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Wilcome to Adventure Path Plug-İns.

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's Pathfinder Roleplaying Game. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Hey, What's With the Names?

You will see us use phrases such as "Egyptian Adventure Path" instead of the title of the 14th adventure path published by Paizo Inc, covering issues #79 to 84. Or, you may see us use names such as the "Risen Pharaoh," the "Tomb City," the "Pharaoh Kingdom," or the "Goddess of the Dead" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Egyptian Adventure Path," seeking your fortune in the "Tomb City" and beyond. See, that wasn't so hard, was it?

Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official <u>Pathfinder Reference Document</u> as well as <u>d20PFSRD</u>. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks:

- ^{ACG} = Pathfinder Roleplaying Game Advanced Class Guide
- ^{APG} = Pathfinder Roleplaying Game Advanced Player's Guide
- ARG = Pathfinder Roleplaying Game Advanced Race Guide
- ^{GMG} = Pathfinder Roleplaying Game Gamemastery Guide
- PCIBE = Official companion for players whose bloodlines tie into the elements.
- PC:MIT = Official companion for players with special tactics and tools for melee combat.
- ^{0A} = Pathfinder Roleplaying Game Occult Adventures
- ^{PU} = Pathfinder Roleplaying Game Pathfinder Unchained
- ^{UCam} = Pathfinder Roleplaying Game Ultimate Campaign
- ^{UC} = Pathfinder Roleplaying Game Ultimate Combat
- ^{UE} = Pathfinder Roleplaying Game Ultimate Equipment
- = Pathfinder Roleplaying Game Ultimate Intrigue
- Pathfinder Roleplaying Game Ultimate Magic

What You Will Find Inside the **Past Lives**

Past Lives: Secrets of Reincarnation provides a whole new system of flavorful game mechanics to use the concept of reincarnation in a whole new way. Drawing on the folklore of past lives incarnated in new bodies, you can use these rules to weave a secret past life into a player character's background, building from subtle influences at character creation to unfolding discoveries as PCs gradually uncover elements of their secret origin and unlock extra abilities that fit the nature of their past lives. *Past Lives* brings you seven fully developed Past Life Profiles, complete with companion incarnation feats and nine brand-new magic items steeped in the lore of each past lives of your very own, taking advantage of the unique lore of your campaign world! Are your players ready to explore their secret past? Breathe new life into your Pathfinder campaign with *Past Lives: Secrets of Reincarnation!*

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



Past Lives

Reincarnation is a time-honored plot-device found in classic books and movies. We know it well: a central character slowly uncovers clues that reveal they were actually someone else in a former life - often someone who has died in tragic circumstances. Sometimes their past life explains their present day eccentricities, perhaps a specific phobia, or why the character possesses a strange sense that she is always looking for something. Often there is a surprising twist at the story's conclusion. Perhaps our hero discovers they are the reincarnated soul of a key historical figure, one with unfinished business or perhaps they uncover that they are in fact a notorious villain, now seeking vengeance beyond death. The character is then left to grapple with the question of what they will do now, now that they know whom they once were. Will they resolve the tangled plotlines of their past life? Or will they forge their own destiny?

The *Pathfinder Roleplaying Game* of course already has the <u>reincarnate</u> spell. While the spell frequently results in humorous anecdotes that last long after a campaign has ended, it is still, at the end of the day, a weak translation of the drama provided by former-lives as they play out in works of fiction. In some ways, the *reincarnation* spell undercuts the storytelling possibilities that reincarnation should bring to the fantasy gaming table. A reincarnated soul should be a plot seed driving a PC to uncover their own personal mystery. It should be more than just the poor man's *resurrection* spell.

Past Lives provides new game mechanics to reintroduce reincarnation into your Pathfinder campaign. The central element is the Past-Life Profile. Using the rules below, a players can volunteer to let the DM weave a secret past life into their PC's background at the start of the character creation process. As the PC gradually uncovers elements of their secret origin, they unlock extra abilities that fit the theme of their past lives. For example, a PC might gain a bonus to her Profession (sailor) skill as she discovers she was actually famous pirate captain executed by authorities in her last life. Later she may gain something more significant, such as an appropriately themed feat, just as she picks-up the trail to her own lost fabled treasure. The PC also though, inherits all of the campaign-associated baggage that inevitably comes with the drama of her past life.

THE PAST LIFE PROFILE

It is essential to appreciate that players do not get to pick their PC's past life. The past life begins as a secret known only the GM. It is a secret that is gradually uncovered as the PC progresses through the campaign. Either the GM chooses the PC's past life or the player rolls for it randomly using an Appendix provided on p. X. Either way, the result is kept from the player. What the player does get to choose, is whether they want to play a PC with a past life at all—a choice made at the time of PC creation.

While not a hard and fast rule, the drama of having a former life tends to work best when it is something particularly ill-suited for the now-living PC's race, class or build order. When it comes to reincarnation plotlines, perfect synergy is often boring. The young apprentice graduating from a school of wizardry should not have been a legendary wizard in his former life. That honor ought to belong to a less likely candidate, the unschooled warrior, or perhaps even the savage orc druid. As detailed below, having a past life profile provides the PC with a suite of thematic bonuses or abilities. Some of these bonuses and abilities come at a price, typically offset by an accompanying disadvantage brought about by echoes of the PC's past life. Overall though, the mechanics are not meant to be a balanced trade-off; there should be a net-positive gained by the PC whose player bravely agrees to commit their PC to the uncertainties of a past life and the storyline-driven risks that come with it.

All PCs with past lives have one disadvantage in common though. Because of their reincarnated souls, *raise dead*, *true resurrection* and *breath of life* spells are problematic. If their body dies, their restless soul is at risk of moving on to a new body—it does not wait around floating in the ether on the off chance someone should restore it back to life. To simulate this challenge, these spells only work if the spellcaster can succeed on a DC 20 caster level check. Reduce the DC by the PC's Charisma bonus to simulate the force of their personality's will to return.

THE PAST LIFE PROFILE MECHANIC

Each Past-Life below follows the following outline:

Past Life: A description of who the PC was in their former life.

How he/she died: A summary of how the PC died in their former life. Often it is the abrupt and violent nature of the death which accounts for why a soul is reincarnated instead of passing to the outer planes, though it need not be. Certain souls of prominence simply to reincarnation naturally.

Quirk: This section lists some physical or emotional characteristics that the PC occasionally manifests as a result of their past life. Sometimes these traits are an awkward fit with the rest of the PC's make-up. If so, all the better.

Levels (i.e. Level 5): This section sets out what level the PC needs to reach before certain advantages (and disadvantages) spontaneously manifest. Ideally though, these changes should be triggered by events the PC experiences in the campaign, not simply by the act of raising a level. Game Masters should treat these sections as guidelines and delay or even consider triggering the listed effects early should the appropriate moment arrive.

Optional Reincarnation Feat: Each Past-Life Profile contains an additional optional feat. A Reincarnation Feat operates slightly different than a normal feat. The GM advises the player the name of the feat and of any prerequisites the feat has, but reveals none of the feat's actual benefits. The player can elect to select the feat for their PC at any time in their PC's progression in which the PC qualifies for the feat and has a feat to expend, just as the Player would with any other feat. Only then, after it has been selected, does the GM reveal what benefit the feat actually provides. Because of the risk-taking element associated with Reincarnation feats, the feats themselves tend to be somewhat more powerful than normal feats—a reward for the bold player who ventures into the unknown and is prepared to live (and die) with the consequences.

Potential Plot Development: This section includes a set of suggestions as to how the PC might uncover who they once were and what complications might arise from such a discovery. The section also considers how any lingering issues from the PC's past life might find resolution. Dreams are a popular method to drop hints about a PC's former life, as it is often through the subconscious that their past-life personality is best able to assert itself. Another possibility is that whenever the PC drops into negative hit points from combat or adventuring, once they revive, perhaps they return with a powerful urge or memory.

SAMPLE PAST LIFE PROFILES

While GMs are encouraged to create their own past life profiles to suit their own campaigns, below are seven ready-to-play examples for GMs to insert into their games.

KYSSALIS, THE ELF-EATER

Past Life: Unknown to the PC, in a former life he was Kyssalis the Elf-Eater, the Lizardfolk Queen of the Dead Water tribe. The Dead Water tribe, however, was wiped out in a decade-long war against a tenacious clan of silver elves known as the Heartbow that expanded to the borderlands of the Shademarsh. After her people were lost, Kyssalis spent the remainder of her days methodically hunting the Heartbow with hit and run tactics, determined to render them as extinct as her own tribe.

How she died: After years of pursuit, the elven hero Vallusarian captured Kyssalis with a *deep slumber* spell and she was executed atop the high tree of the Heartbow.

Quirk: When angry, the PC's voice suddenly drops an octave. Also, the PC has never cared for elves. The PC

doesn't understand it, but he simply despises them, even if he is otherwise a very pleasant person. If the PC is an elf, he even hates to be around his own people.

- Level 1 Draconic is available as a language at the time of character creation, if the PC has a free bonus language available Draconic must be chosen. Otherwise, the PC must select it the first time he places a skill point in Linguistics. The PC has no recollection where or how he learned it – it's just something he has always known.
- Level 2 The PC discovers he is strangely comfortable in the water. Swim is a class skill for him. If the PC already has swim as a class skill he instead gains a +1 inherent bonus to Swim.
- Level 3 The PC does not gain a feat at third level. Instead, he gains favored enemy (humanoid [elf]) as per the ranger class ability.
- Level 5 The PC gains favored terrain (swamp) as per the ranger class ability. As a result of information parted by the PC's strange dreams, he just seems to be at home in swamplands. This ability should

not be revealed until the PC next encounters swampland. Those dreams also include visions of terrible violence at the hands of elves. Should an attack by an elf cause the PC a loss of hit points, he must also make a DC 15 Will save or gain the shaken condition for 1 hour.

Level 9 - The PC gains the toothy racial trait as a halforc, gaining a primary natural attack that deals 1d4 piercing damage. The PC does not grow new fangs or teeth, the PC just feels quite able to tear away with what he already has should the need arise. The PC also qualifies for the Multiattack feat even if he does not otherwise meet the prerequisites – it is not a bonus feat though, the PC must expend a feat choice to take it. At 11th level, the PC's bite is treated as a magic weapon for the purpose of overcoming damage reduction.

Optional Reincarnation Feat: Leaping Combatant (See Appendix A)

Potential Plot Developments: This past life is best utilized in a campaign in which the PC has several opportunities to interact with elves. At some point, the GM should even introduce the PC to the noble Heartbow clan at the edge of the swamplands. Once the PC discovers who he really is, he must decide whether he will try to bury his thirst for vengeance, or whether to renew Kyssalis' struggle. One means of resolution is that the PC might uncover a secret that Kyssalis never knew when she lived: a few members of her tribe actually survived and hid themselves away deep in the innermost reaches of the swampland. They are now slowly repopulating and slowly fighting their way back despite the many dangers of the swamp—a task for which a high-level PC could be of great assistance. By repurposing all of Kyssalis' latent hostility into rebuilding her tribe, perhaps the Lizard Queen could at last let go of her conflict with the Heartbow enabling the PC to finally find peace and eventually move on to live their new life.

VANTUM H'HARAN, PHYLACTERY HUNTER

Past Life: Unknown to the PC, in a former life the PC was Vantum H'Haron. H'Haron was an elderly member of the Millennial Eye, a secret society dedicated to locating and destroying the phylacteries of liches. A talented scryer, after executing a seamless web of divinations, H'Haron finally pinned down the precise location of the phylactery of the Arch-Dracolich Pkerakin. Twisted to the core, the dracolich had miniaturized his phylactery and hidden it inside the beating heart of the grandmaster of a noble monastery, without the elder monk's knowledge. The purity of the monk masked the evil of the phylactery, while the monk's timeless body ability created an eternal living vessel to hide Pkerakin's most valued treasure. Once H'Haron uncovered the truth he prepared to alert his peers within the Millennial Eye. The Arch-Dracolich, however, discovered H'Haron's scrying program and had the diviner killed before the wizard managed to communicate his discovery, leaving his soul with an all-consuming need to report his discovery. The sheer drive of H'Haron's need caused him to eventually be reborn with a second life, a life which unknowingly seeks to finish what the diviner started.

How he died: The Arch-Dracolich Pkerakin spotted H'Haron's efforts with *detect scrying*. He teleported to the diviner's location with his cadre of undead draconic bodyguards. H'Haron was captured. Pkerakin read H'Haron's mind to confirm the diviner had told no one of his discovery. Once the Arc-Dracolich satisfied himself that he would not have to re-hide his phylactery, Pkerakin's ordered his draconic minions bodyguards to torture H'Haron to death and reduce the diviner's tower to ash.

Quirk: The PC is frequently visited with the sensation that she is being watched. The sensation is strongest whenever she is by herself or with her own thoughts. The PC finds she often prefers to be in the company of a crowd.

Level 1 - The PC must select Magical Talent^{APG} as one of her starting traits. The cantrip chosen must be an arcane spell. However, rather than cast the chosen cantrip as a spell-like ability once per day, she may instead cast it two times per day, or three times per day if the spell chosen is from the divination school. The character gains this ability even if traits are not normally used in the campaign.

Level 2 - The PC slowly discovers she has, inexplicably, a vast amount of information about liches, including their creation rituals and sources of power. The PC gains a +3 bonus to Knowledge (Religion) checks for the purpose of identifying liches or uncovering lore about them. The PC gains an identical bonus to Knowledge (History) checks to uncover information about specific individual liches and their personal histories. The PC can attempt these knowledge checks on the subject of liches even if they are untrained in these specific skills.



Level 3 - When under stress, the PC receives critical flashes of insight: information lodged in her brain suddenly comes to the forefront. Sometimes, impossibly, these insights contain minute glimpses of the immediate future. The effect is so jarring, however, that it takes the PC a costly moment to recover. The PC gains the *borrowed insight (su)* ability: once per day, at any point during the first round of combat in which the PC can act, the PC may choose to gains either a +1, +2 or +3 insight bonus to a single attack roll, saving throw, skill or ability check of her choice. The following round the PC suffers an identical penalty to all die rolls made that round.

Level 5 - The PC gains the *arcane counter* supernatural ability: the PC's body now functions as a *ring of counterspells*. She is immediately aware of this new ability and how it works, but unless she is actually a spellcaster she will not herself actually have the ability to load a spell inside herself. Investigation may lead the PC to discover that *arcane counter* is a secret talent taught only to the phylactery hunters of the Millennial Eye. The body is transformed using an ancient ritual. Somehow the results of the ritual carried over to the PC's new life.

In the meantime, the PC begins to experience terrible nightmares of dragons and the undead in her sleep. These dreams gradually begin to affect her during waking moments as well. Whenever she faces opponents with the Undead or Dragon type she must make a Will save at the start of the encounter or gain the shaken condition for 10 minutes. The DC is 10 + the opponents hit die. When facing multiple opponents use the highest hit die to calculate the save.

Level 8 - The PC gains the *send senses* supernatural ability, as per the ability from the scryer focused school, enabling the PC to engage in some basic short-range scrying. Treat the PC's character level as their wizard level. Every now and then the GM should have this ability activate on its own, perhaps revealing some clue which might push the PC closer to discovering their identity or the secret of Pkerakin's phylactery. At the same time, the PC's tendency to randomly focus their sight on faraway places instead of what is in front of her begins to play havoc with their vision. The PC suffers a permanent -2 penalty to all Perception checks.

Level 12 - H'Haron's exceptional talent as a diviner continues to manifest. If the PC ever uses a *crystal ball*, the PC may treat the subject of the *scry* as though she knows them firsthand, eliminating any penalties if she does not actually know the subject. The PC does not know she has such skill until she first tries to use such a device. The first time she tries though, the sensation of her mind reaching out simultaneously fills her with both terror and wonder and she is staggered for a day.

Optional Reincarnation Feat: Divining Anticipator (See Appendix A)

Potential Plot Development: The phylactery H'Haron's restless soul seeks to destroy is hidden inside the beating heart of Wallmaster Tam, the ageless elder of the Eternal Garden Monastery. The PC should find himself strangely drawn to the monastery, perhaps mistakenly thinking she was a monk in her former life. Eventually she might meet Wallmaster Tam. Although the spiritual leader is very kind and even saintly, the PC discovers she can't shake the sensation that she wants to drive a knife into Tam's chest. H'Haron seeks to cut the phylactery out of Tam, but the PC might mistakenly think she was a murderer in her past life or perhaps Tam is secretly evil and needs to be slain.

Eventually though, Tam might tutor the PC and enable her to recover enough of her former memories to discover the truth. If Wallmaster Tam himself learns the truth, Tam will be willing to sacrifice himself to stop such a great evil. He explains he has lived far longer than most mortals ever dream. As soon as Pkerakin's phlactery becomes endangered though, the hidden wards on the phylactery alert the dracolich and he again sends his bodyguards to destroy any interlopers. This time though, with the help of the Eternal Garden monetary or possibly the Millenial Eye, perhaps the PC can stop Pkerakin and destroy the monster's phylactery, perhaps even without the need to sacrifice the Wallmaster.

KHORANUS TRUEFORGE, MASTER ERAFTSMAN

Past Life: Unknown to the PC, in a former life, the PC was Khoranus Trueforge, a legendary dwarven smith. Although a true prodigy, Khoranus died in an unfortunate accident while working away at his own forge. He never finished the pinnacle of his life's work: a devil-hunting blade of unrivaled power known as the *Hellreaver*.

How he died: Fearing a shift in the balance of power with the impending arrival of *Hellreaver*, a powerful conclave of fiends known as the Grak'Mur-Zon secretly promised Khoranus' apprentice eternal life in exchange for Khoranus' murder. His apprentice pushed Khoranus into the depths of his own massive custom forge and burned him to death.

Quirk: The PC has always had issues with trust, although she does not know why. Whether she is introverted or social she never truly relies on anyone but herself. She also has the faint sense that she was meant for something more. It is as though she has one last item on her task list but she does not know what it is.

- Level 1 Dwarven is available as a language at the time of character creation. If the PC has a free bonus language available Dwarven must be chosen before any other language. Otherwise, the PC must select Dwarven the first time she places a skill point in Linguistics. The PC has no understanding of why she picked it up so easily – it's just something that has always felt natural and intuitive.
- Level 2 The PC's affinity with weaponsmithing begins to shine through. Whenever she invests a skill point in Craft (weapons) she immediately gains a +1 inherent bonus. The bonus stacks with the bonus for having Craft (weapons) as a class skill, if applicable. She can gain this +1 inherent bonus

over the course of her career up to a maximum of five times.

- Level 3 The PC's inexplicable talent at the forge begins to translate into subtle advantages during combat. The PC receives a +2 bonus on checks made to sunder an item. She also receives a +2 bonus to her Combat Maneuver Defense whenever an opponent attempts the sunder combat maneuver against her own gear. This bonus stacks with the bonus from the Improved Sunder feat, if the PC has it.
- Level 4 The PC gains the supernatural ability to speak with swords, allowing her to communicate telepathically with all intelligent magic items. This ability extends to intelligent magic items that otherwise lack the ability to speak, use telepathy or even know a language. For some reason, these telepathic exchanges are always in dwarven.
- At the same time, despite the PC's skill with a forge, the PC begins to manifest an inexplicable but extreme vulnerability to fire. The PC always takes double damage from fire.
- Level 5 The PC's level 5 feat selection must be <u>Master Craftsman^{APG}</u>. The PC gains the feat even if she does not yet meet the prerequisites. If the PC already has the feat, she instead gains Craft Magic Arms and Armor in the place of her 5th level feat.
- Level 6 The PC discovers she can fix most anything in the field, at least temporarily. The PC gains the *improvised repair (ex)* ability. As a standard action, the PC can suppress all penalties associated with the broken condition for weapon, armor and tools for one hour equal to her Craft skill score: Craft (weapons) for weapons, Craft (armor) for armor and Craft (carpentry) for tools. Once the duration has expired, the item regains the broken condition and it cannot be suppressed until the item is actually repaired. This requires the usual expenditure of the requisite amount of time and material cost.
- Level 7 The PC gains the *one with blades* supernatural ability, allowing her to understand the make-up of magical weapons so intimately that she is able to fight with them more effectively. When using a magic weapon forged from metal she gains a +1 inherent bonus to hit and damage. In addition, whenever she wields such a weapon her Armor Class increases by 1 as the blades works even harder to protect her in combat.

- Level 8 The PC gains the *crafter's independence* exceptional ability, granting her a +4 bonus on Will saves against the ego of any intelligent magic item that attempts to impose its will upon her.
- Level 9 The PC's affinity for magic weapons is so strong that even cursed items begin to pose less of a threat. The PC gains the *protection from cursed weapons* supernatural ability: The PC can wield a cursed magic item and ignore any drawbacks or penalties she chooses by making a successful Will save. The DC is 10 plus the item's caster level. The save must be made each round the item is wielded. In addition, if the PC ever wields a cursed item which cannot be discarded or an item which forces the PC to retain it from a compulsion, the PC is always free to discard it, without the need to make a Will save.
- At this point the PCs' pre-existing vulnerability to fire takes a terrible turn for the worse. All spells or magic items that grant protection from fire, such as resist energy, protection from energy or a ring of energy resistance (fire) fail to assist the PC in any way. Their magic simply does not work on her. The PC



becomes aware of this the first time any such spell is cast upon them or any such item is worn.

- Level 12 Over time, the PC's inherent talents as a weaponsmith appear to be naturally steering the PC towards the creation of weapons designed to further the eternal battle against evil. If the PC attempts to craft an intelligent magic item and the item has either a lawful good alignment or has the intelligent item purpose to defeat/slay devils, all listed intelligent item powers cost 25% less to craft. The PC becomes aware of this benefit as soon as this level is reached.
- Unbeknownst to the PC, use of this ability automatically attracts the notice of the Grak'Mur-Zon, the vile conclave that arranged for Khoranus' murder all those centuries ago. Fearful that the PC has begun to grow too great in power, the conclave takes subtle steps to arrange for her elimination, sending out hidden emanations of darkness to follow her everywhere she travels, silently calling out to her foes. As a result, from that point on, evil aligned magic weapons, or magic weapons wielded by opponents of evil alignment automatically increase their weapons enhancement bonus by +1 whenever they are used to attack the PC.
- Level 15 The PC becomes able to strip the magic from magical weapons and armor simply by striking them with a sharp blow. The PC gains the *sunder enchantment* supernatural ability, as per the <u>sunder enchantment barbarian rage power^{UC}</u>. However, there are two important differences. Firstly, the PC does not need to be raging or even have the rage ability; she can use this ability at any time. Secondly, she can only suppress the enchantments of weapons and armor, the ability does not function against other items such as staves, wands or wondrous items.

Optional Reincarnation Feat: Forger of Legends (See Appendix A)

Potential Plot Development: The PC might gradually encounter intelligent magic weapons who can provide clues as to the PC's true nature through her *speak with swords* ability. Perhaps the PC even discovers a weapon forged by Khoranus himself. Although Khoranus suspected he was murdered, he has no idea who it was. This is though a mystery the PC might solve, perhaps by eventually making a trek to the depths of Khoranus' legendary forge: the Fire Well to search for clues. For an interesting twist, perhaps Khoranus' assassin and former apprentice, Jovorin, has now himself been reincarnated as well. It was through the blessing and curse of reincarnation that the dark fiends made good on their promise of everlasting life. Perhaps the reincarnated Jovorin is now an important NPC in the campaign. Does guilt wrack Jovorin's reincarnated successor? Or will he instead be looking to finish the job, perhaps believing it is necessary to finally secure his immortality?

In addition to deciding how to deal with her murderer from a past life, the PC should also eventually piece together that she was once destined to forge the *Hellreaver*, a legendary fiend-hunting blade and that a part of her still strives to do so. If she adventures to the legendary Fire Well and ignites the smithy once again, the Grak'Mur-Zon, the desperate devils that arranged for Khoranus death the first time will likely try to strike once more. Perhaps this time, with the aid of a collection of allied intelligent magic weapons and maybe even the reincarnated Jovorin at her side, the PC will be ready.

DVERLADY CHARAXA, FUGITIVE FROM ELEMENTAL LORDS

Past Life: The PC was once the Overlady Charaxa, a powerful human conjurer and would-be despotic conqueror. Centuries ago, Charaxa entered into a sacred pact with four prominent elemental lords, one representing each major element. In exchange for the temporary loan of four elemental armies for a term of ten years, she promised to relinquish a powerful artifact known as the Throne of Terra, Flame, Sky and Ocean. In truth, Charaxa did not have the throne and was unable to pay. She had planned to secure it with her newfound army but the throne was not where she had believed. Her elemental forces conquered the now-extinct nation of Fenra, but as the decade drew to a close and her payment became due, she decided to flee for her life. From that day forward Charaxa became a fugitive, always taking flight from one plane to the next, disappearing each time that one of the elemental lords' deadly trackers discovered her newest hideaway.

How he/she died: Charaxa died from old age, hiding in terror from her dangerous creditors in the forgotten corner of a pocket plane devoid of all traces of the four primary elements. However, the power of her unfulfilled promise to the elemental conclave kept her soul alive, constantly reincarnating her. Forty generations later, she



is once more reborn. Eternal as they are, the elemental lords though have never forgotten the debt they are owed. Each time they discover Charaxa's newly reincarnated form, they pursue her anew, murdering her over and over until their debt is finally satisfied.

Quirk: Even if the PC is brave, he still has a bizarre collection of phobias that manifest at the oddest of times. Sometimes he gets nervous drinking water. Every now and then flickering candles cause him to jump. Some days he hates heights and wide-open spaces, or even the sound of the crashing tide. He can never truly relax.

- Level 1 The PC gains the *imperious nature* exceptional ability. Even if the PC comes from humble beginnings, giving orders is second nature to him. He receives a +2 bonus to Intimidate or to Bluff checks when giving orders, whether he is a genuine authority figure or simply impersonating one. In addition, the PC's leadership score, for the purpose of the Leadership feat is increased by 1.
- Level 2 The PC discovers he can speak, read and write the forgotten language of Fenra, the tongue of an ancient empire, long rendered extinct by the passage of time. This inexplicable talent is of little use though as, as far as the PC can tell, there is no

one else alive who shares this ability. The PC has no idea how he has this skill or why. It just comes to him suddenly in massive chunks of knowledge over the course of several days.

Level 3 - At this point, the quartet of elemental lords begins to sense Charaxa's return and takes action. Whenever a summoned elemental is in the PC's presence, whether it was summoned by the PC, his ally, or a foe, there is a percentage chance the summoned elemental will suddenly develop a murderous look in its eyes and attack the PC to the exclusion of all else, ignoring any previous commands it may have received. The chance of this each round is 20% multiplied by the elemental's Challenge Rating.

Level 5 - The PC's paranoia continues to increase and the PC starts jumping at shadows. Given that things in the shadows are indeed on the hunt for him, this is often beneficial. The PC gains a +4 bonus to Perception checks to notice foes for the purpose of determining whether he may act within a surprise round. In addition, the PC gains a +2 bonus to his initiative score. The PC's need to constantly look over his shoulder for threats comes at a price though. The PC suffers a permanent -4 penalty to all Concentration checks.

- Level 7 The PC gains the *timed escape* exceptional ability. Whenever he takes the withdraw action as a full round action, he does not draw attacks of opportunity for the first ten feet of movement.
- Level 9 Once the PC prepares for an attack, he puts his heart and soul into it as he well understands his very life may be on the line. Whenever the PC takes a readied action he receives his choice of +1 to his attack roll, his damage roll or increases the save DC of his spell by 1. At the same time, the PC's frayed nerves begin to erode his immune system. He suffers a -2 penalty to all saves versus poison and disease. His sleep becomes erratic. It takes 12 hours to achieve an eight-hour rest for the purpose of preparing arcane spells or recovering hit points naturally. The PC also ages quicker, sliding into each age category (middle-aged, old, venerable and maximum) 1d10 years earlier than normal.
- Level 11 Constantly confronted by elemental assassins, Charaxa strategically designed an abjuration which enabled her to copy the immunities of

her foes. For example, when confronted by a fire elemental, she gained immunity to fire negating its most obvious method of attack. At this point, the PC becomes able to subconsciously call up faint remnants of this powerful magic, gaining the *chameleonic defense* supernatural ability. Once per day, as a swift action, the PC may duplicate an immunity or resistance of an enemy within 30 feet, copying that benefit. Once activated, the benefit lasts for three rounds.

Optional Reincarnation Feat: Contingency Echo (See Appendix A)

Potential Plot Development: Charaxa's past life is perhaps the easiest of the storylines presented here to integrate. Even if the PC takes no initiative, Charaxa's past will come to him. The quartet of elemental lords periodically dispatches elemental killers to assail the PC. The PC will eventually seek to uncover the explanation for their aggression and learn of Charaxa's pact and why it is the elementals think he is Charaxa. At this point, one possible means of resolution is for the PC to end this intergenerational legacy of bad karma by finally making good on Charaxa's debt. Perhaps the PC can succeed where Charaxa herself once failed: find the Throne of Terra, Flame, Sky and Ocean (a major artifact) and turn it over to the elemental lords.

AHN NEP A TEP & SUESAEMA, STAR-CROSSED Lovers from a Desert Kingdom

Past Life: Ahn Nep was the young heir to the desert citystate of Hyen. Suesaema was a nomadic tribal princess. Their budding romance promised to unite the wild tribes with Hyen and usher in a new age of cooperation and prosperity. Not everyone was enamored with the impending nuptials, however. A cabal of war merchants well understood that the status quo of serialized conflict had inflated its profits over the past several decades. The cabal hired a deadly assassin known as the Sicklesword of Na to solve their dilemma with finality. After the death contract was fulfilled, the High-Regent of Hyen and the elders of the wild tribes immediately blamed each other for the grisly murder. The conflict was given life anew.

Unbeknownst to the men of the nameless cabal that hired the Sicklesword, Ahn Nep and Suesaema had sworn before their pantheon of ancient gods that their love would remain unbreakable – and indeed it was. Every ten generations or so, their souls are reincarnated into new bodies somewhere in the world. And with the inexplicable



power that is eternal love, the two always manage to somehow find each other, even if it takes them quite some time before they realize what they have accomplished.

The relationship is further complicated, however. The Sicklesword too swore an oath. As a professional killer, he professed that the deed was done and now maintians a mystical connection to his victims. As such, every time Ahn Nep and Suesaema are reincarnated, the Sicklesword rises as a powerful mummy assassin. He then stalks the land compelled to repeat the assignment he has been unable to finish.

How they died: The Sicklesword of Na used his abundant step ability to steal into Ahn Nep's bedchamber from the street below during one of Suesaema's secret visits. The killer slipped *necklaces of strangulation* around each of his victims and the young lovers asphyxiated quickly. Na then cast their bodies from the palace balcony to the mudsplattered street below for the world to find.

Quirk: The PCs have an "irrational appreciation" for one another. No matter how little they have in common, they are prone to view everything the other does in the best light possible. They find it difficult to quarrel. As the game begins, the two PCs are likely unaware they are in love, likely mistaking their feelings for simple comradery. As the game progresses, their feelings eventually evolve into a deep seated passion.

Special: This past life profile is an option available for scenarios in which two players have opted for their PCs to have past lives and the GM senses a role-playing opportunity should the two past lives be intertwined.

- Level 1 The PCs gain the *passionate aider* exceptional ability. Whenever one of the PCs successfully assists the other using the aid another action, the bonus is +3 instead of the usual +2. The bonus does not apply when the PCs aid other people, only when aiding each other.
- Level 2 The PCs begin to suffer from *separation anxiety*: whenever the PCs are more than 500 feet apart and have lost line of sight, both PCs become slightly distracted and on edge. When the above condition is met, both PCs suffer from a -1 penalty to Perception checks as well as on initiative rolls. This is a supernatural curse effect.

Level 3 - The PCs do not gain a feat at third level. Instead they each gain the <u>Bodyguard</u>^{APG} feat, regardless of whether they possess the prerequisites to qualify for it or not. However, the PCs can only apply the protective benefit of the feat to protect one another.

Level 4 - The PCs need for one another continues to grow to a fevered pitch. If one of the two PCs should die, the other gains the sickened condition. The effect is permanent, unless and until the dead PC is revived and the two PCs are once again within each other's line of sight.

- Level 5 The PCs gain the *irrepressible teamwork* supernatural ability. The PCs can select teamwork feats and obtain 2 teamwork feats at the cost of a single feat. However, when they do so the benefit of the feats only applies as between the two of them and does not work with any other ally. The PCs must select the identical feats in order for the benefits to apply. Both PCs must qualify for the feats as normal in order to select them.
- Level 6 A vestige of the PCs' terrible death experience from their former lives emerges and the PCs become unusually susceptible to suffocation. When the PCs have no air to breathe, they can only hold their breath for 1 round per point of Constitution, instead of the usual 2 rounds. Further, taking a standard or full-round action reduces the duration remaining by 2 rounds, instead of the usual 1 round.

Level 7 - The depth of Ahn Nep a Tep & Suesaema's sacred promises to one another becomes so strong

it becomes extremely difficult for one PC to ever harm the other. The PCs each gain the *unbreakable vow (ex)* ability. If one of the two PCs is ever magically controlled, influenced or compelled by any reason by an effect which required a Will save and is forced or manipulated to harm the other, the PC gains an immediate second Will save to permanently break free from the effect. The PC gains a +4 bonus on the second save.

Level 9 - The PCs both benefit from a permanent *status* spell, enabling them to be constantly aware of each other's position and wellbeing. However, the benefit only functions as between the two of them.

Level 12 - The PCs connection grows so strong they can assist each other to endure the trials of adventuring. Three per day, the PCs can cast *shield other* on each other as a spell-like ability. For the spell to function the PCs must both cast the spell on each other and must both cast it during the same round.

Optional Reincarnation Feat: Synchronous Tactics (See Appendix A)



Plot Development: The silent Sicklesword of Na will inevitably rise (a human slayer/monk with the mummified creature template) and attempt to murder the PCs regardless of where they might be in the world. Each time the Sicklesword is slain, he simply rises again at a later point in the campaign – again as a mummy, but with additional class levels, ensuring he poses a challenge of the appropriate CR. Ultimately, the Sicklesword of Na rises as a mummy lord. The PCs will have to uncover why the Sicklesword keeps trying to kill them, a clue being the ancient hieroglyphs imprinted on the inside of the creature's funerary wrappings. The glyphs are text from an ancient tongue. With research or magic, the PCs can trace the stylized pictograms to the ancient city-state of Hyen.

Adventuring in the ruins of Hyen can point the PCs to the Pyramid of a Tep. There the original bodies Ahn Nep a Tep and Suesaema have lain for millennia, still interred in coffins, their *necklaces of strangulation* choking off the windpipes of their throats. The vertical writings on the pyramid walls tell their story, but only from the perspective of the aristocracy of Hyen, who misguidedly assumed the wild tribes were responsible. To get the real story, the PCs must find the necropolis of the Sicklesword of Na. Hidden within his encrypted ledgers of death contracts, lies the names of his true employers.

But discovering the truth behind Ahn Nep a Tep and Suesaema's murder does not halt the Sicklesword's unending quest for their death. The PCs will either have to fake their own death and trick the mummy into believing his task is finally complete, or defeat the assassin a final time and place the two *necklaces of strangulation* from the Pyramid of a Tep around his throat.

The Sky Mother, Murdered Goddess Replaced by Doppelganger Demon

Past Life: The PC was a chaotic neutral deity of weather, worshipped by farmers, sailors and others who sought protection from the horrors of storms. Although mischievous and fickle—and often quick to anger—the Storm Mother was also known for tirelessly protecting her children upon the earth.

How he/she died: A thousand years ago, an arch-demon, the succubus shape-shifter Nylora Soulbane, acquired a powerful artifact: an ancient headdress called the *Onyx Trinity*. Wearing the *Onyx Trinity*, Soulbane was able to channel sufficient power to challenge and then slay the

Sky Mother in solo combat in the outer planes. Soulbane then took the Sky Mother's place, stealing her identity. Her infiltration was so successful that the rest of the Sky Mother's pantheon and even most of her closest worshippers failed to detect that anything had changed. Those that did were quietly eliminated. Over the next several centuries, Soulbane began insidiously transitioning the Sky Mother's followers further down the evil end of the alignment axis, gradually creating a dark new faith as she slowly reveals her true nature one tiny piece at a time. Nylora Soulbane is remarkably patient for a demon. The transition has been so slow, it has almost been imperceptible. Her agents travel throughout the material plane quietly destroying and replacing any documented history of the original Sky Mother which is incompatible with her ultimate vision. Her end goal is to create both a history and a present in which the Sky Mother will have always been a dark force of terrible evil.

Quirk: The PC has always been a tad claustrophobic, preferring outdoor expanses over caves or cramped dwellings. At the same time, regardless of their upbringing, the PC is surprisingly hardy, rarely bothered by the cold or rain.

Special: The Past Life Profile below provides a sample deity called the "The Sky Mother". For this Past Life Profile to best mesh with your campaign, you might choose to substitute an appropriately-themed deity from your campaign's game world.

Because of its world-spanning, high-stakes nature, this Past Life Profile is a particularly good match for campaigns that incorporate the mythic rules. However, it is not actually necessary to use any of those mechanics in order to weave this Past Life Profile into your game.

- Level 1 Auran is available as a language at the time of character creation, if the PC has a free bonus language available Auran must be chosen. Otherwise, the PC must select it the first time he places a skill point in Linguistics. The PC has no recollection where or how he learned it – it's just something he has always known.
- The PC is also an intuitive predictor of weather and cannot understand why the sky is such a mysterious surprise for the rest of the world. The PC has a +5 inherent bonus on all Survival checks to predict the prevailing weather pattern for the next 24 hours.

Level 2 - Rather than batter him senseless, storm

winds always seem to somehow veer around the PC at the last moment. The PC is treated two sizes larger for the purpose of wind effects.

- Level 3 The PC begins to dream of being a bird or perhaps an air elemental, soaring in the wind. The PC inexplicably gains Fly as a class skill, though the PC does not otherwise gain a means to actually fly. In addition, the DC to perform the hover maneuver is reduced from 15 to 10. If he already has Fly as a class skill, the PC instead gains an inherent +1 bonus to the skill.
- In addition, whenever the PC falls, a successful DC 15 Acrobatics skill check enables him to ignore the first 20 feet fallen, instead of the usual 10. As normal, the PC still ends up prone if he takes damage from a fall. If the PC successfully makes the check there is a sudden gust of wind as though the air suddenly moved to catch him and buffer his landing.
- In addition, at this point, the PC should ideally have come across representatives of the priesthood of the Sky Mother in the course of his adventures. The PC should discover that he has an inexplicable intense dislike of the deity and all of her clergy. Unaware the Sky Mother is really the demoness Nylora Soulbane, the PC should not yet realize that his subconscious hatred is actually directed at the imposter, and not the true Sky Mother. The PC suffers a -4 on any attempts to influence a priest or follower of the Sky Mother using Diplomacy, Intimidate or Bluff. Any healing or beneficial spell bestowed by a priest of the Sky Mother automatically fails.
- Level 4 The PC becomes straight up uncomfortable underground. Unbeknownst to the PC, ancient memories buried within his subconscious recall his is forbidden to travel in the domain of the Sky Mother's once-rival, Gharjune the Chasm Dweller, a dastardly deity now lost to time. As such, whenever travelling below ground, such as within a subterranean cavern, the PC gains the dazzled condition. Bizarrely, because of the terms of the Sky Mother's ancient compact, the effect does not occur when the PC is below ground in a worked structure, such as a dungeon corridor or the basement of a man-made temple – only naturally occurring underground terrain causes the discomfort.

Level 5 - Clouds seemingly part for an instant, wherever the PC chooses to gaze. The PC gains the *vapor sight (su)* ability. Clouds and vapor, including spells such as *obscuring mist, fog cloud*, and similar effects barely restrict his sight. The PC ignores the 20% miss chance caused by concealment from mist, clouds or vapor, whereas a 50% miss chance caused by mist, clouds or vapor is reduced to 20%.

Level 7 - The PC finds that his -4 penalty to influence the priesthood of the Sky Mother now further extends to any creatures with the demon or shapechanger subtypes. Spells cast upon him that attempt to duplicate the PC's form such as *mirror image*, *darting duplicate*^{PC:MTT}, or *clone* automatically fail, whether the PC is the actual caster or merely the target. The PC gains the benefits (and penalties) of a *rage* spell when attacking any opponent who has assumed the PC's appearance, such as a doppelganger. The effect cannot be negated by a *calm emotions* spell.

Level 9 - At this point, nature itself begins to recognize the PC's true grandeur. Lightning bolts go to great lengths to avoid harming him, almost as though they were sentient. Natural lightning never strikes the PC and he can travel through weather storms without fear. Instead, any bolts that might otherwise come near the PC suddenly fork and arc away. Moreover, if the PC successfully makes a Reflex save against an enemy spell with the electricity descriptor, the spell is deflected back at the caster as though the PC had the benefit of a *spell turning* effect. This ability provides no benefit from electrical attacks with no save or those which are not from a spell. For example, it provides no benefit against damage from a magical weapon with the *shock weapon* property or the slam attack of a lightning elemental.

Level 11 - One with the storm, the PC can transform into a bolt of lightning and blast across the sky, right through his enemies. The PC gains the *storm strider (su)* ability: the PC may cast <u>storm step</u>^{PC:BE} as a spell-like ability once per day. The PCs' character level becomes his caster level for the purpose of the spell.

Optional Reincarnation Feat: Quench Walker (See Appendix A)

Potential Plot Development: The Sky Mother past life is meant to provide a very slow reveal, a story arc suitable for a very high level or perhaps a character pursuing mythic tiers. It should be hard for the PC to guess that he is in fact the Sky Mother when all evidence suggests the goddess is very much still alive and indeed quite active in the world's affairs.

As the PC begins to wonder about the mysteries of his past life, the PC should start by piecing together that he appears to have an inexplicable antipathy towards the Sky Mother's clergy. As he comes into opposition with the church he should gradually uncover that the Sky Mother's agents (really agents of Nylora Soulbane) are slowly and subtly trying to stamp out historical records and gradually change the church's doctrinal messages. As the PC grows in power, Soulbane will eventually send her agents to attack the PC directly and the clues should gradually become more obvious.

Eventually the PC will uncover that the Sky Mother is really Nylora Soulbane, perhaps after the PC locates and rescues the Sky Mother's original herald, Axuris the Everhawk, a mythic roc which the demoness banished to an obscure pocket of the elemental plane of air, a planar cage wreathed in a belt of storms. At that point the PC may wish to reveal the truth of Soulbane's deception to the rest of the pantheon and perhaps even reclaim his heritage. The majority of the gods will be deeply upset to learn a lowly demon has infiltrated its ranks and murdered one of its own. Soulbane, of course, will do everything in her power to prevent her secret from being uncovered. Her years of ascension to godhood have netted her vast resources over the intervening centuries. She is even capable of blackmailing several of gods and it may take a while before the PC can learn who his true allies are.

ARCH-PROGENITOR ANHILISTRA. Renegade Aboleth

Past Life: The PC was once Arch-Progenitor Anhilistra, a powerful aboleth slaver who once ruled the Ghoranora Trench, a gigantic zigzagging fissure running across the ocean floor. Anhilistra was renown, even amongst his own kind, for his psionic talents. But he was particularly famed for his skill in engineering biological enhancements for the lesser slave races. Anhilistra specialized in redesigning aquatic humanoid laborers, the builders who constructed the massive subaqueous citadels in honor of their aboleth masters.

After many centuries of protracted study, Anhilistra became obsessed with the unpopular idea of imbuing slaves with a modicum of independence. He found that when he providing his thralls with the freedom and space to express creativity their productivity was elevated to new heights. Anhilistra's peers bristled. Eventually the Over Council of Aelaeus ruled that the Arch-Progenitor had gone too far and must be brought to heel. This was not simply pushing boundaries in the name of racial improvement-Anhilistra had crossed over and committed the heresy of liberty, a dangerous ideal in the hands of the lesser races. In response to the Over Council's near-sighted ruling, the defiant Anhilistra began freeing lesser races en masse, not out of any sense of morality, but to accelerate his experiments and prove his thesis. By then Anhilistra had an overdeveloped sense of pride in the achievements accomplished by his colonies of so-called Free Builders. Several of Anhilistra's now independent city-states began worshipping Anhilistra as a god, renaming him the Trench Master of Ghoranora. They soon took up arms in his name against neighboring slave colonies controlled by rival aboleth. In response, the Over Council dispatched its coordinated armies and arranged for Anhilistra's capture and execution. The Free Builders of Anhilistra were stamped out.

How he/she died: After capturing Anhilistra, the Over Council surgically dampened the aboleth's psionic powers. They then stranded the Arch-Progenitor's body on a small rocky island spearing up out of the ocean. Anhilistra's body mucus slowly dried out in the sun and the aboleth suffocated painfully. By then he had become so fervent in his scientific conclusions that he regretted nothing, other than the destruction of the records of his research.

Quirk: The PC can't shake the feeling that their skin is dry, suffering from an itchy discomfort. This does not have a game effect.

- Level 1 The PC develops *arrogant pride* exceptional ability: The PC finds he has difficulty accepting help from others. Somewhere a voice in the back of his mind constantly reminds him he is superior and that he needs nothing from anyone else. The PC can only benefit +1 (instead of +2) from the aid another action. Additionally, the PC cannot benefit from teamwork feats. If the player intends to learn a teamwork feat for their PC, the player PC should be advised of this difficulty and be granted the opportunity to select another feat instead. *Arrogant pride*, however, does not interfere with an inquisitor's <u>solo tactics</u>^{APG} ability, and teamwork feats combined with this class ability function normally.
- Level 2 The PC acquires the *phantom limb* supernatural ability: The PC has the strange sensation that he has several more invisible appendages, each one as strangely delicate as it is sensitive. To simulate this, the PC gains *mage hand* as a spell-like ability.
- Level 3 The PC gains the *contemptuous worker* exceptional ability and struggles with menial labor. It's not that the PC is lazy, it's resentment: he just can't seem to shake the feeling that someone else should be doing such tasks for him. This manifests in several ways: (a) his strength score is treated as 4 points lower for the purpose of determining his carrying capacity; (b) his Speed is considered 10 feet less for the purpose of calculating overland movement (lengthy trips measured in hours or days); (c) the base DC for attempting a forced march is increased to DC 15; and (d) he suffers a -2 penalty to all Craft and Profession checks of any kind.

Level 5 - At this point, twisted inspiration begins to insidiously infest the PC's dreams. His mind begins to fill with unwelcome ideas of how to improve his allies so they can better serve his needs. By merely touching their foreheads and concentrating he can spontaneously enhance them from within, sometimes even going as far as to add a subtle physical mutation. The PC does not gain a feat at 5th level. Instead he gains the evolve minion (su) ability: As a standard action, the PC can confer a bonus feat upon a willing ally from the following list: Acrobatic, Agile Maneuvers, Alertness, Aspect of the Beast, Combat Reflexes, Dodge, Eagle Eyes, Endurance, Fleet, Iron Will, Lightning Reflexes, Prodigy, Run, Nimble Moves, and Stealthy. The PC may bestow one feat upon a single ally per five character levels. The feat lasts for 24 hours. The ally need not qualify for the feat to receive the benefit. The PC cannot use this ability on himself.

Level 6 - By now, the PC discovers that they particularly struggle with accepting authority. In general, he can't escape the sensation that anyone at the top of the heap is a narrow-minded individual lacking in vision. Despite the PCs' best efforts to conceal it, their subconscious impression permeates and interferes with their ability to relate to superiors. The PC suffers a -2 on all Diplomacy checks with all forms of leaders of any kind: kings, commanders, bosses, mayors etc. He suffers the same bonus against authority figures such as guards, soldiers and watchmen who attempt to exercise any form of control.

Level 7 - The PC develops an inexplicable chronic susceptibility to dehydration. The PC can only go without water for 1 hour plus a number of minutes hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. If the PC takes an amount of nonlethal damage equal to their total hit points he begin to take lethal damage instead. Anyone making a successful DC 15 Heal check will conclude that the PC is not in fact dehydrating, rather the need for excess water is all in the PCs head, perhaps some form of bizarre delusion. Nonetheless, the PC's need for hydration persists and the potential penalties still apply, regardless of how this is explained to him.

DEHYDRATION

As described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, a character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

Level 9 - The horrid dreams of modifying his friends and allies persist, becoming ever more alien yet strangely comfortable at the same time. The PC gains the *greater evolve minion* supernatural ability, adding the following to the list of feats which he is able to bestow on his allies using his *evolve minion* ability: Blind Sight, Deadly Aim, Sharp Senses, Strong Comeback, Improved Initiative, Iron Hide, Keen Scent, Razortusk, Power Attack, and Toughness.

The PC may also discover his *evolve minion* and *greater evolve minion* are particularly effective when employed on skum, an aquatic race once engineered by the aboleth. Whenever the PC uses either of these abilities on a skum he may confer two feats instead of one. In addition, he may further add the following items to the list of feats he can confer upon a skum minion: Skill Focus (Knowledge [engineering]) and Skill Focus (Profession [architect, laborer, or miner]). He may also choose one of these Skill Focus feats and make it permanent but if he does so, he may no longer evolve that particular skum any further.

Optional Reincarnation Feat: Abusive Arrogant Lecture (See Appendix A)

Potential Plot Development: The PCs' dreams should gradually become filled with alien scenes of vast underwater cities filled with subaquatic citadels-all now dark, barren and crumbling. Eventually the PC might seek these ghost cities out, discovering their locations scattered throughout the depths of the Ghoranora Trench. Alternatively, perhaps the PC might instead be found by one or more intrepid scouts from a tribe of Free Builders, still searching for their ancient benevolent master after all these millennia past. Although not immortal, the aquatic humanoid race known as skum (the ulat-kini) were biologically engineered to be ageless, and as such are, in theory, capable of surviving indefinitely. Perhaps a few further managed to survive the systematic genocide in the Ghoranora Trench by the forces of the Over Council of Aelaeus. The surviving scattered tribes of ulat-kini seek the PC out, following a mysterious vision from their tribal elder, uncertain of what they will find.

If the PC manages to accept the devotion of his bizarre aquatic supplicants, he may gradually unlock the secrets of his past. But cooperating with the Free Builders attracts the attention of the present-day incarnation of the Over-Council, now more of a despotic guild of deep-water aboleth than the world-spanning authority it once was. Regardless, the Over Council recognizes that the PC and the Free Builders are a threat and looks to finish the job of millennia past, sending merfolk agents or even colossal sea monsters to destroy them. The PC may discover he has inherited the responsibility of seeing to the survival of the Free Builders he engineered in another lifetime ago. By helping the Free Builders reach a new home where they can hide and survive and begin to build again, the PC may establish for himself a form of closure by ensuring the Trench Master's legacy remains eternal.



APPENDIX A:



Seven new feats are detailed here, each one corresponding to a different past life profile:

Abusive Arrogant Lecture

You do not tolerate screw-ups. Whenever someone within your vicinity fouls up, you are certain to berate them for their failings. Naturally, your harsh but insightful criticism immediately spurs them to perform better.

Prerequisites: Pastlife Profile (Progenitor Anhilistra), 4 ranks in Intimidate

Benefit: Whenever an ally fails on a skill check or attack roll by rolling a natural 1, you grant them an immediate retry with a +2 competence bonus. The ally must be within 10 feet per character level and within your line of sight. You cannot confer this benefit upon yourself.

Contingency Echo

In your past life you benefited from a web of powerful *contingency* spells. The protective wards were so strong that traces of the magic still reverberate within you even today. The lingering magics provide sudden boons when least expected, but perhaps when needed most.

Prerequisites: Pastlife Profile (Overlady Charaxa), base attack bonus +4

Benefit: Once per day, you can gain one of benefits listed below as an immediate action, if the triggering condition occurs.

- If you gain the grappled condition: a grease spell, with a duration of 1 round, is cast upon your armor or clothing.
- If you are fully immersed in water, oil or another liquid: a *touch of the sea* spell, with a duration of 1 round, is cast upon you.
- If your hit points drop below 1/4 of their maximum total: a *cure light wounds* spell is cast upon you (caster level 1).
- If you fall more than 30 feet: a *feather fall* spell is cast upon you (caster level 1).

You may not decline the protective spell, hoping to later access a different benefit; the first triggering condition expends the benefit for the day.

DIVINER'S RETALIATION (COMBAT)

During moments of stress and peril in combat, you focus your mind. You find yourself able to read your opponents' hostile thoughts and intentions, permitting you to sense their future movements even before they make them.

Prerequisites: Pastlife Profile (Vantum H'Haron), base attack bonus +4.

Benefit: Whenever an opponent injures you, causing a loss of hit points, you can cast <u>anticipate thoughts</u>^{OA} against that opponent as an immediate action as a spell-like ability using your character level as your caster level. You can only have a number of active <u>anticipate thoughts</u> spell effects at one time equal to half your character level. Further casting beyond this number causes the oldest spell to immediately expire.

Forger of Legend

You do not just craft weapons and armor; your creations are tailor-made to honor legendary heroes. Sometimes your weapons or armor even play a role in their rise to greatness.

Prerequisites: Pastlife Profile (Khorhanis), Craft Magic Arms and Armor

Benefit: When you create a new magic weapon or suit of armor costing 4,000 gp or more to create, you may choose to designate a specific recipient for the weapon. You may not choose yourself as the designated recipient. If you successfully craft the weapon, it gains one additional perk and on additional quirk (from the alternate item creation rules from Pathfinder Unchained. These boons apply even if you are not using that rule subsystem in your campaign). The perk and quirk, however, only function when the item is worn or wielded by your designated recipient. You may choose the specific quirk, but the perk is either chosen by the GM or determined randomly.

LEAPING COMBATAN

Unlike your stagnant opponents, you leap and dive when you fight, adding a third dimension of scrappy tactics to your martial skill.

Prerequisites: Pastlife Profile (Kyssalis), Acrobatics 4 ranks

Benefit: You are never denied your Dexterity bonus when jumping. Further, whenever you perform a jump of 10 feet or more (either vertical or horizontal), you gain a +1 dodge bonus as well as a +1 bonus to Reflex saves



until the start of your next turn. In addition, you gain a +1 bonus to hit targets in squares in or adjacent to your point of landing, as long as the attack is made on your same turn. Finally, you gain an additional +2 bonus to an Acrobatics check to move through an opponent's threatened space without drawing an attack of opportunity, as long as the movement is part of a jump.

QUENCH WALKE

Wherever you step, fire fizzles out with a hiss of steam, as though an unseen rain cloud somehow douses the area around you.

Prerequisites: Pastlife Profile (The Sky Mother), Survival 4 ranks

Benefit: All non-magical fire is immediately extinguished from any 5 x 5 square you stand in or move through. The effect lasts for as long as you remain in the square, plus an additional 1d4 rounds. After that time, it is possible for the area to catch fire once again. In addition, you may pass through a *wall of fire* without taking damage, but the *wall of fire* is itself unaffected. Finally, you gain fire resistance 2, a benefit which stacks with any other form of fire resistance. You may suppress any aspect of this ability as a free action.

Synchronous Tactics (Teamwork)

You have discovered that the true secret to working with your allies is precision timing.

Prerequisites: Pastlife Profile (Ahn Nep a Tep or Suesaema), any two teamwork feats

Benefit: Whenever you act on the identical initiative number in combat as another ally with this feat (perhaps by using the delay action to achieve this) and both you and your ally attempt to perform at least one identical action, you may each select one of the following benefits: a +2 bonus to a single attack roll, a +2 bonus to a single damage roll, a +2 increase to the save DC of a single spell, a +2 bonus to Armor Class for one round, or a +5 bonus to Speed for one round. Examples of identical actions include: attempting a melee attack against the same target, attempting a missile attack against the same target, moving towards or away from a specific foe, taking the total defense action, and casting the same spell.

APPENDIX B:

New Magic İtemş

This section presents unique magic items which tie into the storyline for each of the sample Past Life Profiles presented. It also details special abilities a PC can "unlock" for each magic item if they have the requisite Past Life Profile.

KYSSALIS AND THE STOLEN VARAPOSSIBILLON

During the war between the Dead Water Tribe and the Heartbow clan, one of the key figures was the elvin hero Haelcryrn Starryoak. Starryoak wielded a legendary bow known as the *VaraPossibillon*. The bow contained the magical power to prohibit the Dead Water Tribe's warriors from attacking, briefly freezing them upon the battlefield at critical moments. Ever frustrated, the Lizard Queen Kyssalis made a point of tracking Starryoak down and tearing him apart. Afterwards, Kyssalis claimed the *VaraPossibillon* for herself. She discovered the bow was not imbued with any particular allegiance; its power could be wielded against elves just as easily. The Lizard Queen was particularly elated to discover the *VaraPossibillon* could be used to nullify the spellcasting of the Heartbow clan's bladesingers. However, years later, Kyssalis lost the bow in a battle against Vallusarian, an elvin Captain, and the legendary weapon sunk into the depths of the Shademarsh, presumably never to be seen again.

At some point when a PC with the past life profile of Kyssalis the Elf Eater reaches level 7 or higher, he might recover the *VaraPossibillon*. If so, the PC instinctively recognizes the bow. He immediately knows how to use it and the weapon's violent history slowly permeates into his dreams over the next several nights.

Special: When a PC with the Past Life Profile of Kyssalis fires a possibility arrow from the *VaraPossibillon* he may specify two actions the target is prohibited from performing, instead of just one.

The VaraPossibillon

18,000 GP

Slot none CL 15th Weight 3 lbs. Aura strong enchantment

This +1 composite longbow of darkwood has been etched with the symbol of the elvish Heartbow clan. The bow is permanently silenced with magic; its string generates no "twang" when fired. This provides a +4 circumstance bonus to Stealth checks made while sniping, as described under the Stealth skill. The bow's greatest power, however, is that it can fire translucent arrows that rip away its target's choices, binding them in subtle ways. As a free action, the wielder can produce a possibility arrow, which persists for 1 round or until used. Once the possibility arrow is created, another cannot be created until 4 rounds have passed. The possibility arrow acts as a normal arrow, but also affects the target as a forbid action^{UM} spell (Will negates). The wielder must specify which action is prohibited (i.e. attack, cast, communicate, draw or move) before the arrow is fired. The save DC is 10 + 1/3 the archer's character level + the archer's Dexterity bonus.

CONSTRUCTION REQUIREMENTS

Cost 9,000 GP Craft Arms and Armor, greater forbid action



VANTUM H'HARAN AND THE SLIPWARD GRIMOIRES

The *slipward* grimoires were created by the renown diviner, Vantum H'Haran. The ancient text enabled the reader to uncover the secret passwords to bypass the dangerous glyphs and wards guarding ancient tombs. H'Haran made seven such tomes and disseminated them amongst the tomb runners of the Millennial Eye, a secret society dedicated to locating and destroying the phylacteries of liches. Although the Millennial Eye still has three copies to this day, four of the original slipward grimoires have been lost. At some point when a PC with the past life profile of Vantum H'Haran reaches level 7 or higher, she might discover a lost copy on her travels. Somehow, she recognizes the book as something she herself once made. She instantly knows how to use it. The strange stylized eye on the cover is a clue which may lead her to discover the existence of the Millennial Eye, a hidden society which still exists in the shadows to this day.

Special: When a PC with the pastlife profile of Vantum H'Haran employs a *slipward grimoire*, the DC is reduced to 10 + spell level.

SLIPWARD GRIMOIRE

9,000 GP

Slot none CL 15th Weight 4 lbs. Aura strong divination & enchantment

This leather-bound volume inset with a stylized eye magically reveals passwords to protective wards upon its pages. If the wielder of the *slipward grimoire* is aware of a protective ward, and the spell has a word or phrase which enables one to bypass it, the wielder may divine the secret word by making a successful Spellcraft check against the ward's DC (typically 15 + spell level). Retries are not possible. Spells for which a *slipward grimoire* is capable of revealing passwords for include: *alarm*, *fire trap*, *forbiddance*, glyph of warding, greater glyph of warding, symbol (all versions), symbol of sealing, and teleport trap.

CONSTRUCTION REQUIREMENT

Cost 4,500 GP Craft Wondrous Item, glyph of warding, legend lore

KHORANUS TRUEFORGE AND THE FAR BLADE OF DEEP HOLD

A once-in-a-generation master craftsman, Khoranus forged many weapons of legend upon his subterranean forge, a great hearth spearing into the earth known as the Fire Well. Yet one of his most popular items was not a weapon at all, but instead a metal band which could be attached to any weapon, enabling its wielder to strike targets at a distance as though they were standing next to them. Khoranus gifted this item, known as the far blade, to a famous dwarven hero, named Jorhan Deephold. Jorhan affixed the far blade to his personal battle axe, a powerful magic weapon in its own right, nicknamed Tide Turner. Years later, after Jorhan fell in an ambush of invading purple worms controlled by a feuding duergar clan, both Tide Turner and the far blade passed to his surviving grandson. Jorhan III, later went on to form the Deep Hold clan. His family axe and its accompanying far blade ultimately became a symbol of the clan, adorning shields, crests and cavern walls. Unfortunately, in centuries past, the Deep Hold clan was exterminated by a throng of relentless cloakers (sent by the same duergar, generations later). Tide Turner and its far blade attachment were separated and lost to time, drifting from treasure horde to treasure horde over the centuries.

At some point when a PC with the past life profile of Khoranus Trueforge reaches level 7 or higher, he might recover the *far blade* (with or without *Tide Turner*). If so, the PC recognizes his own style of weaponsmithing. He immediately knows how to use it and the weapon's storied history slowly permeates into his dreams over the next several nights.

Special: When a PC with the pastlife profile of Khoranus Trueforge wields a weapon with a *far blade* attached, the penalty for striking two properly spaced targets at once is reduced from -4 to -2.

FAR BLADE

10,000 GPSlot noneCL 12th Weight 2 lbs.Aura strong enchantment

This ovular metal band twinkles with the soft light of distant stars. It may be affixed to the hilt or grip of any melee weapon and it instantly resizes for the perfect fit. When wielded, a floating duplicate of the weapon appears ten feet in front of the original, copying all motions of the original. This effectively adds an additional ten feet of reach to the weapon, enabling attacks at more distant foes. If the wielder is battling an adjacent opponent and can also draw a straight line through that opponent's square to a second opponent exactly 15' away, it is possible to strike both targets simultaneously with a single stroke (a single attack roll). However, the attack is made with a -4 penalty. The wielder may forego the penalty and instead chose to attack a single target of their choice.

CONSTRUCTION REQUIREMENTS

Cost 5,000 GP

Craft Arms and Armor, Craft Wondrous Item, <u>Reach</u> <u>Spell</u>^{APG} (Metamagic)

TIDE TURNER

18,000 GP

Slot noneCL 15thWeight 4 lbs.Aura strong enchantment

This +1 dwarven axe has the capacity to become an item of formidable power, but only when the wielder is outnumbered. Whenever the wielder's enemies on the battle field outnumber his allies, *Tide Turner* begins to glow brightly with a silvery illumination equal to that of a *light* spell. It then becomes a *bane weapon* of whatever creature type the wielder's faces the most of, automatically switching the creature type of its *bane* property as the numbers ever dictate a change. As soon as the number of foes falls below the number of allies, *Tide Turner* reverts to a normal +1 dwarven axe once more, its light fading away. When determining the number of enemies and allies on the battlefield, do not count combatants who are dead (unless they are undead or constructs and have not been destroyed).

Construction Requirements Cost 9,000 GP

Craft Arms and Armor, heroism

DVERLADY CHARAXA AND THE BROOCH OF KARMIC REVERSAL

During her decades of hiding, Charaxa continually devised numerous defensive measures to keep herself alive. Among them, she crafted her own magic items to protect herself from ambush. One of her favorite items was the *brooch of karmic reversal*, which she wore as a clasp on her great black gown. The *brooch* protected her from a number of dangerous attacks while simultaneously providing important benefits to help her stage an escape.

Unfortunately, Charaxa lost the *brooch* millennia ago. When the hired oread mercenary, Dastilraj, attacked her while riding atop his gorgon, the *brooch* not only spared Charaxa from the creature's petrifying breath, it sheathed her in rock, preventing the mercenary from slaying her with his magic arrows, at least long enough for her to jump to another pocket plane to hide in. However, the *brooch* broke free of her cloak in the dimensional jump and was cast adrift amongst the many planes.

At some point when a PC with the past life profile of Overlady Charaxa reaches level 7 or higher, he might recover the *brooch of karmic reversal*, perhaps resting in a pile of recovered adventuring booty. If so, the PC recognizes the item and immediately understands its benefits.

Special: When a PC with the past life profile of Overlady Charaxa wears the *brooch of karmic reversal*, the *brooch* protects him up to two times per day instead of the usual one time per day.

BROOCH OF KARMIC REVERSAL

32,300 GP Slot neck CL 17th Weight — Aura strong abjuration & enchantment

This gilded clasp of jade affixes to a cloak or gown. Each day, the first time the bearer would otherwise incur one of the adverse conditions listed below, the wearer instead gains the benefit of the corresponding listed boon, gaining the benefits of the listed beneficial spell for 1d6 rounds:

Condition	Boon
Blinded	invisibility
Dazed	haste
Deafened	<u>echolocation</u> ™
Nauseated	greater heroism
Petrified	stoneskin
Shaken, frightened or panicked	bless

Sickened	heroism	
Staggered	longstrider	and the second second
Stunned	divine favor	and the second

For the purpose of determining variable effects other than duration, the spells are cast at their minimal caster level. Once the *brooch* has negated a single adverse condition and conferred its brief benefit, it ceases to function for the rest of the day. The bearer may not choose to voluntarily accept an adverse condition, saving the *brooch*'s power for later. The *brooch* always activates.

CONSTRUCTION REQUIREMENTS

Cost 16,150 GP Craft Wondrous Item, divine favor, greater heroism, haste, stoneskin

THE PROMISE RINGS OF AHN NEP & TEP & SUE-

As a gift for their highly anticipated wedding, Ahn Nep a Tep's Father requisitioned a pair of magical rings. Ahn Nep a Tep and Suesaema, however, never actually got a chance to wear them, murdered weeks before their actual ceremony. In his grief, Ahn Nep a Tep's father refused to ever permit anyone else to ever wear the enchanted items. As such the rings were passed down from treasure hold to treasure hold for eons until they were eventually lost to time.

At some point when the PCs with the past life profiles of Ahn Nep a Tep & Suesaema reach level 7 or higher, they might recover their wedding rings (*rings of adjoining*) perhaps discovering them as they rest forgotten in a pile of recovered adventuring booty. The names *Ahn Nep a Tep & Suesaema* are engraved on the inside of the bands, but the names may or may not yet mean anything t the PCs.

Special: When PCs with the past life profiles of Ahn Nep a Tep & Suesaema wear the *rings of adjoining*, the rings may be activated as a swift action instead of as a move action.

Rings of Adjoining

12,000 GP (for two rings)Slot ringCL 9thWeight —Aura strong conjuration & transmutation

These paired rings of gold are adorned with the hieroglyphic symbols of 'connection', 'eternal love' and 'afterlife'. The rings are meant to be worn by two different persons. By expending a move action, one of the bearers can



immediately move to any vacant five foot space adjacent to the other ring bearer. While moving, the bearer becomes incorporeal, appearing as a wraith floating across the ground to his ally, travelling through solid objects as necessary. The moving ring bearer travels at a Speed of 100—the ring fails to function if the ring bearers are more than 100 feet apart. While moving in this way, the bearer always travels in a straight line, the shortest path possible, still drawing attacks of opportunity as normal, though the incorporeal trait may afford significant protection. If the ring bearer passes through the square of an enemy while gliding to his ally's side, the foe must make a DC 20 Will save or become shaken for 1d4 rounds as the ghostly form drifts through his body. Each ring bearer may activate their ring and travel in this way once per day.

Cost 6,000 GP (for two rings) Forge Ring, *blink*, *shadow projection*

THE SKY MOTHER'S ROD OF ALLIED WIND

Some religious historians claim that in early renderings of the Sky Mother she was depicted holding a long skinny staff. However, there is no such detail in any of the contemporary art displaying the goddess. Instead she is typically seen wearing a stylized headdress. In actuality the Sky Mother once wielded a powerful artifact known as the *rod of allied wind*. When the succubus shape-shifter Nylora Soulbane usurped the goddess's throne and stole her identity, the artifact refused to obey the imposter. As such, Nylora Soulbane cast the rod down to the earth below, shattering the rod into fragments. Instead she slowly integrated her own artifact, the *Onyx Trinity* into the lore of the Sky Mother. Indeed Soulbane's agents seek out the older artistic renderings and where possible use magic to alter them with more compatible imagery.

Although badly damaged, the *rod of allied wind*, survived its fall and gradually pieced itself together, its regeneration coinciding with the birth of the PC with the Sky Mother Past Life Profile. When the PC reaches 7th level, he might be reunited with the *rod of allied wind*. Once able to summon and quiet storms of legendary strength, the item's power is now only a pale reflection of what it once was, but even still it remains a potent magical item.

Special: When a PC with the Pastlife Profile of the Sky Mother employs the *rod of allied wind*, he may activate its power as a swift action, instead of as a standard action.

ROD OF ALLIED WIND

11,250 GP

Slot none CL 11th Weight 2 lbs. Aura strong enchantment

This translucent staff is composed of solidified air, frozen in time. Yet, impossibly, the staff is somehow rippled with fissures and cracks. Once per day, the rod's wielder may select seven 5 x 5 squares on the battlefield (within 60 feet of the wielder). The chosen squares do not need to be contiguous. Within the squares, and the space above them to a height of 60 feet, the very air currents themselves ally with the wielder, hindering foes while aiding the wielder's allies. Land-based opponents treat the squares as difficult terrain, while allies can travel over the ground as normal. Enemy flyers are unable to pass through the squares using a flight speed at all, treating it as a solid wall until they land. Conversely, allied flyers can pass through the squares freely with no movement cost. If enemy missile fire passes through one or more selected squares the shooter suffers a -4 circumstance penalty. Allied missile fire passing through such squares gains a + 1circumstance bonus as the winds make tiny corrections to the missile's flight path. The effect lasts for 7 rounds. Once selected, the position of the squares may not be changed.

CONSTRUCTION REQUIREMENT

Cost 5,625 GP Craft Wondrous Item, *wind wall*

PROGENITOR ANHILISTRA: GHU'HAEVN AND THE RING OF THE TRENCH MASTER

Never satisfied with the quality and output of his thralls, Progenitor Anhilistra developed a potion which would enable him to rapidly experiment on his minions by providing them with alternate genetic strands. Initially Anhilistra's *philters of directed evolution* (known as *Ghu'Haevn*) enabled Anhilistra to test the capacity of a modified species before embarking on the lengthy process of breeding or psionic mutation. Late in his career, however, as his ideas became more and more radical, Anhilistra struck upon the idea of simply giving the *Ghu'Haevn* to his ulatkini (skum) minions and allowing them to mutate themselves. The results were as bizarrely inventive as they were wondrous. The ulat-kini began to use the broth to solve all manner of production problems, transforming their workers as needed for any given project.

Unfortunately rather than recognize Anhilistra's accomplishment, the Over Council of Aelaeus viewed the idea of ulat-kini demonstrating initiative as yet another abomination. During the ensuing purge, *Ghu'Haevn* was banned. The few surviving ulat-kini that managed to flee hoarded the remaining supply of Ghu'Haevn, treating it as sacred nectar from their former master.

Before his fall from grace in the eyes of the Over Council, Anhilistra was awarded supreme domain over a particularly large subaqueous crevasse known as the Ghoranora Trench. In celebration of his rule, the council presented him with the *ring of the trench master*, an item that enabled him to shape the earth within the trench to his liking, creating pockets and points of expansion for his laboratories and pods of minions. When the Over Council later turned on him and arranged for his execution, Anhilistra hurled the *ring* into the trench itself, preventing the council from ever recovering it to give to another aboleth. The ring was lost to the currents of the dark waters and set adrift in the ensuing millennia.

At some point when a PC with the past life profile of Anhilistra reaches level 10 or higher, he might miraculously recover the *ring of the trench master*. Somehow the *ring* finds its way to him. If so, the PC instinctively recognizes the *ring* and understands how to use it. The PC may also come across *philters of directed evolution*, particularly if he rediscovers the lost colonies of ulat-kini survivors. They still have their *Ghu'Haevn* hoard, though unable to make more of it, they save it, using it only in the greatest of emergencies rather than deplete what little is left.



Special: When a PC with the Past Life Profile of Anhilistra wears the *ring of the trench master* and he is physically within the Ghoranora Trench (an underwater sea trench zigzagging approximately 50 miles in length with an unknown depth), he may use the *ring* once per hour instead of once per day.

Special: If a PC with the Past Life Profile of Anhilistra successfully creates a *philter of directed evolution* using the standard rules for item creation, the newly created *philter* confers an additional evolution point.

PHILTER OF DIRECTED EVOLUTION

(Ghu'Haven) 750 GP, 175 GP (lesser), 1,750 (greater) **Slot** none **CL** 10th **Weight** 0.5 lb. **Aura** moderate enchantment

Any living creature who consumes this thick foul broth immediately gains the benefit of evolution points, even if they are not an eidolon. The points may be spent and divided anyway the consumer choses. The chosen evolutions last for one hour. A *lesser philter of directed evolution* grants 2 points, the standard philter 4 points and the *greater philter of directed evolution* grants 6. The philter's liquid is so thick that any creature who lacks the aquatic subtype who consumes it becomes sickened condition for the entire duration of the philter's effect (DC 14 Fortitude negates).

CONSTRUCTION REQUIREMENTS

Cost 375 GP, 87.5 GP (lesser), 875 (greater) Craft Wondrous Item, <u>evolution surge</u>^{APG}

Ring of the Trench Master

26,500 GP

Slot ring CL 11th Weight — Aura strong conjuration & enchantment

This translucent ring of gray glass is hollow, filled with murky sea water. Once per day, the ring's wearer may cast *create pit*^{APG}. Rather than a neatly constructed pit, however, the hole appears as a natural jagged crevasse (a Climb DC of only 15). Moreover, the pit is always filled to the brim with salt water. For the next two rounds after the pit has been created, the wearer may choose to increase the pit's size, increasing its length or width by ten feet in a single direction, effectively creating a second adjoining but connected pit. Expanding the pit each round requires a move action and gradually generates a lengthy trench in contiguous squares. If the pit is created underwater such as on the floor of the sea, the wearer may choose to continue to expand the pit for five additional rounds instead of two.

Cost 13,250 GP (for two rings) Forge Ring, <u>create pit</u>^{APG}

APPENDIX C:

RANDOM INCARNATIONS

If your players are interested in experimenting with a character whose background includes one of these past lives, but wants to experience the discovery of this mysterious presence in her history and destiny, roll randomly on the following table to determine which incarnation represents her past life.

d6 roll	Past-Life Profile
1	Kyssalis, the Elf-Eater
2	H'Haran, Phylactery Hunter
3	Khoranus, Master Craftsman
4	Overlady Charaxa, Fugitive from Elemental Lords
5	The Sky Mother
6	Progenitor Anhilistra, aboleth slaver

*Ahn Nep a Tep & Suesaema, Star-Crossed Lovers from Desert Kingdom, is not included in the above chart as it only works with two participating players

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Trail of the Apprentice

Trail of the Apprentice is a 5-part mini-campaign, designed for beginners and younger players of the Pathfinder Roleplaying Game. Each adventure takes your heroes through one character level, from 1st though 5th. Trail of the Apprentice is part of the Legendary Beginnings line, designed to create exciting adventures suitable for all ages. These modules use simplified stat blocks and other rules adjustments to keep gameplay fun for new players, and contains helpful sidebars that provide advice on how to run RPGs for younger gamers so your whole family can Make Your Game Legendary!

Trail of the Apprentice #1: The Bandit's Cave

The people of Corbin Village are hardy folk, familiar with the dangers of the region. But when a band of orcs raids the village, Sheriff McBride realizes she has more troubles than she can handle and calls on a group of heroes to bring the orcs to justice. To complicate matters, the orcs have stolen an item of great historical value from the local sage, and he wants it back. Can the PCs survive the dangers of a nearby marsh and locate the bandits' hidden lair? If they do, can they take down the orc raiders and recover the sage's precious statue?

Trail of the Apprentice #2: The King's Curse

A local sage, Ithamar Ruggles, has asked the PCs to visit the Lord Mayor of Port Fairglade and warn him that someone might try to rob him of a statue, which he calls the White Serpent. Ithamar recently lost the statue's twin, the Green Serpent, to bandits and believes there is a deeper plot involved. The PCs arrive to find that thieves have already taken the White Serpent from the Lord Mayor's private family museum. He tasks the PCs with discretely investigating the robbery. But when the nobleman's museum is robbed a second time, the loss of the statues becomes the least of their worries.

Trail of the Apprentice #3: The Thieves' Den

Lord Mayor Wolfe of Port Fairglade has discovered that someone hired the notorious thieves' guild, the Elverin Skulk to steal a valuable statue from his private museum. The nobleman wants to know who the guild's client is. But the only person who knows that information is the guild's leader, the infamous Fox Prince. The PCs must venture into the monster-infested Umberwood to locate a secret entrance to the guild's headquarters. The heroes will find that, when trying to infiltrate the den of the Fox Prince, very few things are what they appear to be.

Trail of the Apprentice #4: The Oracle's Test

A mysterious plot is unfolding. Following clues about the theft of a pair of ancient statues, the PCs have discovered who hired the Elverin Skulk thieves' guild to rob the Lord Mayor of Port Fairglade. It's clear that the guild's client is a dangerous and powerful man, but without further information, they can do nothing to stop whatever plans he might have. But there is hope. Deep in the ancient elven ruins of Sol'Ithmanna rests a stone portal. When opened with the proper keys, the portal will grant access to the domain of a fey oracle who can help them discover the villain's true purpose and how they can stop him. But the oracle only gives his aid to those who can pass his tests. Are the PCs up to the challenge?

Trail of the Apprenctice #5: The Wizard's Dungeon

Armed with knowledge of a villainous wizard's plans, a party of heroes must venture into the dreaded Shadescar Rift, a deep cave that leads into the dark tunnels beneath the earth. Legends say that it was created by the claw of some terrible beast. Locals stay well clear of the rift and claim it is the home of nightmare creatures that prey on the unwary. But only by braving such dangers can the PCs hope to stop their mysterious enemy. If they fail, he will unleash a great and terrible power upon the world.





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