

LEGENDARY PLANET



LEGENDARY WORLDS: JOWCHIT

BY GEORGE "LOKI" WILLIAMS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



LEGENDARY WORLDS: JOWCHIT

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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. 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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- Jason Nelson



INTRODUCTION

In the far reaches of the galaxy, a small, dark planet orbits a dying sun. The interior of this planet has become the galaxy's most notorious prison, where the most despised criminals from dozens of worlds are brought to live out the last of their days without hope of reprieve or escape.

"God-monsters, they were, shaking the ground with their steps! I've never seen anything that huge, our ship never had a chance. Five of us escaped, but I'm the only sod who made it, the giant insects did for the rest of them..."

- Evariste White, only survivor of the Seventh Star which went down on Jowchit five years ago. Currently a resident of Goodwillow Sanitarium in The Middle City.

Jowchit is a medium-sized planet in near orbit to its sun. As a result, the climate is subtropical at the poles and viciously hot everywhere else. Endless rainforests cover sixty percent of the planet's surface, with titanic tree trunks that can rise as high as the local mountain ranges. When viewed from orbit, gigantic swaths of destruction, old and new, wind through the jungle, new growth springing forth from the older ones. The rest of the surface is covered in a network of rivers, lakes, and inland seas.

This is a world of kaiju, a world tied tightly to its primal roots and the ancient powers that rule it.

The sky is the clearest blue you'll see this side of the plane of air. During summer, the days are extremely long, and during winter, the days are extremely short. The air is thick and heavy, with dense humidity and supersaturated air making the heat even more unpleasant.

In the Northern hemisphere, on the edge of the Hoopaka mountain range, sits the primary metropolis on the planet, Quoh. A city that wraps the trunks of seven titan trees, and spills over from its spires onto the adjoining mountaintop plateau. It is the primary point of contact for offworlders due to its relative safety. A friendly kaiju and a magical field guard it and the 50 miles around it, making this one of the few places where a stable, above ground settlement can exist.

HISTORY

The oral traditions of the native vanara^{B3}, garil, and girallons^{B1} claim thousands of generations of history. The legends say that Jowchit was created by the gods as a nursery for their spawn, the kaiju^{B4}. A lush garden, floating in space, in which creatures of mighty aspect could come of age. Stories of the times before the coming of Kongarrath, 3,000 years ago, are primarily great stories of clashes between the kaiju.

Settlements were primarily either nomadic or built underground, with the insect races most often being found in below ground hive caverns.

Everything changed with the coming of Kongarrath, a girallon oracle who shared a bond with the kaiju Zaiz. A kaiju that resembled a titanic girallon with stark white fur. Kongarrath traveled from settlement to settlement recruiting vanara, garil, and girallons alike to follow Zaiz northward. He told them of a vision he had received. A vision of a city that spanned a plateau, spilling over its edge and climbing down a 2,000-foot-tall Titan Tree. A city protected from the normal predations of the kaiju by a curtain of colored lights.

After a century of wandering the seemingly ageless Kongarrath and his followers, now over a thousand strong, arrived at the edge of the polar mountain range to find a curtain of lights extending up into the sky as far as they could see. The Aurora Prismatica, which has a repellent effect against most kaiju. It is here that they built their city, Quoh, marking the beginning of written history.

With the dual protections of the Aurora and Zaiz, the city flourished becoming a center of culture and a relative safe haven for refugees. Its relative stability allowing advancements in learning and technology unheard of in prior ages, as well as being a safe way for offworlders to arrive and depart the planet.

Meanwhile, a fiend-touched formian^{B4} hive begins to extend its borders above ground. In a matter of decades, it consumed the entire surface of an island chain in one of the Southern Seas. They worship an insectile kaiju named K'rr'ryth't and are intensely xenophobic. The island hive known as Reaching Upward becomes the second major, above ground metropolis on the planet to maintain any sort of long-term stability.

Across the span of intervening centuries that stability allows for the growth of more cultural and scholarly endeavors. Cults dedicated to individual kaiju flourish, and strange advancements in medical and mystic arts develop using parts of the great beasts as their components.

PLANETARY GAZETTEER

THE AURORA PRISMATICA

A curtain of lights surrounding the northern pole, which not only repels most kaiju but also acts as a prominent beacon for incoming starships. These streamers of purple and green light brighten the sky so much that the area inside their radius is never dimmer than twilight except for areas of magical darkness. The area protected by the lights expands and contracts seasonally. In the summer the outer edge is a mere 50 miles from Jowchit, while in the winter it expands to as far as 150 miles. On Midwinter Day, when the Aurora is at its strongest, all divination magic gains +2 caster levels. The city of Quoh sits inside the radius of the Aurora Prismatica.



THE BONES OF THE WORLD

Steep, angular mountain ranges rise from the verdant green and cast their asymmetrical shadows across its treetops. Vents and cave mouths periodically provide access to the depths below, and pockets of strange and eldritch radiations become more common as one ventures further from the green. Dwarves and other races with connections to the earth find the mountains eerie. When pressed they mutter darkly about how the mountains seem to have been grown, like one of the great kaiju that walk this world.

The largest mountain ranges in the Northern hemisphere average a thousand miles long by up to 250 miles wide. At the northern pole lie the Hoopaka Mountains, which form a curving “s” shape cutting across the Aurora Prismatica. In one of the valleys of that range lies the legendary metropolis of Quoh. The formians of this world consider it taboo and refuse to discuss the subject with those not of their race.

In the Southern hemisphere lie the Piskarya mountains, the largest mountain range on the planet. They form a 3,500 mile-chain the coils from the equator to the South Pole. Pierced only by a few extremely dangerous overland routes and subterranean rivers. It is here the only active volcanoes on the planet can be found. The largest is Gabra the Rumbler, which rises a mile and a half high, grazing the clouds. Purplish black streamers of smoke rise from its rim, and for miles around the tang of molten rock and metal can be scented on the air.

Other locations of note in the Bones of the World include the following:

- **The Vale of Light** – A valley in the core of the Hoopaka Mountains that was once the bottom half of a three-mile-diameter geode. The crystals lining its surface emanate a variety of strange magics and radiations, which have mutated both the inhabitants in a wide variety of ways. At the center of the bowl lies the town known as Facet. Ruled by Chisalla (LE female mutant vanara), an unbending autocrat with vast mental powers, it is a harsh but not unwelcoming place for travelers.
- **The Buried Forest** – In a massive cavern deep below the surface the roots of titan trees form the basis for a city. Much as the city of Quoh is built onto the trunks of these mighty trees, so too have the equally gigantic roots been developed into a subterranean community. Self-sufficient and isolationist, its population consists mostly of dwarves and elves whose ancestors were marooned on Jowchit in the distant past. Fearing the kaiju, they fled beneath the earth, and just as the elves were near death they found the buried forest. In the years since the city of Union has become a unique blending of elven and dwarven craftsmanship and aesthetics. The seek to be overlooked by everyone, especially the great beasts.

- **The Silver Stream** – an underground river whose water has the effects of restoring memory to those who have lost theirs. It is also rumored to have other, undefined healing properties.

THE DEEP GREEN

The heat and humidity contribute to one of the most vibrant and carnivorous ecosystems known: the tropical jungles of the Deep Green. Composed exclusively of dense undergrowth and jungle forest, there are very few average sized trees. Massive trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

It is in the Deep Green that we find the Titan Trees. With diameters of several hundred to a thousand feet, these behemoths of the plant kingdom can even withstand repeated attacks from powerful kaiju without suffering fatal damage. It is in the upper crowns and trunks of a cluster of seven titan trees that the city of Quoh can be found.

In addition to the periodic rampages of the kaiju, the Deep Green is home to a wide variety of dinosaurs, giant insects, and massive or dire variants of known jungle creatures. Falling trees, quicksand, tainted water, flash floods, and leeches are everywhere. While within the confines of the Green exposure to disease is a daily event involving one of the following diseases^{CRB} determined randomly: Bonecrusher (Dengue) Fever, Brainworms, Dysentery, Firegut, Greenscale, Malaria (Jungle Fever), Sleeping Sickness (save DC varies by disease).

Wide pathways of destruction wind through the jungles, some recent and some of great antiquity. These are the trails left by the planet's kaiju on their various rampages. Considered holy by some, and forbidden to others, these are often referred to as the Fractured Paths of The Gods.

Locations of note in the Deep Green include the following:

- **Kishreel** – a ruined city close to the foot of the Hoopaka Mountains that is said to contain a portal to other worlds. The area surrounding it is overrun with exotic and unusual plant and animal life unlike any seen elsewhere on Jowchit. Many speak of it, none can prove they've been there.
- **The Face of Jira** – carved into the face of a mountain in the northern hemisphere is a sculpture of a reptilian kaiju. It is said that this is the face of Jira, the first kaiju, and that meditating on it will allow one to “access their primal self”. The carving was done over 5,000 years ago using arcane magic to craft.

- **The Glade of Delirium** – a small grove that connects closely to the green of the fairy realm. Its energies infuse the already verdant jungle resulting in a profusion of fey touched^{B3} creatures and plant life. Hidden deep within its depths is Ghostcaller, an absurdly powerful lute whose music has the power to create undead.
- **Boneyard of Thunder** – this valley between jungle and mountains is deep and narrow and filled with the skeletons of dinosaurs and other giant reptiles. Rising from the thicket of bones are the ribs and shattered skull of a long-deceased kaiju. Surprisingly, the area is completely free of undead.
- **The Prowl** – not a place, but rather a nomadic band of 300-500 garil and vanara that trace a path of chaos through the jungles. They see no future in a world ruled by kaiju and under constant threat that all can be destroyed on a moment's notice. Their response to this is an existence of constant drunken revelry and debauchery which can sometimes explode into violence. Any divine casters in their ranks always have madness as one of their domains. Smaller communities have been completely destroyed by a visit from The Prowl.
- **The Blue Grove** – a grove of giant live oaks three miles across, all of which glow with a soft blue radiance. The indigenous wildlife is usually mutated from its base strain. The inhabitants are a peaceful monastery of ratfolk^{B3} monks, who have gained near immortality from the generations of exposure to the high radiation of the area. They are unaware that they are the only remnants of their species on the planet, the rest having gone extinct over 2,000 years ago.
- **Mosurat** – a primitive, tribal vanara culture lives here. Their entire culture is based on caring for the eggs of Madara, a kaiju resembling a peacock butterfly. In return Madara, much like Zaiz in Quoh, protects the island and its inhabitants.
- **Catarinth** – this barren island is uninhabited, and its surface is dotted with octagonal pits. These pits connect to a series of labyrinth style tunnels that extend deep below the ground. The few explorers who have returned can't remember what transpired down below and become lost in blissful distraction when they try to recall anything.
- **Mitzvata** – This small settlement is one of the only ones completely free of kaiju worship. An ancient order of druids resides here, the Greenspeakers, their dwellings grown into the trunk and branches of their island's lone titan tree. They consider themselves to be bastion of nature's defense in the face of the depredations of the unnatural kaiju. To them the great beasts represent the antithesis of everything they stand for, the ultimate aberrations.
- **Koos** – A thousand years ago, a thriving metropolis covered the island. Then a battle between three kaiju laid waste to it and sent the survivors running. Ruins of buildings and statues from deep antiquity cover it coast to coast and it is rumored that the restless spirits of those who died with the city still wander the crumbling stones.
- **Ade** – Said to be the origin of all girallon on Jowchit, this island is considered holy by that race. It is considered holy ground and while there all girallon observe The Truce. Even mortal enemies will refrain from any conflict beyond the verbal. They rarely speak of this island to other races.

THE FOOTPRINTS OF JIRA

According to legend the inland seas that are scattered about the planet are the footprints of the very first kaiju, Jira. Jira is said to have outgrown the god cradle that is Jowchit and ascended to realms beyond, leaving the bounty of water in her footprints for those left behind. In one of the Footprints of Jira in the Southern hemisphere there is an island chain that is completely covered by the formian hive city Reaching Upward.

Other locations in the Footprints play host to a variety of adventure possibilities including the following:

- **Mentep** – the island sits at the middle of a lake surrounded by steep cliffs on all sides. Thick with purplish vegetation it is populated by undead dinosaurs. It is said that some great secret lies below, but none have ever survived to find it.

These seas are connected by an extensive network of rivers that span the globe. Nomadic, ship-based communities traverse these routes regularly, as does the occasional solo traveler.

One such traveler is **NoOne** (CG male formian worker bard), a rouge formian who fled the oppressive culture of the hive and has continued to put as much distance between it and himself as possible ever since. He is a sweet-natured liar and con man, with truly miserable luck at gambling. Once one gets used to his insectile aspect NoOne is gregarious and honestly friendly until given reason not to be. He can often be found acting as exotic entertainment in one of the boat towns or trying to hitch a ride from the riverbank after some escapade has gone awry. It is a subject of much humor along the rivers that he is the only bard in the world not constantly pursued by jealous husbands, since he has no interest in humanoid women.

REACHING UPWARD

LN metropolis

Population 95% fiend-touched formorian, 5% other

Government overlord (hive queen)

Qualities insular, magically attuned, racially intolerant (non-insectoids)

Maximum Item Level 9th

Located in one of the Southern Seas, Reaching Upwards is a hive composed of three islands and an extensive system of caverns beneath them. It is guarded by a mantis kaiju named K'rr'ryth't which the fiend touched formians worship as a god. During its decades long dormant periods the kaiju sleeps in a cavern beneath the central island, Primus.

PRIMUS

The central island of the hive, Primus is densely populated both above and below the surface. Arcane research facilities rub shoulders with vast temple complexes dedicated to K'rr'ryth't and her priesthood on the surface. Layers of hive tunnels dive deep into the earth beneath, filled practically to bursting with the resident population. Far below the hive, filled with toxic vapors and strange radiations, lies the sleeping chamber of the great beast.

The city is ruled with an iron claw by Krutuliak, the formian hive queen. Maintaining a xenophobic stance against outsiders, particularly non-insectoids, she wields the threat of calling up K'rr'ryth't like a diplomatic broadsword. Her two chief advisers, often referred to as The Mandibles, are **Chk'taa** (LE female formian taskmaster bard) and **B'zzr** (LE female formian taskmaster wizard). Chk'taa is famous for both her oratory skills and the volumes of poetry she has written. B'zzr, her pairbond, is larger and paler in color, having been raised in the depths of the hive deep below ground. B'zzr is abstracted and absent minded, practically the stereotype of an absent-minded professor. This is a deliberate tactic on her part to make others underestimate her, while in reality she is a formidable insect and literally clawed her way to the top.

Little do outsiders realize, Krutuliak and her people have no control of, or influence on the kaiju. It barely recognizes their presence, and merely guards the hive because it considers it part of her lair.

SECUNDUS

The surface of this island is a broad plateau, covered with a precise grid of cultivation. Terraced fields are cultivated with filled with plant life and exotic herbs that don't grow well under ground. The caverns beneath are taken up with long

term food storage, while adjoining caves provide space for fungus farms and cave fisheries.

Keth the Corpulent (N male formian taskmaster) oversees the farming operations above ground. A formian of thicker than average build, he is known to have a weakness for sweets. He also has a treasonous love of non-formian legends and myths. He is rumored in certain circles to be amenable to bending the rules if there are tasty tales of the world beyond on offer.

The caverns below are the domain of **Sissk One Claw** (LN female formian taskmaster) who lost her left claw and part of her carapace during a kaiju rampage in the wilds of the mainland. She is a fanatic devotee of K'rr'ryth't and considers her scars badges of her "brush with the divine". She has little love for Keth and has been trying to catch him breaking the rules for years. During her off-time she can often be found in one of the fishery caves, meditating to the sound of dripping water.

TERTIUS

A massive cave mouth on Tertius is the entrance to the sleeping chamber of K'rr'ryth't far beneath Primus. As a result, most of the island surface is left barren, except for a cluster of hive structures atop the island's central waterfall. It is here that the oracles of the population reside and dispense their cryptic mutterings.

Chief amongst the oracles is **T'rrrrr** (NE female formian myrmarch Oracle). This blind formian is the chief adviser to Krutuliak, the hive queen. Possessed of a ruthless disdain for non-formian races she stokes the flames of the queen's xenophobia. Second in seniority is **Vix** (N male Formian Worker Oracle), a lame old worker who was touched with the sight. Phlegmatic, apolitical, and blithely unconcerned with anything in the mundane world, he looks into the future believing himself to be the architect of his race's evolution. While T'rrrrr may have the ear of the hive queen, Vix is the one whose divinations prove most consistently accurate.

QUOH, THE CITY THAT TOUCHES THE SKY

LG metropolis

Population 50% garil 25% vanara, 10% girallon, 10% elves and fey, 5% other

Government theocracy

Qualities insular, pious, prosperous

Maximum Item Level 9th

Quoh, one of the only large, above ground cities on Jowchit, sits on the northern edge of the Hoopaka Mountains of the polar region and protected by the Aurora Prismatica. Quoh is the oldest city on Jowchit, reputed by legend to have been founded by Kongarrath himself over 3,000 years ago. It is a major pilgrimage destination amongst the divinely inspired amongst the garil, vanara, and girallons as well as being the only stable spaceport on the planet.

The city is arrayed in three districts- the Temple City and the starport sit atop the cliff, the Middle City is built into and grown from the trunk of the Titan Tree, and the agrarian Root Town rising from the tree roots.

TEMPLE CITY

The temple city is a sprawling complex of wood and stone edifices (treat wood hardness as stone in all structures) painted in bright colors and festooned with flowers and feathers. The center is a massive Temple of Zaiz, and his prophet of Kongarroth, with smaller chapels dedicated to various individual kaiju and nature shrines in the blocks surrounding it. These structures date to the earliest days of the city. Constant upkeep and maintenance can be seen going on in the streets as the priesthoods fight to preserve the ancient structures.

Vuksho the Fair (LG female vanara cleric) is the high priest of the Temple of Zaiz and the ruler of the city. She is very supportive of efforts to forge relationships with cultures from beyond the stars, although she is quick to bristle at any inference that her people are relative primitives. She stands in direct opposition to isolationist elements in her council, citing the example of Kongarrath as he unified garrillions, vanara, and garil in the Great Pilgrimage as the template for harmony with the new races from beyond the stars.

Adjoining the Temple City on one side is the starport. The port itself consists of a large, flat field between the Temple City's city's edge and the edge of the river Chel. **Grak Ikta** (LN male girallon bard) is the Master of the Dock. A jovial figure known for his love of strong drink. When not shepherding operations, he can be found in the Open Hand tavern buying rounds in return for stories of other worlds. His assistant, **Kobert** (LN male vanara rogue), a whip thin vanara is the one who really runs things while allowing Grak to be the public face of operations.

The buildings around the port are more modern, most having been built in the last fifty years. Warehouses and limited dry dock facilities are surrounded by shops and open-air markets. Scribes and translators are found in abundance, as are tea houses and fortune tellers. It is here that clerics of Zaiz perform customs inspections and levy taxes on imports. While taxes are a mere 10% on average, penalties for disobeying import laws are stiff and immediate.

Amn Uvet (LG male garil cleric) is a roustabout who has been working the docks for years and enjoys his job immensely. Honest to a fault, he is impervious to bribery. He is a collector of games, however, and can sometimes be distracted by discussion of an unfamiliar game. The more exotic the game and its source, the more intense his interest will be.

On the other side of the Temple City is the edge of the plateau and the treetop spires of the Middle City.

MIDDLE CITY

The Middle City can be quite unnerving to some, as it is built into the branches and along the trunks of a grove of seven gigantic Titan Trees. The treetop cityscape spills over onto the adjoining clifftop to create the Temple City (1400 feet above the ground). Both halves of the city are connected by a web of branches and the upper halves of the city are connected by a pair of gigantic bridges called The Way.

The branches and trunk are replete with Garil homes and businesses. These extend to the base of the trunks where Root Town begins.

Like any city there are a variety of neighborhoods. This particular part of the city is home to the vast majority of residential housing. Many of the residences seem to have been grown from the substance of the trees themselves (which they have been by Garil druids over the centuries). They are usually decorated in bright colors and sport numerous windows where there is access to natural light. Smaller businesses that cater to the local population, including a wide variety of shops, restaurants, and bars, are clustered onto individual branches within each of the neighborhoods. Neighborhoods closer to the treetops see more than merely local business and so the variety is greater there. Typical neighborhood names are StrongBranch, Brightleaf, TrueBark, etc.

EXAMPLE BUSINESS: J'ROTH'S SOULWOOD

J'roth Mim (CG male garil oracle) keeps a small shop at the 700-foot elevation of the city in a small district of craftsmen called The Bloom. It is said that he can make anything out of wood, even items that normally can only be crafted from metal. The vast majority of his commission work isn't weaponry, but rather his sculpture. It is said that his second sight allows him to capture the soul of his subject.





ROOT TOWN

Root Town is the third section of the city. It comprises the ground level at the base of the trees that support the Middle City and is primarily devoted to farming. Most of the city's waste is brought down here where it serves as mulch for the tashrooms.

Tashrooms are 6-10' diameter mushrooms that fill the niche of steaks in more carnivorous cultures. They seem more like red meat than fungus when properly prepared and have even been known to satisfy the hunger of carnivores. They are grown in the areas in deepest shadow at the base of each tree, in the valleys between the titan's roots. Gigantic channels in the titan tree's trunk channel the waste from above into those valleys and it is in this fragrant environment the tashrooms are cultivated.

Blig Trothero (NE male human rogue) oversees the farming operations, as well as an under the table business dealing in more psychoactive fungi unique to the environment. He has been in charge of the farms for thirty years now, ever since he retired from a career in creative property redistribution.

RELIGION

APOSTLES OF THE GREEN

Druids and oracles make up the majority of those who worship nature on Jowchit. You can find them among every community and species. A few of their number are clerics and bards, who are considered vital and revered keepers of the oral traditions of each community. Most of them view the kaiju as part of the natural cycle of death and rebirth, while others see them as an assault against the very fabric of the natural world.

ELEMENTAL CULTS

Small cells of element worshipers exist, mostly devoted to earth and water. Their ranks include sorcerers with elemental bloodlines and clerics with elemental domains. These groups can often be found acting as community defense forces, helping to protect their people from the great beasts by hiding them, shielding them, or relocating them.

KAIJU CULTS

All of the native species of Jowchit have sects and cults that worship the kaiju—collectively or individually—as gods. From the cult of K'rr'ryth't which rules the formian city of Reaching Upward to the devotees of Zaiz the garil city of Quoh they form the majority of the religious landscape. The vast majority are actually good or neutral in alignment, basing their beliefs on the kaiju either as their protectors or as necessary forces of death and renewal. The few cults that take the evil path

are often hunted. Their members have a tendency to awaken dormant kaiju and set them on rampages.

Even though the kaiju are not gods, their priests and oracles still receive divine abilities. It is thought that they derive their power from kaiju as a concept rather than as individual entities.

Kaiju worshipping divine characters must always select the Destruction domain as one of their choices and cannot modify it with a subdomain. The other must be chosen from the following list and must correspond to qualities of the kaiju revered: Air, Animal, Earth, Fire, Madness, Plant, Ruins, Scalykind, and Water. It should be noted that kaiju cults tend towards neutral alignments and somewhat fatalistic worldviews.

NEW MONSTER

Emerging from the jungle this towering, four-armed ape covered in reddish-blond fur stares at you with soft violet eyes that hold obvious intelligence. A brightly colored tabard covers its torso, belts and pouches tied around its waist.

JOWCHIT GIRALLON

CR 9

XP 6,400

NG Large magical beast

Init +7; **Senses** darkvision 60 ft., lifesense, low-light vision, scent; **Perception** +11

DEFENSE

AC 24, touch 12, flat-footed 21 (+4 armor, +3 Dex, +8 natural, -1 size)

hp 114 (12d10+48)

Fort +12; **Ref** +11; **Will** +8

Immunities disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft., **climb** 30 ft.

Melee bite +16 (1d8+5), 4 claws +16 (1d6+5 plus rend)

Special Attacks rend (4 claws +16, 1d6+7)

Spell-Like Abilities (CL 14th, concentration +16)

Constant—*detect magic, nondetection*

3/day—*dispel magic, remove disease, shield*

1/day—*astral projection, secure shelter*

STATISTICS

Str 21; **Dex** 17; **Con** 18; **Int** 12; **Wis** 14; **Cha** 14

Base Atk +12; **CMB** +18; **CMD** 31

Feats **Catch Off Guard**, **Combat Reflexes**, **Iron Will**, **Improved Initiative**, **Improvised Weapon Mastery**, **Multiweapon Fighting**, **Throw Anything**

Skills **Climb** +20, **Diplomacy** +11, **Knowledge (any)** +14,

Perception +11, **Stealth** +6, **Survival** +11, **Use Magic Device** +8

Languages Garil, Girallon, Vanara

SQ dilettante training

Gear masterwork leaf armor (treat as masterwork hide armor)

ECOLOGY

Environment any forest

Organization solitary, tribe (2-4 Jowchit girallons, 12-24 garil or vanara), or empire (8-12 Jowchit girallons, 50-100 garil or vanara)

Treasure standard

SPECIAL ABILITIES

Dilettante Training (Ex) Because of their high intelligence, Jowchit girallons are proficient with light and medium armor as well as simple weapons. They also gain a +2 bonus on Knowledge and Use Magic Device checks.

Girallons are found on many worlds and are often truly savage killers, but the ape-world of Jowchit features a seemingly unique offshoot of their race. Their large frame and imposing visage belie gentle spirits and inquisitive natures. Their gigantic, four armed bodies are a surprising vehicle for a race of quiet scholars and gentle monks. Physically, Jowchit girallons are larger, more evolved versions of their lesser cousins. They stand 9 feet tall and weigh nearly a thousand pounds. Mentally they are even more different, boasting a much higher intelligence than their smaller brethren on other worlds. They also lack the reclusive nature and evil alignment of their cousins, tending to live in mixed communities with garil and vanara.

According to their oral tradition, the girallon were somehow brought to Jowchit millenia ago. They first arrived on the island of Ade in the Footprints of Jira. Their ancestors were devotees of dark ways and it is speculated in some circles that dark magic was involved. Over the generations the strange radiations and primal forces of the world wrought changes on the girallon. They became larger and more intelligent, stronger and yet more peace loving, greeting one another with the ritual formulation, "Girallon were brought to Jowchit by the calling of Zaiz. Blessed be Zaiz, blessed be the Protector."

For the most part the garillons of Jowchit eschew weaponry, preferring to use whatever is nearby and are experts at improvising what they need should combat prove unavoidable. Their relationship with magic is similar and just as intuitive. They can often coax effects from magic items and can always see magical auras.

It is not known how long the association between the garil and the girallon of Jowchit has existed, but it is practically symbiotic at the cultural level. The girallon of this world form a significant cross section of the great thinkers and sages of the planet, and for the most part they live amongst the garil and vanara population. For the most part they avoid leadership positions, although the occasional leader will rise from their ranks.

All Jowchit girallons study at least one Knowledge skill, representing their focused area of study and their dedication to the pursuit of knowledge.

NEW RACE

GARIL

The primary population of Jowchit is made up of the garil, a mostly nomadic race of ape-like humanoids.

Physical Description: While many humans believe the garil simply to be awakened apes, the garil take such assertions as deadly insult. Resembling gorillas, but walking more upright, they are a studious and highly intelligent race.



Society: The garils dwell in the foothills of the mountains, dwelling in countless small clan villages. These villages typically are united in groups called a “House” and led by a descendant of their demigod, Zaiz. The exact number of Houses is unknown, but there are at least thirty, and likely many more. Wars between the Houses are not unknown but are extremely rare as the garils believe Zaiz looks down on those who war against other garils with great disfavor. Garil society is matrilinear and polygamous. Most males have at least two wives, but the eldest wife is the head of the household and make all of the primary decisions, including which other wives her husband will be allowed to take. Males do make up the majority of the clan war bands, marauding carnivores are their primary opponents.

Relations: Garils are a curious and outgoing race. They tend to get along best with races like gnomes or ysoki that have a good sense of humor. They generally try to get along with those around them, often peppering the people around them with a dizzying array of questions.

Alignment and Religion: On Jowchit the native kaiju are feared and worshiped as gods even through their priests do not gain spells. Those priests who harness divine energies do so by following the path of the druid, or elemental forces. One of the few good aligned kaiju, Zaiz resembles a 200 foot tall girallon, and has protected the city of Quoh for close to five thousand years.

Male Names: Aja, Denet, Efit, Elum, Jali, Keth, Maqej, Urah.

Female Names: Alayi, Etwa, Garga, Maqan, Qari, Samik, Vilba, Zetaya.

Ability Adjustments: +2 Str, +2 Cha, –2 Wis. Garil are cheerful and outgoing, sometimes too much so

Hit Points: 2

Size and Type: Garil are Medium monstrous humanoids.

Darkvision: Garil can see in the dark up to 60 feet.

Climb: Garil have a climb speed of 20 feet and a +8 on climb checks.

Gregarious: When garil successfully use Diplomacy to win over an individual, that creature takes a –2 penalty on attempts to resist any of the garil’s Charisma-based skills for the next 24 hours.

Reach: Garil have a reach of 10 feet, despite their medium size.

Stubborn: Garil gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if a member of this race fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the member of the race has a similar ability from another source (such as a rogue’s slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

Languages: Garil begin play speaking Garil and Vanara. Garil with high Intelligence scores can choose from the following: Aquan, Auran, Draconic, Celestial, Common, Dwarven, Elven, Gnome, Halfling, and Terran.

The garil are the primary intelligent species on Jowchit. A friendly and inquisitive people, they will talk to anyone at the slightest opportunity. Garil are fascinated by the rest of the multiverse, but see their world as the center of creation and don’t often travel off world. They see themselves as blessed in being allowed to share this cradle of the gods with the holy kaiju. Some few experience the call of other skies and different stars. They often trade passage for working as the ship’s cook (garil cooking is legendary).

NEW RULES

The defining feature of life on Jowchit is the heat and humidity. Rules for the environmental conditions on Jowchit are presented here, as well as diseases, feats, magic items, and a spell to show how the population of Jowchit has adapted to life on the scorching jungle planet.

APOSTLE OF THE GREEN (BARD ARCHETYPE)

An Apostle of The Green draws his inspiration and magical power from the forces of nature rather than an arcane source. They are greatly respected in all communities, even the normally xenophobic ones like the formians, because they are keepers of the oral traditions of the world. When a kaiju rampage can destroy all written records at any random moment this is considered a holy task.

I Hear The Green: At 1st level, an apostle of the green adds 1/2 his level (minimum 1) to all Knowledge (nature) checks. He can use Knowledge (nature) untrained. He also gains a +2 bonus to climb checks. This ability replaces bardic knowledge.

Green Magic: An apostle of the green’s bardic performances affect animals and plants normally, even if they ordinarily would be immune. Mind-affecting bard spells that normally affect only humanoids also can affect animals and plants. This ability replaces versatile performance.

Green Meditation: When an Apostle of The Green gains new spells he can select a spell from the druid or ranger list instead of a spell from the bard spell list. This ability replaces countersong

Song of the Green (Su): At 3rd level, the voice of the wild can use bardic performance to cause the nearby plant life to come to animate and impede movement in a thirty-foot radius. All within that radius except the caster and one ally per point of Wisdom bonus, designated by the performer, gain the entangled condition. Song of the green relies on audible or visual components. This ability replaces inspire competence and dirge of doom.



DRUGS

The following drugs are commonly manufactured and used on Jowchit. Drugs are a special type of poison that often results in addiction. Drug stat blocks include the following entries.

Type: Indicates that this is a drug and the means by which it is administered.

Save: The saving throw needed to avoid the effects of the drug.

Addiction: Each time a dose of the drug is taken, a successful saving throw must be made to avoid becoming addicted. Addicted creatures must take at least one dose of the drug per day to avoid the effects of withdrawal.

Withdrawal: If an addicted creature goes a full day without a dose of the drug, then it suffers the effects listed. These effects are cumulative until the creature successfully makes an addiction saving throw, indicating the end of withdrawal and the addiction, or until the creature accumulates enough levels of exhaustion to die.

Effects: The creature gains any bonuses and penalties listed here for the listed duration.

KAIJU'S BREATH

Kaiju's Breath is crafted from a rare species of flower that only grows in the paths of destruction left in a kaiju's wake.

Type inhaled; **Addiction** moderate, Fortitude DC 20; **Price** 200 gp

Effect 1d4 hours; the user gains a sense of euphoria provides a +4 bonus on saves against fear and harmful emotion-based effects.

Damage 1d4 Wis and fatigued.

KAJARAH

Kajarah is made from the spilled blood of a kaiju, brewed in a secret recipe known only to kaiju-cult priests. It is said to include numerous ingredients best not dwelt upon.

Type ingested; **Addiction** severe, Fortitude DC 22; **Price** 500 gp

Effect 24 hours; the user temporarily gains Kaiju Link as a bonus feat.

Damage 1d4 Con and Str; -4 penalty on Fortitude saves for 1d4 hours.

VOG

Vok is created using a variety of herbs only found inside the radius of the Aurora Prismatic.

Type inhaled; **Addiction** moderate, Fortitude DC 20; **Price** 20 gp

Effect 1d4 hours; the user gains fire resistance 5.

Damage 1 Con and fatigued.

ENVIRONMENT

Jowchit is a hot, humid jungle world, where the following climate conditions apply.

Heat: 95 degrees Fahrenheit at the poles(very hot conditions); 120 degrees Fahrenheit in the equatorial zone (severe heat).

Creatures who have been living on Jowchit for more than a month typically acclimate to the heat and no longer need to attempt Fortitude saves to avoid nonlethal damage. Newcomers to the world often need magical protection or mundane Survival tricks to manage the heat.

Disease: The jungle environment is a thriving hotbed of disease. There is a 1 in 4 chance daily of exposure to one of the following contagions: Bonecrusher (Dengue) Fever, Brainworms, Dysentery, Firegut, Greenscale, Malaria (Jungle Fever), Sleeping Sickness (save DC varies by disease).

Flora and Fauna: Giant insects and dinosaurs are everywhere. Carnivorous plants and bizarre fungi lurk in almost every grove. Magma oozes and giant scorpions abound in the mountain areas, while giant octopuses and leviathans populate the inland seas. The ecosystem has a tropical vibrancy infused with primal magical energies. When familiar species are encountered they are usually dire or oversized versions. Oddly enough, many of the rest are miniature variants.

Kaiju: Jowchit is home to more kaiju than any other single location known. No less than fifty of the primal beasts live there, most of them in hibernation at any given time. The presence of these mighty creatures affects every aspect of life here. The few large above ground settlements usual have some form of protection from the kaiju. The formian city of Reaching Upward and the Garil city Quoh both have kaiju that actively protect them, and Quoh also has a magical barrier that repels the creatures. Other settlements are often nomadic in nature or in the deep cavern systems beneath the mountain ranges.

EQUIPMENT

KAIJU POWER COMPONENTS

Price varies **Weight** varies

The blood, flesh, and organs of kaiju are steeped in power and after proper preparation can lend that power to spellcasters. The effects vary according to the type of magical energy being used (arcane, divine, or psychic) and the way in which the component is implemented. Use of kaiju power components

increases casting time by one round and requires the caster to succeed on a Will save (DC 12 + 1 per spell level) or be stunned for one round after casting. Using one of these power components allows the caster to apply one metamagic feat to a single spell without increasing the level cost of the spell. The feat must be chosen from one the caster knows. In addition, the spell gains a +2 bonus to its caster level.

FEATS

The following feats are known on Jowchit and represent the study of its scholars into the deep wells of natural power and energies as well as the connection of immense kaiju to the spirits of the land.

CRAFT KAIJU POWER COMPONENT

You have learned to create power components from the flesh of kaiju that boost the effectiveness of your spells.

Prerequisites: Craft (alchemy) 3 ranks, caster level 3rd

Benefit: To create a kaiju power component, you must have access to the flesh or bodily fluids of a kaiju, and you must succeed at a Craft (alchemy) check (DC 18). A failed check ruins the materials used, while a check that fails by 5 or more also results in a component that provides a penalty equal to the bonus it would normally provide.

GREENSAGE

You have long studied the weaving of magic and nature.

Benefit: You get a +2 bonus on Knowledge (arcana) and Knowledge (nature) skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

GREENSINGER

You've learned to draw power from The Green using your bardic performance.

Prerequisites: knowledge (nature) 5 ranks, perform (any) 5 ranks, bardic performance class ability

Benefit: When you gain new spells, you can select a druid or ranger spell as a bard spell known instead of a spell from the bard spell list.

KAIJU CASTER

You have learned to invoke the power of the great beasts in your spellcasting.

Prerequisites: Spellcraft 5 ranks, ability to cast 3rd-level arcane or divine spells.

Benefit: Three times a day you may invoke the aspect of the kaiju to increase the potency of your magic. Each time you gain a +4 bonus to caster level checks made to overcome spell resistance. If the spell is from the destruction domain increase the size of the damage dice by one step (i.e. from d6 to d8, or d10 to d12).

KAIJU LINK

You have developed a passive bond with a particular kaiju.

Prerequisites: Kaiju Sense

Benefit: You always know the location, direction, and movement rate of a particular kaiju if it is within a 10-mile radius of you.

KAIJU SENSE

As a native of Jowchit kaiju are a periodic part of your life no matter where you live. As a result the natives have developed

Prerequisites: Perception 5 ranks, native of Jowchit.

Benefit: You can sense the presence of kaiju. Once per day per point of Wisdom modifier you can instantly determine the direction and distance to all kaiju within five miles, so long as at least one kaiju is present in that radius.

LORE OF THE GREAT BEASTS

You are an expert on the subject of kaiju.

Prerequisites: Knowledge (arcana) 5 ranks, must have lived at least a year on Jowchit.

Benefit: You gain a +4 bonus to all Knowledge (arcana) checks made on the subject of kaiju.

ADVENTURE HOOKS

While there are residents born on Jowchit and it is possible for a PC to be from Quoh, it is more likely that the party ends up on the planet as part of an exploratory mission or as a stop on their way past the borders of known space. A few enterprising trading ships deliver supplies and return home with with tashrooms, exotic woods, and other luxury items. The planet has a reputation as a place where strange and eldritch secrets go to hide. Sages and mages of various sorts join archaeologists and tomb raiders in seeking this port. As long as they are prepared for the risks, there are secrets both light and dark to behold beneath the feet of the great beasts.

Hook #1: While visiting the city of Quoh, a self-styled raider of tombs named Vialle de Bour (CN female human rogue) hires the PCs to retrieve a list of components needed for a ritual. Working their way through the list will take them through all three different levels of the city.

Exotic fungi from the areas outside of Root Town, are first on the list. Depending on their approach this could mean adventuring in the wild outside of the city or the less legal, but more certain, tactic of doing contraband business with Blig Trothero. The latter will require they get introduced by someone Blig trusts before he will agree to discuss any of his extralegal business.

In the Middle City they must locate an albino vanara and convince it to give them three hairs from its fur. The hairs must be given willingly and cannot be merely stolen.

In the Temple City they must acquire a vial of kaiju blood. Discretion will be needed in order to avoid unwanted attention from the various kaiju cults. If, that is, they can find any.

If the PCs find everything Vialle tells them they passed her test. "Now it's time for a real job, if you're up to it."

Hook #2: In the formian city of Reaching Upward exists the only known source for a fungus known as violet delirium. In addition to the psychoactive qualities it is also an essential ingredient in the cure for a plague raging on the mainland. The PCs either have friends in the affected area or have been contracted by third parties to secure the ingredient as quickly as possible. Going through official channels means an appeal to the Hive Queen, an entity not known for her sympathy to non-formian causes. The oracle Vix supports giving it to them, while the Hive Queen's xenophobic chief adviser, B'zzr is vocally against the idea. Another channel would be trying to go through Keth the Corpulent, although securing his trust enough to do black market business with them might take some doing. In the meantime, the clock is ticking back on the mainland...

Hook #3: Petoq the Tiny (NG male Jowchit girallon wizard) is a girallon with a reputation for frequently needing exotic ingredients and paying handsomely to those who procure them. He is also much smaller and slighter of frame than most of his race, standing only seven and a half feet tall. Petoq can provide a connection to both legitimate business and to the black market (once he knows you, that is). He is known to have regular expeditions to The Blue Grove and The Glade of Delirium as well as periodic expeditions through the rivers connecting the Footprints of Jira.

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