

Porphyra



Changelings of Porphyra

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Porphyran
Patrons



The Pink Flower of Saint Zenobie

The humanity of Raquel D'Hubert came into question the day after her baptism. From her birthday day to her second month, the babe had been normal and pretty. Yet, sometime during that moonlit night, her blonde curls turned sepulchral black, her cream-white skin changed to an even shade of pink, and her firmament eyes took on mismatched hues of green and brown. No doctor or priest could explain the transformation, but people whispered rumors throughout the town of Saint Zenobie that the blessed water had washed away a demonling's disguise or, worse, that the real infant had been stolen and replaced with a changeling fairy babe.

None dared bring these charges to Pierre D'Hubert and his wife. As the proprietors of the town's only cobbler shoppe, no one wished to anger them and be without shoes, for the soil of Saint Zenobie was laced with razor-edged shards of flint.

The tide of rumors ebbed as the child grew into maidenhood. In spite of her deformities, she became the belle of the town. She was the very feminine aspect of her father, a dashing fellow. Raquel was tall, well-formed, with skin smooth beyond blemish or pock. The men of Saint Zenobie referred to her as the Pink Flower, and one such man was bold enough to draw her affections.

François was the mayor's son and a huntsman of local renown. With his flint-tipped arrows he never failed to bring back game, even in a forest haunted by loup garoux and floating heads. Though his suit was well-received by the girl, her father, the cobbler, thought it best that the couple prolong their courtship for another year before marital vows were uttered.

D'Hubert would never fulfill the honored duty of giving his daughter away, for both she and his head went missing the night of August 14th in the year of our Lord 1196. The cobbler's wife awoke in a bed made soggy-cold by the congealed blood of her mate's corpse. The neighbors awoke in turn to the cracked wail of her horror. There was no sign of intrusion or struggle.

Brother Habile of the Benedictine Abbey of Perigon came at the mayor's behest to investigate the matter. The monk held particular repute in the knowledge of satanic lore and rural necromancies. Since time immemorial, beheadings were common about the town. Legends suggested those who lingered too long in the surrounding forest would be consumed by werewolves. The heads were then offered from bloody claws to the bony hands of some necromancer who would animate the severed members to float like aimless will-o'-the-wisps throughout the shrouded trees.

Brother Habile was unable to question the cobbler's wife, for the wretch had cried out both her heart and mind, leaving her a gibbering hysteric until the

end of her days. The cobbler, however, though now a truncated cadaver, answered many queries.

The stumped neck had been cut with a blade both heavy and sharp and swung by hands well-accustomed to making clean strokes. A werewolf's claws could never hope to sever a head so evenly. About the wound, a black pollution of the skin could be seen that was neither rot nor mold. Nothing else in the home had been disturbed or stolen... (To Be Continued on Page 20)

What is a Changeling?

In the Lands of Porphyra campaign setting, a changeling is a humanoid that was raised to believe they were a member of a certain race, only to find out they had been born something else entirely. As infants these beings are abducted, adopted, abandoned, sold, and/or traded, and then changed by magic to resemble a member of a different people. The circumstances of a changeling's existential reassignment are often a complex mystery. This change is not perfect, however, and many changelings grow up wondering why they feel different. This feeling can grow into unforgiving resentment or overwhelming curiosity, depending on the individual.

Changeling Racial Characteristics

Changelings are defined by their class levels—they do not possess racial Hit Dice. All changelings have the following racial characteristics.

- **+2 Wisdom, +2 Charisma, –2 Constitution:** Changelings are weakened by the unnatural circumstances of their infancy, but develop keen social acumen and awareness as a means of survival.
- **Medium:** Changelings are Medium creatures and have no bonuses or penalties due to their size.
- **Humanoid:** Changelings are humanoids with the changeling subtype.
- **Normal Speed:** Changelings have a base speed of 30 feet.
- **Racial Emulation:** Changelings are magically adapted to resemble the race of their adoptive parents. Choose two humanoid races. The changeling looks like a member of one of races but their true race is the other race selected. Once selected, this choice cannot be changed.

The possess the humanoid subtype of true race. Others studying the changeling may determine their true race, or their status as a changeling, with a successful Knowledge (nature) check (DC 20) otherwise they believe the changeling to be a member of the adoptive race.

- **Strange Racial Traits:** Changelings have varied natures to serve them well at infiltrators within another race. Upon character creation, the changeling has two unassigned race points (2 RP) that may be used to select additional trait(s) from the race builder rules.

You may select standard traits from the Defenses, Feats and Skills, Magic, Movement, Offense, Senses, or Other categories

For details on these racial traits, see the core race builder rules.

- **Claws:** Changelings' fingernails are hard and sharp, granting them two claw attacks (1d4 points of slashing damage each).
- **Natural Armor:** Changelings have a +1 natural armor bonus.
- **Darkvision:** Changelings can see in the dark up to 60 feet.
- **Languages:** Changelings begin play speaking Common and the racial language of their host society. Changelings with high Intelligence scores can choose from the following: Aklo, Draconic, Elven, Giant, Gnoll, Goblin, Orc, or Sylvan.

Ecology

As changelings can be the offspring of any creature vaguely humanoid in shape and are raised by and among a different race of humanoids. They are almost always out of place in their environment. By their very nature, changelings represent an imbalance in an ecological system. Perhaps their progenitors considered them malformed and an ill-fit to begin with, and that is why they were given to others to be raised. It may be that their true parents were slain by adventurers, and were adopted by these same adventurers out of pity. Whatever the cause of their situation, changelings are nurtured in ways that conflict with their nature. Raised by humanoids, they become humanoids, yet the change is never fully complete.

With the many races and creatures that dwell throughout the Patchwork Planet, changelings of all sorts live to eke out their odd existences all over Porphyra.

Purple Duck Note: *In the Porphyra setting, changelings can be of any gender and can be the offspring of any fey, monstrous humanoid, or outsider.*

Physical Description

As an adaptive feature of the magic that changed them, changelings typically resemble the race of their adoptive parents, even if their racial traits are not the same. As this transformation is always imperfect, curious defects are often inevitable. These defects include, but are not limited to: odd skin pigmentation, unusual ear shape, unearthly or mismatched eye color, intense beauty, and odd hands/fingers. Changelings raised by small-sized parents tend to resemble medium-sized members of their parents' race. Whatever the appearance of a particular changeling, it is always odd or strange to a varying degree.

Society and Relations

Changelings usually have no place in society and rarely form societies of their own, due to their singular natures. However, with a little luck and applied cleverness, they can find a unique niche. When at their most fortunate they can become confidants to kings or other heads of state. It is more common that they become quasi-outcasts living on the fringes of society, on the outskirts of a town or city. Some changelings are fiercely loyal to and protective from the family that raised them. Others form bonds with a select number of friends and allies. Still, there are many changelings who, either for the want of love or love of trouble, become discordant terrors in their communities or in the world at large.

Alignment and Religion

As they are rarely able to subscribe to the general moral outlook of their adoptive parents, changelings tend to be one step from normal in the alignment axis to the land in which they dwell. As changelings often find themselves rejects of a culture, they in turn reject that culture's morals and philosophies, resulting in being of a contrary alignment.

If introduced to a religion at a young age, a changeling is quick to be initiated into a church or cult out a desperate need for belonging. However, if they see that they are not treated as well as other members of a congregation, they might reject the faith entirely.

Due to their uncertainty, many changelings gravitate to the veneration of the Protean Lords known as the Slithering Symphony as a means of spiritual guidance.

Adventurers

When many a changeling comes of age, their budding strangeness blooms in full and they must make the choice to hide what they are or else find out what they could become. For changelings, adventure is as much about self-discovery as gaining renown and fortune. Adventuring might also be a necessity for changelings who are driven out by intolerant locals. There is also a powerful yearning and curiosity which many changelings refer to as “the Call”. This eerie pull guides many a changeling to their destiny, for good or ill.

Names

Changelings tend to have the given names from their adoptive parents, but these names rarely stick. Nicknames derived by their odd behavior are more common. Below are examples of changeling nicknames.

- Male:** Beaq, Dino, Honyoch, Jangles, Notmine, Stingray, Tombstone.
Female: Ashputol, Puddin, Kipper, Siguana, Step-on-Me, Tiffernoodle, Toad.
Non-Gender: Bug, Little Britches, Pickles, Doublenickel, Socks.

Starting Age: The starting age for all changelings, regardless of background/parentage is 15 years old +1d4 years for intuitive classes, +1d6 for self-taught classes, or +2d6 for trained classes.

Age Categories in Years

Middle Age	35 years
Old	53 years
Venerable	70 years
Maximum Age	70 +2d20 years

Height and Weight (female and male)

Base Height	5 foot 2 inches
Base Weight	85 lbs
Modifier	2d4
Weight Modifier	x5

Race Traits for Changelings

These traits are specifically designed for changeling PCs, usable only by other races at the GM's discretion.

Eerie Pallor: Your skin tone and complexion change in eerie ways when you are cautious or angry. You gain a +1 trait bonus to Intimidate and Stealth checks.

Inexplicable Dodge: Your body moves with an unnatural grace, as though against unseen winds. You gain a +1 dodge bonus to your armor class against critical confirmation rolls made against you.

Manic Fidgeting: Your fingers twitch with sporadic movements when you cast spells. You gain a +1 trait bonus to concentration checks made when casting spells with somatic components.

Rolling Eyeballs: Your eyes can move interdependently and in an unnervingly comical manner. You gain a +1 to Perception checks and a +2 trait bonus to saving throws made to resist gaze attacks.

Unhinged Mind: Your psychological oddness gives you an edge when using psychic magic. You gain a +1 trait bonus to concentration checks made when casting spells with mental components.

Alternative Racial Characteristics

Below is a selection of racial characteristics that could be selected by changing characters in place of the racial characteristics listed earlier.

Frolicking: Frolicking changelings gain a +2 racial bonus to Acrobatics and Perform (dance) checks. In addition, Acrobatics and Perform (dance) are considered class skills for them. This replaces the claws racial trait.

Otherkin: These twisted changelings are too darkly different to pretend to be normal... They have the fey type, and the changeling subtype, thus possessing low-light vision. This replaces the strange racial trait.

Seelie Sight: The changeling gains a +4 racial bonus on saving throws against illusion spells or effects. This replaces the darkvision racial trait.



Thumper: A thumping changeling's fists are hard unyielding, granting them two slam attacks (1d4 points of bludgeoning damage each). This replaces the claws racial trait.

Warded: Warded changelings are crafted with inherent protection. They gain +1 racial bonus to all saving throws. This replaces the natural armor racial trait.

Changeling Racial Archetypes and Options

The following class options are for the changeling race.

Malcontent (Arcane Trickster Archetype; Changeling)

Malcontents are raised believing they are members of a noble family or clan, when in fact they were actually adopted out of pity or diplomatic reasons. Now painfully aware of their loathsome parentage, malcontents seek to justify their unjustified claim to the family's legacy. Burdened by grand purpose, they employ mischief and cunning to take what they want and do as they please.

Purple Duck Note: *This archetype is based on the Prestige Archetype version of the Arcane Trickster released by Purple Duck Games.*

Consummate Liar: A malcontent adds 1/2 his arcane trickster level (minimum 1) as a bonus on all Bluff checks. In addition, the malcontent qualifies for the Improved Feint and Greater Feint feats, even if he doesn't have Combat Expertise or an Intelligence score of at least 13. He can also ignore Combat Expertise and an Intelligence score of 13 as prerequisites for other feats that require Improved Feint or Greater Feint. Finally, whenever the malcontent casts *daze*, the cantrip is not limited by a target's number of Hit Dice.

This replaces Ranged Legerdemain.

Deceitful: At 2nd level, malcontents gain Deceitful as a bonus feat.

This replaces Scribe Scroll.

Relic Mastery: At 6th level, a malcontent gains Signature Skill (Use Magic Device) as a bonus feat. He must have the proper amount of skill ranks in order to use this feat. In addition, the malcontent adds his Intelligence bonus to Use Magic Device checks in addition to his Charisma bonus.

This replaces Arcane Bond.

Changeling Bloodline (Sorcerer Bloodline)

Forever denied a true identity, these sorcerous changelings or those that emulate them constantly seek new forms to suite their needs and desires.

Class Skill: Disguise.

Bonus Spells: *disguise self* (3rd), *alter self* (5th), *adjustable disguise* (7th), *adjustable polymorph* (9th), *polymorph* (11th), *transformation* (13th), *greater polymorph* (15th), *frightful aspect* (17th), *shapechange* (19th).

Bonus Feats: Dodge, Improved Initiative, Lightning Reflexes, Quicken Spell, Skill Focus (Bluff), Skill Focus (Disguise), Skill Focus (Linguistics), Skill Focus (Stealth).

Bloodline Arcana: You are not subject to arcane spell failure when wearing armor with the *glamered* armor special ability.

Bloodline Powers: The mismatched color of your eyes shows that you have surprised in store for those who assume your nature matches your outward appearance.

Changeling Seduction (Sp): You may add +1 to the saving throw DCs for all spells you cast of the enchantment school; this stacks with Spell Focus. In addition, you may use *charm person* once per day as a spell-like ability (caster level is equal to the user's character level).

Hidden Violence (Su): At 3rd level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. These attacks deal 1d4 points of damage each (1d3 if you are Small) plus your Strength modifier. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). At 11th level, these claws become *cunning* weapons, as the weapon special ability. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Silent Change (Ex): At 9th level, you can apply the benefits of the Silent Spell feat to your bonus spells without using a higher spell slot. You can use this ability a number of times per day equal to your Charisma bonus.

Aura of the Unwanted (Su): At 15th level, you can, as a move action, will into existence an aura of dimness to surround you, so that you cannot be individually targeted by spells or spell-like abilities; you can still be affected by area effects due to spells. You can create this aura for a number of rounds

equal to your sorcerer level.

King of the Shadows (Su): At 20th level, you can assume or reject power and recognition as you see fit. You may choose to be immune to transmutation magic or add +4 to the DC of saves against your transmutation spells, and choose to add +2 to your Charisma or your Dexterity ability score.

Pan (Swashbuckler Archetype; Changeling)

There are magical islands that draw the wayward and the lost, such as wandering tribes of brave warriors, shipwrecked pirates, and even common street urchins. Those who spend enough time on these islands undergo a gradual transformation from an unremarkable person to high-flying hero. These heroes are called pans. Combining swashbuckling skill with dazzling flying antics, pans protect their island from would-be despoilers and seek out new adventures near and far.

Skills: The pan gains Fly as a class skill, and loses Ride as a class skill.

Happy Thoughts (Su): At 1st level, the pan gains the flight witch hex, treating his swashbuckler level as his witch level. The pan cannot use this hex if his panache pool is reduced to zero.

Pan-Flute (Su): The favorite activity of a pan is playing his home-made pan-flute, made of reeds and twine. At 1st level, every rank a pan puts into Perform (wind instruments) allows him to choose a bardic performance chosen from the following: countersong, distraction, fascinate. The pan can maintain these bardic performances for a number of rounds per day equal to their level plus their Charisma modifier.

Reduced Deeds: A pan only gains 2 deeds instead of the normal 3 deeds a swashbuckler would gain at 1st, 3rd, 7th, 11th, 15th, and 19th level. When these levels are gained, choose which 2 deeds the pan gains and which 1 deed the pan does not gain.

Daring Flight: At 8th level, the pan can use 1 panache point to fly for 1 additional minute per day.

This replaces the bonus feat gained at 8th level.

Changeling Equipment

The following equipment are inventions attributed to changelings.

Book of Diverse Lore (Skill Kit)

This thick tome is a miscellany of random factoids. After for 4 straight hours of uninterrupted reading, the reader can make a single Knowledge skill check untrained. **Price:** 20 gp.

Murder Mop (Alchemical Item)

This alchemically treated mop can clean up to 20, 5-foot squares worth of blood-covered floor, leaving no traces whatsoever, before it is expended. Each 5-foot square takes only 1 full round action to clean. **Price:** 50 gp.

Changeling Racial Feats

The following feats are available to changelings.

Spell Rend

You can quickly cast spells through your claws.

Prerequisites: Changeling, claws racial trait, must be able to cast at least 3 touch spells.

Benefit: When you confirm a critical hit against a target, as an immediate action you cast a touch spell on the target. This does not provoke attacks of opportunity.

Spiteful Strike

Your overdeveloped sense of vengeance makes you more deadly.

Prerequisite: Changeling

Benefit: Once per day, as part of an attack action, you can declare a spiteful strike. You gain a +1 morale bonus to your attack and damage roll for this attack. At 10th level, this morale bonus increases to +2.

Special: This feat can be selected multiple times. Each time, it grants an additional use of this feat per day.

Strange Humor

You are able to laugh away harmful spells.

Prerequisite: Changeling, Charisma 12+

Benefit: Once per day, as an immediate action you can apply your Charisma modifier to a single Fortitude or Will save.

Special: This feat can be taken multiple times. Each time, it can be used an additional time per day.

Magic Items

The following magic items relate to the changeling race.

Queer Egg

Aura faint divination; **CL** 4th

Slot none; **Price** 3,050 gp; **Weight** —

Description

The size and shape of a standard chicken's egg, a *queer egg* is only slightly more durable, traced with lines of alabaster and white gold. When in the presence of a member of the changeling race, or a being under the effect of an *alter self* spell, spell-like ability, the change shape monster ability, the *queer egg* will crack loudly. If brandished in that round or the next, the *queer egg* will separate into halves, one containing fire, the other water, producing a puff of steam. Any creatures within 30 ft. that fit the criteria listed will resume their original appearance and be rendered helpless for 1 round. A changeling's skin will writhe but remain as it normally appears, and will remain shaken for a further minute.

Construction

Requirements Craft Wondrous Item, *hideous laughter*, *reveal true shape*; **Cost** 1,525 gp

Ring of the Savage Claw

Aura faint enchantment; **CL** 6th

Slot ring; **Price** 8,000 gp

Description

These magic rings vary in purpose and intent, being loose fitting and jagged in appearance. When placed upon a finger of a being with a claw attack, the ring grants one of the wearer's claw attacks an enhancement bonus of +1 and a +1 equivalent melee weapon special ability as though the claw were a slashing light melee weapon. Each *ring of the savage claw* grants a specific melee weapon special ability to the claws of the wearer, which can be rolled on the appropriate table or selected.

Construction

Requirements Craft Magic Arms and Armor, Forge Ring, *magic fang*; **Cost** 4,000 gp

Swarming Caltrops

Aura faint conjuration; **CL** 3rd

Slot none; **Price** 2,000 gp; **Weight** 2 lbs.

Description

This mundane looking bag of caltrops vaguely resemble dead spiders. If successfully used to attack and injure a creature (as per the caltrop rules), the spiders instantly come to life as a spider swarm in the creature's square, dealing swarm damage. This spider swarm keeps attacking the nearest creature until destroyed; if none are within 10 ft. at any point they will disperse into the environment, making this a one use item.

Construction

Requirements Craft Wondrous Item, *summon swarm*; **Cost** 1,000 gp

Spells

The following spells relate to the changeling race.

Create Changeling

School transmutation

Level druid 4, shaman 4, witch 4, wizard 4

Casting Time 1 minute

Components S, V, F (must be cast in a henge of standing stones)

Range touch

Target 1 infant (or twins, if identical) that is humanoid, fey, monstrous humanoid, or outsider

Duration Permanent

Saving Throw none; **Spell Resistance** no

You transform an infant into a changeling, choosing its exact racial traits at the moment of casting. This effect can be undone by *remove curse*, but only if the subject is willing.

Made from Scratch

School transmutation

Level druid 6, shaman 6, witch 6, wizard 6

Casting Time 1 standard action

Components V, S, M (salt, water, and sugar)

Range touch

Target one creature or fresh corpse

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

The subject instantly dies (if it was not dead already) and turns into a lifeless assortment of exotic foodstuffs and wine, as per *create food and drink*. Only creatures made of flesh or plant matter are affected by this spell.

Topsy Turvy

School transmutation

Level bard 1, witch 1, wizard 1

Casting Time 1 standard action

Components S,V

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

Target one living creature

Duration 1 round

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

You cause the target to flip over and fall prone. It may act normally while prone but takes any appropriate penalties.

Changeling Adventurers

As they are so few and far between, every changeling's story is unique. As they are inherently wise, comely, and tied to magic, many changelings become spellcasters. With their claws, natural armor, and diverse racial traits, many changelings also become warriors of some sort. Whichever class a changeling approaches, it is sure to be a singular approach.

Favored Class Bonus Alternatives

Instead of receiving an additional skill rank or point whenever they gain a level in a favored class, changelings have the option of choosing from a number of other bonuses, depending on the favored class. The following options are available to all changelings who have the listed favored class.

Alchemist: The alchemist gains 1/6 of a new discovery.

Arcanist: The arcanist gains 1/6 of a new exploit.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bard: Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.

Bloodrager: Add +1 to the bloodrager's total number of rage rounds per day.

Brawler: Add $\frac{1}{4}$ to the brawler's effective level to determine her unarmed strike damage.

Brujo: Add one spell known from the witch spell list. This spell must be at least one level below the highest spell level the brujo can cast.

Cavalier: Add +1 hit point or +1 skill rank to the cavalier's mount companion. If the changeling ever replaces her mount companion, the new mount companion gains these bonus hit points or skill ranks.

Cleric: Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the fey type.

Druid: Add a +1 bonus on wild empathy checks to influence animals and magical beasts with the shapeshifter subtype.

Fighter: The fighter gains $\frac{1}{6}$ of a new combat feat.

Gladiator: Add +1 to Acrobatics checks made to avoid attacks of opportunity from moving through enemy-occupied spaces.

Gunslinger: Add $+\frac{1}{4}$ point to the gunslinger's grit points.

Hunter: Add a +1 bonus on wild empathy checks to influence creatures with the fey type.

Illuminatus: Select one metamagic feat you know. Its spell slot adjustment is lowered by $\frac{1}{3}$ to a minimum of zero.

Infinyte: Add +1 to the infinyte's Knowledge (nature) skill checks.

Inquisitor: Add a $+\frac{1}{2}$ on Intimidate checks made against creatures with the fey type and a $+\frac{1}{2}$ bonus on Knowledge (nature) checks relating to fey-inhabited areas.

Investigator: The investigator gains $\frac{1}{6}$ of a new investigator talent.

Kineticist: The kineticist gains $\frac{1}{6}$ of a new wild talent.

Magus: The magus gains $\frac{1}{6}$ of a new magus arcana.

Medium: Gain a $+\frac{1}{2}$ bonus on saving throws against possession and a $+\frac{1}{2}$ bonus on saving throws to end haunt channeler, location channel, and spacious soul.

Mesmerist: Gain a $+\frac{1}{2}$ bonus on Acrobatics checks to move through a threatened area and a $+\frac{1}{2}$ bonus on Bluff checks to feint.

Monk: Gain $+\frac{1}{5}$ of a ki point.

Occultist: Deal an additional $\frac{1}{2}$ point of damage with focus powers.

Oracle: Add $+\frac{1}{2}$ to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Paladin: Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura,

for example.

Psychic: When casting psychic transmutation spells, add 1/2 level to the effective caster level of the spell, but only to determine the spell's duration.

Ranger: Add a +1 bonus on wild empathy checks to influence creatures with the fey subtype.

Rogue: The rogue gains 1/6 of a new rogue talent.

Rook: Choose one of the bonus spells granted by the rook's schism; add +1/3 to the effective caster level of that spell, to a maximum of +2.

Runecaster: Add +1/2 to your Will saves against transmutations.

Runereaper: Add + 1/2 to the DC of opponents to cast defensively while being threatened by the runereaper.

Shaman: Add 1/2 to the shaman's effective class level for the purpose of determining her spirit animal's natural armor adjustment, Intelligence, and special abilities.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: Choose one type of weapon. Gain a +1/2 bonus on critical hit confirmation rolls made while using that type of weapon (maximum bonus +4). This bonus does not stack with those gained through Critical Focus and similar effects.

Sorcerer: The sorcerer gains 1/6 of a new metamagic feat.

Spiritualist: Add +1 skill rank or +1 hit point to the spiritualist's phantom.

Summoner: Add +1 hit point or +1 skill rank to the summoner's eidolon.

Swashbuckler: Gain a +1/3 bonus on all critical hit confirmation rolls made while using the precise strike deed (maximum bonus of +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Warpriest: Add 1/2 to the number of times per day the warpriest can use blessings.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: The wizard gains 1/6 of a new metamagic feat.

Sample Player Character

This sample changeling character is presented at the 1st level of play, as a standard NPC with an elite array of statistics.

What am I? Why are these things happening to me? Where did I come from?

Hilzor (CR 1/2; XP 200)

Male changeling bloodrager 1

LN Medium humanoid (changeling, goblinoid)

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

Defense

AC 18, touch 12, flat-footed 16

(+2 Dex, +1 natural, +5 armor) corrected

hp 11 (1d10+1)

Fort +3, **Ref** +2, **Will** +1 (+3 vs. fear effects)

Offense

Speed 30 ft.

Melee greatsword +2 (2d6+1/19-20 x2) or claws (2) +2 (1d4+1/18-20,x3)

Ranged throwing axe +3 (1d6+1/x3)

Special Attacks bloodrage (7 rounds/day), elemental strikes

Bloodline elemental (earth)

Statistics

Str 13, **Dex** 14, **Con** 12, **Int** 6, **Wis** 12, **Cha** 17

Base Atk +1; **CMB** +2; **CMD** 14

Feats Skill Focus (Intimidate)

Skills Intimidate +9, Perception +5

Languages Common, Undercommon

SQ fearless, racial emulation (hobgoblin; appears human), terrain stride (forest)

Gear greatsword, throwing axes (2), scale mail

Demographics

Faith none

Homeland Pynian Coast

A cold customer, defiant of the ghastly, almost demonic government of the dread Pynian Coast, Hilzor floats through Pynian society like a flower in a sewer. The decadent citizenship humors the passionate, yet very strange individual, in spite of his crusader-like behaviour. Some few foreigners gravitate to Hilzor as a sane island in a sea of madness, not realizing that his straight-laced eccentricity is an isolated tolerance, and that they are in grave danger...

The Pink Flower of Saint Zenobie (Ctd)

A search party was assembled consisting of Brother Habile, François the Huntsman, and the greatest of the town guard, Jacques Brian, who bore a mighty partisan that, in past years, quelled many a rake and ruffian.

Drops of blood led from the cobbler's house to the edge of the wood. Before they embarked, Brother Habile interviewed several prominent townsfolk as to the myriad of rumors surrounding the Pink Flower known as Raquel D'Hubert. He also imparted a singular and queer form of blessing upon the arrows and partisan of his companions. Taking out a small earthen jar and leather pouch from his pack, he toiled in pious preparation for the terrors that lay ahead. Using a small paint brush, he coated the flint heads and steel edges with a gum housed in the jar and sprinkled powdered silver from the pouch. After a lengthy prayer, the gum dried, and the weapons glinted and sparkled with a holy scintillation that reinforced the martial resolve of those that bore them.

History tells us the trio entered the malignant forest, never to return, never to recover the missing maiden. However, their severed heads were encountered over the next month...

On the following night when the moon waxed full, the head of Jacques Brian, the partisan guard, appeared at the foot of the mayor's bed. The sight of the bloodless atrocity, with dangling shreds of neck and vertebrae, pinned the magistrate to his sheets with a fastening terror. It fixed its cloudy gaze upon the mayor, and thus it spoke:

"A league deep into that cursed forest, a swarm of human heads assailed us. Some were cloven at the neck, as if by a sword stroke. Others were disembodied as you see me now. They bit at us and shouted foul things both vulgar and blasphemous. One of these floating heads we recognized as the cobbler, Pierre D'Hubert. François' arrows had little effect on them. It took the deft swings of Brother Habile's cudgel to pulp each hovering member to inert paste.

"We continued on through coarse bushes and thorny thickets. Something large and snarling leapt upon my back. A set of hungry jaws tore half my neck away. And that is all I can recall."

Then the head of Jacques Brian floated out the mayor's window and back into the ghostly wood.

On the following night, the head of François the Huntsman appeared before his father, the mayor. This head had been cleanly severed. As the mayor wept in

silence, the head continued where Jacques Brian had left off.

“We were waylaid by a pack of loup garoux. They caught Jacques off guard, but Brother Habile managed to defend himself long enough for me to fell three of them with arrows. The rest scattered. We were loath to leave Jacques Brian’s remains there, but my love for Raquel and the monk’s pious resolve compelled us onward.

“We eventually found her at the foot of a steep hill crowned by a ramshackle cottage of baleful aspect. A werewolf was chewing meat off Raquel’s leg. Without thinking, I drew an arrow and sent it through the monster’s heart. It fell dead, a man. Raquel’s body had been flayed, her pink skin and raven curls stripped and stolen, but the corpse’s head still housed those precious mismatched eyes of green and brown.

“Mad with rage and ignoring Brother Habile’s urging to maintain our stealth, I charged up the hill with an arrow nocked. Like a spider from a hole emerged a nude hag bearing a black broadsword. She was wearing Raquel’s skin, Father! That hateful, chortling woman wore the hide of my fiancé in place of her own! The witch’s body was that of a bent and tottering crone, but the skin she wore was the very skin of my Pink Flower!

“I loosed my arrow, only to watch it deflect off the flat of her terrible blade. With uncanny swiftness, she charged down the hill, cackling like venomous thunder. Her emerald glare held me fixed like a statue, unthinking, un-moving. She swung her sword through my neck, and I felt my body collapse to the ground below me. Yet, my head remained as if does now, floating in mid-air like a will-o’-the-wisp.

“Oh, dear Father, forgive your son’s folly! I must return now to those horrible woods. Adieu!”

When the floating head of the huntsman departed out from the window into the spectral gloom, the mayor of Saint Zenobie ignored his fatherly pangs of grief just long enough to write down all his son had told him. When the information was properly documented and sealed for his factotum to find the next morning, the old man slit his throat over his chamber pot.

Several townsfolk mourned the mayor’s dismal demise, yet even more of them saw fit to vie for his now vacant seat. Life went on in the town of Saint Zenobie. Eventually, after enough people complained of sore and gashed feet, a new cobbler was brought into town to replace Pierre D’Hubert.

One month after the haunted night of the mayor’s death, the floating severed head of Brother Habile found its way back to the Benedictine Abbey of Perigon and appeared before the abbot while the holy man knelt in consummate prayer. In his private chambers, the startled abbot watched and listened, rapt in pious horror as the hovering visage spoke.

"I have returned from my mission, honorable sir, though not in the way I had hoped. No doubt you have heard the accounts of those who preceded me in peculiar death. I come to report the remainder of the venture's transpirings and to seek absolution for my sin committed in that foul cottage.

"After mesmerizing and decapitating François, the hag-who-will-not-be-named turned her emerald stare of entrancement onto me. Enslaving me with succubal sorceries, she took me into her cottage and, for a month, subjected me to venereal acts so atrocious that I dare not describe them in this hallowed edifice. In that time of lusty servitude, I learned from her many secrets.

"She had enslaved Pierre D'Hubert the cobbler in this very satanic fashion many years ago, getting a daughter from him. When the cobbler's wife bore a daughter as well at about the same time, the hag switched the babes in their infancies. The fate of the true and legitimate daughter, the real Raquel D'Hubert, was a grisly one. The witch fed the babe to her werewolf sycophants.

"When the pink-skinned changeling became a woman grown, the hag crept into the D'Hubert home with her black broadsword, severed the cobbler's head as he slept, and ensorcelled the maid to follow her. Though the girl known as the Pink Flower of Saint Zenobie was half hag, her fate is still pitiable. Her wicked mother desired not a child to love, but a fresh new skin to wear for the prolongation of her unnatural life. This was the Pink Flower's reason for cultivation.

"I also learned of the witch's sword, an ebon blade of necromantic influence that animated severed heads with unliving flight. These heads filled the forest about her cottage, acting as her familiar spies and sentinels.

"When tired of my compelled affections, she used that very sword upon my own neck, adding yet another murder to stain her foul and demoniac spirit. Yet, even in that state of living death—that buoyant manifestation of earthly purgatory—my cleverness and cunning did not escape me.

"Lethargic from gorging herself on my leftover trunk and limbs, the hag fell into a deep slumber upon her bed of unicorn pelts. With naught but my teeth, I drew her evil weapon from its sheath, hovered high above her sleeping form, and dropped the sword point first onto her exposed throat. The blade sank deep, and the hag gurgled a bloody death rattle before taking her place among the damned." The abbot trembled in cold sweat and crossed himself. "You have rid this land of a great evil, Brother Habile. I have no doubt God will forgive your sin once we cure your earthly remains of this malefic affliction. I will summon the other monks. Perhaps collective prayer and copious amounts of holy water will free your spirit from that ghastly shell."

The head of Brother Habile shook in grave variance. "Nay, venerable sir. We must be practical in this matter. Go and fetch a cudgel. Pulp this head into paste and burn it."

- End

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