roll 1d20. Before the beginning of the entomancer's next turn, he may transfer his fortunes, replacing a single d20 roll with the result of this roll before modifiers are applied. This may be applied to enemies as well as allies, but the target must be within 30 feet of the entomancer and the transfer must be declared before the die is rolled. The new result cannot be rerolled or replaced by any means. This mastery may be chosen multiple times, but no more than once per four levels, granting an additional use per day each time it is chosen.

Cricket's Leap: The entomancer gains ranks in the Acrobatics skill equal to her class level and Acrobatics is always considered a class skill. If you previously had ranks in the Acrobatics skill, those skill points are immediately refunded. Additionally, you gain a +4 dodge bonus to all Acrobatics checks to move through threatened areas or move through enemy's spaces, as well as a +4 dodge bonus to AC against attacks of opportunity.

Cricket's Wisdom: Any time the entomancer casts a spell that affects an ally that ally receives a +1 luck bonus to one attack roll, saving throw, or skill check made within the next round. **Prerequisites:** 5th level

Cricket's Gift: When the entomancer performs the aid another action to provide a skill bonus, bonus to hit, or bonus to AC, all allies within 20 feet of the entomancer benefit. Further, Cricket's Fortune may now be used as a move action. **Prerequisites:** 7th level, 2 cricket masteries.

Cricket's Salvation: The entomancer can expend one use of cricket's fortune as an immediate action any time an ally within 30 feet fails a saving throw. The ally may make a new save with a +2 luck bonus. The entomancer must save against the original effect as if he were targeted with it, but does not receive the +2 bonus. This ability has no effect against spells with the harmless descriptor. **Prerequisites:** 11th level, cricket's fortune, 3 cricket masteries.





New Verminous Servants

The true nature of verminous servants is a closely guarded mystery. Though these creatures resemble normal insects (albeit enhanced versions of them), they are unique creatures - often with intelligence or abilities far beyond normal animals. Entomancers summon these creatures directly from the mysterious plane known as the Hive. When slain, a verminous servant simply returns to the Hive and can be called upon again later, seemingly none the worse for wear.

Strangely, despite their extradimensional origins, verminous servants do not function like other summoned creatures. Barriers that prevent a summoned creature's entry or return them to their home plane do nothing to verminous servants. Despite the fact that the Hive is inaccessible to much of Aden, entomancers have little trouble calling upon these creatures even when far from Kyan. Entomancers believe that, in adopting the magic and philosophy of the entokyrios, they become a part of the Hive. They do not need to rely on the limitations of summoning magic to call their servants; they take the Hive with them wherever they go.

The spell *entomorphic summoning* blurs this line somewhat. This spell calls upon creatures from the hive, but uses traditional summoning magic to do so. Unlike verminous servants, the creatures called by such magic feel no innate loyalty toward entomancers and thus must be shackled to their will using more conventional summoning techniques.

Verminous Scouts

Burrower: These scouts are adept at digging into the ground, in search of sustenance or to lie wait for unsuspecting prey. This category includes tarantulas, trapdoor spiders, and termites. These scouts gain a burrow of 10 through earth and can ignore up to two points of hardness when attacking objects. Burrowers receive a +2 bonus to Constitution.

Stalker: These scouts possess natural camouflage that allows them to disguise themselves in their native environment. This category includes ambush bugs, walking stick bugs, and katydids. Select a Fine sized item found in nature, such as a leaf, stick,

or twig. When not moving, the verminous scout has a +20 to Disguise checks when pretending to be that item, and will rarely draw attention in an environment where such items are common. Stalkers receive a +2 bonus to Dexterity.

Tanker: These scouts have extremely tough hides, allowing them to survive damage that would destroy lesser bugs. Examples include the ironclad beetle, jewel beetle, weevil, and velvet ant. These scouts have 3/4 of the entomancer's hit points rather than half and gain an additional +2 natural armor bonus to AC. Tankers receive a +2 bonus to Constitution.

Verminous Steeds

Rhinoceros Beetle:

Speed 30 ft.; **AC** +8 natural armor; **Attack** gore 1d6; **Ability Scores** Str 16, Dex 14, Con 18, Int -, Wis 10, Cha 2; **Special Qualities** Rhinoceros beetles gain an additional +4 bonus to Fortitude saves.

Bombardier Beetle:

Speed 30 ft.; **AC** +4 natural armor; **Attack** bite 1d6; **Ability Scores** Str 16, Dex 18, Con 14, Int -, Wis 10, Cha 2; **Special Qualities** Bombardier beetles can project a stream of boiling chemicals as a standard action. This is a ranged touch attack with a 60 foot range that inflicts 2d6 fire damage.

Termite:

Speed 30 ft., Burrow 20 feet; **AC** +3 natural armor; **Attack** bite 1d6; **Ability Scores** Str 14, Dex 14, Con 16, Int -, Wis 10, Cha 2; **Special Qualities** Termites receive the Improved Sunder feat for free (ignoring prerequisites) and ignore the hardness of objects with hardness equal to or less than double their Constitution modifier.

Assassin Bug:

Speed 30 ft.; **AC** +3 natural armor; **Attack** bite 1d8; **Ability Scores** Str 18, Dex 16, Con 16, Int -, Wis 10, Cha 2; **Special Qualities** Assassin bugs gain ranks in Stealth equal to their hit dice, and gain a +4 bonus to Stealth checks in a natural environment. They also confer this latter bonus to their entomancer, while mounted. An entomancer riding an assassin bug can use her own Stealth check for both herself and her steed, if she wishes.

Verminous Swarms

Termite Swarm:

Speed 20 ft., Climb 20 ft., Burrow 10 ft.; **Ability Scores** Str 1, Dex 14, Con 16, Int -, Wis 10, Cha 2; **Special Qualities** A termite swarm ignores the hardness of objects with hardness equal to or less than double its Constitution modifier.

Stink Bug Swarm:

Speed 20 ft., Climb 20 ft., Fly 20 ft.; **Ability Scores** Str 1, Dex 14, Con 16, Int -, Wis 10, Cha 2; **Special Qualities** Creatures within the area of a stinkbug swarm must make a Fortitude save or be sickened as long as they remain within the area. A creature that makes its save is immune to that swarm's sicken effect for 24 hours. This is a stench and poison effect.

Scarab Swarm:

Speed 30 ft., Climb 30 ft., Fly 30 ft.; **AC** +6 natural armor; **Ability Scores** Str 1, Dex 14, Con 16, Int -, Wis 10, Cha 2.

Mosquito Swarm:

Speed 10 ft., Climb 10 ft., Fly 60 ft.; **Ability Scores** Str 1, Dex 14, Con 14, Int -, Wis 10, Cha 2; **Special Qualities** Creatures who take damage from the mosquito swarm take 1d4 bleed damage. A mosquito swarm has blindsense 60 ft. against any creature that is currently bleeding.

New Spells

Brain Venom

School necromancy (poison); **Level** druid/entomancer 6

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 round/level

Saving Throw Fortitude negates, see text; **Spell Resistance** yes

You infect the target with powerful neurotoxic venom, sapping their will. If they fail the initial fortitude save, they fall under the poison's influence and will take no actions except to stand in place, attacking only those who attack them. Victims affected by this poison are permanently staggered.

As a standard action, you may issue commands to the target which they must perform to the best of their abilities. Targets compelled to take self-destructive actions receive an immediate Will save with a +2 bonus to ignore that command, but remain affected by the poison. A victim will continue carrying out a command in subsequent rounds, if possible, unless given a new command.

Poisoned creatures may make a Will save at the end of their turn if they wish to resist the poison. If they make two consecutive saves, the effect ends. However, if they fail a save they immediately take 1d4 Wisdom damage.

If you or your allies attack a creature affected by this spell the effect immediately ends for that target.

Consume Energy (Acid, Cold, Electricity, Fire)

School abjuration; **Level** channeler 4, cleric/oracle 5, druid entomancer 5,

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration instantaneous

New Spells By Level

Channeler spells described in this book can be found on the channeler spell list in under that class's description. New spells in this book for other classes are as follows:

Entomancer Druid Spells

0-Level Spells

Detect Vermin

1st Level Spells

Empowered Verminous Servant (entomancer only)

Pheromone Touch

Vermin Sight

2nd Level Spells

Entomorphic Summoning

Incite Swarm

3rd Level Spells

Healing Cocoon

Spin Webs

4th Level Spells

Greater Vermin Sight

Return Energy

Spreading Swarm

5th Level Spells

Consume Energy

On Jeweled Wings

6th Level Spells

Brain Venom

7th Level Spells

Vomitous Infestation

8th Level Spells

Wall of Insects

9th Level Spells

Mass Brain Venom

Cleric/Oracle Spells

4th Level Spells

Return Energy

5th Level Spells

Consume Energy

Magus Spells

2nd Level Spells

Path of Ruin

Soul Brand

4th Level Spells

Greater Soul Brand

This spell is actually four different spells, one of each energy type (acid, cold, electricity, and fire) and must be learned and prepared separately for each type.

You cast this spell as an immediate reaction to suffering damage of the appropriate type. You gain immunity to that type of energy until the spell absorbs 10 points of energy damage per caster level. Half of the absorbed energy is instantly converted to positive energy, healing you for an equal amount. The other half is discharged harmlessly. Damage in excess of the spell's maximum absorption is inflicted upon you normally. You may choose whether this spell's healing takes place before or after this damage. The spell protects only against one damage roll and then it immediately ends.



Detect Vermin

School Divination; **Level** entomancer/druid 0

Casting Time 1 standard action

Components V

Range 120 ft.

Area 120 ft. radius emanation

Duration concentration, up to 1 min./level (D)

Saving Throw special; **Spell Resistance** no

You can detect the presence of creatures with the vermin type within range. The amount of information you receive depends on how long you study a particular area.

- 1st Round: Presence or absence of vermin within the area.
- 2nd Round: Number of vermin and their general power level - weak (1 HD), moderate (2-4), strong (6-10 HD), or very strong (10+ HD).
- 3rd Round: The exact strength (in hit dice) and location of each vermin.

Any vermin that has taken the shape of another creature type with a polymorph effect will not be detected. If a vermin's true nature is hidden by illusion magic, you must first succeed on any applicable save vs. that magic (as if you were interacting with the illusion) before it can be detected. Intelligent vermin can choose to make a Will save to resist this effect, but you will sense that something has resisted the spell if they are successful.

This spell is blocked by barriers in the same manner as detect magic.

Empowered Verminous Servant

School transmutation; **Level** entomancer 1

Casting Time 1 standard action

Components V, S

Range touch

Target your verminous swarm

Duration 1 min./level (D)

You infuse your verminous servant with entomantic energy. For the duration of this spell, all of the servant's abilities have the DC to resist them increased by 2. This effect enhances only the servant's innate abilities (such as poison, distraction, and the stinkbug swarm's sicken effect), not new abilities that may have been granted to it by other spells or items.

Entomorphic Summoning

School conjuration; **Level** druid/entomancer 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level

You temper your magic with the entomorphic energies of the Hive, twisting any creatures that you summon into insect hybrids. For the duration of this effect, any creatures that you summon using a summon nature's ally spell have the vermin type instead of their normal type, with all of the associated benefits (including lack of an intelligence score). This spell has no effect on any vermin that you summon. The statistics of these creatures are otherwise unchanged.

Greater Soul Brand

School transmutation; **Level** channeler 4, magus 4

As *soul brand*, but the ability may be a +2 special ability.

Greater Vermin Sight

School transmutation; **Level** entomancer/druid 4

Duration 10 minutes/level

This spell functions as vermin sight, except for its longer duration and that you can change your point of view to any other vermin within range once per turn as a swift action.

Incite Energy

School evocation; **Level** channeler 1

Casting Time 1 move action

Components V, S

Range 20 ft.

Area 20 ft. radius emanation

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell creates a zone of wild energy in the affected area. Select one energy type when this spell is cast - fire, acid, cold, or electricity. For the duration of the spell, any damage of that type inflicts an additional 1d4 damage.

When cast by a channeler, this spell's range changes to the channeler's aura of power, and the energy type is automatically the channeler's origin energy type.

(The damage bonus of this spell is instead 1d6 for Bedlam channelers, and the energy type changes whenever the channeler's origin energy changes.)

Healing Cocoon

School conjuration; **Level** druid/entomancer 3

Casting Time 1 standard action

Range touch

Target willing creature touched

Duration 1 round/level (D)

The selected target is immediately encased in dense silken webs. While encased in the web, the target cannot see, hear, move, or act except to take purely mental actions. They gain fast healing 10 as well as a +4 sacred bonus on all saves against poison and disease. Any bleed or burn effects on the target are immediately negated.

The cocoon has a hardness of 5 and 10 hit points per level of the caster, to a maximum of 100 hit points. Enemies that attack the cocoon effectively attack the occupant's flat-footed AC. The cocoon's hardness reduces any resulting damage first, with the rest of the damage divided equally between the cocoon and its occupant. The occupant may burst from the cocoon early as a full-round action.

Incite Swarm

School transmutation; **Level** druid/entomancer 2

Casting Time 1 standard action

Components V, S

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

Targets one vermin/level, no two of which can be more than 30 feet apart

Duration 1 round/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

All vermin affected by this spell gain a +4 morale bonus to Strength and Constitution. Vermin summoned by you or under your control gain an additional +2 flanking bonus when flanking with you or another vermin under this effect. Any swarms that you control each count as a single creature for the purpose of this spell.

Mass Brain Venom

School necromancy (poison); **Level** druid/entomancer 9

Range Short (25 ft. + 5 ft./2 levels)

Target one or more humanoid creatures

This spell functions as brain venom, except as noted above.

On Jeweled Wings

School transmutation; **Level** druid/entomancer 5

Casting Time 1 standard action

Components V

Range 120 ft.

Area up to 120-ft. line

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You transform into a cloud of ravening locusts which fly to a point up to 120 feet away and instantaneously reassemble into your normal form. You inflict 5d6 damage to any creatures in a line between your destination and origin point.

You provoke attacks of opportunity during this movement, but are immune to all weapon damage. You can pass through any openings that would permit a Fine creature. If you are subjected to area damage during your transit, you take half again as much damage (+50%). You are subject to high winds as if you were a fine creature.

If you are killed or dispersed while you are a swarm, you immediately revert to your normal form.

Path of Ruin

School evocation; **Level** channeler 2, magus 2

Casting Time 1 move action

Components V, S

Range personal

Target you

Duration 1 round/level

Saving Throw Reflex half; **Spell Resistance** yes

As part of casting this spell, you move up to your maximum speed. During this movement, you cause boiling acid to erupt from the earth in all squares you pass through. These squares count as difficult terrain for the duration and any enemies that enter or end their turn in these squares take 4d6 acid damage with a Reflex save for half damage.

When cast by a channeler, this spell inflicts origin energy damage instead of acid damage.

Pheromone Touch

School transmutation; **Level** entomancer/druid 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** none

You mark the target with a potent chemical pheromone, undetectable by most creatures. For the duration of the spell any vermin or creature with the scent ability can detect the target within 30 feet regardless of cover, concealment, or invisibility, double that range if the target is upwind. Vermin and creatures with the scent ability can track the target with a DC 10 Survival check. The pheromones can be removed by dousing oneself with at least one gallon of water per round for three rounds.

Return Energy (Acid, Cold, Electricity, Fire)

School abjuration; **Level** channeler 3, cleric/oracle 4, druid entomancer 4, mechamage/sorcerer/wizard 4

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration 1 round

This spell is actually four different spells, one of each energy type (acid, cold, electricity, and fire) and must be learned and prepared separately for each type.

You cast this spell as an immediate reaction to suffering damage of the appropriate type. For every 10 points of damage inflicted by the attack (to a maximum of 10 points per caster level), 5 points are absorbed by the spell and the spell stores 1d6 energy damage. This is calculated before resistances or immunity. Damage in excess of the maximum is incurred normally.

Until the end of your next turn, you may deliver the stored energy damage as a touch attack. If you do not successfully discharge the damage before the end of your next turn, you immediately suffer all damage that was absorbed by this spell.

Soul Brand

School transmutation; **Level** channeler 2, magus 2

Casting Time 1 standard action

Components V, S

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a weapon you touch to be temporarily infused with magical power. The weapon gains one magic weapon special ability (see *Pathfinder Core Rulebook*, Chapter 15) of your choice. This must be a +1 special ability, and the target weapon must be a legal target for that ability. You must meet the caster level requirements for creating the special ability, but your effective caster level is doubled.

A channeler may cast this spell upon his brand and it lasts until the brand is dropped or dismissed.

Spin Webs

School transmutation; **Level** druid/entomancer 3

Casting Time 1 standard action

Range personal

Target you

Duration 1 round/level

Saving Throw Reflex special; **Spell Resistance** none

You develop spinnerets in your forearms, allowing you to project sticky webs. These webs can be used for a variety of effects.

Climb: You gain the benefits of a *spider climb* spell, but leave behind a sticky web for others to use (DC 5 Climb check). These webs persist for the duration of the spell.

Spin Webs: As a full round action you can move up to your speed, leaving sticky webs that count as difficult terrain in every square you move through. You are not affected by this difficult terrain.

Shoot Webs: As a standard action, you can fire the webs at a creature within 60 feet as a ranged touch attack. If hit, the target must make a Reflex save or be entangled for the remaining duration of the spell. If you successfully affect a Large or smaller creature twice with this effect, they are anchored to the spot as well as entangled.

Entangled creatures can attempt to break free as a move action, making an Escape Artist or Strength check vs. a DC equal to the save DC of this spell.



Spreading Swarm

School conjuration (summoning); **Level** druid/entomancer 4

Casting Time 1 round

Components V, S

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

Effect one swarm of eyebleeders

Duration concentration + 2 rounds

Saving Throw none; **Spell Resistance** no

This spell is identical to *summon swarm*, except that it always summons a swarm of centipedes (see *Pathfinder Bestiary*). If an enemy dies while in the area of your centipede swarm, another centipede swarm erupts from the target. Any swarms that emerge from enemies are also considered to be part of this spell effect and vanish when the duration ends.

You may use *swarm mastery* or similar abilities to control these swarms, but you can only control a maximum of three swarms created by this spell at one time. You can choose which swarms you wish to control on each of your turns.

Vermin Sight

School transmutation; **Level** entomancer/druid 1

Casting Time 1 standard action

Components V, S

Range Medium 100 ft. + 10 ft./level

Target 1 vermin

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** Yes

Select one vermin within range. This vermin need not be visible to you, but if not it must either be your verminous servant or have been detected by you using *detect vermin* within the last round. You immediately transfer your senses of sight and hearing to the target, leaving yourself blind and deaf as long as you maintain the spell. You gain whatever senses are available to the targeted vermin (darkvision, blindsight, scent, blindsense, etc.). This spell grants you no special control over the target; unless they are already under your control they have no idea that you are using them in this manner.

Vermin with no intelligence score receive no save to resist this effect.

Vomitous Infestation

School necromancy; **Level** druid/entomancer 7

Casting Time 1 standard action

Components V, S

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

Targets one creature

Duration 1 round/level

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

You fill the target's stomach with spiders.

Every round on the target's turn, they must make a Fortitude save. If this save fails, the target is nauseated for the duration of the spell. They take 4d6 damage spend their action doing nothing, but vomiting impossible amounts of spiders. This creates a swarm of spiders (see *Pathfinder Bestiary*) overlapping the target's space. These spiders are under your command; you can direct all swarms created by this spell as a swift action on your turn. Once you have summoned a maximum of five spider swarms in this manner, the target ceases vomiting spiders, but remains nauseated.

On a successful save, the target takes half of this damage and does not vomit spiders that turn. On any turn where the target does not vomit spiders, they may attempt an additional Fortitude save at the end of their turn. If successful, this ends the effect though any spiders already summoned will remain for the full duration.

A target may spend a full round action to drop prone and force himself to purge the spiders in his system. The target takes 12d6 damage and immediately summons any remaining spider swarms (up to five, total). The target will no longer vomit spiders for the rest of the duration. They will, however, remain nauseated.

On creatures without a stomach, the spiders fill any void they can find and emerge wherever they can. Incorporeal creatures or creatures without any internal space for the spiders to occupy (such as a construct made of solid stone) are unaffected.

Wall of Insects

School conjuration (summoning); **Level** druid/entomancer 8

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect Wall of insects up to one 5-ft. cube/level (S)

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** no

This spell creates a buzzing wall of swarming poisonous insects, 5 feet thick in every dimension, plus an additional 5-foot square per level. The wall can be conjured in squares occupied by a creature or object. The wall deals 1d6 damage per level (maximum 20d6) to all creatures and inanimate objects within the area, dealing double damage to vegetable matter and plants. The wall deals this damage when it appears, at the beginning of your turn, and to any creatures that later enter the area. Half of this damage is physical and half is acid damage. The wall can be conjured in midair, as the constituent insects are capable of flight.

The wall counts as difficult terrain and possesses the distraction monster ability; spellcasting or concentrating on spells within the wall requires a caster level check (DC 20 + spell level). Using skills that require patience and concentration requires a DC 20 Will save. Any creature that takes damage from the wall must make a Fortitude save (against the normal spell DC) or be nauseated for 1 round. Further, targets damaged by the swarm must make a second Fortitude save or be poisoned for 6 rounds, suffering 1d3 Constitution damage per round. Poisoned creatures can make another Fortitude save at the end of their turn to end the affliction.

The wall can be destroyed; each section of the wall possesses 100 hit points and is immune to weapon damage, but takes double damage from all area attacks. If a section of the wall is destroyed, the wall will swarm inward to fill the gap, reducing the overall length by one 5-foot square. Winds capable of moving Fine-sized creatures can move but not disperse the wall. However, such winds must be generated by a spell of 8th level or higher, otherwise they have no effect.

Once per turn as a move action, you can command the wall to move up to twenty feet in any direction (including vertical). If the wall moves over a creature that has not yet taken damage this turn, it is damaged by the wall as normal. The wall ignores any barriers with gaps large enough to admit Fine-sized creatures.

If you or your allies are immune to the damage of your verminous swarm due to insect mastery abilities, the wall of insects likewise does no damage to such targets.



Bilkaf

Bilkaf - Billi to her friends - doesn't remember much about her family. She doesn't even remember her last name. She was barely a toddler when her parents died, consumed by ravening nocturnals on the first night of the Darkfall. She still has dreams about that night. Never bad dreams, though. Never nightmares. Instead, they are dreams filled with wonder and hope. She remembers when the Swarmers, Queen Selanna's elite soldiers, arrived in her village. They came too late to save her parents, but they saved Billi and so many others. They fought the hungry shadows without fear.

No - that wasn't true. They were afraid. Very afraid. Even then, she could tell. But that didn't matter. They fought anyway. That was the part she always remembered.

As she grew up in a Camden orphanage, that was the part that always gave her the strength to carry on. As a tiny faerkin alone in such a terrible world, it often felt like there wasn't much she could do to help. So whenever she was scared or angry or upset, Billi remembered the Queen's soldiers. If she could just be like them, she could pull through anything. She stayed cheerful and positive at the worst of times - not because she was happy, not really, but because it was the only way she knew to help.

Billi felt a strange connection to the insects of Kyan from a young age. These creatures were so tiny, often seemingly defenseless, but together they were strong. She spoke to them and they spoke back. She didn't even realize that was strange at first. Billi's guardians were shocked to see the girl effortlessly calling upon swarms of insects to help with chores around the orphanage. Three days later, a squad of proud Swarms arrived looking for Billi. They told her she was special. They told her that there was a way she could help people. They told her that she was an entomancer.

After years of training at the Academy Entomologia, Billi was deemed to be one of the most promising students of her generation. Though she was not particularly adept at combat, she possessed a deep affinity for the minds of insects and had a natural talent for healing magic. When her mentor invited her to join the Swarms, however, she declined.

Billi replied that there were already plenty of Swarms to protect Kyan. In her teachings, she had learned that much of the world was not as fortunate. Lands such as Urbana, Aramyst, and the Rhanate were still plagued with the Darkfall's evil, consumed with hopelessness. And even though those places had mighty armies and powerful warriors, the shadow still wreaked ruin upon the people. It seemed that all of the big, mighty soldiers in the world could not make a difference.

But a little one might.

With that Bilkaf set out into the world to become an adventurer, doing good deeds wherever she could and helping people as much as she can. Though people always find her strange at first, her indefatigable good cheer and kind, selfless spirit always win out in the end. She has friends in nearly every nation and has come to be regarded as one of Aden's greatest heroes.

One day, she might return to Kyan and take her place among the Queen's noble guard.

For now, her friends need her.

Bilkaf (low level)

Female Faerkin Entomancer 1

NG small humanoid (faerkin)

Init +3; **Senses** low-light vision; **Perception** +2

Defense

AC 18, **touch** 14, **flat-footed** 14 (+4 armor, +3 Dex, +1 size)

hp 8 (1d8)

Fort +2, **Ref** +3, **Will** +4

Offense

Speed 20 ft.

Melee dagger +0 (1d3)

Ranged light crossbow +3 (1d6)

Entomancer Spells Known

0-Level - (at will) *create water*, *detect vermin*, *guidance*, *light*

1st Level - (4/day) *cure light wounds*, *infest* (DC 14), *lesser ambrosia*

Statistics

Str 10, **Dex** 16, **Con** 10, **Int** 11, **Wis** 15, **Cha** 12

Base Atk +0; **CMB** -1; **CMD** 12

Feats Bugspeaker

Traits Cosmopolitan Education (Stealth), Folk Magic (*cure light wounds*)

Skills (*Armor Check Penalty: -3) **Heal** 1 (+8), **Spellcraft** 1 (+6), **Stealth** 1 (+9), **Survival** 1 (+8)

Languages Kyall, Arcadian

Racial Abilities: Natural Magic (+1 conjuration DC), Arcane Blood, Fey Blood, Fey Brotherhood, Dryad Blood

Insect Masteries: Hive Mind

Class Abilities Vermin Empathy, Verminous Servant (scout)

Favored Class Bonus: +1 concentration

Weapons and Armor: dagger, light crossbow, 20 bolts, hide armor

Miscellaneous Equipment: backpack, bedroll, healer's kit, small tent, personal journal, collection of pressed butterflies

Wealth: 23 gp

Bilkaf's Verminous Scout

Bilkaf can summon any sort of verminous scout, but she typically uses a bee (stinger type).

N Fine vermin

Senses darkvision 60 ft.; **Perception** +4

Defense

AC 22, **touch** 22, **flat-footed** 10 (+4 Dex, +8 size)

hp 4

Fort +3, **Ref** +4, **Will** +0

Special defenses vermin traits

Offense

Speed 20, **climb** 20, **fly** 30 (good)

Melee sting +4 (0 damage, poison DC 10, 1d2 Dex for 3 rounds)

Statistics

Str 1, **Dex** 18, **Con** 10, **Int** 6, **Wis** 10, **Cha** 2

Base Atk +1, **CMB** +3, **CMD** 7 (15 vs. trip)

Skills **Climb** 1 (+8), **Fly** 1 (+16), **Perception** 1 (+4), **Stealth** 1 (+20)

SQ link, speaks Kyall

Bilkaf (mid level)

Female Faerkin Entomancer 6

NG small humanoid (faerkin)

Init +3; **Senses** low-light vision; **Perception** +4

Defense

AC 26, **touch** 15, **flat-footed** 23 (+8 armor, +3 Dex, +1 deflection, +1 size)

hp 33 (6d8)

Fort +6, **Ref** +5, **Will** +10

Offense

Speed 20 ft.

Melee masterwork dagger +5 (1d3)

Ranged +1 light crossbow +8 (1d6+1)

Entomancer Spells Known

0-Level - (at will) *create water*, *detect magic*, *detect vermin*, *guidance*, *light*, *mending*, *purify food and drink*

1st Level - (7/day) *cure light wounds*, *entangle* (DC 15), *faerie fire*, *infest* (DC 17), *lesser ambrosia*, *longstrider*, *obscuring mist*, *speak with animals*

2nd Level - (6/day) *barkskin*, *entomorphic summoning*, *summon nature's ally II*, *viscous carpet* (DC 18)

3rd Level - (4/day) *furiosus swarm*

* Bilkaf typically casts *barkskin* on herself in advance. Her stats are calculated as if she has cast this spell already.

Statistics

Str 10, Dex 16, Con 10, Int 11, Wis 18, Cha 12

Base Atk +4; CMB +3; CMD 16

Feats Bugspeaker, Spell Focus (conjunction), Heavy Armor Proficiency

Traits Cosmopolitan Education (Stealth), Folk Magic (*cure light wounds*)

Skills (*Armor Check Penalty: -4) Heal 5 (+14), Knowledge (nature) 1 (+4), Linguistics 1 (+1), Spellcraft 6 (+11), Stealth 5 (+12), Survival 6 (+14)

Languages Kyall, Arcadian, Western Common

Racial Abilities: Natural Magic (+1 conjunction DC), Arcane Blood, Fey Blood, Fey Brotherhood, Dryad Blood

Class Abilities Insect Mastery, Vermin Empathy, Verminous Servant (scout, steed), Verminous Call (1/day)

Insect Masteries: Hive Mind, Hive Communication, Swarmbrother

Favored Class Bonus: +3 concentration, +3 spells known

Ability Score Increases: Wisdom (4th level)

Weapons and Armor: masterwork dagger, +1 light crossbow, 20 bolts, +1 carapace armor

Other Magic Items: cloak of resistance +1, headband of inspired wisdom +2, ring of protection +1, rod of extend spell (lesser), wand of cure light wounds

Miscellaneous Equipment: backpack, bedroll, healer's kit, small tent, personal journal, collection of pressed butterflies

Wealth: 353 gp

Bilkaf's Verminous Scout

Bilkaf can summon any sort of verminous scout, but she typically uses a bee (stinger type).

N Fine vermin

Senses darkvision 60 ft.; **Perception** +4

Defense

AC 26, touch 22, flat-footed 14 (+4 Dex, +4 natural, +8 size)

hp 16

Fort +5, **Ref** +5, **Will** +1

Special defenses vermin traits

Offense

Speed 20, climb 20, fly 30 (good)

Melee sting +6 (0 damage, poison DC 13, 1d2 Dex for 3 rounds)

Statistics

Str 1, Dex 18, Con 10, Int 6, Wis 10, Cha 2

Base Atk +3, **CMB** +5, **CMD** 9 (17 vs. trip)

Skills Climb 4 (+11), Fly 4 (+19), Perception 4 (+7), Stealth 4 (+24)

SQ link, evasion, speaks Kyall

Bilkaf (high level)

Female Faerkin Entomancer 12

NG small humanoid (faerkin)

Init +3; **Senses** low-light vision; **Perception** +7

Defense

AC 32, **touch** 17, **flat-footed** 29 (+10 armor, +5 natural, +3 Dex, +3 deflection, +1 size)

hp 75 (12d8+12)

Fort +11, **Ref** +9, **Will** +18

Offense

Speed 20 ft.

Melee dagger +4 (1d3)

Ranged light crossbow +13 (1d6+1)

Entomancer Spells Known

0-Level – (at will) *create water, detect magic, detect vermin, guidance, know direction, light, mending, purify food and drink, read magic*

1st Level – (8/day) *cure light wounds, empowered verminous servant, entangle* (DC 16), *faerie fire, infest* (DC 18), *lesser ambrosia, longstrider, obscuring mist, speak with animals*

2nd Level – (8/day) *barkskin, entomorphic summoning, incite swarm, lesser restoration, resist energy, summon nature's ally II, summon swarm, viscous carpet* (DC 20)

3rd Level – (8/day) *call lightning* (DC 19), *cure moderate wounds, furious swarm, greater magic fang, neutralize poison, remove disease, stone shape*

4th Level – (7/day) *ambrosia, cure serious wounds, dispel magic, flame strike* (DC 20), *freedom of movement, spreading swarm*

5th Level – (6/day) *cure critical wounds, death ward, on jeweled wings, swarmor*

6th Level – (4/day) *summon nature's ally VI*

* Bilkaf typically casts *barkskin* on herself and greater magic fang on her swarm in advance. Her stats are calculated as if she has cast these spells already.

Statistics

Str 10, Dex 16, Con 10, Int 11, Wis 24, Cha 12

Base Atk +9; **CMB** +8; **CMD** 21

Feats Bugspeaker, Extend Spell, Spell Focus (conjunction), Heavy Armor Proficiency, Swarm Lord, Toughness

Traits Cosmopolitan Education (Stealth), Folk Magic (*cure light wounds*)

Skills (*Armor Check Penalty: -4) Heal 9 (+21), Knowledge (nature) 3 (+6), Linguistics 1 (+1), Spellcraft 12 (+17), Stealth 11 (+17), Survival 12 (+24)

Languages Kyall, Arcadian, Western Common

Racial Abilities: Natural Magic (+1 conjunction DC), Arcane Blood, Fey Blood, Fey Brotherhood, Dryad Blood

Class Abilities Insect Mastery, Vermin Empathy, Verminous Servant (scout, steed), Verminous Call (2/day)

Insect Masteries: Hive Mind, Hive Communication, Hive Sacrifice, Swarm Brother, Swarm Master, Swarmborne

Favored Class Bonus: +3 concentration, +9 spells known

Ability Score Increases: Wisdom (4th level, 8th level, 12th level)

Weapons and Armor: masterwork dagger, +1 light crossbow, 20 bolts, +3 carapace armor

Other Magic Items: cloak of resistance +3, headband of inspired wisdom +6, ring of protection +3, staff of swarming insects, wand of cure light wounds

Miscellaneous Equipment: backpack, bedroll, healer's kit, small tent, personal journal, collection of pressed butterflies

Wealth: 1200 gp

Bilkaf's Verminous Scout

Bilkaf can summon any sort of verminous scout, but she typically uses a swarm of bees.

N Fine vermin (swarm)

Senses darkvision 60 ft.; **Perception** +4

Defense

AC 30, touch 22, flat-footed 26 (+4 Dex, +8 natural, +8 size)

hp 68 (8d8+32)

Fort +10, **Ref** +6, **Will** +2

Special defenses vermin traits, swarm traits

Offense

Speed 20, climb 20, fly 60 (good)

Melee swarm (3d6+3 plus poison DC 13, 1d2 Dex)

Statistics

Str 1, Dex 18, Con 19, Int -, Wis 10, Cha 2

Base Atk +6, **CMB** +1, **CMD** 15 (21 vs. trip)

Skills Fly 8 (+23), Perception 8 (+11), Stealth 8 (+31)

SQ link, evasion

Hrithik

Born in one of the lower levels of High Hive, Hrithik showed an affinity for entomancy at a relatively young age, enough so that he was permitted to attend a school to hone his gifts despite his parents' relative poverty. As a child, Hrithik showed an insatiable curiosity about the world outside the hives, and while it was assumed that this would eventually fade somewhat, it never did. As he grew older, Hrithik became more and more disenchanted with life in the Kyanite cities, and even as he gradually increased in prestige through the ranks of Kyan's military, he increasingly sought out assignments that would take him outside the city limits and allow him to spend extended periods of time in the Crawling Jungle that dominated his homeland.

As an adult, Hrithik is often in a position to be considered for the Kyanite equivalent of a knighthood, but his frequent, long absences from the cities have thus far prevented this from happening. The ferran warrior cares little about such things, and is content to serve as a warden of sorts throughout the Crawling Jungle. He has formed close alliances with a number of powerful druids and guilds of rangers who make their home there, and often extends his power and expertise to protect small settlements that have not yet pledged their allegiance to the Queen Mother, something that would distress his superiors considerably if they were to learn of it.

It isn't something Hrithik often thinks about, and on those rare occasions when he does, he laughs the matter off with complete indifference.

Hrithik (low level)

Male Ferran Predator (black panther) Entomancer 1

CG medium humanoid (ferran)

Init +1; **Senses** Perception +7

Defense

AC 16, **touch** 11, **flat-footed** 15 (+4 armor, +1 natural armor, +1 Dex)

hp 5 (1d8+1)

Fort +3, **Ref** +1, **Will** +5

Offense

Speed 40 ft.

Melee shillelagh (quarterstaff) +4 (2d6+4)

Ranged javelin +1 (1d6+3)

Entomancer Spells Known

0-Level – (at will) *create water, detect vermin, everheat rune, light*

1st Level - (4/day) *cure light wounds, shillelagh, lesser ambrosia*

* Hrithik typically casts *shillelagh* on his quarterstaff before entering battle. His stats are calculated as if he has cast this spell already.

Statistics

Str 17, Dex 12, Con 13, Int 8, Wis 16, Cha 8

Base Atk +0; **CMB** +3; **CMD** 14

Feats Hive Prodigy

Traits Ghost, Stinger

Skills (*Armor Check Penalty: -3) Perception 1 (+7), Stealth 1 (+5), Survival 1 (+7)

Languages Kyall, Druidic

Racial Abilities: Bestial Nature (Hunter's Fury, Leathery Hide, Pack Mentality), Natural Weapons (bite), Predatory Mobility (40ft)

Insect Masteries: Bloody Strike, Mosquito Strike

Class Abilities Vermin Empathy, Verminous Servant (scout)

Favored Class Bonus: +1 concentration

Weapons and Armor: quarterstaff, javelin (3x), hide armor

Miscellaneous Equipment: backpack, bedroll, tent, thunderstone, utility belt

Wealth: 17 gp 9 sp

Hrithik's Verminous Scout

Hrithik can summon any sort of verminous scout, but he typically uses a mosquito (stinger type).

N Fine vermin

Senses darkvision 60 ft.; **Perception** +4

Defense

AC 22, **touch** 22, **flat-footed** 10 (+4 Dex, +8 size)

hp 4

Fort +3, **Ref** +4, **Will** +0

Special defenses vermin traits

Offense

Speed 20, climb 20, fly 30 (good)

Melee sting +4 (0 damage, poison DC 10, 1d2 Dex for 3 rounds)

Statistics

Str 1, Dex 18, Con 10, Int 6, Wis 10, Cha 2

Base Atk +1, **CMB** +3, **CMD** 7 (15 vs. trip)

Skills Climb 1 (+8), Fly 1 (+16), Perception 1 (+4), Stealth 1 (+20)

SQ link, speaks Kyall

Hrithik (mid level)

Male Ferran Predator (black panther) Entomancer 6

CG medium humanoid (ferran)

Init +1; **Senses** Perception +13

Defense

AC 24, **touch** 12, **flat-footed** 23 (+8 armor, +4 natural, +1 Dex, +1 deflection)

hp 45 (6d8+18)

Fort +9, **Ref** +4, **Will** +10

Offense

Speed 40 ft.

Melee *flame blade* +9 (vs. touch) (1d8+4 fire)

Ranged javelin +5 (1d6+5)

Entomancer Spells Known

0-Level – (at will) *create water, detect magic, detect vermin, everheat rune, light, mending, purify food and drink*

1st Level - (7/day) *cure light wounds, lesser ambrosia, longstrider, pheromone touch, vermin sight*

2nd Level - (6/day) *barkskin, bear's endurance, flame blade, incite swarm*

3rd Level - (4/day) *furious swarm*

* Hrithik typically casts *barkskin* and *flame blade* on himself, *incite swarm* on his verminous servant, and *bear's endurance* and *furious swarm* on both himself and his servant in advance. Their stats are calculated as if he has cast these spells already.

Statistics

Str 20, Dex 12, Con 17, Int 8, Wis 18, Cha 8

Base Atk +4; CMB +9; CMD 20

Feats Hive Knight, Hive Prodigy, Power Attack

Traits Ghost, Stinger

Skills (*Armor Check Penalty: -4) Perception 6 (+13), Stealth 6 (+10), Survival 6 (+13)

Languages Kyall, Druidic

Racial Abilities: Bestial Nature (Hunter's Fury, Leathery Hide, Pack Mentality), Natural Weapons (bite), Predatory Mobility (40ft)

Class Abilities Insect Mastery, Vermin Empathy, Verminous Servant (scout, steed), Verminous Call (1/day)

Insect Masteries: Beetle's Shell, Bloody Strike, Mosquito Strike, Shared Armor

Favored Class Bonus: +5 concentration, +1 spells known

Ability Score Increases: Strength (4th level)

Weapons and Armor: +1 carapace armor

Other Magic Items: belt of giant strength +2, cloak of resistance +1, headband of inspired wisdom +2, ring of protection +1

Miscellaneous Equipment: backpack, bedroll, tent, utility belt

Wealth: 245 gp

Hrithik's Verminous Scout

Hrithik can summon any sort of verminous scout or steed, but he typically uses a trap jaw ant (steed).

N Large vermin

Senses darkvision 60 ft.; **Perception** +5

Defense

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 62

Fort +11, **Ref** +3, **Will** +1

Special defenses vermin traits

Offense

Speed 40, climb 20

Melee bite +9 (1d8+12)

Statistics

Str 22, Dex 14, Con 22, Int -, Wis 10, Cha 2

Base Atk +3, CMB +9, CMD 20

Skills Climb 5 (+11), Perception 5 (+5)

SQ link, evasion, speaks Kyall

Hrithik (high level)

Male Ferran Predator (black panther) Entomancer 6

CG medium humanoid (ferran)

Init +1; **Senses** Perception +18

Defense

AC 30, touch 14, flat-footed 29 (+10 armor, +6 natural, +1 Dex, +3 deflection)

hp 90 (12d8+36)

Fort +19, **Ref** +10, **Will** +17

Offense

Speed 40 ft.

Melee ironwood greatsword +18/+14 (2d6+9)

Ranged javelin +11 (1d6+9)

Entomancer Spells Known

0-Level – (at will) *create water, detect magic, detect vermin, everheat rune, know direction, light, mending, purify food and drink, read magic*

1st Level - (8/day) *cure light wounds, faerie fire, lesser ambrosia, longstrider, pheromone touch, vermin sight*

2nd Level - (8/day) *barkskin, bear's endurance, flame blade, incite swarm, lesser restoration, verminous emissary, viscous carpet (DC 18), wood shape*

3rd Level - (7/day) *cure moderate wounds, furious swarm, greater magic fang, healing cocoon, speak with plants, vampiric touch*

4th Level - (7/day) *ambrosia, cure serious wounds, greater vermin sight, healing swarm*

5th Level - (6/day) *consume energy (fire), death ward, on jeweled wings, swarmor*

6th Level - (4/day) *hive walk, ironwood*

* Hrithik typically casts *barkskin* and *flame blade* on himself, *incite swarm* on his verminous servant, and *bear's endurance* and *furious swarm* on both himself and his servant in advance. He wears *ironwood* armor and wields an *ironwood* greatsword. Their stats are calculated as if he has cast these spells already.

Statistics

Str 26, Dex 12, Con 17, Int 8, Wis 22, Cha 8

Base Atk +9/+4; CMB +17; CMD 28

Feats Cleave, Great Cleave, Hive Knight, Hive Prodigy (taken 2 times), Power Attack

Traits Ghost, Stinger

Skills (*Armor Check Penalty: -4) Perception 12 (+18), Stealth 12 (+13), Survival 12 (+18)

Languages Kyall, Druidic

Racial Abilities: Bestial Nature (Hunter's Fury, Leathery Hide, Pack Mentality), Natural Weapons (bite), Predatory Mobility (40ft)

Class Abilities Insect Mastery, Vermin Empathy, Verminous Servant (scout, steed, swarm), Verminous Call (2/day)

Insect Masteries: Beetle's Shell, Shared Armor, Indomitable, Steel Carapace, Mosquito Strike, Bloody Strike, Vicious Sustenance, Bloodsucker

Favored Class Bonus: +8 concentration, +4 spells known

Ability Score Increases: Strength (4th level, 8th level, 12th level)

Weapons and Armor: +1 ironwood greatsword, +1 javelin (x3), ironwood plate armor

Other Magic Items: belt of giant strength +6, cloak of resistance +3, headband of inspired wisdom +6, ring of protection +3

Miscellaneous Equipment: backpack, bedroll, tent, thunderstone, utility belt

Wealth: 1350 gp

Hrithik's Verminous Steed

Hrithik can summon any sort of verminous scout, steed, or swarm, but he typically uses a trap jaw ant (steed).

N Large vermin

Senses darkvision 60 ft.; **Perception** +5

Defense

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)

hp 108

Fort +15, **Ref** +3, **Will** +2

Special defenses vermin traits

Offense

Speed 40, climb 20

Melee bite +15/+10 (1d8+15)

Statistics

Str 22, Dex 14, Con 29, Int -, Wis 10, Cha 2

Base Atk +6, CMB +12, CMD 23

Skills Climb 5 (+9), Perception 5 (+5)

SQ link, evasion, speaks Kyall



CHANNELERS

CHANNELERS IN ADEN

Role of the Channeler

Although still finding their place among the people of the Known Lands, there is no denying the power available to a channeler. The fact that its origin remains unknown is enough to unnerve many, including the channelers themselves, but when facing down the minions of the Darkfall, it is a welcome asset to command on the battlefield. Their access to conventional spells allows channelers some degree of diversity in the role they play among allies, with limited power to augment and enchant, but make no mistake: their primary function is to wield arcane energy in a devastating manner, whether it takes the form of melee combat or ranged attacks.

The History of Channelers

Prior to the Darkfall, Channelers did not exist. Much like the Fallen, the coincidental appearance of them after the cataclysm has cast their very existence into the realm of the suspicious. Unlike the Fallen, however, there is no immediate link between the Channelers and the Darkfall, or at least none that can readily be determined. There are some stories, primarily folk tales and legends passed down as part of an oral tradition among certain cultures, that attribute abilities not unlike those possessed by channelers to great heroes of ages past. These tales are of figures that predate the Great War, fanciful amusements that seemingly escaped the tremendous loss of history that took place during that conflict, and as such have always been dismissed out of hand as mere entertainment. Now, however, there are those who are not entirely certain. Is it possible that the channelers existed once, and now have risen again? Or is it merely coincidence, as odd and unlikely as that might seem? The only people who might be able to answer that question are the sages among the Seer Order, and as far as anyone is aware, none of that particular sect survived the Darkfall.

Public Perception

It is difficult to properly characterize the public perception of channelers because channelers are as of yet largely unknown to the general public. In some regions where individuals have been active, there may be rumors of new, powerful practitioners of magic appearing in stressful situations, sometimes perhaps turning the tide of a battle or saving travelers in the wilderness who find themselves pressed by enemies of one sort or another.

Channelers throughout Aden

As might be expected, opinions on the channelers, among those few who are aware of their existence, varies significantly depending upon the background of the person asked such a question. Given that nationality and culture are the most defining characteristics of many in the Known Lands, country of origin is perhaps the single most crucial point in making a generalization of that sort.

Aramyst


Once, Aramyst was a nation that thrived on magic in all its forms, with powerful enchantments found throughout the land. The Darkfall destroyed Aramyst as a sovereign state in every way that truly matters, and the destruction has caused all manner of chaos throughout the land with damaged enchantments causing bizarre phenomena of all sorts. The appearance of a channeler in that land, then, is regarded as nothing more than another random curiosity that can likely be explained by the powerful arcane energies unleashed by the rampant destruction. To an Aramystian survivor, a channeler's actions are far more important than their capabilities or the origin of their abilities.

Arasteen

The people of Arasteen value the independence and nobility of the individual, from their king down to the simplest citizen. They embrace the differences among them that makes the whole stronger, and that includes magical affinities of all different types. There is literally no kind of spellcaster that cannot be found in some limited number within Arasteen, up to and including the bizarre entomancers and the enigmatic channelers. All that said, of course, the Radiant Order that protects the nation goes to great lengths to protect innocents from the Darkfall, and they fear its insidious and deceptive nature. Sudden change or the appearance of new phenomena is generally regarded with suspicion, and the Order will investigate until its suspicions have been disproven or at least the new phenomena has been proven to be beneficial in some manner. The loremasters at Sea Reach have some of the most significant records in the Known Lands with regard to the appearance of channelers since the onset of the Darkfall. The Order has ample evidence to suggest that the channelers have absolutely nothing to do with the Darkfall, but they also have numerous recorded instances where channelers have succumbed to their own personal failings or have failed to control the power that manifests within them, leading to disaster of one form or another. For this reason, they continue to investigate any reports that may indicate the presence of a channeler within their borders.

Carraway

The most prominent and pervasive theocracy in the Known Lands, Carraway is ruled unquestionably by the Church of All Saints. By the measure of some other nations, the Church can be viewed as draconian, particularly some of the more orthodox sects, but on the whole is less stern than it has been portrayed



by the people of other cultures. The Church has no inherent predisposition against magic, as its founder and many members of its clergy command significant magical abilities, but it does regard magic as dangerous in the hands of those who have not been taught how to handle it appropriately. The Church offers education and skill training for members who manifest a talent for magic, which is often discovered during childhood. Most never exceed the meager cantrip abilities that most citizens of the Known Lands have access to, but those who demonstrate significant talent have additional classes available to them. Many wizards and sorcerers native to Carraway have benefited from this training. Others, who manifest gifts more spontaneously or who clearly have a pact with some external force that grants their powers, like witches, are subject to distrust and prejudice, which in the case of witches can be significant. Unfortunately, until their capabilities and origin can be proven reliably, channelers will fall into this category when identified.

High Steppes

More a lawless expanse than a nation, virtually no one is safe in the High Steppes, and that includes channelers. Ironically, however, channelers are much less likely to be recognized as anything unusual while within the Steppes, and thus have the benefit of anonymity. It's something that a channeler might not enjoy anywhere else, and for that reason alone the Steppes might be an attractive option for some to lose themselves in the wilderness or small settlements.

Ionara

More so than any other nation, the people of Ionara keep to themselves. This is partially because the external environment is so hostile to life that outdoor social activities are kept to a minimum or absent altogether, but another part is the culture of the place, where people mind their own business and take little interest in the business of others. This might make it an ideal place for a channeler to hide out and learn to control their abilities, assuming they were interested in such things; leaving the city allows for an endless wilderness where there is nothing to prevent experimentation, after all. Unfortunately, an exception to this cultural privacy exists in the form of the Ionaran noble families, almost exclusively elven families that serve the Queen of Ionara. The nobles are keenly interested in the goings on of others, and in anything new, because it might provide a pleasant distraction from an otherwise dreary existence in the frozen wastes, or because it might be something that can be used against political rivals, for the courts of the Ice Queen are a remarkably cutthroat environment even in the simplest of times, and there are no simple times in the wake of the Darkfall.

Kyan

Unquestionably the most unique nation in the Known Lands, Kyan is likely the safest and most welcoming environment a channeler is likely to find, with the possible exception of Yzeem or portions of the Misland Republics. The Kyanites are themselves very familiar with being looked upon by others as bizarre or unfamiliar and discard that same reaction from within themselves without a thought. Their practice of entomancy, which includes the relatively well known entomancers and the much less well known therionids, is viewed by many across the continent as bizarre and even unclean, and there are many among the ranks of Kyanite citizens who bear remarkable resentment toward others as a result. Paradoxically, however, this has not resulted in them treating outsiders who bear abnormalities the same way, and the recent appearance of channelers has caused very little turmoil amid their ranks. One particularly well known channeler, an elephant-ferran known as Machu, is well known recently in High Hive and has been accepted without question despite both his strange abilities and his origin from the Rhanate.

Le'Ciel

Like its parent nation and sister state, Aramyst, Le'Ciel has not survived the Darkfall intact. The state of the country now is almost unrecognizable to anyone who only knew what existed beforehand. In its current state, with the Magisters trying to maintain order over a nation increasingly subjected to local populations with a taste for self-governance, chaotic would be an apt description for the larger environment. The lower classes of Le'Ciel have never had mandatory education and despite the former state of their home, know little of magic; it was always regarded as the province of the Exarches and those who serve them. Folk magic is all they have any real exposure to, or a handful of arcane practitioners in any settlement of significant size. The abilities of a newly manifested channeler are well beyond anything the average citizen of Le'Ciel has ever seen, and given their limited exposure even to the Darkfall (thanks to the powerful Veil enchantment that is still in place in portions of the nation), they will likely react to channelers with either awe or fear, and quite possibly both.

Misland Republics

As with most topics, the attitude toward a channeler in the Misland Republics will vary significantly depending upon the region in which the channeler makes himself known. Many of the more southern-located regions are rife with the traditions of the Misari tribesmen, and as such they place great emphasis on various shamanic practices. Such individuals are highly likely to accept a channeler as another form of shaman or a form of arcane practitioner with little to no additional questioning.

In the northern regions of the Republics, potential responses are more varied. The Free Cities of Coolwave Coast, for example, have a very open and accepting culture in which a channeler would be unlikely to arouse anything other than curiosity or mild interest. At the other end of the spectrum, the technologically-obsessed city-state of Strangemont decries arcane magic of all kinds other than mechamagic, which is accepted only grudgingly, and any channeler making themselves known there would likely face extreme prejudice or even outright arrest for their abilities, given that the ruler of that particular fiefdom believes there is a strong link between arcane magic and the Darkfall.

The Rhanate

The Sundered Desert is a vast and largely empty realm where might very much makes right, and then even might can be purchased with a sufficient amount of coin. Within the boundaries of the Rhanate, those with power can largely do as they like as long as they do not make an enemy of someone more powerful. Fortunately, channelers are often not only significantly powerful, but also possess a seemingly inherent desire for secrecy and discretion, which serves them well enough that they can remain undetected by the forces of the Black Citadel, who would unquestionably use them for their own advantage with little regard for the channelers wishes or even welfare.

Urbana

Magic is a pervasive force throughout Aden, including Urbana, but that does not change the fact that the Iron Tyrant and his ruling hierarchy has placed their faith overwhelmingly in technology as the force that will save the world from the Darkfall. Magic is considered a valuable tool, but not one that will serve Urbana as its primary means of accomplishing its ultimate goal. Unlike technology, however, magic is seen as a tool that can easily be coopted by the Darkfall, due to its connection to the human mind and emotional state. While technology depends upon iron and natural laws, there is less assurance. For this reason, the infamous Inquisitors of the Eye police all manner of strange arcane or even behavioral occurrences looking for any sign of potential

corruption. (The enemies of Urbana have multiple accusations of corruption within the ranks of the Eye, ironically.) The sudden appearance of unfamiliar forms of magic or arcane practices of any sort immediately arouse suspicion, and the Urbanan government is much more likely to overreact and imprison or execute someone as a result.

Vanora

While not as rigid in its customs as Carraway, Vanora is nevertheless an extremely traditional place where new things stick out against a backdrop where almost everything has remained largely as it is for years, if not decades. Under different circumstances, the appearance of a channeler in this environment might provoke a significant reaction. The Darkfall, of course, has been the most significant change in over a century for most Vanorans, and to call it a negative change would be the grossest of understatements. However, the surprisingly open nature of the Dragon Emperor, a young elf known as Dyok the Younger, has modified people's opinions somewhat. His recent embrace of mechamagic has resulted in the much more frequent appearance of that strange merger of science and magic throughout the Empire, and its beneficial influence in protecting Vanorans has softened the average citizen's opinion of things that are new and different. Nevertheless, a channeler in this region, demonstrating powers and abilities that cannot be easily explained by conventional magic, should likely expect a visit from an arcanist in service to the Sons of the Dragon, and who will have polite but mandatory questions that they will wish to have answered to ensure that the channeler is not a threat.

Against the Darkness

Though Channelers come in many different forms and have many different backgrounds and motivations, there is one thing that unites them. They are all enemies of the Darkfall. Sometimes this is not by choice. The strange intelligence that drives nocturnals and corrupted possesses a latent malice for all channelers. So powerful is this hatred that the Darkfall never seeks to torture or corrupt channelers - as it so often does with other mortals. Only their complete and immediate destruction will suffice.

Bestial nocturnals are driven by an instinct to seek and destroy channelers. Corrupted - those who still possess some modicum of free will - will instead be tormented by vivid nightmares that drive them to destroy any known channeler. The Darkfall's minions do not know why they must destroy channelers, only that it must be done.

Channelers that survive quickly learn that there is no reasoning with this enemy. Even the most twisted and villainous channeler knows that the Darkfall cannot be trusted. To fight alone is suicide - the best and only recourse lies in finding allies. Normal men and women fear the power a channeler wields, but there are those who are more accustomed to the strange and unusual - such as the many ragtag heroes seeking to survive in the blasted world of Thunderscape.

This, naturally, creates an excellent opportunity for a channeler to join an adventuring party.

Seers that have encountered channelers see them as kindred spirits. They are both enemies of the strange dark power that seeks to destroy Aden. Perhaps the arrival of these powerful new players can change what, until now, has been a losing game. Word of the existence of channelers has quickly spread through the fragmented and broken networks of seers that remain. The seers are eager to learn more about these unexpected allies, and how they can help.

Yzeem

As one of the most open and cosmopolitan civilizations in the Known Lands, Yzeem is accustomed to seeing people of all races, all cultures, and all affinities. In the capital of Balaquim, the busiest port in the Known Lands, the people have seen almost literally everything that the Known Lands has to offer, and very little phases them or even grabs their attention. Farther from the port, people tend to have a little bit more of a reaction, but the average Yzeemite is nevertheless a product of an extremely diverse society and there is very little that can cause them to be taken aback. The Promise of Hospitality, the prevailing philosophy throughout the nation, is alone enough to prevent the average Yzeemite from demonstrating open hostility toward anyone who has not raised arms against them first.

The Channeler

A channeler bears an unbreakable connection to an abstract and primal origin of energy. When this energy is under the channeler's control, these skilled warriors can use it to accomplish great things.

The channeler is a mysterious new arrival in the lands of Aden. Their origins are not entirely understood, not even by themselves. Many channelers have been forced to master their powers through trial and error, sometimes with disastrous results. No one chooses to become a channeler, nor do they follow any bloodlines or any other apparent pattern. The process of becoming one seems almost entirely random. Only a rare few have survived learning to master their powers, let alone sought others like themselves so that they might begin to comprehend the forces that drive them. Perhaps one day in the future these powerful individuals might learn to organize themselves and devise concrete training methods. For now, they struggle to comprehend their mysterious power alone.

Channelers are sometimes mistaken for corrupted, as they have only sprung into existence following the Darkfall. Channelers know this not to be the case - the one thing that unifies these individuals is that their power drives them to destroy nocturnals. Some more experienced channelers have theorized that their existence is a natural evolution against corruption, an immune response intended to cleanse the world of the Darkfall's presence. Others speculate that their existence is unrelated - and worrisome. Perhaps the Darkfall was not the only incomprehensible new force that awoke on that fateful day. It was merely the first. If this is true, then the channelers are driven to hunt the Darkfall out of a simple need to eliminate the competition...

Role: The immense power that flows through a channeler can be focused in a variety of ways. However, most channelers harness that energy through direct conflict. Depending on their origin and manifestations, a channeler can serve as a devastating melee combatant or a versatile ranged attacker. Though their magical abilities are miniscule by the standards of any true caster, their limited tools can nonetheless influence the outcome of an encounter dramatically.

Alignment: Any

Hit Die: d10

Class Skills

The channeler's class skills are Climb (Str), Craft (Int), Knowledge (arcana) (Int), Knowledge (dungeoneering), Profession (Wis), Ride (Dex), Swim (Str), and Use Magic Device (Cha). Additional class skills are granted by the channeler's origin.

Skill Ranks per level: 4 + Int modifier

Starting Wealth: 3d6 X 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Table: The Channeler

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special
1st	+1	+2	+0	+2	aura of power (10 ft), origin, origin reserve, origin weapon
2nd	+2	+3	+0	+3	manifestation
3rd	+3	+3	+1	+3	aura of power (20ft)
4th	+4	+4	+1	+4	manifestation
5th	+5	+4	+1	+4	origin weapon
6th	+6/+1	+5	+2	+5	manifestation
7th	+7/+2	+5	+2	+5	aura of power (30ft)
8th	+8/+3	+6	+2	+6	manifestation
9th	+9/+4	+6	+3	+6	origin weapon
10th	+10/+5	+7	+3	+7	manifestation
11th	+11/+6/+1	+7	+3	+7	aura of power (40 ft)
12th	+12/+7/+2	+8	+4	+8	manifestation
13th	+13/+8/+3	+8	+4	+8	origin weapon
14th	+14/+9/+4	+9	+4	+9	manifestation
15th	+15/+10/+5	+9	+5	+9	aura of power (50 ft)
16th	+16/+11/+6/+1	+10	+5	+10	manifestation
17th	+17/+12/+7/+2	+10	+5	+10	origin weapon
18th	+18/+13/+8/+3	+11	+6	+11	manifestation
19th	+19/+14/+9/+4	+11	+6	+11	aura of power (60 ft)
20th	+20/+15/+10/+5	+12	+6	+12	manifestation, origin mastery

Class Features

All of the following are class features of the channeler.

Weapon and Armor Proficiency: A channeler is proficient with all simple weapons, pistols, and holdout firearms. They are proficient in light and medium armor and with shields (but not tower or kite shields). They also gain proficiency in all origin weapons.

Aura of Power (Su): A channeler can choose to radiate aura of energy in a 10 foot radius as a move action, enabling the use of other channeler abilities. The nature of this aura varies by the channeler's origin, but is always obvious and unmistakable. The simple act of activating this aura grants the channeler certain benefits that likewise differ by origin. However, all auras grant the following benefits while active unless otherwise stated:

The channeler glows brightly, shedding normal light in its radius and increasing the light for an equal amount by one step. In areas of bright light or greater, the aura is still visible but has no additional effect. The channeler gains a +2 circumstance bonus to Intimidate checks while the aura is active.

Table: Channeler Spells Per Day

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

Table: Channeler Spells Known

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

Additionally, keep in mind that channeler spells can only affect targets within the radius of the channeler's aura of power.

The radius of the channeler's aura increases by an additional 10 feet at 3rd level and every four levels afterward (7th, 11th, 15th, 19th). A channeler can choose to increase or decrease this radius as a move action, but never below 10 feet or beyond its maximum range.

Origin (Ex): All channelers bear a powerful connection to some primal origin of energy, a fundamental and ancient component of the universe. The nature of this origin will forever govern how the channeler draws upon her power and what form it takes. The channeler's origin has a profound influence on her behavior, skills, and attributes. Once the channeler determines the origin of her power, it can never be changed.

The channeler's origin provides a variety of benefits, including additional class skills, the channeler's default origin weapons, additional aura effects, and origin spells. While all origins possess some form of primitive intellect, they do not speak to mortals in a manner that is easily comprehended. Some channelers claim to commune with their origin, but even they will admit it is almost impossible to receive a meaningful response.

Origin Reserve (Ex): A channeler's body is suffused with power that can be directed to a variety of potent effects. Such abilities are fueled by origin points. A channeler's personal origin reserve is equal to the channeler's Wisdom modifier + the channeler's level. These origin points can be recovered by resting for eight hours, once per twenty-four hour period.

The channeler's spells and certain manifestations draw upon these origin points. Additionally, any channeler can spend one origin point as a swift action to gain a +1 enhancement bonus to attack and damage rolls with all origin weapons for a number of rounds equal to her level. This bonus increases by an additional +1 at 5th, 9th, 13th, and 17th level to a maximum bonus of +5.

Though a channeler's powers greatly augment her physical abilities, clarity and inner strength are required to properly contain and direct her magic. Any save DC's imposed by channeler class abilities are equal to 10 + 1/2 the channeler's level + the channeler's Wisdom modifier. The DC of the channeler's spells are equal to 10 + the spell's level + the channeler's Wisdom modifier.

Origin weapons (Su): At 1st level, the channeler gains the ability to harness raw energy in the form of either a brand (melee weapon) or scourge (energy blast). These are collectively known as origin weapons. At 1st level, she selects one origin weapon type, and gains additional origin weapon types every four levels afterward (at 5th, 9th, 13th, and 17th level). She can also gain new origin weapon types through the manifestation class ability.

Though origin weapons are composed of energy, brands are solid and scourges carry a significant amount of physical force. The damage inflicted by such attacks is thus half physical, half origin energy. The type of physical damage inflicted by an origin weapon (piercing, slashing, or bludgeoning) is determined by the channeler when the origin weapon is first selected, and cannot be changed thereafter without the use of manifestations.

The first brand and scourge a channeler learns are always one of the default types as determined by her origin. If an origin lists several defaults of the same type (weapon or scourge) she may choose freely from among them; only the first scourge and first brand she selects must be chosen from the defaults.

In place of learning a new type of origin weapon, the channeler can select the same type of origin weapon multiple times, applying an additional physical damage type (bludgeoning, piercing, or slashing) to that attack type each time.

For example: Anvarra is a bedlam channeler. Bedlam's default origin weapons for her origin are force truncheon and heavy scourge. At 1st level, she selects a heavy scourge with the piercing

A Channeler, by any other name...

Channelers are so new and rare they are a relative unknown to Aden, even to themselves. As a result, the name 'channeler' is only used as a convenience, a term coined by Arastinian scholars who have just recently begun to theorize the existence of such individuals. Many channelers do not understand what they are, let alone that there are more of them.

As all channelers eventually develop some innate understanding of their origin (at least the ones that survive), some prefer to refer to themselves in terms related to their origin, such as psi-knight, nemesis, essencer, chaosist, eternal, or gloomwright. Again, there is little consistency in this naming structure; there are perhaps as many names for channelers as channelers themselves.

damage type. Now that Anvarra knows at least one scourge type, her future choice of scourge types is no longer restricted in any way. If she later decides to select a brand, however, the first one she chooses must be force truncheon. Thus, when Anvarra gains another origin weapon at 5th level, she may choose a force truncheon, any type of scourge, or she can add a second physical damage type to her heavy scourge (bludgeoning or slashing).

Origin weapon damage is the same for Small and Medium channelers, though the damage of these weapons changes normally at sizes smaller or larger than this. Feats that apply to general weapon categories (such as two-handed) or attack types (such as ranged) apply to origin weapons as appropriate. (Examples: Power Attack, Weapon Finesse, Point Blank Shot, or Rapid Shot.) At the same time, though brands resemble conventional melee weapons, they are unique creations. As such, proficiencies and feats that allow a character to utilize similar weapons do not affect them. Weapon focus with a greatsword, for instance, does not affect a cleaver. Feats that must apply to a specific weapon can be applied to all origin weapons as a single selection, granting channelers a great deal of combat versatility. For example, if Anvarra takes Weapon Focus (origin weapon) she can apply its benefits to any brand or scourge she summons.

The descriptions of origin weapons are intentionally vague beyond very general details. Their shape and design depends on the weapon's damage types as well as the channeler's imagination. An origin weapon could be an elegant flaming sword designed to resemble the work of Arastinian master smiths or a savage claw bubbling with corrosive acid, jutting directly from the channeler's forearm. A relatively normal looking brand longsword might grow more asymmetrical and jagged as a bedlam channeler becomes angrier. The player should exercise creativity in describing their channeler's signature origin weapons.

Brands

Brands are melee weapons composed of solid energy. These weapons are effectively weightless, though they are solid enough for a channeler to inflict significant damage. A channeler can summon a brand of any type she knows as a move action, once per turn on her turn, as long as she has a free hand with which to wield it. (The Quick Draw feat allows a brand to be summoned as a free action.) Brands may be dismissed at any time as a free action. A brand immediately disappears if the channeler loses contact with it for any reason.

Blade: A simple one-handed melee weapon..

Cleaver: An enormous two-handed weapon.

Ravager: The scale of this enormous origin weapon implies that it was intended for a wielder one size larger (minimum Large). The weapon's ridiculous proportions impose a -2 penalty to attack rolls for being inappropriately sized. Ferran brutes can use their massive racial ability to wield an origin ravager without penalty.

Spear: This is a reach weapon, capable of striking opponents an additional 5 feet away. It cannot be used to attack an adjacent foe.

Staff: This origin weapon can be wielded as a double weapon.

Truncheon: This is a light weapon composed of origin energy. If a channeler creates a truncheon and her offhand is currently empty, she can create a second, identical truncheon in her offhand with the same action.

Scourges

Scourges are beams of raw energy destructive energy. They require clear line of sight and effect between the channeler and her target. Any time a channeler makes a scourge attack, she may choose any type of scourge she knows. A channeler with multiple attacks can fire a different type of scourge with each attack, but her

choice must be made before each attack roll. Scourges have a range equal to triple the channeler's aura of power radius.

Scourges may be used with an attack action, as if they were a ranged weapon. If a channeler performs a full attack action, she can make as many scourge attacks per turn as she is entitled to from her base attack. Like normal ranged attacks, making a scourge attack provokes attacks of opportunity from enemies that threaten the channeler.

Certain scourge manifestations apply special effects or negative conditions to a scourge. These are called weakening scourges. Weakening scourges can only be used as a standard action and their use must be declared before an attack roll is made. A weakening scourge effect may be applied to any scourge type, but some types of scourges are more suited to deliver them.

A channeler can project scourges from either her hands or eyes, and need not draw them as with normal weapons. She must have at least one hand free to project a scourge from her hands and cannot project scourges from her eyes if her eyes are covered or she is blinded. Two-handed scourges require the channeler to have both hands free, and cannot be fired from the channeler's eyes.

The statistics for scourges can be found in Table: Origin weapons. Their descriptions are as follows.

Heavy Scourge: This potent two-handed scourge inflicts incredible damage but is also quite noisy, producing a report as loud as gunfire. The heavy scourge is not as adept at imposing weakening effects the save DC of any weakening scourge it applies is reduced by 2 and the duration of any resulting condition is halved (round down). The channeler must have both hands free to use heavy scourge attacks.

Lancing scourge: This is the standard scourge, a bolt of raw energy of a type appropriate to the channeler's origin. Lancing scourges are loud, roughly equal in volume to a shout. The lancing scourge receives no bonus or penalty when applying a weakening scourge.

Pinpoint Scourge: This pinpoint scourge does less damage than an lancing scourge but is completely silent and designed to deliver weakening effects. The pinpoint scourge increases the save DC by 1 when applying any weakening scourge. Certain scourge manifestations have increased effects when using pinpoint scourge, as noted in their descriptions. Even if the channeler knows no other weakening scourge manifestations, she can use the following weakening scourge with a pinpoint scourge: pinpoint shock - any enemy damaged by this scourge must make a Fortitude save or be sickened until the end of their next turn (-2 penalty on all attack rolls, weapon damage rolls, saves, skill checks, and ability checks).

Savage Scourge: The channeler projects a devastating blast of energy from both hands as well as her eyes. Though this scourge is incredibly powerful, it is also exhausting. It can only be used once per turn and the channeler must spend one origin point each time she wishes to use it. The savage scourge cannot be learned as a standard scourge type; it can only be acquired by taking the savage scourge manifestation. The savage scourge suffers a -2 penalty to its attack roll but doubles all damage bonuses that are applied to it. (Extra damage dice, such as those gained from sneak attack, firepower, or magic weapon special abilities, are not affected.) Savage scourge produces a report as loud as a small cannon when used. The savage scourge cannot deliver weakening scourges. The channeler must have both hands free and cannot be blinded when delivering a savage scourge.

Spells (Sp): Beginning at 4th level, a channeler begins to learn a small number of divine spells which are drawn from the channeler spell list. A channeler can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a channeler must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a



Table: Origin Weapons

Brands	Damage	Crit	Scourges	Damage	Crit
Light Melee Weapons			One-Handed Melee Weapons		
truncheon	1d6	19-20, x2	lancing scourge	1d6	x2
One-Handed Melee Weapons			pinpoint scourge	1d4	x2
blade	1d8	19-20, x2	Two-Handed Melee Weapons		
Two-Handed Melee Weapons			heavy scourge	1d10	x3
cleaver	2d6	19-20, x2	savage scourge	3d6	x3
ravager	2d8	x3	Scourge Manifestations		
spear	1d10	x3	These manifestations alter the channeler's scourge in a variety of ways.		
staff	1d8/1d8	x2	<ul style="list-style-type: none"> • <i>Accursed Scourge (Su)</i>: The channeler can spend six origin points when a target fails a save against one of her weakening scourge effects. The effect becomes is considered a curse and becomes permanent until the curse is removed. Requirement: 10th level • <i>Blinding Scourge (Su, weakening scourge)</i>: The channeler can spend two origin points (one, if using pinpoint scourge) to add this weakening effect to a scourge. If the attack hits, the target must make a Fortitude save or become blinded for 2d4 rounds. The target may make a Fortitude save at the end of each of its turns to end the effect early. Requirement: 4th level • <i>Distant Scourge (Su)</i>: The range of the channeler's scourge is increased by a multiplier of one (instead of three times her aura of power radius, it becomes four). This manifestation may be chosen multiple times and stacks with itself, but no more than once every four levels. • <i>Forceful Scourge (Su, weakening scourge)</i>: The channeler can spend two origin points (one, if using pinpoint scourge) to add this weakening effect to a scourge. If the attack hits, she can make a disarm, sunder, or trip maneuver against the target. For the purposes of this maneuver, the channeler's CMB is equal to her base attack bonus + Wisdom modifier + her scourge's enhancement bonus + any other bonuses she possesses that apply specifically to that maneuver. Using a pinpoint scourge adds an additional +2 circumstance bonus to the CMB for this maneuver. The channeler counts as Medium size for this maneuver. Requirement: 4th level • <i>Nauseating Scourge (Su, weakening scourge)</i>: The channeler can spend two origin points (one, if using pinpoint scourge) to add this weakening effect to a scourge. If the attack hits, the target must make a Will save or become nauseated for 2d6 rounds. The target may make a Will save at the end of each of its turns to end the effect early. Requirement: 10th level • <i>Precise Scourge (Su)</i>: The channeler gains the benefits of the Precise Shot feat, but only when using scourges. If you later gain the Precise Shot feat, you may replace this manifestation with any other scourge manifestation for which you qualify. This manifestation counts as the Precise Shot feat for the purposes of feat prerequisites. If used as a prerequisite, any feats that rely on Precise Shot may only be used with scourge attacks. • <i>Riot Scourge (Su)</i>: Any time the channeler reduces a creature to 0 hit points or less or confirms a critical hit with a scourge attack, they release a chaotic shockwave in a five foot radius, inflicting 1d6 + Wisdom modifier origin energy damage on all enemies in the area. Affected targets may make a Reflex save to negate this damage. This manifestation may be chosen a second time, increasing the damage to 2d6 and the radius to 10 feet. Requirement: 4th level • <i>Savage Scourge (Su)</i>: The channeler can project a savage scourge once per round. See origin weapons for details. Requirement: 6th level, one scourge manifestation. Requirement: 6th level 		

saving throw against a channeler's spell is 10 + the spell level + the sorcerer's Charisma modifier.

A channeler can cast only a certain number of spells of each level per day. Her base daily spell allotment is given in Table: The Channeler. In addition, she receives bonus spells per day if she has a high Wisdom score (see Chapter One, *Pathfinder Core Rulebook*). A channeler must spend 1 hour each day communing with her origin power to regain her spell slots.

A channeler's spell selection is limited by her number of spells known, as indicated in Table: Channeler Spells Known. The number of spells known is not affected by a high Wisdom score. All spells must be selected from the channeler spell list.=

Unlike other characters with similarly delayed casting ability (such as a paladin or ranger) a channeler suffers no penalty to her caster level (though she effectively has no caster level until 4th level).

At any time after 4th level when the channeler gains a level, she can choose to learn one new spell in place of one she already knows. The channeler 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.

While a channeler's collection of spells is very limited, she learns additional spells from her origin. These spells do not count against the channeler's spells known, but they cannot be exchanged for different spells at higher levels. She may choose one origin spell from among those listed for her origin whenever she reaches the appropriate level (described under each origin). If an origin offers multiple origin spells on a single level, the channeler chooses one. Other origin spells that she does not choose are still considered to be on her spell list and can be learned using her spells known.

A channeler cannot cast spells unless her aura of power is active, and the range of her spells is limited to the range of her aura of power (in other words, use the aura's maximum radius or the spell's range, whichever is less).

Manifestations: As the channeler grows in power, she learns to manifest her energies in more complex and personalized ways. These signature abilities are known as manifestations. She begins gaining at 2nd level and every two levels thereafter. A channeler may not select the same manifestation more than once unless noted otherwise. She must meet all requirements for a given manifestation. She may select a manifestation from any category; these categories are purely for organizational purposes.

- **Silent Scourge (Su, weakening scourge):** The channeler's scourges (with the exception of savage scourge) are now silent. Additionally, the channeler can spend one origin point when making an attack with a pinpoint scourge to make the attack completely invisible. If an invisible scourge hits, it does no damage but the target must make a Will save or suffer a -6 penalty to Perception checks for 2d6 rounds. This manifestation may be chosen a second time, allowing the channeler to apply an additional weakening scourge effect to it.
- **Staggering Scourge (Su, weakening scourge):** The channeler can spend two origin points (one, if using pinpoint scourge) to add this weakening effect to a scourge. If the attack hits, the target must make a Fortitude save or become staggered for 2d4 rounds. The target may make a Fortitude save at the end of each of its turns to end the effect early. Requirement: 8th level
- **Teleport Scourge (Su, weakening scourge):** The channeler can spend three origin points (two, if using pinpoint scourge) to add this weakening effect to a scourge. If the attack hits, the target must make a Reflex save or switch places with the channeler. This is a teleportation effect. It is only effective against enemies within two size categories of the channeler. If either the channeler or target cannot arrive safely into their destination, the effect fails. Environmental effects that take place after arrival (falling, drowning, burning, etc.) do not prevent the teleportation. Requirement: 8th level
- **Terror Scourge (Su, weakening scourge):** The channeler can spend two origin points (one, if using pinpoint scourge) to add this weakening effect to a scourge. If the attack hits, the target must make a Will save or become frightened for 1d3 rounds. This is a fear effect. The target may make a Will save at the end of each of its turns to end the effect early. Requirement: 4th level
- **Versatile Scourge (Su):** The channeler learns an additional scourge (other than savage scourge) or adds a new physical damage type to one of her existing scourges. If she does not currently know any scourges, she must choose a default scourge for her origin. In addition, any time she uses an scourge, she can choose to project a beam of pure origin energy damage rather than inflicting scourges of half physical, half energy damage. This manifestation may be selected multiple times, granting an additional scourge type or damage type each time it is selected.
- **Vortex Scourge (Su, weakening scourge):** The channeler can spend one origin point when making an attack with Pinpoint Scourge. If the attack hits, all creatures within 20 feet of the target must make a Reflex save or be drawn 10 feet closer to the target (targets can choose to fail this save). This does not affect creatures greater than Large size. Requirement: 6th level

Brand Manifestations

These manifestations alter the channeler's brands.

- **Channeling Cleave (Su):** If the channeler drops a target to 0 hit points or less with a brand melee attack, she can make another brand melee attack using her highest base attack bonus against another opponent in reach. This ability may be used only once per round and cannot be used in reaction to the same attack as Cleaving Finish (from Ultimate Combat) though they may be used separately if the channeler drops another target. Requirement: 4th level
- **Draining Weapon (Su):** Once per turn if the channeler damages an enemy with a brand melee attack, she heals herself by an amount equal to her Wisdom modifier (this attack cannot heal more damage than it inflicts). Requirement: 2nd level
- **Greater Primal Burn (Su):** The channeler can spend two origin points as a free action when using primal burn, increasing the additional damage to 2d6. Requirement: primal burn, 10th level.

- **Greater Weapon Harmony (Su):** As weapon harmony but the channeler gains Greater Two Weapon Fighting Instead. Requirements: 12th level, weapon harmony, greater weapon harmony
- **Improved Weapon Harmony (Su):** As weapon harmony but the channeler gains Improved Two Weapon Fighting Instead. Requirements: 6th level, weapon harmony
- **Maelstrom (Su):** The channeler can spend one origin point to whip her origin weapon in a violent arc around herself as a full attack action. She may make one brand melee attack at her highest base attack bonus against each opponent in reach. She must make a separate attack roll against each opponent. Requirement: 6th level
- **Primal Burn (Su):** The channeler can spend one origin point as a free action to make her brand erupt with power. All of her brand melee attacks inflict an additional 1d6 origin energy damage for one minute. (This additional energy damage cannot be converted to physical damage with the use of versatile weapons.)
- **Ravager (Ex):** The channeler can wield a ravager without penalties due to the weapon being inappropriately sized. Requirement: 4th level
- **Resonant Lunge (Su):** The channeler can spend two origin points as a full attack action to perform a resonant lunge against an enemy. The channeler must have a clear path between herself and her target to perform this attack, and the target must be an enemy that the channeler has damaged with an origin weapon attack within the last round and must be no further away than the channeler's base movement. A thin cord of energy appears between the target and the channeler. The channeler summons a brand as a free action and charges the enemy across the intervening distance. The channeler makes a full attack with her brand at the end of this charge. Requirement: 10th level
- **Tactical Weapon (Su):** The channeler may select one of the following maneuvers when her brand is created: disarm, sunder, or trip. The weapon grants a +2 circumstance bonus to this maneuver and the channeler does not provoke attacks of opportunity when attempting it. If trip or disarm are chosen, the weapon also gains that weapon quality.
- **Vengeful Weapon (Su):** The channeler gains a bonus to hit equal to her Wisdom modifier on all attacks of opportunity with brands. In addition, she can spend one origin point and select an enemy. If that enemy attacks the channeler before the beginning of her next turn, it triggers an attack of opportunity. The channeler must be able to reach the enemy, though she can make a free 5 foot move toward the enemy before making the attack. The attack must be made with a brand.
- **Versatile Weapons (Ex):** The channeler learns an additional brand type or adds an additional physical damage type to one of her existing brands. If she does not currently know any brands, she must choose one of the default brands for her origin.

In addition, when summoning one of her brands, the channeler can choose to create a brand that does purely physical damage rather than half physical, half origin energy damage. This manifestation may be selected multiple times, granting an additional weapon type or damage type each time it is selected.
- **Weapon Harmony (Su):** The channeler gains the Two-Weapon Fighting feat but may only utilize it when wielding paired or double brand melee weapons (truncheons and staves). If this feat is used as a prerequisite for other feats, those feats similarly can only be used with brands. If the channeler takes the Two-Weapon Fighting feat at a later time, this restriction is removed and she may select any new manifestation for which she qualifies to replace this one.

Magic Manifestations

These manifestations grant the channeler greater control over her spells.

- ***Brand Strike (Su)***: When casting a channeler spell with a range of “touch,” the channeler can deliver the spell through a brand melee attack instead of the free touch attack normally allowed to deliver the spell. If successful, this deals the normal weapon damage as well as the effects of the spell. The attack uses the brand’s critical range, but the spell only deals X2 damage on a critical hit. If the attack misses, the brand retains the spell’s charge and can deliver the spell’s effects on a future attack; if the brand is dropped while holding a charge, the charge dissipates.
- ***Channel Adept (Su)***: The channeler can cast her 2nd level channeler spells by spending two origin points instead of using a spell slot. Requirement: 8th level, channel apprentice
- ***Channel Apprentice (Su)***: The channeler can cast her 1st level channeler spells by spending one origin point instead of using a spell slot. Requirement: 6th level
- ***Channel Grandmaster (Su)***: The channeler can cast her 4th level channeler spells by spending six origin points instead of using a spell slot. Requirement: 14th level, channel apprentice, channel adept, channel master
- ***Channel Master (Su)***: The channeler can cast her 3rd level channeler spells by spending four origin points instead of using a spell slot. Requirement: 12th level, channel apprentice, channel adept
- ***Channel Prodigy (Ex)***: The channeler gains an additional channeler spell known. This must be a spell on a level she can cast. This manifestation can be selected multiple times. Requirement: 4th level
- ***Channel Focus (Sp)***: The save DCs of all the of the channeler’s spells granted by this class are increased by 1 for all targets within his aura of power. This manifestation may be selected twice and stacks with itself.
- ***Empowered Channeling (Su)***: The channeler can spend two additional origin points when using channeler spells. All variable numeric effects of the resulting spell are increased by 50%. Requirement: 8th level
- ***Extended Channeling (Su)***: The channeler can spend one additional origin point when using channeler spells. The duration of the resulting spell is doubled. Requirement: 4th level
- ***Heightened Channeling (Su)***: The channeler can spend additional origin points when using channeler spells. The level of the spell (for the purposes of save DC and other effects reliant on spell level) is increased by double the number of points spent. The channeler cannot spend more than three origin points, nor can she increase a spell’s level to an amount higher than half her caster level (round down).
- ***Innate Magic (Su)***: If you possess a spell-like ability due to the folk magic trait or a racial ability, you may spend origin points equal to double the spell’s level (1 point for 0-level spells) to activate that ability even if you have consumed all of its uses per day. When you do so, the caster level and save DC are determined as if the spell were a channeler spell.
- ***Maximized Channeling (Su)***: The channeler can spend four additional origin points when using channeler spells to maximize all variable numeric effects of the resulting spell. Requirement: 12th level.
- ***Quickened Channeling (Su)***: The channeler can spend five additional origin points when using channeler spells to cast that spell ability as a swift action. Requirement: 16th level
- ***Staff Mastery (Su)***: The channeler can perform special hour long ritual to attune herself to one magical staff. Any previously attuned staff becomes unattuned when a new one undergoes this ritual. Once incorporated, she may use the staff

as if the spells contained within it were on her spell list and her channeler level were her caster level. If she spends additional origin points equal to the spell’s level while casting a spell from the staff, the resulting spell is treated as a channeler spell (and is thus affected by manifestations, with the exception of brand strike). The staff consumes charges normally when used in this manner. The channeler may recharge a staff in the normal manner, spending origin points equal to double the level of the highest spell cast by the staff instead of using a spell slot. Requirement: 10th level

- ***Wand Mastery (Su)***: The channeler can perform special hour long ritual to attune herself to one wand. Any previously attuned wand becomes unattuned when a new one undergoes this ritual. A wand that has expended all of its charges is automatically unattuned. Once attuned, the channeler can use the wand as if the spells contained within were on her spell list. If she spends additional origin points equal to the spell’s level while casting a spell from the wand, the resulting spell is treated as a channeler spell (and is thus affected by manifestations, with the exception of brand strike). The wand consumes charges normally. Requirement: 5th level

General Manifestations

These are manifestations that do not fit neatly into other categories.

- ***Bracing Power (Su)***: If the channeler’s aura of power is active, she gains a CMD bonus equal to double her Wisdom modifier.
- ***Brilliant Power (Su)***: The radius of the channeler’s aura of power is increased by 10 feet. This manifestation may be chosen multiple times and its effects stack.
- ***Combat Training (Ex)***: The channeler gains a bonus combat feat. (Like most manifestations, this may only be chosen once.)
- ***Energy Barrier (Su)***: The channeler can spend one origin point to create a semisolid, immobile shield of origin energy that lasts for one round per level. This barrier is 10 ft. high, 10 ft. wide and 2 inches thick. The shield inflicts 2d6 + the channeler’s Wisdom modifier origin energy damage on any enemies attempting to pass through it. It provides cover to adjacent creatures vs. attacks coming from the other side. The barrier can also be created as a horizontal surface, whereupon it remains immobile in midair for the duration. Creatures can choose to stand upon it or attempt to pass through and take damage normally; creatures or objects heavier than 2000 lbs. automatically pass through it. The barrier can be attacked and destroyed; it has 10 hit points per level of the channeler. It is immune to area effects.
- ***Guardian Power (Su)***: Any time the channeler’s aura of power is active, she can spend an origin point as a swift action to create a shield of shimmering energy that grants her a +2 armor bonus to AC. This bonus stacks with other armor bonuses and provides its protection against incorporeal touch attacks. The shield lasts a number of rounds equal to her level.
- ***Origin Font (Su)***: Any time you confirm a critical hit upon an enemy while using an origin weapon attack or channeler spell, you regain one origin point. Origin points beyond your maximum are lost. Requirement: 6th level
- ***Origin Immunity (Su)***: If the channeler’s aura of power is active, she gains immunity to her origin energy type. If the channeler’s origin is bedlam, she may select the type of energy once each day when she recovers her origin reserve (for bedlam channelers, this immunity supersedes the resistance granted by origin resistance; she may not select a different energy type with each manifestation). Requirement: origin resistance, 12th level
- ***Origin Rend (Su)***: The channeler’s origin weapons gain a +1 bonus to attack and damage rolls against targets currently affected by one or more of her spells abilities (any ability with a duration other than instantaneous or permanent) or weakening scourges.



- **Origin Resistance (Su):** The channeler gains resistance to her origin energy type equal to double her channeler level while her aura of power is active. If the channeler's origin is bedlam, she may select the type of energy once each day when she regains her origin reserve. Requirement: 4th level
- **Psychic Power (Su):** The channeler can telepathically communicate with any creature within her aura of power, though they must share a common language. This is completely silent two-way communication.
- **Sage Power (Su):** If the channeler's aura of power is active, she may add her Wisdom modifier as an additional insight bonus on skill checks for the channeler's two bonus origin class skills, and she may use these skills untrained.
- **Shimmering Power (Su):** The channeler can spend 1 origin point to exude a shower of sparks as a swift action, outlining any creatures within her aura of power as if they were affected by faerie fire until the end of a number of rounds equal to her Wisdom modifier. Requirement: 4th level
- **Shrouded Aura (Su):** The channeler can conceal her aura of power, concealing all obvious effects of its presence (including its light aura and other such effects). The aura of power's radius is reduced to five feet when concealed in such a manner. The channeler can conceal or reveal her aura as a move action.
- **Sympathetic Barrier (Su):** The channeler's energy barrier now allows her allies to pass through it without taking damage; allied ranged attacks and ranged effects likewise may pass through it normally. Requirement: Energy barrier, 8th level.

Origin Mastery (Su): At 20th level, the channeler masters her mysterious powers. She automatically confirms all critical threats with origin weapon attacks.

Channeler Origins

An origin represents an abstract yet fundamental power of the universe. These origins are only unified in one respect - they all possess a strange, otherworldly intelligence. The following origins are by no means comprehensive. They are merely meant to represent the most common types of power that channelers wield.

- **Class Skills:** The channeler adds these skills to their list of class skills.
- **Origin Energy:** The type of energy damage inflicted by the channeler's origin energy effects. If a channeler casts a spell that inflicts fire, cold, electricity, or acid damage that damage type is replaced with her origin energy type. The spell's other effects are unchanged.
- **Default Origin weapons:** The default brands and scourges granted by this origin when the channeler gains the appropriate abilities.
- **Special:** Any special benefits of the origin are listed here. Effects created by special origin abilities are supernatural abilities unless otherwise stated.

Aeon

An aeon channeler draws upon the inexorable march of eternity. She is stern, resolute, and unchanging. To stand against her is to stand against the raging current of time.

- **Class Skills:** Knowledge (nature), Perception
- **Origin Energy:** cold
- **Default Brand:** blade
- **Default Scourge:** lancing scourge
- **Special:** The channeler gains +3 hit points or +1 hit point per channeler level, whichever is greater. This benefit stacks with the effects of the Toughness feat. This is an extraordinary ability. She gains a +2 bonus to her CMB and a +1 bonus to all saves when her aura of power is active.
- **Origin Spells:** 4th Level: *shield*, 7th Level: *barkskin*, 10th Level: *stoneskin* (self only), 13th Level: *righteous might*

Arcana

An arcana channeler draws upon the power of knowledge. She is the embodiment of magical mastery. Arcana is fueled by the concept that a keen intellect and a strong will can control the forces of reality.

- **Class Skills:** any Knowledge skill (pick one), Spellcraft
 - **Origin Energy:** special
 - **Default Brand:** staff or blade
 - **Default Scourge:** heavy scourge or pinpoint scourge
 - **Special:** An arcana channeler selects her origin energy type whenever she recovers her origin reserve for the day. She may select one of the following - acid, cold, fire, or electricity. At 7th level and higher, she may choose her origin energy type at the beginning of each round.
- While recovering her origin reserve, the channeler may replace any of her current origin spells with another origin spell offered at the same level. This applies only to the spells granted as origin spells; spells that happen to be on the origin spell list but were learned using the channeler's spells known cannot be replaced.
- **Origin Spells:** 4th Level: *identify*, *magic missile*, or *obscuring mist*, 7th Level: *false life*, *flaming sphere*, or *see invisibility*, 10th Level: *dispel magic*, *fly*, or *heroism*, 13th Level: *ice storm*, *lesser globe of invulnerability*, or *solid fog*

Bedlam

A channeler connected to this origin draws upon the inevitable onset of entropy. Her powers are unpredictable but devastating. These channelers tend to prefer raining chaos upon their enemies from a distance.

- **Class Skills:** Disable Device, Intimidate
- **Origin Energy:** special
- **Default Brand:** truncheon
- **Default Scourge:** heavy scourge
- **Special:** At the beginning of each round her origin energy changes to a random type. (See Table: Bedlam Damage to determine her energy type.)

At 7th level a bedlam channeler may roll her random origin damage type an additional time, if she wishes, and select the result she prefers.

If the channeler scores a critical hit against an enemy within her aura of power, she immediately gains an origin point. If this would cause her to regain origin points beyond her maximum, she is immediately engulfed in a sphere of wild energy, inflicting 1d6 origin energy + 1d6 per three levels damage on everyone within her aura of power (including herself). Affected targets may make a Reflex save for half damage.

At 10th level and higher, she instead gains 2 origin points when she scores a critical hit against an enemy within her aura of power.

- **Origin Spells:** 4th Level: *entropic shield*, 7th Level: *pyrotechnics*, 10th Level: *blink*, 13th level: *confusion*



Bedlam Damage

No one knows what form the damage inflicted by a bedlam channeler might take until it's inflicted - not even the channeler herself. At the beginning of each of the channeler's turns, roll on the following table.

Bedlam Origin Energy

1d4 Result	Energy Type
1	Fire
2	Cold
3	Electricity
4	Acid

Conquest

This origin resides in the power of conflict. Though it can represent courage, righteousness, and freedom, it can also represent retribution, revenge, and punishment. These channelers often prefer charging into the thick of melee, cleaving enemies with their powerful brands.

- **Class Skills:** Intimidation, Survival
- **Origin Energy:** fire
- **Default Brand:** cleaver or ravager
- **Default Scourge:** lancing scourge
- **Special:** The channeler gains a +1 circumstance bonus to attack and damage rolls against enemies within her aura of power. She may select the *combat training* manifestation multiple times and counts as a fighter of four levels lower (minimum 1st level) for the purposes of feat requirements.
- **Origin Spells:** 4th Level: *divine favor*, 7th Level: *spiritual weapon*, 10th level: *heroism*, 13th level: *divine power*

Essence

This origin represents the power of renewal, rebirth, and cleansing. It represents a new beginning for all things. These channelers are talented healers as well as warriors.

- **Class Skills:** Diplomacy, Heal
- **Origin Energy:** electricity
- **Default Brand:** blade or truncheon
- **Default Scourge:** lancing scourge or pinpoint scourge
- **Special:** When casting any single target cure channeler spell, the channeler may instead cast it as a full-round action and spend any number of origin points. For each origin point spent, the spell effects an additional two allies. The channeler can target any allies within her aura of power, even if they are beyond the spell's normal range.

All of the channeler's healing spells heal additional hit points equal to her Wisdom modifier when healing targets within her aura of power.

- **Origin Spells:** 4th Level: *cure light wounds*, 7th Level: *cure moderate wounds*, 10th Level: *cure serious wounds*, 13th Level: *cure critical wounds*

Gloom

Gloom represents the enigmatic power of shadow, secrets, and the unknown. As a gloom channeler grows in strength, she grows ever more distant and unknowable. These channelers prefer subtle, indirect attacks to direct assaults.

- **Class Skills:** Sleight of Hand, Stealth
 - **Origin Energy:** cold
 - **Default Brand:** truncheon or staff
 - **Default Scourge:** pinpoint scourge
 - **Special:** The channeler's aura of power radiates murky shadows instead of light. This lowers the light level by one step but not below dim light. The channeler gains darkvision within her aura of power.
- At 7th level and higher the channeler can see in magical darkness within her aura of power.
- **Origin Spells:** 4th Level: *vanish**, 7th Level: *darkness*, 10th Level: *deeper darkness*, 13th Level: *phantasmal killer*

*This spell is found in the *Advanced Player's Guide*.

Primeval

The primeval origin is found in the fury of the elements. It is the heartbeat of life, but also the unbridled wrath of nature. These channelers are versatile and powerful, calling upon the raw energies of nature.

- **Class Skills:** Knowledge (nature), Survival
- **Origin Energy:** acid
- **Default Brand:** any
- **Default Scourge:** any
- **Special:** The channeler is immune to her own channeler spells while her aura of power is active unless she chooses not to be. Treat this as automatic spell resistance against her own effects.
- **Origin Spells:** 4th Level: *entangle*, 7th Level: *gust of wind*, 10th Level: *spike growth*, 13th Level: *ice storm*

Psyche

Psyche represents the boundless power of the mind. It is the power of thought and dream, a potent energy field that connects the subconscious minds of all sentient beings. These channelers prefer to manipulate the enemy via cunning and subterfuge.

- **Class Skills:** Diplomacy or Bluff (choose one), Sense Motive
 - **Origin Energy:** fire
 - **Default Brand:** truncheon
 - **Default Scourge:** lancing scourge
 - **Special:** The DC of the channeler's mind-affecting and divination effects are increased by 1 if the target is currently under the effect of one of the channeler's weakening scourges.
- The channeler receives the silent scourge manifestation for free at 1st level; invisible scourges are not perceived as threats for the purposes of charm effects.
- **Origin Spells:** 4th Level: *charm person*, 7th Level: *detect thoughts*, 10th Level: *hold person*, 13th Level: *charm monster*

*This spell is found in the *Advanced Player's Guide*.

Velocity

The power of velocity represents movement, change, and speed unimpeded by obstacles. The channeler stands at the heart, as all objects in motion affect one another in an endless dance.

- **Class Skills:** Acrobatics, Escape Artist
- **Origin Energy:** electricity
- **Default Brand:** blade
- **Default Scourge:** lancing scourge
- **Special:** The channeler gains a +10 bonus to her base land speed if her aura of power is active, and can change direction once while taking the charge or run action.
- **Origin Spells:** 4th Level: *expeditious retreat*, 7th Level: *cat's grace*, 10th Level: *haste*, 13th Level: *freedom of movement*

Channeler Spell List

* Indicates a new spell introduced in this book

1st Level: *Burning Hands, Divine Favor, Endure Elements, Enlarge Person, Faerie Fire, Inflict Light Wounds, Longstrider, Obscuring Mist, Pass Without Trace, Protection from chaos/good/evil/law, Incite Energy*, True Strike*

2nd Level: *Bear's Endurance, Bull's Strength, Cat's Grace, False Life, Flaming Sphere, Heroism, Inflict Moderate Wounds, Path of Ruin*, Resist Energy, See Invisibility, Soul Brand**

3rd Level: *Call Lightning, Dispel Magic, Inflict Serious Wounds, Magic Circle against Chaos/Evil/Good/Law, Prayer, Rage, Return Energy**

4th Level: *Consume Energy*, Elemental Body I, Fire Shield, Freedom of Movement, Greater Soul Brand*, Inflict Critical Wounds, Wall of Fire*

Machu

Machu was barely a teenager when the Yzeemite sailors invaded. They served the Blue Councilor of Yzeem, tasked to bring justice to the lawless seas. In truth, they were little more than pirates, harvesting the defenseless island tribes for anything they could claim. Machu was one of many who were liberated from the "barbaric conditions" of his tribal homeland and taken to Balaquim as a slave in all but name.

For over a decade, the young ferran served as a sailor on a Yzeemite mercantile vessel under Captain Heydar Hayyad, enduring his fate with stoic patience. On one fateful night, a sudden storm wracked the vessel. With the ship's officers in disarray, Machu led a mutiny among the other indentured sailors. The officers fell or surrendered quickly, but to the crew's horror, the Hayyad transformed into an undead monstrosity, revealing himself as a powerful agent of the Darkfall. As the monstrous captain tore through the defenseless sailors, Machu heard a strange, primal voice howling in his soul. It was the voice of the very storm that had wracked the ship, and it spoke from within him. It demanded justice, and Machu would be its instrument.

When Machu's vision cleared, he was covered in blood and ichor. He held an impossibly massive war club hewn from glowing green energy. Heydar Hayyad's corpse lay upon the deck, a twisted and corroded husk, face frozen in terror. Machu could hear the primal voice, still screaming from the depths of his soul. It wanted more. It wanted revenge.

On what? Machu asked it.

On everything.

With tremendous effort, he convinced it to be silent, to hold its wrath against the remaining crew. The other sailors were grateful, but they were likewise terrified by their comrade's unexplained powers and wild-eyed anger. Machu disembarked from the ship at the next port and has spent the years since as a solitary wanderer, struggling to comprehend the angry entity within him. He knows only that it bears a great rage toward all that lives. Machu's life has become a daily struggle to keep his tempestuous powers in check. His only saving grace seems to be that his strange passenger hates the Darkfall more than anything else and when he strikes down its twisted agents, he knows peace - for a while.

And so he hunts the shadow, if only to quiet the demon that lurks within him.

Channeler Favored Class Bonuses

Choose one of the following:

1. You gain 1/6 of a new manifestation.
2. Your aura of power radius increases by 1 foot (round down until it reaches an amount divisible by 5).
3. You gain +1/4 of an origin point to your maximum origin reserve.

Machu (low level)

Male ferran brute (elephant) channeler (primeval) 1

CG Medium humanoid (ferran)

Init +1; Senses Perception +8

Defense

AC 17, touch 11, flat-footed 16 (+5 armor, +1 natural armor, +1 Dex)

hp 14 (1d10+4)

Fort +5, Ref +1, Will +5

Offense

Speed 20 ft.

Melee ravager +4 (2d8+4, half acid damage, half bludgeoning), gore -1 (1d6+1)

Ranged javelin +2 (1d6+3)

Channeler Abilities (Primeval Origin)

Origin Reserve: 5

Origin Weapons: ravager

Statistics

Str 16, Dex 12, Con 16, Int 10, Wis 15, Cha 8

Base Atk +1; CMB +5; CMD 16

Feats Power Attack

Traits Innate Connection (+1 origin point), Indomitable Faith (+1 Will)

Skills (*Armor Check Penalty: -4) Perception 1 (+8), Sense Motive 1 (+8), Survival 1 (+6), Swim 1 (+3)

Languages Eastern Common

Racial Abilities: Massive, natural weapons (gore 1d6), scent, leathery hide (+1 natural armor), feral insight (+2 Perception and Sense Motive, always count as class skills)

Class Abilities: aura of power (10 ft.)

Favored Class Bonus: +1 hp

Weapons and Armor: dagger, 3 javelins, scale mail

Miscellaneous Equipment: backpack, bedroll, 50 feet of rope, belt pouch, waterskin

Wealth: 2 sp

Machu (mid level)

Male ferran brute (elephant) channeler (primeval) 6

CG Medium humanoid (ferran)

Init +1; Senses Perception +14

Defense

AC 24, touch 12, flat-footed 23 (+10 armor, +2 natural armor, +1 Dex, +1 deflection)

hp 54 (6d10+24)

Fort +8, Ref +3, Will +9

Offense

Speed 20 ft.

Melee +1 *ravager* +12/+6 (2d8+4, half acid damage, half bludgeoning), gore +5 (1d6+2)

Ranged heavy scourge +7 (1d10, half acid damage, half slashing)

Channeler Abilities (Primeval Origin)

Origin Reserve: 9

Origin Weapons: ravager (bludgeoning), heavy scourge (slashing)

Manifestations: combat training (Weapon Focus), primal burn, maelstrom

Channeler Spells Known

1st Level (3/day) - *enlarge person*, *entangle* (DC 14)

Statistics

Str 19, Dex 12, Con 16, Int 10, Wis 17, Cha 8

Base Atk +6; CMB +5; CMD 16

Feats Armor Proficiency (Heavy), Power Attack, Furious Focus, Weapon Focus (origin weapons)

Traits Innate Connection (+1 origin point), Indomitable Faith (+1 Will)

Skills (*Armor Check Penalty: -5) Perception 6 (+14), Profession (sailor) 3 (+9), Sense Motive 6 (+14), Survival 6 (+12), Swim 3 (+5)

Languages Eastern Common

Racial Abilities: Massive, natural weapons (gore 1d6), scent, leathery hide (+1 natural armor), feral insight (+2 Perception and Sense Motive, always count as class skills)

Class Abilities: aura of power (20 ft.)

Favored Class Bonus: +6 hp

Ability Score Increases: Strength (4th level)

Weapons and Armor: +1 full plate, lesser channeler totem (+1 brands)

Other Magic Items: 2 potions of cure moderate wounds, amulet of natural armor +1, belt of giant strength +2, headband of inspired wisdom +2

Miscellaneous Equipment: backpack, bedroll, 50 feet of rope, belt pouch, waterskin

Wealth: 480 gp

Machu (high level)

Male ferran brute (elephant) channeler (primeval) 12

CG Medium humanoid (ferran)

Init +1; Senses Perception +22

Defense

AC 28, touch 13, flat-footed 27 (+12 armor, +3 natural armor, +1 Dex, +2 deflection)

hp 148 (12d10+72)

Fort +15, Ref +7, Will +15

Offense

Speed 20 ft.

Melee +3 *ravager* +22/+17/+12 (2d8+12, half acid damage, half bludgeoning and slashing), gore +13 (1d6+3)

Ranged heavy scourge +13 (1d10, half acid damage, half slashing)

Channeler Abilities (Primeval Origin)

Origin Reserve: 20

Origin Weapons: ravager (bludgeoning), heavy scourge (slashing)

Manifestations: channel apprentice, combat training (Weapon Focus), greater primal burn, primal burn, maelstrom, resonant lunge

Channeler Spells Known

1st Level (5/day or 1 origin point per cast) - *enlarge person*, *entangle* (DC 14), *longstrider*, *true strike*

2nd Level (4/day) - *gust of wind*, *heroism*, *see invisibility*

3rd Level (2/day) - *magic circle vs. evil*, *spike growth* (DC 16)

Statistics

Str 22, Dex 12, Con 20, Int 10, Wis 20, Cha 8

Base Atk +12; CMB +19; CMD 30

Feats Armor Proficiency (Heavy), Depthless Power, Flexible Manifestation, Improved Critical (origin weapons), Power Attack, Furious Focus, Weapon Focus (origin weapons)

Traits Innate Connection (+1 origin point), Indomitable Faith (+1 Will)

Skills (*Armor Check Penalty: -5) Perception 12 (+22), Profession (sailor) 6 (+14), Sense Motive 12 (+22), Survival 12 (+20), Swim 6 (+10)

Languages Eastern Common

Racial Abilities: Massive, natural weapons (gore 1d6), scent, leathery hide (+1 natural armor), feral insight (+2 Perception and Sense Motive, always count as class skills)
Class Abilities: aura of power (20 ft.)

Class Abilities: aura of power (40 ft.)

Favored Class Bonus: +12 hp

Ability Score Increases: Strength (4th level, 8th level), Wisdom (12th level)

Weapons and Armor: +3 full plate, lesser channeler totem (+3 brands)

Other Magic Items: 3 potions of cure serious wounds, amulet of natural armor +2, belt of physical might +4 (Str and Con), cloak of resistance +2, headband of inspired wisdom +4, ring of protection +2

Miscellaneous Equipment: backpack, bedroll, 50 feet of rope, belt pouch, waterskin

Wealth: 3,280 gp



Anyarra Cinderstar

Born to parents serving as members of the lower tiers in the Celestial College, Anyarra was intended for great things almost from birth. Her parents had both managed to earn their way into the College's ranks rather than inherit the position, owing largely to their natural gift for arcane magic. Indeed, their marriage was arranged by old families within the elven community of Regorra specifically to ensure that their children would go on to possess even more prodigious gifts and further advance the status of their community within the greater society of Aramyst. Anyarra was a welcome addition to her family, her parents having one older son, and given the relatively low birth rates among elves, her birth was celebrated.

Unfortunately, her elevated status did not last very long. While still a young child, she was tested for her sorcerer capacities and, while she clearly possessed significant affinity to wield arcane power, she did not possess any inherent power herself. It was a crushing disappointment to her family, but it would not be the last one. Anyarra proved to be a difficult child by any measure, and far beyond anything that was ever experienced by normal elven families. By the time she was a teenager, Anyarra was well known to many of the magistrates in Regorra, and not for good reasons. Her parents were utterly exasperated with her difficult behavior and could not fathom who to do with her to try and curb her chaotic nature. Ultimately, a friend of the family secured her a position within the local magister's office, with the hope being that she would be too closely supervised to engage in her baser impulses.

The tactic was partially successful. Anyarra continued to have interpersonal issues, and was frequently disciplined by her superiors, but she enjoyed the frequent conflict with criminals too much to risk being cast out from the magistrates, and so she did manage to curb the worst of her excesses despite her barely-controlled urge for mayhem. For their part, the magistrates utilized her as a rather blunt instrument and kept her away from the more affluent neighborhoods of Regorra at all costs. It was during a raid on a neighboring village, where it was believed that an artifact-smuggling ring was operating, that the Darkfall occurred, barely sparing Anyarra and a few of her fellow magistrates from immolation within the capital city. Others were not so lucky, and Anyarra herself suffered significant burns over the right half of her body during their desperate flight from the Burning Coast, ironically aided by the smugglers that she had come to arrest or kill (she was not particular in that regard). The process left her slightly more unhinged than she had been previously. The elven woman had spent her entire life desperately trying to fit into a society that didn't know what to do with her, and that she saw burn to the ground in a single day, along with almost everyone she knew.

For the better part of a decade, Anyarra wandered Aramyst and beyond, frequently finding herself in the lawlessness of the Rhanate as well as venturing into Carraway and the High Steppes. Sometimes she was little more than a bandit, and sometimes she fought on the side of law & order. It was not until recently that things changed. Anyarra was facing off against enforcers hunting her on the orders of the Grand Kazaan of the High Steppes and, desperate to avoid being killed as the last of her allies fell around her, she reached out in desperation... and felt something answer.

As a newly manifested channeler, Anyarra has discovered a home for the first time in her life. Not in a specific place, and not with any specific group of people, but in the raw, unfiltered madness that she can unleash when she reaches out and draws the power to her. Having some inkling of the working of magic, she at first thought perhaps she had somehow inadvertently tapped into the power of Chaos, drawing it from some otherworldly plane and channeling it as if it were her own, but she has realized that her new abilities are more narrow, more specific than that, and she relishes using them at every opportunity. She knows that there are other channelers out there but has not yet encountered any. Eager to discover more about herself and perhaps unlock more power, she has begun to contemplate traveling to the western half of the Known Lands for the first time in her life, perhaps even visiting the ancient homeland of the elves in northern Arasteen, in her search for power.



Anyarra Cinderstar (low level)

Female Elf Channeler (Bedlam) 1

CN medium humanoid (elf)

Init +3; **Senses** low-light vision; **Perception** +3

Defense

AC 17, **touch** 13, **flat-footed** 14 (+4 armor, +3 Dex)

hp 12 (1d10+1)

Fort +3, **Ref** +3, **Will** +3

Offense

Speed 30 ft.

Melee heavy mace +1 (1d8)

Ranged heavy scourge +4 (1d10)

Statistics

Str 10, **Dex** 16, **Con** 12, **Int** 14, **Wis** 16, **Cha** 12

Base Atk +1; **CMB** +1; **CMD** 14

Feats Point Blank Shot

Traits Cosmopolitan Education (Perception), Folk Magic (*cure light wounds*)

Skills Disable Device +7, Intimidate +5, Knowledge (arcana) +6, Ride +7, Swim +4, Use Magic Weapon +7

Languages Eastern Common, Elven, Planar, Western Common

Racial Abilities: elven immunities, keen senses, elven magic, weapon familiarity

Class Abilities: aura of power (10 feet), origin (bedlam), origin reserve (4), origin weapon (heavy scourge)

Favored Class Bonus: +1 ft aura of power (increments of 5)

Weapons and Armor: heavy mace, light crossbow, hide armor

Miscellaneous Equipment: dungeoneering kit (common), magi's kit

Wealth: 12 gp

Anyarra Cinderstar (mid level)

Female Elf Channeler 6

CN medium humanoid (elf)

Init +3; Senses low-light vision; Perception +3

Defense

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 42 (6d10+6)

Fort +6, Ref +5, Will +8

Offense

Speed 30 ft.

Melee heavy mace +7/+2 (1d8+1)

Ranged heavy scourge +9/+4 (1d10)

Channeler Spells Known

1st Level (3/day) - *entropic shield*

Statistics

Str 10, Dex 16, Con 12, Int 14, Wis 17, Cha 12

Base Atk +6/+1; CMB +6; CMD 17

Feats Point Blank Shot, Precise Shot, Rapid Shot

Traits Cosmopolitan Education (Perception), Folk Magic (*cure light wounds*)

Skills Disable Device +12, Intimidate +10, Knowledge (arcana) +11, Ride +12, Swim +9, Use Magic Weapon +12

Languages Eastern Common, Elven, Planar, Western Common

Racial Abilities: elven immunities, keen senses, elven magic, weapon familiarity

Class Abilities: aura of power (25 feet), manifestation (precise scourge, riot scourge, savage scourge), origin (bedlam), origin reserve (9), origin weapon (heavy scourge, truncheon)

Favored Class Bonus: +1 ft aura of power (increments of 5)

Weapons and Armor: heavy mace +1, light crossbow +1, hide armor +1

Miscellaneous Equipment: dungeoneering kit (common), magi's kit

Wealth: 83 gp

Anyarra Cinderstar (high level)

Female Elf Channeler 12

CN medium humanoid (elf)

Init +3; Senses low-light vision; Perception +3

Defense

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 77 (12d10+11)

Fort +9, Ref +7, Will +12

Offense

Speed 30 ft.

Melee origin truncheon +12/+7/+2 (1d6)

Ranged heavy scourge +15/+10/+5 (1d10)

Channeler Spells Known

1st Level (4/day) - *entropic shield*

2nd Level - (4/day) *path of ruin*, *pyrotechnics*

3rd Level - (3/day) *blink*

Statistics

Str 10, Dex 16, Con 12, Int 14, Wis 19, Cha 12

Base Atk +12/+7/+2; CMB +6; CMD 17

Feats Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot

Traits Cosmopolitan Education (Perception), Folk Magic (*cure light wounds*)

Skills Disable Device +18, Intimidate +16, Knowledge (arcana) +17, Ride +18, Swim +15, Use Magic Weapon +18

Languages Eastern Common, Elven, Planar, Western Common

Racial Abilities: elven immunities, keen senses, elven magic, weapon familiarity

Class Abilities: aura of power (40 feet), manifestation (precise scourge, riot scourge, savage scourge, 8, 10, 12), origin (bedlam), origin reserve (16), origin weapon (cleaver, heavy scourge, truncheon)

Favored Class Bonus: +1 ft aura of power (increments of 5)

Weapons and Armor: heavy mace +2, light crossbow +1, hide armor +3

Miscellaneous Equipment: dungeoneering kit (common), magi's kit

Wealth: 192 gp





APPENDIX

NEW EQUIPMENT

Insect-Based Technology

Technology is present within Kyan in all the various forms it can be found elsewhere in the Known Lands, primarily steam-power and the different variations of mechamagic, including golemization. However, these are much less frequently found there than in most other nations, owing possibly to the relative scarcity of materials and training available even in High Hive, the largest and most advanced of Kyan's cities. The sort of technology that is most frequently found elsewhere is often absent, however, and in its place exists some form of insect-based alternative. Visitors to Kyan often have difficulty accepting these items, or sometimes merely accept them as a curiosity and nothing more, but to the average citizen, they are a simple way of life that is no stranger than anything else one might find, for example, in the metropolis of Mekanus or Balaquim.

Crichton Quillasp

This somewhat awkwardly named species is a recent addition to the variety of Kyan and was crafted by the insectors working in Crichton as a means of addressing the scarcity of certain weapons in Kyan that are common elsewhere. In particular, there is a relative dearth of resources necessary to create gunpowder in any significant quantity. Resultingly, supplies for firearms had to be imported and were therefore disproportionately expensive compared to the markets for such items in surrounding nations. A heavily modified breed of wasp was the solution settled upon by the insectors.

Quillasps are large, wasp-like insects with disproportionately large abdomen and chitin-like exoskeleton. In fact, its exoskeleton is thick enough that the insect can no longer fly under its own power and is largely dependent on its owner in order to be transported. The exoskeleton is a by-product of the insect's metabolic drive, which constantly produces additional chitin. The quillasps are held in the hand, with the head and thorax in the palm and the oversized abdomen facing

away. By compressing the chitin plates of the quillasp's thorax, it can be stimulated into violently expelling a chitin quill from its abdomen. The quillasp can produce and store up to three quills at a time, which can be fired in rapid succession, but afterwards requires at least twelve hours to produce a new quill.

Quillasps are, effectively, insectile pistols. They have the additional benefit of having multiple shots available without requiring reloading. However, it also cannot be reloaded for long periods of time, and of course as a living creature requires ongoing care. It also has slightly less range than the typical pistol available in Aden (it has a 20 ft range increment instead of 30 ft). In all other ways, it is identical to a standard pistol.

Venomvore Scabbard

A particularly bizarre creature, the venomvore (as it is called by most) is another creation of the insectors of the Academia Entomologia. They are rare, created as they were originally for scouts and other stealthy operatives of the Kyanite military organization. The venomvore is a peculiar creature, roughly six to eight inches in length. The insect is a highly modified version of an arachnid, specifically a tick, with a metabolism that can and does survive on almost any organic substance, but which flourishes when it is fed venom of any kind (the venom of other insects obviously being the most frequently employed reagent). The venomvore has a highly adaptable series of glands that allow it to produce a wide variety of venom varieties, but exclusively produces the one it most recently consumed.

Other than this physiological abnormality, the venomvore is almost exclusively made up of an abdominal cavity. Those who carry the insect can use it as a scabbard for a short blade, inserting a small dagger into the creature's mouth and storing the blade portion within the creature's thorax and abdomen. In essence, the creature is a living sheath for the smallest of blades. Furthermore, if the insect is fed venom, it can reproduce that venom and automatically coat a weapon stored within it with that poison.

The venomvore can accommodate any dagger of Medium size or smaller. If it is fed one dose of any poison, it can produce on additional dose of that poison per 48 hours, which will automatically be applied to any blade inserted into the sheath.



Insect Mounts

While the most iconic role of insects as mounts is for the elite military units of the Kyanite military, they are present in a more casual manner in most cities as beasts of burden and mounts for even moderately successful citizens.

Kyanite Swarmer Bombardier Beetle CR 5

XP 1,600

N Huge vermin

Init +0; **Senses** darkvision 60 ft., Perception +0

Defense

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 31 (3d8+18)

Fort +0, **Ref** +0, **Will** +2

Immune mind-affecting effects

Offense

Speed 30 ft.

Melee bite +12 (3d6+6)

Special Attacks breath weapon (10 ft. cone, 4d6 acid damage, Reflex DC 13 half, usable once every 1d4 rounds)

Statistics

Str 31, Dex 6, Con 22, Int -, Wis 10, Cha 9

Base Atk +10; **CMB** +22; **CMD** 30

Ecology

Environment temperate forests

Organization solitary, pair, or cluster (3–6 swarms)

Treasure none

The specialized breed of bombardier beetles that are utilized in the Swarm are the largest of all weaponized insects in Kyan. They have multiple riders to ensure that the great beasts can be positioned correctly. Their sheer size tends to make other insects, even the Swarmer mounts, skittish.

Kyanite Swarmer Firefly CR 1

XP 400

N Large vermin

Init +3; **Senses** darkvision 60 ft., Perception +2

Defense

AC 14, touch 14, flat-footed 12 (+1 Dex, +2 natural)

hp 19 (2d8+10)

Fort +8, **Ref** +2, **Will** -2

Immune mind-affecting effects

Offense

Speed 20 ft.; **fly** 60ft (good)

Melee bite +6 (1d6+5)

Statistics

Str 20, Dex 15, Con 20, Int -, Wis 7, Cha 2

Base Atk +5; **CMB** +11; **CMD** 23

Skills Climb +13, Fly +6, Perception +2; Racial Modifiers +4 Perception

SQ bio-luminescence

Ecology

Environment any temperate or tropical

Organization solitary, pair, or swarm (3-12)

Treasure none

Special Abilities

Bio-luminescence (Ex) – Swarmer fireflies are able to initiate a chemical reaction that lights up their thorax and shines brilliantly but in a carefully directed beam. This effectively illuminates an area in a sixty-foot cone as well as a torch, allowing for detail to be seen at longer ranges.

Much more fleet of wing than their proportionately smaller counterparts, Swarmer fireflies also have a much brighter and more directed bio-luminescence, allowing them to shine like a spotlight-like brilliance upon those targets they wish to observe. During daylight hours, they are much more sluggish and typically of very little use.

Kyanite Swarmer Flea CR ½

XP 200

N Large vermin

Init +2; **Senses** darkvision 60 ft., Perception +0

Defense

AC 13, touch 13, flat-footed 11 (+1 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0

Immune mind-affecting effects

Offense

Speed 30 ft.

Melee bite +2 (1d4+1 plus disease)

Statistics

Str 12, Dex 15, Con 13, Int -, Wis 11, Cha 6

Base Atk +0; **CMB** +2; **CMD** 14

Skills Acrobatics +0 (+20 when jumping); Racial Modifiers +20 Acrobatics when jumping

SQ uncanny leap

Ecology

Environment any land or underground

Organization solitary, cluster (2-6), or colony (7-12)

Treasure none

Special Abilities

Disease (Ex) – Bite – injury; save Fort DC11; onset 1d3 days; frequency 1 day; effect 1 Con damage; cure 1 save. The save DC is Constitution-based.

Uncanny Leap (Ex) – As a full round action, a swarmer flea can jump up to 120 feet. A flea can treat this jump as a charge, as long as the leap is made in a straight line. This may be done while the flea is carrying a rider.

Easily the smallest of the Swarm mounts, the giant fleas used by the Rain of Crichton are roughly the size of horses, albeit differently shaped. Riders do not actually ride them so much as strap themselves to their back like a satchel, and then hold on for dear life. Swarmer fleas have had their parasitical nature altered via entomancy, ensuring that they are easier to control and do not prey upon anything other than their intended targets.

Kyanite Swarmer Hornet CR 5

XP 1,600

N Large vermin

Init +1; **Senses** darkvision 60 ft., Perception +9

Defense

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 45 (7d8+14)

Fort +7, **Ref** +3, **Will** +3

Immune mind-affecting effects

Offense

Speed 20 ft.; **fly** 60 ft. (good)

Melee bite +9 (1d3+5), sting +9 (1d4+5 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks poison

Statistics

Str 20, Dex 12, Con 15, Int -, Wis 13, Cha 11

Base Atk +5; **CMB** +11; **CMD** 22

Skills Perception +9, Survival +1 (+4 orient direction); Racial Modifiers +8 Perception, +4 Survival to orient direction

SQ pheromone

Ecology

Environment temperate and warm land

Organization solitary, cluster (2-5), or nest (11-20)

Treasure standard or otherwise

Special Abilities

Poison (Ex) – Sting – injury; *save* DC 21; *frequency* 1/round for 6 rounds; *effect* 1d3 Dexterity damage; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

Pheromone (Ex) – The first time a giant hornet is successfully it in combat, it releases a fear pheromone that heightens the aggressiveness of all giant hornets within 50 ft. All affected giant hornets receive a +1 morale bonus on attack rolls for the remainder of the encounter and fight without penalty even while disabled or dying.

One of the most commonly pictured Swarmer mounts, the giant hornets that serve as the aerial cavalry of Kyan are incredibly fast and maneuverable in the air, and the Urbanan army has learned much to their chagrin that they are extremely difficult to target with firearms and even steamwright weaponry. Swarmer hornets have had their stingers altered via generations of entomancy, ensuring quick, powerful strikes that can be made in rapid succession.

Kyanite Swarmer Spider CR 5

XP 1,600

N Huge vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft; Perception +5

Defense

AC 18, touch 16, flat-footed 16 (+2 Dex, +8 natural, -2 size)

hp 52 (7d8+21)

Fort +8, **Ref** +4, **Will** +3

Immune mind-affecting effects

Offense

Speed 40 ft.; **climb** 40 ft.

Melee bite +8 (2d8+7 plus poison)

Space 15 ft.; **Reach** 15 ft.

Special Attacks web (+5 ranged, DC 16, hp 7)

Statistics

Str 21, Dex 15, Con 16, Int -, Wis 12, Cha 2

Base Atk +5; **CMB** +12; **CMD** 24 (36 vs trip)

Skills Climb +29, Perception +5, Stealth -2; Racial Modifiers +16 Climb, +4 Perception, +4 Stealth

SQ compression

Ecology

Environment temperate or cold hills or underground

Organization solitary or pair

Treasure incidental

Special Abilities

Poison (Ex) – Bite – injury; *save* Fort DC 18 (includes +2 racial bonus); *frequency* 1/round for 6 rounds; *effect* 1d4 Str and Dex; *cure* 1 save

Like the hornets, the Swarmer spiders are massive creatures that those outside of Kyan's borders know of and imagine when stories of Kyan are told. They are deceptively fast and can cover virtually any type of terrain, up to and including vertical surfaces that they can ascend with the same speed that they move across open plains.

Kyanite Swarmer Water Strider CR1

XP 400

N Large vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft; Perception +4

Defense

AC 12, touch 10, flat-footed 11 (+1 Dex, +2 natural, -1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +2, **Will** +1

Immune mind-affecting effects

Offense

Speed 30 ft.; **fly** 20 ft. (poor)

Melee 2 claws +2 (1d4+1), bite +2 (1d2+1)

Space 10 ft.; **Reach** 5 ft.

Special Attacks web (+5 ranged, DC 16, hp 7)

Statistics

Str 13, Dex 13, Con 14, Int -, Wis 10, Cha 2

Base Atk +2; **CMB** +4; **CMD** 16 (24 vs trip)

Skills Fly -5, Perception +4, Swim +5; Racial Modifiers +4 Perception, +4 Swim

SQ water skating

Ecology

Environment any water

Organization solitary or colony (2-9)

Treasure incidental

Special Abilities

Tremorsense (Ex) – A water strider's tremorsense functions only when the creature is in contact with the water's surface.

Water Skating (Ex) – A water strider can move on the surface of the water as if it were on land. A water strider swimming at the water's surface can pull itself onto the water with a successful Swim check.

The least numerous of the principal three branches of the Swarm, the Swarmer water striders are nevertheless an important component that has served with great distinction against the Urbanan iron-clad annihilators on both the southern coast as well as the rivers of Kyan. Swarmer water striders have been bred to more effectively distribute the weight of any burden they carry. For that reason, they may carry up to 500 lbs. and still make use of their water skating ability, rather than the 200 lbs. unmodified water striders are limited to.

Commercially Available Insect Mounts

Many of the creatures that the Swarm uses in combat are specially bred and extremely difficult for non-military citizens to acquire. However, the more conventional, less conditioned versions of the same insects are often bred for the purpose of serving as mounts for the general populace, but the price to acquire one can be somewhat daunting for the average individual. While these mounts lack the typical weaponry associated with their breed, they are still dangerous by virtue of their large size and natural tendencies. A giant hornet with no stinger cannot pierce and inject venom into its prey, for example, but can easily crush an opponent with its massive abdomen by repeatedly attempting to do so.

Mount Type	Price
Giant Beetle (crawling only, no flight)	300 crests
Giant Hornet (no stinger)	2,000 crests
Giant Spider (non-venomous, no spinnerets)	1,200 crests

NEW MAGIC ITEMS

Bottle of Bees

Aura moderate conjuration; **CL** 8th

Slot none; **Price** 1,600; **Weight** 1 lb.

Description: This small clay pot is slightly sticky and emits a faintly audible buzz. When thrown as a splash weapon, it bursts open in a cloud of bees. Treat this as a spreading swarm, only the insects are bees instead of centipedes (use the same statistics, but add a fly speed of 60 ft. with good maneuverability). The spell effect persists for 10 rounds without requiring concentration on your part, but also cannot be voluntarily dismissed by you.

If you have swarm mastery or similar abilities, you may attempt to control the resulting swarms as if you had cast the spell.

Construction Requirements: Craft Wondrous Item or Brew Potion, *spreading swarm*; **Cost** 800 gp

Pure Royal Jelly

Aura moderate transmutation; **CL** 12th

Slot none; **Price** 1,600; **Weight** 1 lb.

Description: This flask appears to contain thick honey mixed with a white, creamy substance. This ilithix royal jelly has been magically enhanced to bestow a deeper connection to and understanding of the minds of insects. This substance is often used in Kyanite religious ceremonies and entomancer initiation rituals.

When ingested, the drinker gains the vermin type for one hour, temporarily losing whatever types they previously possessed (but retaining subtypes). While the user does not become entirely mindless, they become immune to emotion and fear effects and gain a +4 racial bonus to saves against mind-affecting effects. The user views the world differently while under the royal jelly's affects, feeling no emotion other than a unswerving loyalty toward whatever friends, family, and institutions they previously honored.

Further, insect vermin with no Intelligence score will not attack the user except in self-defense. Insects with an intelligence score can still act as they wish, but tend to be favorably disposed toward the user (granting a +4 racial bonus to all Bluff and Diplomacy checks with intelligent insect vermin).

The user, as well as any unused jars of royal jelly, can be detected by the ilithix hive mind racial ability as if they were ilithix.

(even corrupted ilithix) will take no aggressive actions against the user until they are attacked, at which time that ilithix's entire hive will become hostile. Ilithix exiles can sense the jelly and anyone using it, but are not otherwise affected by it. The normal negative effects of royal jelly (described in the *Thunderscape: The World of Aden Campaign Setting*) are negated by the enchantment process.

Rumor holds that there are even more potent versions of this enchanted jelly that can permanently bestow insectoid abilities upon the user, but those are probably just legend.

Construction Requirements: Craft Wondrous Item or Brew Potion, *ambrosia*; **Cost** 800 gp

Morphic Energy Crystal

Aura powerful evocation; **CL** 12th

Slot neck; **Price** 32,000; **Weight** -

Description: This pendant is fashioned from a trapezoidal crystal that shines faintly from within. When observed closely, a chaotic dance of unstable elemental energies is visible within. These powerful amulets are highly sought after by channelers as well as spellcasters of all stripes.

Once per day, the user can attune the crystal by exposing it to either fire, acid, electricity, or cold damage. This does not harm the crystal. Once attuned to that energy type, the crystal remains attuned for 24 hours and glows faintly as per a *light* spell (red for fire, blue for cold, white for electricity, and purple for acid).

Any time the wearer casts a spell or uses an ability that inflicts one of the four energy types, that affect instead inflicts the same type of damage to which the amulet is attuned. Other effects are not changed - thus a fireball may erupt in a tremendous ball of acid, but flammable targets are still set on fire.

Construction Requirements: Craft Wondrous Item, protection from energy; **Cost** 16,000 gp

Challengers of the Impossible (enhanced)

Aura moderate divination; **CL** 6th

Slot none; **Price** 3,000; **Weight** 2 lbs

Description: This heavy leather-bound tome tells the tale of ancient primordial forces and their struggle against the Malevolence, a tale obviously reminiscent of Aden's modern struggle against the Darkfall. These books were created by the Gray Masters as a means of teaching this long-forgotten lore to the people of Aden - but a few of them serve another purpose. Some copies are not meant to inspire heroes - but to find them.

Any individual who holds a copy of this enhanced book in their hand benefits from a continuous arcane sight spell - with several modifications. This version of arcane sight does not affect items - only living creatures. While it identifies creatures with spell-like abilities or spellcasting normally, it also specifically identifies seers, channelers, entomancers, and fallen as well as their general strength (they radiate an aura similar to a magic item, but the power level is determined by their number of levels in the appropriate classes). When the book identifies such an individual, it immediately inscribes a picture of them, as well as their name, on one of the blank pages in the back. A found book typically has twenty such pages, with 1d6+1 already inscribed with various individuals. Further, all nocturnals (but not corrupted) are outlined with a hazy gray aura.

An individual identified by a copy of this book immediately feels a sense that they are being watched. They may make a Sense Motive check vs. a DC equal to 10 + the user's level + the user's Wisdom modifier. If this is successful, they immediately know that the holder of the book has somehow identified them for what they are.

Construction Requirements: Craft wondrous item, *arcane sight*; **Cost** 1,500 gp

Special Note: the secrets of this item's creation are known only to the Grey Masters. These books must either be found as treasure or the secrets of their creation learned from these mysterious necromancers.

Lesser Channeler Totem

Aura moderate transmutation; **CL** +1 (3rd), +3 (6th), +3 (9th), +4 (12th), +5 (15th)

Slot none; **Price** 2,000 (+1), 8,000 (+2), 18,000 (+3), 32,000 (+4), 50,000 (+5); **Weight** 2 lbs.

Description: This item is usually a small statuette, ritual knife, crystal, or other significant object that resonates with pure origin energy. When held by a channeler, it increases the strength of their origin weapons considerably.

A lesser channeler totem affects either scourges or brands. However, when held it confers its enhancement bonus upon all attacks made by such weapons. A channeler may summon a brand while he has a totem in hand (and in fact he must hold it properly to benefit from its abilities). The brand completely encases the totem when summoned. A scourge, likewise, may be projected from the totem as if the channeler's hand was free.

Construction Requirements: Craft Magical Arms and Armor, a channeler must be present during the item's creation; **Cost** 1,000 (+1), 4,000 (+2), 9,000 (+3), 16,000 (+4), 25,000 (+5)

Greater Channeler Totem

Aura strong transmutation; **CL** +1 (6th), +2 (9th), +3 (12th), +4 (15th), +5 (18th)

Slot none; **Price** 3,000 (+1), 12,000 (+2), 24,000 (+3), 48,000 (+4), 75,000 (+5); **Weight** 2 lbs.

Description: These items are functionally identical to lesser channeler totems, except that they confer their benefits to all origin weapon attacks, both scourges and brands.

Construction Requirements: Craft Magical Arms and Armor, a channeler must be present during the item's creation; **Cost** 1,500 (+1), 6,000 (+2), 12,000 (+3), 24,000 (+4), 37,500 (+5)

NEW FEATS

Swarm Lord

You are one with the swarm, skilled at controlling multitudes of swarming insects.

Prerequisites: Verminous servant (swarm) ability

Benefits: Your spells that affect a single target can affect a swarm under your control. Your verminous swarms gain the evasion and improved evasion abilities as if they were a verminous scout. You need only spend a move action to concentrate on spells that summon swarms.

Bugspeaker

You bear a special connection with your verminous scout, and with insects in general.

Prerequisites: Verminous servant (scout) ability, vermin empathy ability

Benefits: Non-intelligent insects do not regard you as prey and will not attack you unless threatened. You may use your vermin empathy ability as a standard action (rather than requiring 1 minute) and gain a bonus to your check equal to your level.

Your verminous scout can speak one language that you know, and the range at which you can communicate is unlimited while on the same plane. You can determine line of sight (but not line of effect) for spells as if you were seeing through your verminous scout's eyes as well as your own.

Depthless Power

You have a strong and abiding connection to your source of power.

Prerequisites: Origin reserve class feature.

Benefits: Your maximum origin point reserve is increased by two.

Special: You can gain Depthless Power multiple times. Its effects stack.

Extra Manifestation

You have greater mastery over your manifestations.

Prerequisites: Manifestation class feature

Benefits: You gain one additional manifestation. You must meet all requirements for this manifestation.

Special: You can gain Extra Manifestation multiple times.

Flexible Manifestation

You can temporarily alter your available manifestations.

Prerequisites: Channeler level 7th

Benefits: Remove one of your manifestations (this must be a manifestation that is not needed as a requirement for any of your other abilities, nor may it be one that you received for free). Once per day when you recover origin points, you may gain a manifestation of your choice. This must be a manifestation for which you currently qualify. If you gain a new manifestation with this feat, you lose any manifestation you previously gained from it.

Hive Knight

You fight beside your insect servants with unparalleled skill.

Prerequisites: Verminous servant (steed) ability

Benefits: Your verminous steed gains a +2 bonus on attack rolls against any enemy that you threaten, or that you have attacked or cast a spell on since the beginning of your last turn. Your verminous steed can perform the aid another action as a move action, as long as you are the one being aided.

Improved Vermin Caller

You are more proficient at summoning verminous servants.

Prerequisites: Vermin Caller

Benefits: You may spend two uses of your verminous call to summon a verminous servant as a move action.

When casting any summon nature's ally spell, you summon an additional creature as long as the creatures that you summon are vermin.

Spellshaper

You maintain a more flexible arsenal of spontaneous spells.

Prerequisites: Spontaneous spellcaster, spellcasting ability score 17+

Benefits: Your spells known on each level are reduced by one. Whenever you rest to recover spell slots, you may select an additional known spell of your choice on each level that you can cast. If you select a different spell than you previously gained with this ability, the previously known spell is lost on that level.

NEW TRAITS

While the following traits are particularly useful for channelers and entomancers, they are available to all characters. All traits in this guide are part of the new “Background” category. (As detailed in the Advanced Player’s Guide, each character can select two traits during character creation, but no more than one from each category.) Traits that note the name of a class in parentheses do not require that class, but grant no meaningful benefit until you take at least one level of that class.

Energetic: Pick one form of energy - acid, cold, electricity, or fire. You gain a +1 trait bonus to saving throws and +1 trait bonus to AC against all attacks that inflict that type of energy damage or that have that descriptor.

Innate Connection (Channeler): You have a slightly stronger connection to a channeler’s origin power. Your origin reserve is increased by one point.

Inured: A lifetime of working beside poisonous creatures has granted you some amount of resistance to their venom. You gain a +2 bonus to all Fortitude saves against poison, +4 against the poisons of vermin.

Lancer: You know how to get the most out of any steed you ride. The base speed (all types) of any animal you ride is increased by 5 feet.

Quick Summon (Channeler): The energy that seethes within you is always spoiling for a fight. You can summon a brand as a free action.

Ruinous (Channeler): You radiate uncontrolled elemental energy. Your aura of power is increased by 10 feet but it cannot be voluntarily dismissed.

Stinger (Entomancer): You were specially trained to fight beside your insect companions. You gain a +1 trait bonus to AC while riding on or adjacent to your verminous servants.

Vermin Trainer (Entomancer): Your verminous swarms are unusually tough, gaining a +2 trait bonus to their total hit points.

NEW ARCHETYPES

Channeler Archetype: Becomer

A Channeler is heir to a massive ancient power. Energies beyond their comprehension flow through them, bursting out to smite their enemies... at least for most.

For some, the flow is blocked. The energy they can release comes more as a trickle, the vast majority of the power their origin gives them flooding their body and changing it into something more than mortal. They are called Becomers, as they become like the very power they wield.

Body of Power (Su)

At 1st level, the energies of her origin fill her body rather than radiating out from it, a Becomer’s Aura of Power is held tight to her body. Her Aura of Power has a 5-foot radius, which never increases, and the Becomer may not select the Brilliant Power manifestation. While her Aura of Power is active, she gains a deflection bonus to armor class equal to her Wisdom modifier. This bonus increases by 1 at 7th, 11th, 15th, 19th level. This modifies Aura of Power.

Origin Strike (Su)

At 1st level, the origin energies suffusing her body makes her unarmed strikes especially deadly. She gains Improved Unarmed Strike as a bonus feat, and the damage of her unarmed strike increases to 1d6. Like an origin weapon, half the damage of her unarmed strike is bludgeoning, piercing, or slashing damage (chosen when this feature is gained) and the other half is origin energy damage. Her unarmed strike counts as an origin weapon for all purposes, and whenever she would gain an additional origin weapon she may instead increase the damage die of her unarmed strike by one size, to a maximum of 1d12. This replaces the origin weapon gained at 1st level.

Becoming (Ex)

At 4th level, the Becomer begins transforming into a force of nature. When a critical hit or sneak attack is scored on the Becomer, there is a 25% chance that the critical hit or sneak attack is negated, and damage is instead rolled normally. In addition, they gain Origin Resistance as a bonus manifestation.

At 7th level, the Becomer’s chance to ignore a critical hit or sneak attack increases to 50%, and she becomes immune to poison and bleed effects. They also no longer need to breathe, eat, or sleep.

At 10th level, the Becomer’s chance to ignore a critical hit or sneak attack increases to 75%, and she gains Origin Immunity as a bonus manifestation.

At 13th level, the Becomer is forever changed by the power of her origin. Her creature type changes to Elemental, and she gains the Augmented subtype.

This replaces spellcasting.





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Challengers of the Impossible

A guide to Entomancers and Channelers

IN A WORLD OF MAGIC AND STEAM,
THERE ARE STRANGER THINGS STILL!

Magic and technology are pervasive and well-understood forces in the world of Aden, at least for the most part. However, there are still forms of magic that few understand and even fewer practice. Entomancy, the magical discipline of the nation of Kyan, emphasizes the summoning and controlling of insects, both in vast swarms and massive individual creatures that do the bidding of their masters. But recently in Aden, a new kind of magic has begun to appear. People with the innate ability to tap into vast, previously undiscovered reservoirs of magic that grant them incredible power have begun to make their presence known and taken the war against the Darkfall to a whole new level. They are known by many names, but the most common is that of Channeler.

Challengers of the Impossible is the fifth and final installment in a series of sourcebooks that more closely examines the base classes of the Thunderscape: the World of Aden campaign setting! In this installment, you will find extensive support for the always-bizarre Entomancer class, as well as an entirely new class, the arcane powerhouses known as the Channelers!



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