

FEHR'S
ETHNOLOGY
COLLECTED





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INTRODUCTION

Greetings and welcome to *Fehr's Ethnology Complete*. You are reading the culmination of over 3 years of creation, inspiration and evolution, (not to mention the occasional frustration) that shows how design can occur as a result of serendipity. When I joined Mark Gedak, publisher and soul of Purple Duck Games, he put me to various tasks of editing and writing, and one of the first was a short 'race book' for a certain horned, furry fellow. Every now and then, Mark would give me an art piece and say, "Go," From that and many other steps inspired by Mark, the bases for our newly-sprung campaign world, Porphyra, has come about. The inspirational art for some of the racial designs within, such as dhosari, ith'n ya'roo, kripar, qit'ar, and urisk came from art destined for what was to become *Monsters of Porphyra*—before there was a coherent idea for the Patchwork Planet of Porphyra, itself! The ten singular *Fehr's Ethnologies* put that art to work, and help to springboard ideas about what the nature of Porphyra was to be, a world where humanity does not make up the majority of sentient beings, and where primal conflict separates many of the races and nations that find themselves sharing that world.

The erkunae, dragonblood, eventual, and sinister zendiqi came from other varied art and game sources, some Mark and I cannot now recall... The plant-like xesa, despairing avoodim and boisterous polkan came completely out of my own head, another example of my not being able to keep on script! Many thanks to Mark for helping put my literary themes of a race into a playable mechanic—any mistakes in that department are my fault, any innovations are his insightful corrections. Those who have partaken of the original, singular series of *Fehr's Ethnologies* will notice that some material is not duplicated here; I hope to bring all the bit and pieces to life in subsequent articles, mostly the well-received *Heroes of...* series, essential to understanding the spirit of the Patchwork Planet and its many nations and peoples!

Finally, the contents herein are not a new set of mechanics but a new people in the lands of Porphyra. This product contains updated art for most of the races by Gary Dupuis and allowed us to help differentiate some of the races in here from their *Monsters of Porphyra* cousins and a beautiful cover by the talented Rick Hershey. I hope you enjoy our completed *Fehr's Ethnology Complete*, and we hope to see you back for more Porphyra-related projects in the near future.

- Perry Fehr, with Mark Gedak, Purple Duck Games

USING THIS BOOK

Fehr's Ethnology Complete has been designed so that each of the feature races is contained within ten pages. In addition to the material contain herein, the following additional sources have been used:

- **ACG:** *Advanced Class Guide*
- **APG:** *Advanced Player's Guide*
- **ARG:** *Advanced Race Guide*
- **GMG:** *Gamemastery Guide*
- **UC:** *Ultimate Combat*
- **UM:** *Ultimate Magic*
- **UP:** *Ultimate Psionics* from *Dreamscarred Press*

The following classes have been referenced:

Assassins of Porphyra: Assassin

Advanced Class Guide: Bloodrager, Skald

Advanced Player's Guide: Alchemist, Cavalier, Inquisitor, Oracle, Summoner, Witch

Legendary Classes - Chaos Magic: Illuminati

Legendary Classes - Covenant Magic: Medium

Legendary Classes - Rook: Rook

Legendary Classes - Rune Magic: Runecaster, Runereaper

Pathfinder Roleplaying Game Core Rulebook:

Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Wizard

Paths of Power: Gladiator

Paths of Power II: Paths of Blood: Brujo, Hetaeara, Infynite

Ultimate Combat: Gunslinger

Ultimate Magic: Magus

Ultimate Psionics: Psion, Psychic Warrior, Soulknife, Vitalist

Warrior Prestige Class: The Living Monolith

NPC Gear: Most of the gear possessed by the non-player character samples can be found in *Ultimate Equipment*.

Illuminatus "Spells": Illuminatus do not gain spells like regular casters but instead have a list of spells at each level that are randomly cast as part of their chaos magic. If a spell in this book lists illuminatus as a spell list option, that spell may be used to replace one equivalent leveled spell on the appropriate school list.

AVOODIM

Hathiel's fury was terrible to behold. A trio of barb-tailed tieflings stood before the mouth of the cave, doubtless drawn by the same force as he was. His smooth features contorted in a snarl, he pulled Angel's Tear from its scabbard, the weight like an extension of his own arm. One of the demon-spaw in a ratty robe chanted an incantation, gestured wildly, and a node of force slammed into Hathiel's chest. He gritted his teeth, kept moving forward, and released a portion of his Pain with a beckoning finger. The tiefling turned a paler shade of pink, eyes wide, and fled, its hooves clattering on the stony ground. Another robed abomination made a fan with his fingers and sprayed Hathiel with fire, the other, more martially attired, fired a crossbow bolt. He ignored both, his armor deflecting the former, and his own flesh rejecting the latter. Angel's Tear cut into the sorcerous tiefling, its devil-tainted flesh hardly impeding Hathiel's blade, and slamming into the armored form of the horned rogue. Bleeding but alive, the tiefling defended itself for another few passes, until Hathiel cut it down, and stepped over its cooling corpse. Did their deaths serve the Purpose? Could he ever know? Hathiel staggered into the cave, encumbered not by his wounds but by the depths of his own Pain. His century was nearly past. Where he would go, he did not know, but he had tried so hard, he had fought evil at every turn, mercilessly, he-

A light pulsed in the back of the cave. Its glow gave off a sense of homesickness that was all but debilitating. Hathiel tossed back his night-black locks and focused on reaching the form lying on the stone. It was an avooda, her form so tall, so flawless, hair in a spill around her head like the night behind the moon. It moved him not. He leaned on his hand-forged sword, waiting for her eyes to open. When they did, like two lamps of soiled gold, he spoke the words, in the language of the angels:

"You are avoodim, The Lost. You have been tried and found wanting. A century's time has been given to you to seek The Flaw, to find The Purpose, to fight The Pain. This body has been given as another gift. Use it well to find your way. I am Hathiel. What is your name?"

The face of the female, untouched by the cold of the cave, twitched.

"I- I am Thuriel. I am Lost. Will you help me find my way?"

They always knew the words, and Hathiel always answered them the same way.

"No."

AVOOD RACIAL CHARACTERISTICS

Avoodim characters are defined by class levels and have the following racial characteristics.

- **+4 Constitution, +2 Strength, -2 Dexterity, -2 Charisma:** The bodies of the avoodim are composed of all four elements, drawn from the Material and outer planes, thus they are very durable and strong, but the Pain of their origin haunts them, and makes them melancholy.
- **Native Outsider:** Avoodim are outsiders with the native subtype.
- **Medium:** Avoodim are on the tall end of the Medium scale, and suffer no penalties nor have any bonuses due to size.
- **Normal Speed:** Base speed of avoodim is 30 feet.
- **Darkvision:** Avoodim have darkvision 60 ft.
- **Celestial Resistance:** The avoodim's origin gives them acid resistance 5, cold resistance 5, and electricity resistance 5.
- **Forge of Heaven:** Avoodim prefer to create their own weapons, and gain a +2 bonus on all Craft or Profession checks to create objects from metal or stone.
- **Heavenly Hatred:** Avoodim resent all extraplanar beings, and gain an attack bonus of +1 against all outsiders.
- **Shared Agony:** An avood can let another taste the despair it constantly feels. They may use *doom* 1/day as a spell-like ability, with a caster level equal to the Hit Dice of the character.
- **Eternal Despair:** The casting out of the avoodim has left the race with damaged psyches, constantly struggling against the wave of despair over what they have lost. Avoodim suffer -2 on saves vs. fear and despair effects. Also, once per day, when a natural 20 is rolled for a GM-directed skill check, ability check, saving throw or attack roll, the player must reroll. This choice is at the GM's discretion.
- **Languages:** Avoodim characters start play speaking Common and Celestial. Avoodim with high intelligence can choose from the following: Abyssal, Aquan, Auran, Infernal, Ignan, and Terran.

ECOLOGY

In the Hierarchy of Heaven, the testing of souls for filling the ranks of the Archons is bound to have some that do not quite measure up, that come up short in the requirements of the Most High. Some small flaw, some minor shortcoming may disqualify a soul for front-line service. What the exact process is, no living man may know, but though most who fall short strive to rejoin, improve and better themselves for another try, there are those who give up, ashamed that they were not chosen and lacking the will to try again. These bitter souls are forcibly returned to the world below, into powerful bodies, in the hopes that another chance will change the outcome. These exiles are the avoodim (male avood, female avooda), which means “The Lost” in the corrupted Celestial dialect that they use. Burdened with the pain of their rejection, but gifted in many other ways, they struggle to work out the mote of imperfection in their soul’s eye, and taste again the glory of the Divine.

Physical Description: Avoodim are very tall, large and solid, broad shouldered, with statue-like features, looking almost carved from some pale, stone-like substance rather than flesh. Their hair is always a lustrous black, and both sexes wear it long and flowing. Eye color is shades of yellow to gold. They have no body or facial hair, and though they never wrinkle or tan. They begin their century-long life with all the statistics of an adult. They have deep voices, and speak Common with a pronounced accent.

Society: When an avoodim is formed, nearby avoodim are obliged to attend their appearance, which takes place in an out-of-the-way location away from the eyes of ordinary mortals. This Call comes to the mind of the nearest avoodim, and they must travel about a mile or so; when there, they give brief instructions, possibly some equipment, and send them on their way. Avoodim rarely congregate, seeing one another as a reminder of their loss. Avoodim frequently join lawful good communities, even if they themselves are not of that alignment, in order to see whether mortals possess the key to finding The Flaw in their psyche. Though it is just as likely that an avoodim can find The Purpose in a domestic life of trade or of monastic contemplation, they seem to gravitate toward war and adventuring.

Relations: Avoodim rarely give any thought to a being’s race before they interact with them, and treat all non-hostile beings with the same gloomy acknowledgement.

Their massiveness is rather off-putting to small races, though an avood doesn’t dismiss them for their size. Dwarves admire their forging tradition and skill, and often seek them out to talk shop. Elves and Humans often mistake them for a lost human ethnicity, and the avoodim don’t press the difference. Humanoid races know enough to get out of their way. If there are any races that avoodim dislike, it would be the aasimar and tieflings. It is they alone that would recognize their nature [DC 20 Knowledge (history, planes, or religion)] and most would mock them for it, even good beings. The native outsider races of ifrits, fetchlings, sylphs, oreads and undines would be disliked, and it would be difficult for one of them to be friends with an avoodim.

Alignment and Religion: Ideally, an avood should be Lawful Good and follow the religious precepts of Heaven; in practice, this is not so. Often, an excuse for not following such a line is “It didn’t work the first time,” and perhaps there is some truth to that. There is a theory among theologians and those that study the avoodim that ‘an appreciation of diversity’ is the trait that the pre-avoodim lacked. Truly, though, deviation from



Lawful Good in an avoodim should be backed up by a pretty good reason and correct roleplaying. Chaotic or Evil avoodim would be seen as a perversion by the race, and quite likely make them targets of destruction by the more orthodox-minded avoodim.

Adventurers: Avoodim adventure to ‘Find the Flaw, Seek The Purpose, and Fight The Pain’ as their credo reads. What this might involve, they almost never know, but destruction of corrupting influences usually seems the simplest way. Treasure for the purchase of comforts is less relevant than for other races, but the avoodim are constantly tempted to live normal lives of the pursuit of ease. Those that live as freebooters or mercenaries are known as Ahtslan avoodim, the Forgetful Ones, disregarding their Purpose for the pursuit of possible happiness. There are also whispers of the Shaor, the Dark avoodim, bent on revenge for their rejection. Avoodim are reluctant to join mortal-led organizations, but also hesitant to join religious orders, always riding that edge of uncertainty about their path. The Pain will always make them feel not quite at home, and those that know their nature see them in a less-than-perfect light.

Names: Avoodim use a naming system based on their past ‘life’ in heaven, though sometimes they will take a nom de guerre or a nickname, to lessen the reminder of their lost reward.

Male: Kyrael, Serathael, Bharael, Voraël, Cynovaël

Female: Thiriël, Ynisiël, Quiriël, Cyriniël, Meziël

Starting Age

Adulthood	Martial	Innate	Studied
1	+1d6	+1d4	+2d6

Age Categories in Years

Venerable	Maximum	
100	100 + 1d20	Avood do not progress through age categories. For a time they do exist, then they do not exist.

Height and Weight

Gender	Height	Base	Modifier	Multiplier
Male	5' 11"	160 lbs.	2d6"	x7 lbs.
Female	5' 8"	110 lbs.	2d6"	x7 lbs.

RACE TRAITS FOR THE AVOODIM

These traits are specifically designed for avoodim player characters, usable only by them.

Ahtslan Avoodim: Who cares about eternity on a cloud, eat, drink, and spend gold! You gain a +1 trait bonus to Appraise checks, and that skill is a class skill for you.

Battle-Cry of Angels: It never comes close to the true, Empyrean sound of the host. You may cast *virtue* as a spell-like ability 1/ day, only on yourself.

Kiss of the Forge-Maiden: This sword is my only love, the only one I'll need. You gain a +1 trait bonus to confirm critical hits, and +1 to damage on critical hits (undoubled) with a weapon that you have made.

Memories of Heaven: Sometimes in your dreams you can recall the shining mountains of heaven, its people and lore. You gain +1 to Knowledge (planes) and that skill is a class skill for you.

Shaor Avoodim: Burn it all. Make them pay. Oblivion is the goal. You gain a +2 trait bonus to confirm critical hits against beings you know to be good.

The Pain and The Purpose: Foolish, petty desires of mortals, I've no time for them. You gain a +1 trait bonus on Will saves vs. charm spells and effects.

ALTERNATIVE RACIAL CHARACTERISTICS

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

Altered Resistance: Your Purpose below involves facing forces of magic beyond your comprehension. You gain Spell Resistance equal to 6 plus your level. This replaces the celestial resistance racial ability.

Clear Sight: Unlike most avoodim, you do not hate those who come from the Realms Beyond, and are able to see past the delusions that make us see what we wish. You gain a +2 racial bonus on saving throws against illusion spells or effects. This replaces the heavenly hatred racial characteristic.

Cold Stare: The eyes are the window to the soul, through which you may read the damnation within. You can use *lock gaze*^{UC} as a spell-like ability 1/day. This replaces shared agony.

Hound of Heaven: Though you only dream of wings, your memory persists enough to lend you added speed on land. You gain a +10 ft. racial bonus to speed when using the charge, run, or withdraw action. This replaces forge of heaven.

Longing for Acceptance: Some avoodim do not hold themselves away from other mortals, but seek to fit in and make friends at any cost. Avoodim with this trait suffer -2 to saving throws versus enchantment spells and effects. This replaces eternal despair.

Night-dweller: Avoodim with this racial trait increase the range of their darkvision to 90 feet; however, they are automatically dazzled in bright light and take a -2 penalty on saving throws against effects with the light descriptor. This racial trait replaces darkvision.

Mortal Adaptation: Your Purpose seems to emulate the ways of mankind, and you more closely resemble them than others of your kind. Your starting ability bonuses are +4 Constitution, -2 Charisma.

Rage of Rejection: Your rejection of you heavenly heritage is so complete; you have rejected its protection and directed your rage to all outsiders. You gain a +2 dodge bonus when fighting outsiders, and a +2 bonus to combat maneuver checks made to grapple outsiders. This replaces celestial resistance and heavenly hatred.

Skysinger: Try as you may, you cannot see the Empyrean Heights from the ground or mountaintop; that doesn't mean you don't keep trying. You are treated as 1 level higher when casting spells of the Air domain the bloodline powers of the air elemental bloodline, and revelations of the oracle's Heavens mystery. This ability does not give the Avood early access to level-based powers; it only affects powers that they already hold. This replaces shared agony.

FEATS

Below is a selection of feats designed for use with avoodim characters. With GM permission they may be allowed for other races.

Answering the Call

I have said unto you the Words, now perform your first task...

Prerequisite: Avood, Cha 12, character level 3rd

Benefit: Once a month, with one hour's notice, you gain the assistance of an Avoodim NPC of at least 2 levels lower than yours, for the time period of one day.

Baleful Reputation

Know that I am avoodim, and cringe before my mission...

Prerequisite: Avood, character level 4th

Benefit: Intelligent opponents (6 or higher) subtract 2 from their initiative when in melee combat with you, or with a group you are actively fighting with.

Communal Prayer (Teamwork)

Hear me with your soul, not with the base words of mortals...

Prerequisites: Int 13, native outsider

Benefit: You can communicate wordlessly if within sightline of another creature that possesses this feat, or with an extraplanar outsider which possesses *telepathy*, such as an angel or archon.

Fiend Destroyer (Combat)

No matter how the fiends array their defenses, they shall fall.

Prerequisites: Knowledge (planes) 4 ranks, avood, 4th-level fighter

Benefit: Your attacks ignore evil outsiders' damage reduction by 1 point for every 2 levels your character possesses.

Heaven's Condemnation

The being that spawned you was grossly bloated with evil, and you are merely the greasiest spot of that filth.

Prerequisites: Knowledge (religion) 4 ranks, avood

Benefit: You may use your Knowledge (religion) bonus in place of your bonus to Intimidate when using that skill to demoralize evil creatures.

Nerves of Stone

Your posturing means nothing to me, now that I have found the purpose.

Benefit: You add +2 to the DC of others' Intimidate checks when they use that skill on you to demoralize.

Special: Avoodim characters add +4 to the check.

Steel My Soul

I will not let the Pain touch me, I will not let it cloud my soul!

Prerequisite: Avood, eternal despair racial characteristic
Benefit: The reroll of a natural 20 once per day no longer affects you. In addition, you may roll twice on saves vs. fear and despair effects and take the best result, still with the -2 penalty.

Sword of Heaven

There are too many to kill, I must have more power!

Prerequisite: Cha 15, smite evil class feature
Benefit: You reduce the level requirement for an increase in smite evil per day by 1, gaining two smites at 3rd level, three at 6th, etc.

Purple Duck Note: *With GM permission avoodim may also be able to take some feats available to the aasimar race such as Celestial Servant^{ARG} or Channel Force^{ARG}.*

EQUIPMENT

The following items are some of the pieces of equipment used by avoodim.

Avoodax

This heavy weapon, supposedly modeled on one used by guardians of the gates of the Gods' cities in Heaven, has a wedge-like head that resembles an elongated diamond, giving increased splitting power at the expense of clumsy use.

Benefit: An avoodax ignores 1 point of hardness for every 5 points of BAB, and 1 point of DR from sources such as barbarian damage reduction and other class abilities.

Drawback: An avoodax is always -1 to hit; masterwork quality merely cancels this penalty.

Exotic One-handed Weapon

Cost 65 gp; **Dmg** 1d8 (S)/1d10 (M); **Critical** x4;
Weight 12 lbs.; **Type** B, S; **Group** axes

Purpose-Journal

These items are wood-covered, with pages of thin metal containing etched characters. Writing a page of text requires a vial of acid and a DC 12 Craft (etching) check to complete. Avoodim monastery scribes laboriously create these journals which relate the experiences of avoodim thought to be "successful" in their quest to be accepted into Heaven. The owner of a purpose-journal

must complete a page for every new level they achieve, obtaining a one-time only +1 bonus to a Will save for every page completed. Thus, a 5th level avoodim who has completed 3 pages has a pool of points to use as 3 separate +1 save bonuses, a +2 bonus and a +1 bonus, or a +3 bonus. A purpose-journal is specific to an individual avood, though a non-avood who possesses one gains +1 to Knowledge (planes) and Knowledge (religion) checks.

Cost 100 gp; **Weight** 5 lbs.; **Hardness** 4, **hp** 4

MAGIC ITEMS

Avoodim have access to the following magic items.

Heavenshard

Aura faint to moderate conjuration; **CL** 4th (minor, lesser), 5th (greater, major)

Slot none; **Price** 100 gp (minor), 500 gp (lesser), 1,000 gp (greater), 1,500 gp (major); **Weight** —

Description

These fragments of the stuff of the Realms Beyond plane of Heaven appear as finger-sized chunks of some glowing yellow stone; minor *heavenshards* give off the light of a candle, major *heavenshards* that of a bright lantern. These items, based on their potency, can relieve a number of conditions plaguing their possessor, much like the heavenly power of paladin mercies. Each *heavenshard* can be keyed by the owner to be triggered automatically when the owner is afflicted by one of the conditions it can relieve, or it can be activated as a move action to relieve a specific one. According to the list below, a shard can relieve conditions beside the shard level, or any condition beneath it by a lesser level.

Minor: fatigued, shaken, sickened

Lesser: dazed, staggered

Greater: exhausted, frightened, nauseated

Major: blinded, deafened, paralyzed, stunned

When a *heavenshard* has been used once, it crumbles away into fine dust.

Construction

Requirements Craft Wondrous Item, *hero's defiance*^{APG}, creator must be good, **Cost** 50 gp (minor), 250 gp (lesser), 500 gp (greater), 750 gp (major)

Tears of the Avoodim

Aura faint abjuration; **CL** 3rd

Slot none; **Price** 1,200 gp; **Weight** 1 lb.

Description

This elixir is processed from the initial sweaty 'dew' on a newly arrived/'born' avood's body. When the entire container is applied to the body, it grants resistance acid 5, cold 5 and electricity 5 for 30 minutes. If applied to an avood, they become shaken for a similar period of time, but then can ask one question as per a *commune* spell.

Construction

Requirements Craft Wondrous Item, *resist energy*, creator must be an avoodim; **Cost** 600 gp

SPELLS

These are spells commonly used by avoodim spellcasters, available to other races who learn of their procedure.

ACCEPT AFFLICTION

School conjuration (healing) [good]; **Level** bard 3, cleric 3, druid 3, paladin 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a dove's heart)

Range touch

Target creature touched

Duration instantaneous

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

The caster can transfer the effects of afflictions such as curses, diseases, and poisons from the target creature to himself. This spell can also transfer the blinded, deafened, fatigued, nauseated, shaken, and sickened conditions. All aspects of the transferred afflictions (save DCs, remaining duration, removal conditions, and so on) remain the same, but affect the caster instead of the original target. After transferring the affliction or condition, the caster is free to cure it in any way he can.

ANGELIC AURA

School abjuration (good); **Level** cleric 3, paladin 2

Casting Time 1 standard action

Components V, DF

Range personal

Area 20-ft.-radius emanation centered on you

Duration 1 round/level

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

This spell simulates some of the effects of an angel outsider's protective aura, bestowing a +2 sacred bonus to armor class, and a +2 sacred bonus to saving throws. These bonuses only apply to attacks made or effects created by evil creatures. This effect ends if the caster is killed or made unconscious before the duration expires.

MISERY'S COMPANY

School necromancy (emotion, fear, mind-affecting);

Level cleric 4, inquisitor 4

Casting Time 1 standard action

Components V

Range personal

Area 20-ft.-radius emanation centered on you

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

This spell forces all within range, including the caster, to become shaken for the duration of the spell if they are capable of being shaken, and spell resistance is overcome. If a creature moves out of the spell's area, the effect ends, but begins again if they re-enter. If the caster overcomes his shaken condition, the effect ends.

ARCHETYPES AND OPTIONS

Listed below are several class archetypes or options pursued by the race of avoodim.

ORDER OF REGRET (CAVALIER ORDER)

To be among "the lost" rejected by Heaven, to do penance on the besmirched mortal, Material plane, is a condition that haunts and defines the race of avoodim. There are those of the morose race that choose to embrace this failure, and their Regret, and make it their Purpose. This usually involves tapping into this loss, and making lesser petty, mortals feel it, and regret crossing those of that dour order.

Edicts: The cavalier must seek to show that a sinful world that produces a flawed soul should not go unchastised, and must prove this to the ignorant at all times, by word or deed. The cavalier must share the pain of a disappointed Heaven with all who will listen, and force those who will not to regret their unheedfulness.

Challenge: Whenever an order of regret cavalier issues a challenge, he may use his shared agony racial ability on that target as a free action that does not reduce the number of times per day he can use his shared agony

racial ability. He may inflict shared agony on challenge targets, an additional time per day for every four levels the cavalier possesses.

Skills: An order of regret cavalier adds Knowledge (religion)(Int) and Heal (Wis) to his list of class skills. Whenever an order of regret uses the Heal skill on a creature other than himself, he receives a bonus on Intimidate checks to change that creature's attitude equal to ½ his cavalier level (minimum +1).

Order Abilities: A cavalier that belongs to the order of regret gains the following abilities as he increases in level.

Share Despair (Su): At 2nd level, once per day, the cavalier can force his eternal despair racial characteristic upon a target within 30 ft., as a standard action. This is a mind-affecting fear effect, and the target receives a Will saving throw equal to 10 plus ½ the cavalier's class level, plus the cavalier's Charisma modifier. The duration of the effect is equal to the cavalier's class level in rounds. At 8th level and every six levels thereafter, the cavalier can use this ability an additional time per day.

Disappointment (Ex): At 8th level, the cavalier gains an extra attack of opportunity per round against an opponent who has attacked either him or one of his allies in the ensuing round. He gains yet another at 16th level. This stacks with the Combat Reflexes feat.

Exasperation (Ex): At 15th level, the cavalier can use one of his attacks of opportunity, if he possesses one (including any resulting from Disappointment) to immediately make an additional attack, if any of his attacks missed in the previous round. This additional attack is made at the cavalier's lowest attack bonus.

ONE-MAN ARMY (FIGHTER ARCHETYPE)

Avoodim are solid, indomitable beings. They are also noted for not getting along very well with others. The one-man army works with these characteristics, to become a fighter skilled in fighting alone against overwhelming odds. They are often set to hold thinly-defended lines of defense or other hopeless causes, the last line of defense in a siege or rear guard situation.

Bonus Feat: One-man army fighters must take Toughness as their 1st level bonus feat.

Cornered Fury (Ex): At 1st level, whenever a one-man army is reduced to half his hit points or lower and has no conscious ally within 20 ft., he gains a +2 circumstance bonus to armor class and on melee attack rolls.

This replaces the shared agony racial ability.

Uncanny Dodge (Ex): At 3rd level, the one-man army cannot be caught flat-footed, as the 2nd level barbarian or 4th level rogue class ability. If they already possess uncanny dodge from another class, they automatically gain improved uncanny dodge (below). This replaces weapon training 1.

Improved Uncanny Dodge (Ex): At 7th level, the one-man army cannot be flanked, as the 5th level barbarian or 8th level rogue ability. If they already have improved uncanny dodge from this or another class, the class levels stack to determine the rogue level needed to flank the character. This replaces weapon training 2.

Take 'em All On (Ex): At 10th level, the one-man army achieves his greatest purpose; to meet overwhelming force with unstoppable resistance. For every opponent that attacks a one-man army past the first, the one-man army gains another attack, at his lowest base attack



bonus. The one-man army must delegate all extra attacks among attackers as equally as possible. For example, an 11th level one-man army is attacked by three ogres at the same time. He then may attack three times with his regular attack queue (+11/+6/+1) at any target he pleases, and then gets three attacks at +1 that he must divide one to each ogre. This replaces the bonus feat at 10th level, and all subsequent bonus feats at 14th, 16th, 18th, and 20th levels.

MORTIFIER (INQUISITOR ARCHETYPE)

Some avoodim embrace the Pain and the Purpose literally, and feel the need to punish their 'imperfect' flesh as the reason for their failure to enter Heaven. These mortifiers are zealots soaked in their own blood, as well as those of villains, and are dangerous, though valuable, to be a member of a party seeking to do right and punish the wicked.

New Inquisition: A mortifier inquisitor must take the Mortification Inquisition (listed below). Other inquisitors may take this inquisition option at the GM's discretion.

Weapon and Armor Proficiency: In addition to the regular inquisitor weapon proficiency list, mortifiers are proficient with whips, spiked chains, and scorpion whips; they receive Weapon Focus with one of these as a bonus feat. They may wear only wooden armor and hide armor, receiving an extra -1 armor check penalty for wearing no quilting underneath.

Pain for Piety (Ex): Mortifiers whip themselves into a state of mortification of the body, forgoing wholeness for ecstasy. They gain DR 1/magic at 1st level, increasing by one at 5th, 10th, 15th and 20th level, to a maximum of DR 5/magic. This replaces the forge of heaven and heavenly hatred racial abilities.

Frenzied Chant (Su): Mortifiers can reach a state of holy rage, by narrowly focusing their divine power. They may rage as a barbarian, beginning at 3rd level, with their rage ability used at their inquisitor level -2. They may not apply any traits or feats to this ability, and may not take rage powers. This replaces solo tactics and the teamwork feat gained at 3rd level.

Accept Affliction (Sp): At 5th level, a mortifier can cast *accept affliction*, as per the spell, once per day. He can cast it an additional time at 10th level. This replaces

discern lies.

Deliver Mortification (Su): At 14th level, the burning momentum of the Purpose strengthens the mortifier's powers. A mortifier's weapons are treated as good-aligned or evil-aligned, depending on the mortifier's alignment; mortifiers with neutral morals may choose their attacks to be either good- or evil-aligned. This replaces exploit weakness.

MORTIFICATION INQUISITION

Pain strips away sin, and purifies the body for the deeds that need to come to serve the Purpose. Mortification stimulates righteous passion.

Granted Powers: You are not sickened by pain or torment, in fact it fuels your vengeance upon heretics.

Deny Concupiscence (Ex): Mortifier inquisitors are immune to the sickened condition, and add +2 to the DC of attempts of others to use the Intimidate skill against them.

Power in the Blood (Ex): At 8th level, a mortifier that has been reduced to $\frac{1}{4}$ of his total hit points (not counting extra hit points gained from rage) gains +2 to hit and to damage with melee weapons.

AVOODIM ADVENTURERS

The choice of adventure is an unavoidable need for avoodim, to seek the Purpose that will fulfill their inevitable entry into the ranks of Heaven. Avoodim are willing to try many different professions, as the Purpose is inscrutable to them, and most are willing to try even the most obscure path to please the powers that rejected them in the first place. Quite a few adventure alone, but just as many are eager to join companions and prove their worth.

Alchemist: Exploring the mysteries of alchemy interests few avoodim, though whispers of the power of the Philosopher's Stone may interest those who seek the hidden wisdom of eternity.

Barbarian: Those that give themselves over to the Pain of their condition follow the path of the barbarian, rage born not of the harsh wildernesses of the world, but the wilderness of the soul.

Bard: To copy the music and song of the heavens seems almost a blasphemy, but avoodim are prone to recapturing that which they have lost; however they make very melancholy singers.

Cavalier: Finding a purpose, even if it is not The Purpose, is attractive to many avoodim, and orders such

as the Cockatrice and the Star appeal to different types of Avoodim.

Cleric: An avood who pursues the tenets of a god has determined that his Purpose demands it. Clerics of this race are fanatical in the extreme, believing that other faiths merely distract from the true path, the path that will return him Home.

Druid: Druidic avoodim have rejected the pursuit of Heaven, and seek solace in the contemplation of Nature; perhaps some believe that preserving the natural world will somehow be the secret they are looking for.

Fighter: The martial traditions of the fighting class are known almost from creation by the Avoodim, and those that choose to become warriors pay special attention to blades they forge.

Gladiator: Avoodim that give up on returning to their heavenly home can choose to live their century-span out in constant combat, seeking the solace of pointless death.

Gunslinger: Firearms lack the up-close type of effect that melee weapons have, though an avood might dabble, just to test his skill at arms-making.

Illuminatus: Most avoodim consider chaos repellent, but those desperate enough to try any way to access the Beyond may attempt to use book implements, especially.

Infinyte: An infinyte avoodim is a dangerous phenomenon, causing palpable ripples in the space-time continuum and making for exciting times, indeed.

Inquisitor: Avoodim inquisitors believe it is not enough that they be dedicated to rooting out opposition to the faith; others must believe it, too, and they preach the hazards of unorthodoxy.

Magus: Avoodim make good magi, and become as absorbed in the pursuit of personal prowess as any other race. They rarely become Bladebound, trusting their own weapons.

Medium: Making pacts with spirit creatures is tempting to avoodim, who seek to join with any influence that contacts the outer planes- Elysian, Heavenly Hosts, etc.

Monk: The combination of contemplation and physical prowess appeals to many Avoodim, and their dedication to their cause help them to focus well. The Janni style of fighting is their favorite, as they see a small kinship in those marooned outsiders.

Oracle: An avoodim oracle is one who desperately needs to maintain contact with the Heavens, which is the mystery that they often take. Avoodim oracles frequently become raving fanatics.

Paladin: Though the ranks of the Paladins holds the key to the resolution of at least some of The Pain, it is only the most courageous that join their ranks, inviting

the ridicule and whispers of those who believe their place Above is secure.

Ranger: The attitude of avoodim to their Material home is definitely of a temporary nature, and as such rangers of this race focus more on the favored enemy aspect, becoming hunters of outsiders and other foul beings, hoping to rack up a skull-count that will be the key to their permanent return to Heaven.

Rogue: The ahtslan avoodim readily take to thievery, as it indulges their quest for wealth and diversion; avoodim rogues are just as ready to fight as to sneak around.

Runecaster: Avoodim are attracted to books and symbols naturally, and their taciturn nature makes them natural users of word-magic.

Runereaper: The runereaper-advocated efficient mass-slaying of evil beings is very attractive to avoodim, who constantly research new flesh-runes.

Sorcerer: Though not inclined to sorcery, some avoodim are painfully reminded of their origin by possessing innate powers of magic fueled by Celestial, Destined, Dreamspun, or Starsoul bloodlines.

Summoner: Rare avoodim eidolons resemble angels or other heavenly beings, making their masters weep with loneliness whenever they appear each day.

Witch: Rejecting the rigid doctrine of the Realms Above for mysterious and shadowy patrons of witchcraft would be a desperate measure for an avooda, who would probably associate with the patrons of the Occult, Portents, Stars, or Time.

Wizard: Wizardry is a path to power that avoodim seldom take, but there are those who cannot resist the arcane strength it gives, or the access to semi-divine powers to speak with and control those Beyond.

FAVORED CLASS BONUSES

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

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Barbarian: Reduce the number of rounds you are fatigued by an ended rage by 1.

Bard: Add +1 to the bard's CMD when resisting a disarm or sunder attempt.

Cavalier: Add + ¼ to the cavalier's banner bonus.

Cleric: Add +1 to rolls to overcome the spell resistance of outsiders.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add +1 to rolls to stabilize when dying.

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

Gunslinger: Add + ¼ of a grit point to the maximum available.

Illuminatus: Add +1 to caster checks to overcome the spell resistance of outsiders.

Infynyte: Add +1/6 to the number of times per day you can alter fate.

Inquisitor: Add + ½ to Intimidate checks and to Knowledge checks to identify monsters.

Magus: Add + ¼ to the magus's arcane pool.

Medium: Add +1 to the medium's Knowledge (religion) skill checks.

Monk: Add + ¼ to the monk's ki pool.

Oracle: Add +1/2 to the oracle's level when calculating the effect of the oracle's curse.

Paladin: Add +1/6 to the morale bonus on saving throws provided by the paladin's auras.

Ranger: Add +1/3 to Survival rolls used to track.

Rogue: Add + ½ to sneak attack damage against outsiders.

Runecaster: Add +½ to your Will saves against enchantment.

Runereaper: Add +1 to the number of rounds of rage per day.

Sorcerer: Add + ½ point of cold damage to spells that deal cold damage.

Summoner: Add +1 hp to the summoner's eidolon.

Witch: Add one spell from the witch's spell list to the witch's familiar. This spell must be at least one level lower than the highest level spell the witch can cast.

Wizard: Add a +½ bonus on checks to craft magic items.

LATHRAEL THE BREAKER

“Those who lack faith will be soothed by the far-ranging tones of my pipes- or flee, if they are faint of heart and hearing. I trust no one who can't appreciate heavenly notes.”

Lathrael the Breaker (CR 1/2; XP 200)

Male avood cleric 1

N Medium outsider (native)

Init -1; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 13, touch 9, flat-footed 13

(-1 Dex, +4 armor)

hp 9 (1d8+1)

Fort +3, **Ref** -1, **Will** +4; -2 vs. fear, mind-affecting

Resist acid 5, cold 5, electricity 5

Weakness eternal despair

Offense

Speed 20 ft.

Melee heavy mace +2 (1d8+3)

Special Attacks channel energy (3/day; W-DC 10; 1d6 negative energy), ferocious strike (5/day; +1 damage), heavenly hatred, malign eye (5/day)

Spell-Like Abilities (CL 1st; concentration +1)
1/day—*doom* (W-DC 11)

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*bane*^D (W-DC 13), *entropic shield*, *magic weapon*

0th (at-will)—*bleed*, *guidance*, *resistance*

D domain spell; **Domains** Luck (Curse)^{APG}, Strength (Ferocity)^{APG}

Statistics

Str 15, **Dex** 8, **Con** 12, **Int** 14, **Wis** 15, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 12

Feats Power Attack

Skills Appraise +6, Craft (weapons) +10, Knowledge (religion) +7, Perform (wind instruments) +1; **Racial Modifiers** +2 Craft (weapons)

Languages Celestial, Common, Ignan, Terran

Gear armored coat, backpack, bagpipes, belt pouch (3 gp), mwk weaponsmith tools, symbol of Ferrakus

Demographics

Faith Ferrakus

Homeland Holdfast of the Celestial Parishes

The skirling pipes of the pale giant Lathrael, called Stoneheart by some, chills the bones of those that come near his solitary concerts. When finished, Lathrael prowls the borders of the fey lands and strongholds with similar minded thugs, collecting taxes for maintaining defenses, and spoiling for brawls with lone fey or their tenants. He is growing restless in the Parishes, his Purpose unfulfilled, and is looking for a cause abroad against some more stand-up enemies. His devotion to Ferrakus, the Lord Below, is somewhat cynical, but he does appreciate the non-judging nature of steel, stone, fire and earth, and the products of vengeance and redemption that come from these hard things. His bagpipe playing should provide a motive for destruction, if nothing else.

DHOSARI

The chamber under the Hall of Silent Voices was not silent, Gola thought to himself. The vela plinked and plonked in the four hands of his uncle Yelu, brown humans shuffled about with trays, and the Master coughed weakly. He didn't say his observations out loud, as he wished, for his mother Vili was nearby, and would snap him with her bamboo charchari if he spoke without Master's approval. Some 'master', Gola thought, proud of his inward voice. Gola was bigger than he was, even without standing on his hind legs. The Master was thin, pale, and red-eyed, and coughed a lot. It was fitting that his pact-mate was a gilded skeleton, standing nearby in a brocaded robe, like Erkusaa's thinnest butler. At this witty thought, Gola could no longer hold his amusement in, and guffawed loudly, rattling the tray of incense he was supposed to be holding. He tried to dodge his mother's charchari, and failed; she was not the First Protector for nothing, and she was fiercely devoted to her bacca, scrawny though he was. Gola bawled and scrambled from the chamber, dropping the incense with a clatter. His lower hands helped him clamber up the recessed ladder carved into the stone of the underchamber, and he bolted at speed though the Hall of Silent Voices above, not even noticing the dust. When he stopped to wipe his eyes with all four hands, he found himself in an alcove festooned with strange yellow plants. These are the N'shaa herbs, recalled Gola, remembering his Lessons of Life. They are used to temper the silver for delicate jewelry, but are poisonous to the erkunae. He recalled dimly that some erkunae had been cleverly poisoned by dhosari silversmiths at the behest of master-erkunae rivals- weren't all the plants destroyed? A rustling in the leaves. Gola put his front feet on the floor, ready to bowl over the attacker and flee... A face pushed through the foliage. A long, dusky dhosari face. Gola was taken aback, not just by seeing a dhosari apart from a house-retinue, but a dhosari with hair on his face, no kohl on his eyes, and, judging by the upper body emerging, no chain-jewelry. And so thin. The gaunt apparition seized Gola by his right lower arm, a desperate strength. "Bacca dhosari," growled the ragged runaway, for that is what Gola knew he was. "Are you the erkunae's bloodhound, come to track me down?" Gola struggled. "I am no bacca! The white-skins have not put a saddle on me!" The runaway slave was actually taken aback, and raised his matted eyebrows. "Such spirit in a slave. Such defiance. Perhaps there is some hope for our poor, deformed race. So. What do they call you when they need a pet to wipe their bottoms?" Gola stuck out his chin. "I am called Gola, son of Kala, son of Tila! Let me go!" The runaway did so, but Gola did not flee. "Bring me food,

bring me some wine. If you are a dhosari, and not a lapdog, we shall see. If you turn me in, so be it.. I will do the Dance of Arms one last time." Gola looked at the ragged being, clutching its hind legs with all four arms. "I will be back, dhosari. I will be your paricharka." Gola galloped back down the Hall of Silence. He would take a beating, but he knew what he would do. And he knew of a secret entrance to the Dragoncaves...

DHOSARI RACIAL CHARACTERISTICS

Dhosari characters are defined by class levels and have the following racial characteristics.

- **+2 Strength, +2 Charisma, -4 Wisdom:** Dhosari have the strength befitting a double-bodied race, and their millennia of slavery have developed personalities easy to like but lacking in willpower. The modifiers to ability scores from Large size have already been calculated.
- **Monstrous Humanoids:** The six limbs and 'double body' of the dhosari classify them as monstrous humanoids, with the benefits and penalties of that type.
- **Large:** Dhosari have an upper torso extending from the shoulders of a fully human sized body. They take a -1 penalty to their AC, a -1 penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 penalty on Stealth checks. They take up a space that is 10 feet by 10 feet and have a reach of 5 feet. Armor for dhosari costs double normal, and may need special fitting.
- **Normal Speed:** Dhosari walk rather gingerly on their lower arms and hind legs, and have a base speed of 30 feet.
- **Darkvision:** Dhosari have darkvision 60 ft.
- **Quadribrachial:** Dhosari have 4 arms and two legs, but typically move about on their lower set of arms and their hind legs, and their legs are not capable of full extension. They gain +4 to CMD against trip attempts, use weapons as if they were Medium (instead of Large) and gain +2 to Climb checks. If they take a full-round action, they can bring all four arms into play, suffering -1 on all ability checks and to-hit rolls.
- **Songslave:** One of the chief tasks of dhosari slaves is entertaining their masters. They gain a +1 racial bonus to skill checks for one of the different Perform categories.
- **Paricharka:** Dhosari are typically bonded with an erkunae child or a dignitary as a type of guardian, and keep this habit even when free. If this bond tar-

get (bacca in erkunae idiom) is visibly targeted with an attack, the dhosari gets +1 on attack rolls against that aggressor. A full 24 hours must pass before a dhosari can change the bond target.

- **Languages:** Dhosari in captivity as slaves were allowed to speak only Common. Dhosari of high intelligence were sometimes taught other languages by their masters, and free dhosari could learn, as well. They can choose from the following: Protean, Giant, Abyssal, or Celestial.

ECOLOGY

The dhosari (singular and plural) are a bizarre, ancient race that are the original inhabitants of the island of Erkusaa. They have been enslaved for millennia by the erkunae, a near-human race that has gained power through arcane pacts with extra dimensional beings. Dhosari are a large, strong race, but have little magical power and have been used as house slaves and shock troops by their masters; in the recent past they have established a few, small, independent communities on nearby islands and on the mainland. That they have four arms enables them to do tasks unheard of for normal bipeds, and if the dhosari gain their freedom, and the acceptance of the core races, they might achieve a golden age of their own.

Physical Description: Dhosari are among the more bizarre-looking sentient races, appearing as a well-formed human upper body attached to the shoulders of a robust human body. The lower arms are heavily muscled, and the lower 'hands' are thick-fingered and usually calloused. The hind legs cannot extend fully, and dhosari cannot travel in a bipedal manner much more than a clumsy scramble, half normal movement rate. The kneecaps extend farther than a human's do, and are thicker. Though they are classified as large creatures, and able to rear up to a full height of up to 9 ft. in males, the two 'bodies' are proportioned normally to a human's. Skin tone is light amber, and hair and eye color tend to be only a shade lighter; darker and lighter tones vary slightly but do occur.

Society: Fragments of stories passed down by the dhosari speak of a time before the erkunae, when their people lived in a cave-riddled mountain, and were privy to the secrets of heaven. Then, as the dhosari say, "The waters came," and their land became the island of Erkusaa. The sorcerous erkunae saw them as the perfect slaves, and

easily dominated them with their magic. Under the rule of the erkunae, dhosari had little society, being bred for characteristics like cattle- treated like sentient pets and used for shock troops when war demanded. But every now and then a dhosari would be born that would chafe under the lash, and encourage his fellows to flee bondage, even turn on their masters. There are several cells of free dhosari even on Erkusaa, living in abandoned sections of the City of Dreams, G'sho'laa'n'rr, in the caves that honeycomb the island, or even on the few wild, undeveloped sections. Unfortunately, these free Erkusaan dhosari are hunted for sport by erkunae when found. Due to the decline in erkunae attention to practical matters, some dhosari have migrated off the island to other, nearby islands and to the mainland itself, probably by finding salvageable shipwrecks, being left behind by military expeditions, or by the use of spells. These communities are somewhat xenophobic, but freedom-loving, and seek only to find their way back from millennia of captivity; outsiders that think of them as demons or freaks are the least of their worries.



Relations: Dhosari are very shy around the core races, less so around humans of darker complexion, due to their shared heritage of slavery. Pale humans or erkunae elicit mixed emotions, anger and/or solicitude in varying degrees, until trust is formed- with erkunae this might never occur, outside of Erkusaa. Most dhosari grow to be fond of gnomes and halflings, and enjoy giving rides on their backs, as it reminds them of their child charges in Erkusaa. Human cities and communities make dhosari uneasy, as they will doubtless be pointed to, stared at, and heavily questioned as to their race and nature. It is difficult for dhosari to cope outside their own communities, and they can be clingy to friends and members of their inner circle, when immersed in foreign cultures. They are fascinated by centaurs, and see them as long lost kin. What centaurs believe they are is not worth repeating...

Alignment and Religion: Most dhosari believe that they have been abandoned by the gods, indeed, not created but cast away due to irredeemable flaws. They disingenuous nature of erkunae religious habits emphasizes this irreligiousness, and they merely smile at the frenzied piety of others. This being said, dhosari enjoy life, even in slavery, as they do not worry about pleasing any gods, only their masters, and, each believes, following their own destiny someday. If they followed any gods, they would be of song, art, and possibly battle. Alignment of enslaved dhosari, even recently freed dhosari tend to lawful neutral, as order and routine are important to them. Free communities of dhosari run to chaotic good alignment, led by the most charismatic male.

Adventurers: Those of the dhosari race that adventure often do so as part of their struggle for freedom from their traditional slavery by the erkunae. There is often some goal for the adventurer; gaining power and allies to free their fellows, fighting slavery wherever it is found, defeating monsters that oppress the weak, what have you. Among free dhosari, reasons for adventuring are much as any other race, with the added incentive of proving oneself to the colony in order to establish status and/or mating rights. Joining adventuring parties often takes place as part of an adventure, or by the simple reason of being hired as a mercenary or sentient mount. Names: Dhosari names are relatively simple, devolved carryovers from the pre-erkunae era. Erkunae masters sometimes give nicknames to their dhosari slaves, usually degrading or childlike.

Male: Siva, Kala, Rana, Jada, Qalu

Female: Lani, Reeni, Sirani, Dotu, Neni

Starting Age

Adulthood	Martial	Innate	Studied
14	+1d6	+1d4	+2d6

Age Categories in Years

Middle	Old	Venerable	Maximum
30	45	60	60 + 2d10

Height and Weight

Gender	Height	Base	Modifier	Multiplier
Male	6'5" / 9' ¹	500 lbs.	2d8"	x5 lbs.
Female	5' 8" / 8'9" ¹	430 lbs.	2d8"	x5 lbs.

¹ In a bipedal stance

RACE TRAITS FOR THE DHOSARI

These traits are specifically designed for dhosari player characters, usable only by them.

Bred to Entertain: You have mastered the 47 movements. Now on to the delagu horn... You have a +1 trait bonus to all Perform skills, as long as you have ranks in more than one type of performance.

Bred for War: You have known only the fighting pits, your destiny is death in the first attack. You gain +1 to your first attack in a combat if you are at full hit points.

Calm the Storm: Master will listen to me, he always does in these moods. +2 to Diplomacy to modify attitude if the target is Unfriendly or Hostile.

Defiant: We are free dhosari, never to serve a master again! You gain a +2 racial bonus on saves vs. compulsion effects.

Servile: Though I am but a worm, if I help my master I take part of his greatness. You gain +3 on aid another bonuses, instead of the standard +2.

Unstoppable Charger: Like an engine of destruction, the 6-limbed monstrosity bore down on the rebels. You gain a +1 bonus to your CMB on bull rush and overrun maneuvers.

ALTERNATIVE RACIAL CHARACTERISTICS

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

Dark Dhosari: Unlike your relatives, you are mirthless and more aware of your enslaved condition. Your starting ability bonuses are +2 Strength and -2 Wisdom.

Dhosari Silversmith: Silver is the admired medium of the erkunae, and coral even more precious. You gain a +2 racial bonus on all Craft or Profession checks to create objects from precious metal or coral. This replaces songslave.

Free Dhosari: You are a member of a small group of free dhosari, living on the mainland or a nearby island, attempting to fit in as best as your bizarre appearance will let you. You gain a +1 bonus to Bluff, Sense Motive and Knowledge (local) checks. This replaces paricharka.

Hall Runner: You were trained as a message runner in the endless halls of G'sho'laa'n'rr, and sometimes indulge your speed on the beaches of Erkusaa. Your base speed increases to 40 feet, but you cannot use all four arms as a full-round action.

Indigenous Throwback: Your form hearkens back to the ancient dhosari who lived on Erkusaa before the erkunae came. You gain Climb and Swim as class skills, and if you have either as class skills already, you gain +1 to them. This replaces songslave and paricharka.

Shock Troops: Dhosari are always used first in any erkunae attack; holders of this trait gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies when both the dhosari and its opponent are standing on the ground. This replaces paricharka.

Survivalist: Whether a punished slave in an oubliette, a runaway in the caves of Erkusaa, or on the mainland taking the first steps of independence, some dhosari reject the image of a pampered object and do whatever it takes to survive. Holders of this trait gain +1 to Survival checks, +2 on Erkusaa itself. This replaces songslave.

Trusted Servant: You have been taught Protean so as to debate and discuss with your masters; you may also speak Giant, Abyssal, Celestial, Aquan, Auran, Ignan, or

Terran if your intelligence is high enough. This replaces languages and songslave.

FEATS

These are feats available to the race of dhosari, unavailable to races that do not have six limbs.

CREEP

Like the silent spider from the Dusty Halls, I can creep like smaller ones, with their tiny bodies...

Prerequisite: Dex 11, dhosari

Benefit: If you make a full-round action to creep, you are counted as being of Medium size instead of Large, increasing your Armor Class by 1 and your Stealth by 4 but reducing your CMB and CMD (though retaining your bonus vs. trip). You can move through narrow spaces more fit for beings of Medium size and behave in all other non-permanent effects as being of Medium size.

DHOSARI MOUNT

To be two as one in battle is like no other feeling...

Prerequisite: Str 16, Large size

Benefit: You can act as a mount for beings under 7 ft. tall and 300 pounds. The rider gets +1 to Ride checks, and you get +1 bonus to saves vs. fear.

Normal: A 'ridden' dhosari gains the entangled condition.

DHOSARI WEAPON TRAINING (COMBAT)

The whirling mass of steel in the dhosari's hands made the invaders back up to their boats.

Prerequisite: Martial Weapon Proficiency, base attack bonus +1

Benefit: You gain proficiency in one of the following weapons, adopted from previous contact with oriental empires. The name in brackets is the erkunae idiom for the weapon: Nine-section Whip (naucetaka), Rope Dart (rass'i), Three-section-staff (charchari) While using these weapons, a dhosari with this feat gains an additional +1 to blocking.

DHOSARI TRAMPLE (COMBAT)

The six-limbed warrior fell on the invader, bodily, and very little was left when the dhosari got up.

Prerequisite: Hallrunner racial characteristic, base attack bonus +1

Benefit: This feat has the same effect as the Trample feat, but the dhosari does not have to be ridden, and may make one weapon attack instead of a natural attack.

DOUBLE-HANDED SHIELDING (COMBAT)

The dhosari troops held the enemy at bay until the Dragonriders came to destroy them with sword and flame.

Prerequisite: Shield Focus

Benefit: When using the full-round action to use a shield with two arms, the dhosari gains 10% concealment. Also, when using a tower shield with this feat, this increases to 20%; however, a dhosari cannot use a tower shield to gain total cover, as a medium being can.

ORCHESTRA OF ONE

Selu accompanied the hand drum with the scree of the vella.

Benefit: You can use your four upper arms efficiently for non-combat situations. You gain +2 to one Craft, one Perform (when using instruments) and one Profession.

ROLLING SCRAMBLE (COMBAT)

A blur of arms, legs and torsos, like two people rolling on the floor and coming up as one being!

Prerequisite: Dodge, dhosari

Benefit: You can make attacks of opportunity while using the total defense action, and only take a -3 penalty to attacks while fighting defensively. You may not use this feat if you are wielding multiple weapons or a shield.

EQUIPMENT

Dhosari have access to the following equipment.

Bhulana

Made from a sickly lavender fungus that grows in damp indoor or underground conditions, bhulana is a thin gruel typically kept in a small vial. A raw material that is the base ingredient for the *elixir of slave's relief* (see below), bhulana is a raw and more common alchemical compound. Ingesting a vial of bhulana gives the drinker a +2 alchemical bonus vs. spells with the emotion descriptor for 1 hour, with the same bonus against other emotion effects such as a paracletus aeon's ability.

Cost 20 gp; **Skill** Craft (alchemy) DC 20

Hathacarasitar

Meaning "four hand stringed instrument" in the dhosari slave patois, this instrument is a huge lute-like device, with two stringed playing bars and a broad sound-board. A dhosari with ranks in Perform (stringed instrument) can use a hathacarasitar as both a shield (a small wooden shield) and a weapon (a club) though not at the same time. The instrument incorporates a lot of metal within its structure for this very purpose.

Cost 150 gp (masterwork 250 gp); **Weight** 40 lbs.

MAGIC ITEMS

Dhosari have access to the following magic items.

Elixir of Slave's Relief

Aura faint enchantment; **CL** 3rd

Slot none; **Price** 1,000 gp; **Weight** —

Description

The dhosari have traditionally made this concoction secretly for millennia, and administer it to those of their race that have undergone serious mental abuse and trauma. The imbiber falls immediately asleep for 8 hours, and cannot be wakened by any means. When they awake, they remember nothing of the previous day, and regain 3 ability or hit points in addition to any points normally restored by rest. It is likely that it has been administered to a few masters as well.

Construction

Requirements Craft Wondrous Item; creator must be dhosari, *sleep*, *lesser restoration*; **Cost** 500 gp

Token of the Favored Slave

Aura faint enchantment; **CL** 3rd

Slot neck; **Price** 2,000 gp; **Weight** —

Description

These twisted amulets, strung on braided strands of dhosari hair, are sometimes destroyed by free dhosari, as reminders of the mockery with which the erkunae masters taught their thralls to make them. A *token of the favored slave* imposes a -2 penalty of charm and compulsion spells on the wearer, but can be invoked once per day to grant the wearer a +1 luck bonus to hit and saving throws versus fear for three minutes. It also grants a single bonus hit point, which is renewed (if lost) every hour. One cannot deliberately make a *token of the favored slave*, as the process for creating them is deliberately flawed by those that teach the dhosari. While not precisely a cursed item, a token cannot be removed by the wearer himself, but can be easily removed by someone other than the wearer.

Construction

Requirements Craft Wondrous Item, *bless*, *delusional pride*^{UM}, *virtue*; **Cost** 1,000 gp

SPELLS

Dhosari have access to the following spells.

CALL MASTER

School conjuration (summoning); **Level** bard 2, hetaera 2, sorcerer (only) 2

Casting Time 1 standard action

Components V

Range long (400 + 40 ft./level)

Target 1 designated, willing creature

Duration 1 day (D)

Saving Throw none; **Spell Resistance** no

This spell acts in a similar way to *dimension door*, but only affecting a being designated and touched by the caster as their master. The master may refuse the summons if they so choose, but the spell is then discharged as if it were answered. If the target is called during combat, he comes in at the spellcaster's initiative. Only one master may be designated at a time.

CHAKRA STIMULATION

School transmutation; **Level** bard 1, hetaera 1, sorcerer/wizard 1

Casting Time 1 swift action

Components S

Range touch

Target 1 living creature

Duration 1 round/level;

Saving Throw none; **Spell Resistance** yes

This subtle spell is administered with the barest, silent touch, requiring a melee touch attack. The target suffers 1 point of Intelligence damage, but gains an enhancement bonus of +1 to Charisma for the duration of the spell. The result is that the ecstasy of the chakra stimulation overcomes the lessening of mental power. Intelligence cannot be lowered by means of this spell more than half of the target's normal intelligence total.

ARCHETYPES

Listed below are several class archetypes or options pursued by the race of dhosari.

CONCUBINE (HETAERA)

In the bizarre culture of the chaotic erkunae, slavery, thralldom, indenture or at least obedience apply to nearly everyone except perhaps his Opalescence the Emperor- and who knows what outré powers he serves? The

traditionally enslaved race of dhosari occupy a strange niche in their society; beautiful, highly skilled servitors who nevertheless belong body and soul to their masters. For those erkunae nobles 'inclined' towards attraction to dhosari, the role of concubine can be a privileged one, due to the demand for their skills, with the bonus to the master of no progeny from the alien, strangely-built race...

Class Skills: Concubine hetaera remove Bluff from their list of class skills. Also, they may not choose any endowment that enhances or involves the Bluff or Intimidate skill.

Fascinating Concubine (Su): At 2nd level, a concubine hetaera can cause a creature to become fascinated with her. The creature must be within 90 feet, able to see and hear her, and capable of paying attention to her. The concubine must also be able to see the creature affected. For every three levels a concubine has attained beyond 1st, she can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + ½ the concubine's level + the concubine's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the concubine cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the concubine for a number of rounds equal to her level + her Cha modifier. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as a Perception check. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the spell. This replaces the boon (favor) feature gained at 2nd level.

Cynical Experiences (Ex): At 5th level, the events witnessed and tales told a concubine hetaera make her jaded to many effects. The concubine gains a +2 competence bonus on saving throws vs. fear effects, and a +4 bonus on saving throws made against bardic performance, sonic and language-based effects. This replaces the boon (skill) feature gained at 5th level.

Quiet Suggestion (Sp): At 7th level, a concubine hetaera can attempt to implant a *suggestion* (as per the spell) into a target that she has already fascinated (as above). Using this ability does not disrupt the fascinate effect but does require a standard action to activate (in addition to

the free action to continue the fascinate effect). The concubine may only attempt this ability once per fascination period. This replaces the searing kiss class feature, and the boon (unique) feature gained at 8th level.

Ritual of the Weeping Concubine (Su): At 14th level, a concubine hetaera can perform a ritual to create an effect equivalent to the spell *mass cure serious wounds*, using the concubine's level as the caster level. In addition, this ritual removes the fatigued and shaken condition from all those affected. This ritual takes four rounds to perform, and can be completed once per day; a concubine can perform it twice per day at 17th level. This replaces the boon (skill) increase gained at 14th level.

CONTESTOR (GLADIATOR)

In the decadent nation of the erkunae, in the myriad unmapped halls of G'sho'laa'n'rr, disputes between nobles, or even common slave-owners are settled with contestors, slave fighters trained in the gladiatorial arts. These thralls also replace the festival-tax that His Opalescence, the Emperor, levies on his subjects, as the contestors fight for the people's entertainment. Contestors are not in debt as gladiators are so much as they are owned, flesh and steel, by their masters. A contestor who finds himself free in the larger world is indoctrinated to the point where he must attach himself to a dominant personality, or suffer mental distress.

Class Skills: A contestor removes Sleight of Hand from his list of class skills, and adds Sense Motive to his list of class skills.

Ownership: At 1st level, a contestor does not have debt; he is owned. This is an owner designated by the GM, or a player character selected by the GM- in the latter case this is a being determined by the fate of circumstance to be the contestor's keeper. A contestor cannot have more than one of any type of possession, and may not possess money of any kind; the contestor's owner/keeper must give, hold and exchange such items as needed or dictated by circumstance. This replaces debt.

Defender of the Master (Ex): A contestor's version of *dhosari paricharka* is exaggerated, gaining +1 to damage as well as attack. This fanaticism clouds their judgment, enforcing a -1 penalty to Will saves. This modifies the *paricharka* racial ability.

Avatar of the Contest (Ex): Contestors excel at single

combat, one on one fights to a certain number of marks, or death. A contestor gains DR 1/ five levels of contestor when fighting with an opponent that no other ally is engaged with. This replaces reputation; the owner/keeper, however, does gain a temporary bonus equal to 'his' contestor's DR to his choice of the following: Leadership score, Diplomacy checks, Bluff checks, or Intimidate checks. This owner/keeper bonus is gained when the contestor defeats, in single combat, an opponent of no less than 1 CR lower than himself.

Fragment of Rage (Ex): Though inclined to go berserk, a contestor is constantly punished to keep from doing so, as slave revolts are very messy. Skillful owners and trainers of contestors do allow a small part of that inner rage to come through, for the well-being of all... Contestors may choose a barbarian rage power at 3rd level, but may only choose one that has no other prerequisites. The text of any rage power then changes from "once per rage" to "once per day", where appropriate. If "rounds of rage" are required for the power, substitute levels of



contestor as a substitute basis. This replaces the songslave racial characteristic, and persona developed, which must then begin at 7th level.

SLAVEMAGE (WIZARD)

The erkunae masters of the dhosari may be thoroughly chaotic, but they are not ones to ignore a resource when they come across it; magical talent among their thralls is noted and fostered, if under harsh control. A slavemage is the personal tool and weapon of his master, forgoing choice for strictly sponsored control.

Note: A slavemage that becomes “free” does not lose any of the class features that he has already gained, but then becomes a ‘normal’ wizard in all further levels, not subject to benefits or restrictions of the archetype. The features listed with * are thus permanent for a slavemage, so long as they complete 1st level.

Bonus Language:* A slavemage starts with Protean as a bonus language, as well as substituting Draconic as a possible bonus language.

Favored Assistant (Ex): A slavemage may never choose an arcane discovery in place of a regular feat or a wizard bonus feat. They do, however, gain “double” their favored class bonus, which must be used for two different categories, such as an additional hit point and an additional skill point. This replaces and modifies the bonus feats gained at 5th, 10th, 15th and 20th levels.

Master of None:* Though a slavemage may choose an arcane school he must always have enchantment as an opposition school. Due to the resources of a slavemage’s original master, a slavemage begins with four 1st level spells, two chosen by the player, and two by the GM. This modifies arcane school.

Tool of Magic (Sp): To increase their usefulness, slavemages are ruthlessly drilled in storing magical energy, often by specialized and inventive torture. They gain an additional spell slot per level, of a spell specifically chosen by their master. This can be at the GM’s wish or whim, or randomized in some way. This replaces arcane bond.

DHOSARI ADVENTURERS

Given the opportunity to enjoy freedom, dhosari enthusiastically take to the adventuring life, eager to see all the

world has to offer, and challenge themselves. As they, as a race, have gotten used to caring for others and protecting them, they take naturally to the bonds of the adventuring party atmosphere, and are fiercely loyal. That being said, their resentment at being treated as beasts of burden for millennia has left its scars, and some dhosari seek to dominate and lord it over others, with all the advantages loot and power can give.

Alchemist: Assistants and helpers to the caste of alchemists among the erkunae have learned as much alchemical lore as their masters, and dabble in all areas and archetypes of the discipline.

Barbarian: Feral dhosari in the wilds of Erkusaa, small islands, or the mainland are savage creatures, indeed, bringing their strength to bear on those that would impose slavery on them.

Bard: Dhosari are born to entertain and perform, and many are personal bards to noble families on Erkusaa. Free dhosari bards are compiling the legends and stories of a newly-freed race.

Brujo: The resentment that the dhosari feel after centuries of servitude can turn these kind people into servants of nature’s wrath, claiming small islets as their own and seeing no visitors. The contempt and deathchortle cabals are their preferred paths.

Cleric: Dhosari are not a religious race, and do not take well to metaphysical ideas. There have been a few fire-brand clerics of the race, however, that attempt to rally and lead their fellows. These prophets have been of any and all stripes, good, evil, lawful or chaotic.

Druid: Some dhosari are trained to gather herbs and plants on Erkusaa, but are poor spell-casters. A few free groups follow druidical religion at the leadership of an exceptional druidical dhosari.

Fighter: Dhosari shock troops with their whirling, exotic weapons are still legendary in the histories of coastal races of the world, and an armed dhosari warrior can give any enemy pause.

Gladiator: Contestor dhosari are the pinnacle of the gladiatorial art, and have been exported as examples of slave-training all over Porphyra.

Hetaera: As slaves for millennia to the erkunae, dhosari are the quintessential hetarae, and have perfected arts that few bipedal courtesans could even dream of.

Inquisitor: A few inquisitors following mainland gods look after the interests of the dhosari people, acting as guardians and punishers of those who would oppress them.

Living Monolith: Erkunae have access to a myriad of magical traditions, and rumor has it that several dhosari

have been brainwashed into acting as eternal guardians for their masters.

Magus: The jealous erkunae would never let a dhosari practice their ancient art, and free dhosari would only do so to prove their disdain for erkunae traditions.

Monk: A trained dhosari monk is a truly terrifying sight, though there are few that have the mental discipline for that path. A slave that knows the Dance of Hands is prized on Erkusaa.

Oracle: Oracles are common among the dhosari, and typically conceal their ability from their masters; among free dhosari, they fill the role of clerics in other cultures, mostly choosing from the mysteries of Ancestor, Battle, Life, and Waves.

Paladin: Paladins are war-leaders among free dhosari, also acting as mediators with the other civilized races. They are among the few dhosari to experiment with heavy armor.

Ranger: The erkunae have trained a few dhosari in beach-patrol skills, barely a token. Free dhosari are either animal hunters, or select humanoid (erkunae) as a favored enemy.

Rogue: Dhosari are rather too large to be effective rogues, taking penalties to Stealth and AC; some become quite effective with bows, even two bows, as a deadly sniper.

Rook: The innate power of rooks is attractive and enjoyable to the dhosari, who focus on concealing their forms and altering their appearance; the glamorspex schism is their favorite.

Sorcerer: Dhosari with inborn sorcerous power are closely watched, and sometimes culled while in captivity, and often serve as leaders of free dhosari. The bloodlines of Aberrant, Djinni, Maestro and Rakshasa are the most commonly manifested.

Summoner: Summoning is forbidden on Erkusaa, but outside of the erkunae's influence, the dhosari are accomplished summoners. Their favorite eidolon is a medium humanoid that rides on them like a steed!

Witch: Those that follow the mysterious patrons of witchcraft are usually solitary dhosari that are searching for inner meaning- a rare phenomenon. They favor the patrons of Animals, Occult, Spirit, and Water, and seem to enjoy avian familiars.

Wizard: Rarely given the opportunity for arcane study, on the infrequent occasion where a dhosari will become a wizard they usually study the school of transformation.

FAVORED CLASS BONUSES

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

Alchemist: + ¼ alchemical bonus to Strength when using a mutagen. (+1 to Strength for every 4 times you select this option.)

Barbarian: Add a + ½ bonus to trap sense or +1/3 to the bonus granted by the superstition rage power.

Bard: Add +1/2 on Bluff checks to pass secret messages, and +1/2 on Diplomacy checks to gather information.

Brujo: Add 10 minutes to the length of time your animal shape can be held.

Cleric: Increase the radius of your channel energy ability by 1 ft.; this only has an effect every 5 times you take this bonus.

Druid: Add + ¼ to the number of 0-level spells you can prepare.

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or a trip.

Gladiator: Add +1/2 to the damage you do with a single signature weapon.

Illuminatus: Add +1/3 to your chaotic activation roll, treating rolls higher than '8' as 8.

Inquisitor: Add +1 to concentration checks made when casting inquisitor spells.

Living Monolith: Add +1/5 to your fortified flesh DR.

Magus: Add + ¼ points to the magus's arcane pool.

Medium: Add a + ½ bonus on Spellcraft checks to identify the properties of magic wands and on Use Magic Device checks to use scrolls and wands.

Monk: Add +1/3 to CMD.

Oracle: Add +1/2 to all Knowledge (History) and Spellcraft checks.

Paladin: Add +1 to the paladin's energy resistance to one kind of energy (maximum 10).

Ranger: Add + ¼ to a single favored enemy bonus, to a maximum of +1 per favored enemy.

Rogue: Gain +1/6 of a new rogue talent.

Rook: Add one spell from the rook spell list to the list of spells known. The spell must be one level lower than the highest level of spells the rook can cast.

Runecaster: Add + ¼ to the runecaster's natural armor when using his fleshrune.

Runereaper: Add + ½ to the DC of opponents to cast defensively when threatened by the runereaper.

Sorcerer: Add one spell to the list of spells known. The spell must be one level lower than the highest level of spells the sorcerer can cast.

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

Witch: Add +1 hit point to the witch's familiar.

Wizard: When casting wizard spells with the compulsion descriptor, add +1/3 to the effective caster level of the spell, but only with regards to duration.

SIRANI THE FAVORED

"I am a single candle in a dark hall, but I know that somewhere my flame can grow into a great light, lighting the way for my people to freedom."

Sirani the Favored (CR 1/2; XP 200)

Female dhosari paladin 1

LG Large monstrous humanoid

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

Aura good (faint)

Defense

AC 15, touch 11, flat-footed 13

(+4 armor +4, Dex +2, -1 size)

hp 11 (1d10+1)

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

Offense

Speed 40 ft.

Melee heavy flail +4 (1d10+4/19-20) or spear +4 (1d8+4/x3)

Ranged spear +1 (1d8+4/x3) or javelin +1 (1d6+4)

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

Special Attacks smite evil 1/day (+3 attack and AC, +1 damage)

Spell-Like Abilities (CL 1st; concentration +3)

At will—*detect evil*

Statistics

Str 18, **Dex** 13, **Con** 12, **Int** 10, **Wis** 6, **Cha** 16

Base Atk +1; **CMB** +6 (+8 bull rush, overrun); **CMD** 18 (22 vs. trip)

Feats Dhosari Trample

Skills Diplomacy +7, Perform (singing) +4; **Racial Modifier** +2 Climb, +1 Perform (sing)

Languages Common

SQ code of conduct, hall runner, quadribrachial, Shock Troops, Songslave

Combat Gear chain shirt, heavy flail, spear, two javelins; brass chain jewelry (50 gp), *arcane marked* house badge.

Demographics

Faith Aleria

Homeland Mist-Shrouded Isle of Erkussa

Sirani, like virtually all of the bizarre six-limbed, two-bodied beings known as dhosari, was born in captivity on the Mist-Shrouded Isle of Erkussa, yet another in the hundreds of generations of her kind suffering the same fate. Though dhosari are the most desirable slaves for an erkunae noble house, their lives are fraught with danger, as all dhosari are, by decree, on loan from the Opal Emperor, and can be called into arrangement for war at a typically unpredictable time. As she was born in the latter centuries After the Calling (AC) the Opal Empire of her masters, the eldritch erkunae, has faltered greatly, allowing many more opportunities for her and her fellows to alter the fate of her slave-kind. She has told her closest confidants that she was recipient of a vision in her childhood, of a beautiful female of indeterminate race who promised that should she be faithful and good, she would be favored with power to achieve great things—this was a vision of Aleria the Good, determined to find souls with good intentions to break the power of cynical chaos on Porphyra.

From that time on her fellow dhosari called her Sirani the Favored (out of the hearing of her erkunae masters) and she has become the sinapati (junior lieutenant) of the Hall Guard of House R'll'aan. Few dhosari gain so much trust, which has raised pale eyebrows everywhere. She earned this rank by defeating assassins from a rival house trying to set a trap to kill house leaders, throwing her body into the fray and slaying many of them. Unbeknownst to her masters, Sirani was able to do this with her paladin powers of detection and smiting. Since this heroic endeavour, she no longer has to sing very often, and has avoided the dull duties of attending a bacca. Now, she has the opportunity to identify evil erkunae in the shadowed halls of G'sho'laa'n'rr, and discreetly eliminate them, without too much attention, as her master is of relatively benign demeanor, for an erkunae. Sirani knows she will be found out and punished eventually, and seeks to escape her island home, to find evil to destroy in exotic foreign lands. Should any outlanders come into her observation, she will likely try to make contact, a dangerous endeavour for both the young dhosari and any she tries to converse with.

DRAGONBLOOD

Kalsin sat on his heels on the slate roof over the gable of the house; it was his favorite place to be, and this was his favorite time, in the middle of the night, the stars twinkling above. His family did not call him Kalsin, though he knew it was his name. His family, when they called him anything at all, called him 'Lizard' or just 'Zerd. He supposed that was the name the world knew him by, given for the fine scales on his arms and chest, where other males had coarse hair. Yet he knew that Kalsin was his name, in the secret tongue he spoke to himself when no-one was near. He knew it in the same way that he knew that he could kill the crows in the corn with a thought and a gesture, that he could drink off the lye that Bully Griff poured into his mug, and that he could, if he wanted to, snap Bully's prize drop-knife with a twist of his wrist. He shifted his bare feet on the slate and scowled into the night. If he wanted to. But what did he want? Where did he belong? Should he stay in the village and flex his growing powers, laying Bully Griff low before the young ladies and seducing them with smooth lies and believable promises. He knew that he could. But as he lifted his eyes, which would seem the eyes of a night-hunting hawk to a passer-by, the stars seemed to form a pattern before him, a path, a map, leading out of this lowly place, to somewhere.... somewhere else. Somewhere where he could be Kalsin, and speak his secret tongue to those that would know it, and teach him, and he could see and discover new things- about himself, about the world, about the creatures that the old gossiping biddies near the greengrocers said when he walked by... Dragons...

And then- and then he might just come back...

DRAGONBLOOD RACIAL CHARACTERISTICS

Dragonblood characters are defined by class levels and have the following racial characteristics.

- **+2 Constitution, +2 Charisma, -2 Wisdom:** Dragonbloods are hardy beings with strong personalities. Their brazen natures often makes it difficult to pick up on subtle clues in others' behaviors.
- **Reptilian Humanoids:** Dragonbloods are humanoids with the reptilian subtype.
- **Medium:** Dragonbloods are Medium creatures with no penalties or bonuses due to size.
- **Normal Speed:** Dragonbloods have a base speed of 30 feet.
- **Dragon Magic:** Dragonbloods gain a +2 bonus to caster level checks to overcome spell resistance with word spells. In addition they also receive a +2 racial

bonus on Spellcraft checks to craft magic items.

- **Gatecrasher:** Dragonbloods gain a +2 bonus on Strength checks to break objects and a +2 bonus to the sunder combat maneuver.
- **Natural Armor:** Dragonbloods' skin is toughened and occasionally shows patches of scales. They gain a +1 natural armor bonus.
- **Poison Resistance:** Dragonbloods gain a racial bonus against poison equal to their Hit Dice (minimum +1, maximum +5).
- **Dragon-Guile:** Dragonbloods gain a +1 racial bonus on Bluff and Diplomacy checks.
- **Languages:** Dragonbloods begin play speaking Common and Draconic. Dragonbloods with high intelligence scores can choose from the following: Auran, Dwarven, Elven, Gnome, Halfling, Ignan or Sylvan.

ECOLOGY

Dragonbloods are humanoids of mostly elven or human stock that have manifested a dominant taint of their ancestor dragon's blood. Less than a half-dragon, and far more able to blend in with typical society, the dragonblood are a race unto themselves, surfacing an unknown number of generations after the original mating of dragon and two-legged. The resurgence of draconic power in these beings gives them power and abilities beyond those of their stock race, or at least different, and takes them in directions definitely divergent from the society around them. It is possible that some of the magnetic figures in history were secretly dragonbloods, and that some of the great personages that were so bold to claim the blood of great wyrms actually did possess powers granted by a draconic ancestor.

Physical Description: All dragonbloods are imposing, if somewhat unnerving specimens, tending to strong, sharp features and rangy builds, always somewhat larger than normal, with arresting eyes and pronounced canines. Their ears are a slightly fan-like, their hands and fingers long and sensitive. The scales that frequently mark them as alien typically show around puberty, in place of body hair; dragonbloods typically lack navels. Telling a dragonblood from a normal human, elf, or half-elf requires a DC 15 Knowledge (arcana) or DC 20 Perception check, frequently increased by the dragonblood's Disguise score. Some few dragonbloods are of half-orc stock, who differ only in that they begin play speaking orcish and draconic. Some stories among the small people, the halflings

and gnomes, tell of members of their races, a little taller than usual, with scales on the tops of their feet, or eyes that glow like opals. These legendary beings would be the progeny of a very old faerie dragon, or perhaps an Imperial dragon of the Sky or Sovereign variety. These would follow dragonblood stats, only with the Small size modifiers in place. Forbidden gossip among the dwarf-wives tell of a family of dwarves tainted by the Futsanglung, the Underworld dragon in a comely form of a fiery-haired dwarf with glowing eyes and breath like the forge. Again, statistics will not differ for these dragonbloods.

Society: As can be inferred from their heritage, there are basically two types of social organization for dragonbloods: the lonely outcast, and the heir of greatness. Many factors can affect this status, the species of the dragon ancestor, the circumstances of the bloodline's commencement, and the social status of the family that was influenced in the first place. Consider that the initial mating would have produced a half-dragon, whose appearance is significantly outside the humanoid norm... Also, a dragonblood birth is rarely more than once in a generation, so there is never such a thing as a 'dragonblood town' or a 'family of dragonbloods'. The mating of a dragonblood to a normal humanoid produces the lesser stock 90% of the time; a matched mating 75% of the time. As stated earlier, some dragonbloods exult in their heritage, and attempt to use it to their advantage, the success of which is debatable. Some attempt to disguise it altogether, also with varying degrees of success. The simple existence of dragonbloods is not widely known; only someone with at least 5 ranks of Knowledge (arcana) would have heard of and understand the ecology of dragonbloods. Finally, strange as it may seem, some poseurs and want-to-be's actually claim to be 'of dragon's blood' to impress followers, marks, or rivals; a true dragonblood can always tell his own, automatically, even gaining +5 to attempts to pierce magical deception of this type.

Relations: Though dragonbloods are a distinct race unto themselves, they can appear in almost any community, anywhere in the world. The reaction to a dragonblood in a barbarian's camp or a dusty desert city often depends on their ancient storytelling or literary tradition of the relationships between dragons and humanoids; one of fear and destruction, or magic and opportunity. There is always a chance that the ignorant and fearful might

mistake a dragonblood for a hostile reptilian race (of which there are many), and indeed there is no guarantee that a dragonblood will be of benign nature, either! Dragonblood's penchant for sorcery also creates rumors that they possess far more natural powers than they actually are born with. Faerie dragonbloods are almost always seen in a positive light, and underworld dragonbloods with fear and panic.

Alignment and Religion: The dragonbloods' lack of a singular society contributes to the fact that they rarely have any religious feeling. Their strong personalities balk at subservience even to a deity, for even The Dragonlords rule their followers through strength. If a needy dragonblood were to offhandedly pray, it might be these beings, or perhaps to a patron of the lust that created them or the vengeance that they sometimes seek against their oppressors. Dragonbloods too often feel above and beyond the law, but also dislike a lack of control over their surroundings; those with a tolerant upbringing are usually neutral good, and those mistreated, neutral evil.



Adventurers: Many dragonbloods begin adventuring to literally find out who they are; to discover the identity of their ultimate draconic ancestor, and the reason for their ancestral interference. Some dragonbloods feel the call of Destiny, believing that their coincidental creation holds some greater meaning, and they will grasp the offered hand of those who would join the gods. A few seek to unite their non-race, to gather these singular beings together and create a true, accepted community, not knowing their goal is doomed to failure.

Names: Dragonbloods are born hearing the Draconic language in their minds; whatever culture-specific name they are labeled with, they always think of themselves having this ‘Dragonname’. They may use their given name, especially if they are of a privileged family, but the guttural, tooth-filled title is who they are.

Male: Phafenir, Encalagon, Gluarang, Raregon, Zasharath

Female: Skatha, Irlia, Rhyatha, Shuruga, Imino

Starting Age

Adulthood	Martial	Innate	Studied
15	+1d6	+1d4	+2d6

Age Categories in Years

Middle	Old	Venerable	Maximum
35	53	70	70 + 2d20

Height and Weight

Gender	Height	Base	Modifier	Multiplier
Male	5'	125	2d10	x5 lbs.
Female	4'8"	110	2d10	x5 lbs.

RACE TRAITS FOR DRAGONBLOODS

These traits are specifically for Dragonblooded PCs, usable only by other races at the GM’s discretion.

Cast Out: When your true nature was discovered, you learned to survive on your own, with your wits. You gain a +1 bonus on Survival checks, and Survival is always a Class Skill for you.

Dragon-Fever: Your ancestral love of gold has caused you to hoard it, even before you had a use for it. You start play with twice the normal starting gold. If you don’t have at least 10 gp on your person, you are shaken.

Memories of Sky: Sometimes when you close your eyes, you can imagine great wings bearing you aloft into the heavens- it seems so real... You gain +1 bonus on Fly checks, and Fly is always a class skill for you.

Unexplainable Arrogance: Even when you should be afraid, you don’t completely commit to your fear. When frightened or shaken, your penalty is -1 instead of -2.

Rejected Ancestry: In the stories, the humans always destroyed the dragon; two can play at that game... You gain +1 to hit against all creatures with the Dragon type.

Without Gods: The names of the gods of Men or Dragons mean nothing to one of you kind, forgotten and unrepresented. You gain a +1 trait bonus against divine spells.

ALTERNATIVE RACIAL CHARACTERISTICS

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

Dragon-Rage: Some dragonblood enjoying domination over seduction. These dragonbloods gain a +1 racial bonus to Intimidate, and to Survival when attempting a Survival task such as hunting and overcoming natural hazards. This replaces dragon-guile.

Fanged Throwback: Occasionally a dragonblood seems hardly different from a monstrous half-dragon, possessing claws and fangs. The bite is a secondary attack doing 1d3 damage (1d2 if Small) and the claws a primary attack doing 1d4 damage (1d3 if Small). This replaces poison resistance and dragon magic.

Orcborn: Dragonbloods from orcish stock have a different language set. They begin play speaking Orcish and Draconic. Orcborn dragonbloods with high intelligence can choose from the following; Abyssal, Common, Ignan, Undercommon, Goblin and Giant. This replaces languages.

Scaleless: More human than reptilian, some dragonbloods integrate easily into human society. These dragonbloods gain a +2 racial bonus on Diplomacy checks made to gather information and Sense Motive checks made to get a hunch about a social situation. This replaces natural armor.

Serpentine Grace: Sometimes body memory can be very strong; such a dragonblood moves sinuously, like their reptilian ancestors. They gain +2 on all combat maneuver defense rolls, and can qualify for the Dodge feat with a DEX of 12. This replaces gatecrasher.

Small: Dragonbloods from fey-folk stock are of small size, and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on their CMB and CMD, and a +4 size bonus on Stealth checks. This replaces Medium size.

Toxic Secretions: Dragonbloods associated with the tatzlwyrms race have shown the ability to secrete venom. A number of times per day equal to its Constitution modifier (minimum 1/day), the dragonblood can envenom a weapon that it wields with its toxic saliva or blood (using blood requires the creature to be injured when it uses this ability). Applying venom in this way is a swift action. The venom has the following effect:

Weakening Venom: Injury; *save* Fort DC 10 + 1/2 the user's Hit Dice + the user's Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

This replaces dragon-magic and dragon guile; the dragonblood must have the poison resistance characteristic.

Wyrms Magic: Some dragonbloods are born with the memory of the innate powers of the ancient magical reptiles. They can choose one of the following spells to cast 3 times a day as a spell-like power, with a caster level equal to their hit dice: *acid splash*, *arcane mark*, *read magic*, *ray of frost*, or *spark*. This replaces dragon magic.

FEATS

All of the feats below have the prerequisite of 'Dragon-blooded', as well as any prerequisites included in the text.

DRAGON'S WRATH

Though you walk on two legs, your wrath evokes the dragons of old.

Prerequisite: Dazzling Display

Benefit: You can make an Intimidate check using Dazzling Display as a free action when you confirm a critical hit.

EARS OF THE DRAGON

Even when feigning sleep, you could sense your family staring at you from your bedside, know even where they stood.

Prerequisites: Eyes of the Dragon, dragonblood

Benefit: You gain blindsense 30 ft.

EYES OF THE DRAGON

Your eyes glow with a faint light, like tiny lamps in the darkness.

Prerequisites: Dragonblood

Benefit: You gain darkvision 60 ft.

GIFT OF THE DRAGONAME

The trust of one of worth, is worth knowing your true name.

Prerequisite: Only the Holder of the Gift knows your truename.

Benefit: You and the Holder of the Gift add +4 to each other's successful aid another actions.

Normal: Aid another actions give +2 to another PC's skill check.

SEETHING STRIKER

Nothing can stop you from getting into where you want to go...

Prerequisite: Str 12, dragonblood, gatecrasher racial characteristic

Benefit: You gain a further +2 to Strength checks to break objects, and to sunder combat maneuvers. Once per day, you can add a further +2 to a sunder or break attempt.

SUDDEN SHED

It may be disgusting, but it's better than the alternative.

Prerequisite: Con 12, dragonblood, poison resistance racial characteristic

Benefit: Once per day, when you fail a saving throw against poison, you may shed a portion of your skin (taking 1d6 damage) and reroll that saving throw. You must accept the result of the second check.

WAKE THE DRAGON

When others slept, you stayed watchful, gazing out the window, wondering what the ones who lay down did, when their eyes were shut...

Benefit: You gain immunity to *sleep* spells and effects. You need only rest 4 hours at night to regain spells.

* *The feat Pass for Human^{APG} can also apply to dragonbloods.*

EQUIPMENT

Dragonbloods have access to the following equipment.

Banner of the Lost

Though available in the present time only as a reproduction, the style, bearing and symbology of “The Banner” seems to strike a chord in the myriad permutations of dragonbloods. The banner depicts dragons falling from the sky and turning into humanoids, in certain colors and presentations, and, when borne aloft by a dragonblood, gives him a +2 equipment bonus to his hit dice total when opponents attempt to use Intimidate to demoralize him.

Cost 80 gp; **Weight** 3 lbs. (plus pole/spear)

Firstshed Veil

A thin, gauzy sheet of tissue mounted on a headpiece of precious metal, these rare items are preserved from the first traumatic shedding of skin of dragonbloods whose families have some small knowledge of what they have borne. Wearing a firstshed veil grants a +2 equipment bonus on interactive checks such as Bluff, Diplomacy and Intimidate with races that have a reptilian component ie. speak Draconic as a racial language.

Cost 220 gp; **Weight** 1 lb.

MAGIC ITEMS

Dragonbloods have access to the following magic items.

Ex Draeconomica

Aura moderate abjuration; **CL** 5th

Slot none; **Price** 3,000 gp; **Weight** 5 lbs.

Description

This large, metal-bound tome is written in Draconic and has many amazing stories and illustrations about dragons of the past, and gives an owner who reads it a +3 bonus to any Knowledge (arcana) checks regarding dragons. Once it has been read, the owner who carries it also gets +3 to any saving throws against spells or effects cast or generated by creatures of the dragon type, including their breath weapon.

Construction

Requirements Craft Wondrous Item, *protection from energy*, Skill Focus (Knowledge [arcana]), creator must speak Draconic **Cost** 1,500 gp

Scalesoul Elixir

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 5,600 gp; **Weight** —

Description

Made from the humors of draconian beings of many types, this powerful draught causes the drinker to take the form of a Small dragon; they gain a +4 natural armor bonus, a +1 size bonus to armor class, you can fly 60 feet (good), gain darkvision 30 ft., a breath weapon, and resistance to one element. You also gain a bite attack (1d6), two claw attacks (1d4), and two wing attacks (1d3). You can only use your breath weapon once per dose of elixir. All breath weapons deal 4d8 points of damage and allow a DC 16 Reflex save for ½ damage. They type of damage, and additional abilities and resistances can be found in the spell description for form of the dragon I. The elixir's effect lasts for 7 minutes.

Construction

Requirements Craft Wondrous Item, *form of the dragon I*; **Cost** 2,800 gp

DRAGONBLOOD SPELLS

Dragonbloods have access to the following spells.

DRAGONSPoor

School illusion (figment); **Level** bard 2, illuminatus 2, rook 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (dragon blood)

Range close (25 ft. + 5 ft./ level)

Area one 5 ft. square + one additional square/2 levels

Duration 10 minutes/level

Saving Throw Will negates (disbelief); **Spell Resistance** no

This spell calls on the innate fear of all living things for the awesome metareptiles that are dragons. Figments created depend on the area available to affect; basic rule of thumb is one dragon footprint for every 5 ft. radius affected. Other effects are; the appearance of claw marks on trees, fallen dragon scales, tail drag-marks, and the aroma of the dragon itself. Creatures with scent are -2 to the saving throw, if they attempt to disbelieve it. Creatures that believe the illusion are shaken if above 6 Int, and frightened if they have 6 Int or lower; both effects last 2d6 rounds. Further confirmations of the dragonspoor's illusory nature allow for a second saving throw at +4.

DRAGONSONG

School conjuration (calling) [good]; **Level** bard 2, rook 2, summoner 2

Casting Time 10 minutes

Components V, S, M (a wedge of cheese)

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

Duration special

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

This spell uses the guile of the spellcaster to lure one or more pseudodragons to their location and attempt to become their friend for a period of time. The spell must be cast in or near a temperate forest, whereupon at the end of the ritual of cheese-offering and whistling, a pseudodragon will appear; there is a 2% chance per caster level over 3rd that a second pseudodragon will appear and be affected. If the pseudodragon(s) spell resistance is overcome, and their save is failed the pseudodragon will act in the same manner as a wizard's familiar towards the caster for 1d6 days, after which the pseudodragon gets another save, until the save is made and the pseudodragon leaves. A second casting of the spell while a pseudodragon is in the companionship of the caster will cause the current pseudodragon to leave, and the spell to fail. Reckless use of the called pseudodragon will also cause it to leave, and lower the save of subsequent saving throws against the spell by 2. As well as being a spell of the Good subtype, a pseudodragon will not come to an evil caster, and the spell will fail.

DRAGONVOICE

School transmutation; **Level** alchemist 2, bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level

By magically altering the way your vocal cords create sounds, you can emulate the vocal inflections of dragons.

This grants a +6 circumstance bonus on Charisma checks and Charisma-related skill checks when dealing with dragons.

In addition, your voice is much louder than normal, halving the penalties to others' Perception checks to hear you due to distance, intervening doors, and so on.

ARCHETYPES AND CLASS OPTIONS

Below are several class archetypes and options available to the race of dragonbloods.

DRAGONET SCHISM (ROOK SCHISM)

Those of dragonblood heritage are no strangers to balancing deception with strong action, but those with faerie dragon blood feel even more conflict. Though drawn to the mercurial class of rook, those skilled tricksters who follow the dragonet schism are just as likely to use violence as subterfuge, and tend to be rather... touchy people.

Class Skills: a rook with the dragonet schism adds Perform (any), Survival and Use Magic Device to their list of class skills.

Bonus Spells: 3rd—*pass without trace*, 6th—*dragonvoice*, 9th—*draconic reservoir*^{APG}, 12th—*polymorph*, 15th—*truespeech*, 18th—*form of the dragon I*

Schism Boon: A dragonet gains +1 to saving throws against paralysis and sleep effects; if they have the Wake the Dragon feat, the bonus against paralysis doubles. Schism Powers: The dragonet is torn between the overwhelming draconic presence within, and the need to keep his actions from the notice of the general public. They walk the line between violent outburst and innocuous subtlety.

Dragonmotes (Ex): At 1st level, as a standard action, the dragonet can breathe out a nearly-invisible cloud of sparkling motes in a 30 ft. spherical cloud before him. Those who inhale these motes are befuddled in the next round. At 9th level, those that are affected a second time by dragonmotes are beguiled. At 17th level, those that are affected a third time by dragonmotes are confused. The dragonet can use this ability a number of times per day equal to 3 plus his Charisma modifier.

Dragon's Whisper (Ex): At 3rd level, the dragonet gains Silent Spell as a bonus feat. At 7th level, once per day, the dragonet can cast a Silent spell without changing the spell's level; they can do this twice per day at 14th level.

Subtle Evocation (Sp): At 9th level, the dragonet adds any 2 evocation spells to his list of Spells Known, provided he is of high enough level to learn them. These spells, if cast, do -1 damage per die but add the caster's

level to the DC of any Spellcraft checks made to identify or quantify the spell. At 13th level he may add another evocation spell to his list of Spells Known.

Conquer by Magic (Sp): At 15th level, the dragonet may choose to have any damage done by his spells to be nonlethal damage.

Faerie Dragon Avatar (Su): At 20th level, the dragonet rook can assume a draconic form somewhat like a combination of faerie and pseudo-dragon. This is similar to the spell *form of the dragon I*, except that the form is immune to paralysis and sleep, can swim 60 ft., and can breathe a cloud of gas that make those that fail a DC 30 Fort save staggered and sickened for 1d8 rounds. This form can be assumed up to 6 times per day, for a maximum of 20 minutes at a time.

Dragonet Talents

The following additional rook talents are available to the dragonet schism.

Draconic Arrogance (Ex): The dragonet adds his Charisma bonus to the target DC of an opponent attempting to Intimidate him. Once per day he can force an opponent attempting to Intimidate him to roll again; both must abide by the results of the second roll.

Faerie Dragonwings (Advanced Talent) (Su): The dragonet can manifest butterfly wings of shimmering energy, allowing him to fly at a speed of 60 ft. with good maneuverability. These wings are immaterial and invulnerable to damage. While flying, the dragonet become semi-immaterial as well, as if under the effect of a blur spell. The dragonet can use these wings for 1 minute per day per rook level, though he can manifest them in 1-minute increments.

Shimmering Scales (Ex): The dragonet's natural armor bonus increases by an amount equal to the spell he has just cast, for a number of rounds equal to the spell's level. The bonus manifests itself only if it is higher than the dragonet's current natural armor bonus, and is subtracted by it.

ODONTOMANCER (ILLUMINATI IMPLEMENT)

The class of illuminatus is a shadowy one, full of secrets and intrigue. Many dragonbloods join them, and choose an implement that is uniquely their own; the Teeth. The method is twofold-preserved teeth, such as those of a baby dragon, are tossed and their positions are observed to analyze the flow of chaos. Alternatively, the

shape of a being's teeth are observed, to cast aspersions on the being's past, present and future. The practice is called by them, odontomancy.

Dragon Odontomancy Wordspeller: A dragonblood odontomancer must have the dragon magic racial characteristic. Though they do not gain +2 to craft magic items, they gain a +3 bonus to overcome spell resistance with word magic used via illuminati wonders.

Teeth: Using teeth as an implement is called odontomancy, and can take several forms, both active and passive. Dragonblood odontomancers take a direct approach to problem, attacking head on when, at times, discretion might be called for. They are flamboyant and daring, but often hide the actions of deeper plans, covering the "long game" with the flash of the moment.



Implement Wonders: 1st—*evocation I*; 2nd—*enchantment II*; 3rd—*evocation III*; 4th—*evocation IV*; 5th—*enchantment V*; 6th—*transmutation VI*; 7th—*transmutation VII*; 8th—*transmutation VIII*; 9th—*enchantment IX*

Marvels: An odontomancer can tell from a being's teeth its inner strengths and weaknesses, can inhibit bite attacks and take the form of a dragon, and achieve a kind of immortality due to an ancient draconic legend.

Counting Teeth (Su): At 2nd level, the dragonblood illuminatus can spend a standard action to observe the teeth (or equivalent appliances) of a living or once-living creature and make a monster knowledge check as though he were knowledgeable and skilled in the appropriate Knowledge skill, adding his illuminatus level as a bonus. At the GM's discretion, this can even reveal information about an NPC (or PC, for that matter).

Bind Mouth (Su): At 8th level, the illuminatus can spend a use of his influence cause ability (in a standard action) to bewitch the very teeth within an opponent's head. If they fail a Will save, they cannot bite for a number of rounds equal to the illuminatus's level, and/or they cannot cast a spell with a Vocal component unless they make a DC 18 concentration check, during the same duration.

Fangs of the Dragon (Sp): At 14th level, the illuminatus can, when casting a 6th or 7th level transmutation wonder, choose to select *form of the dragon I*, or *form of the dragon II* from the appropriate list, without randomization. At 15th level, they can do the same with *form of the dragon III*. When under the effect of the spell, the form's bite damage increases by 1 dice level (1d10/2d8/2d10)

Sow the Dragon-teeth (Su/Ex): At 20th level, the illuminatus learns the legacy of many of his kindred; soldiers grown from the magically sown teeth of an elder dragon. As long as even one tooth of the illuminatus can be recovered and planted in soil blessed with holy water, the illuminatus will be resurrected, as the spell. Removing one of his own teeth and planting it grants the illuminatus the Leadership feat, growing a cohort of the dragonblood race of the appropriate level, though having a non-spellcasting class. Further, you are no longer affected by an aura possessed by a dragon.

Attainments: The following attainments complement the teeth implement: *entropic shield*, *omen reading*, *prismatic bolt*, *prismatic mantle*, *prismatic spray*, *unleash the winds*

ORDER OF THE BLOOD (CAVALIER ORDER)

Cavaliers of this order possess some measure of the blood of dragons, the dragonbloods, and their main vow is to seek out and defeat their erstwhile sires. Benign dragons, or even those that would “help” humanity had best remove themselves to the wastelands, as they have interfered enough with the fate of humanoids!

Edicts: Cavaliers of the order of the blood must always seek to defend humanoids against the depredations of dragons, and not ally themselves with those who would be friends with these over-powerful beasts.

Challenge: When an order of the blood issues a challenge, he receives a resist score against the damage type of any breath weapon it possesses equal to his cavalier level. If the breath weapon does not do damage, he gains a bonus to his saving throw against its effect equal to his cavalier level.

Skills: An order of the blood cavalier adds Knowledge (arcana) [Int] and Perception (Wis) to his list of class skills. If the cavalier is using either of these skills in an area known to be inhabited by a dragon, he receives a bonus on the check equal to ½ his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the blood gains the following abilities as he increases in level.

Wyrm-Smeller (Sp): At 2nd level, an order of the blood cavalier gains the spell-like ability detect dragon, identical to *detect animals or plants* except that it detects creatures of the dragon type. This ability can be used a number of times per day equal to his Charisma bonus. This replaces the dragon magic racial ability.

Drake Destroyer (Ex): At 8th level, an order of the blood cavalier learns secrets of draconic anatomy and techniques for fighting their scorned relatives. He gains a +1 competence bonus to all attack rolls and a +1d6 bonus to damage against creatures of the dragon type. At 12th level and every 4 levels thereafter, this bonus increases by an additional +1 to attack and +1d6 to damage.

I Sing the Blood Draconic (Ex): At 15th level, an order of the blood cavalier has begun to usurp the power of his ancient progenitors. He becomes immune to sleep and paralysis effects, and gains darkvision 60 ft. if he does not already possess it. If the cavalier possesses the racial feats Dragon Soul and Wake the Dragon, he gains an additional dragonblooded racial feat as a bonus feat.

DRAGONBLOOD ADVENTURERS

Dragonbloods see themselves as set apart, different from virtually everyone else they meet; even other dragonbloods have their own special story. Thus, they adventure to prove themselves, and use their best abilities to be the best they can be. They are skilled in magic and fit well into the self-taught magic classes. They are also powerful in arms and in personality, and can make lusty fighters, offering them a broad range to choose from; anything they can use to fill the questioning void inside...

Alchemist: An interested dragonblood would pursue alchemy with the purpose of improving their own forms, probably at the detriment of the community and those around them.

Barbarian: Young dragonbloods often have a hard time controlling the ancient urges created by their draconic ancestry, and this confusion oft turns to rage, rage against those in those in his path, or who have what he wants.

Bard: The romance of the dragonblood's draconic forefather echoes in song down through the ages, filling the dragonblood's mind with song. Their exotic looks and brazen personalities all add up to a fearsome bard.

Brujo: Few dragonbloods fear rejection, and can easily embrace the solitary quest for power that the cabals of the brujo offer. Many enjoy the contempt cabal, fearing and feeling joy at nothing.

Cavalier: Dragonblood cavaliers enjoy the romance and respect of the knight errant, and commonly join the orders of the Cockatrice, Dragon and Sword.

Druid: Some dragonbloods turn to living in the woods to escape persecution. Entering into a state of oneness with nature may soothe their harsh souls. Reptilian companions would be most likely attracted to them.

Fighter: Taking up a sword and solving your problems is a good a task as any, and losing yourself in an army or raiding party, under anonymous armor will help anybody fit in; dragonbloods especially enjoy hand-to-hand combat over ranged weapons.

Gunslinger: The spurting flame of an infernal firearm, the fear and respect the weapon garners, all these things would seem attractive to a dragonblood, if they were able to obtain one.

Illuminatus: The inflated egos of dragonbloods are attracted to the strange power of the illuminati, and they favor the implements of Cards, Flame, or Teeth (q.v.).

Infinyte: Quirky mistakes of destiny that they are, dragonbloods find themselves selected as tools of the balance in far greater proportion than their numbers would indicate.

Magus: The martial traditions of the magus, and the individualistic lifestyle of the order would appeal to a dragonblood eager to make a name for himself, and defeat all who oppose him.

Monk: Dragonbloods frequently start off life as foundlings, many placed at the doorsteps of monasteries. Strangely enough, the Dragon Style of fighting seems to come naturally to them.

Oracle: Dragonblood are often strangely in tune with the natural world at it's most inscrutable, and often seek to understand it through prophecy. Dragonblood oracles often choose the Ancestor, Flame, or Time mysteries.

Paladin: Though not inclined to knighthood, a dragonblood with a family legacy in the calling would ideally suit the class, with their larger-than-life personalities and their martial nature, their shining armor concealing the scales beneath.

Ranger: The call of the wilderness is heard by some dragonbloods, and they roam the wilds to suit themselves. The racial stock from which they have come is often their favored enemy.

Rogue: From a strange young urchin in the streets, to a skilled thug in an alley, the life of crime appeals to many dragonblood castaways.

Hook: Subterfuge and deception are the survival tools of many dragonbloods. They prefer the Glamerspex schism, operating under the noses of high society, and sometimes taking part in their games, proving the worth of the outcast.

Sorcerer: The self-taught wild magic of sorcery is a natural for the skills and aptitudes of dragonbloods, with the Draconic bloodline being an obvious choice, with those of Elemental blood being common, as well. Summoner: Dragonblood eidolons often look like, well, dragons, and the summoner usually attempts to make them as large as possible, as soon as possible.

Witch: A haven for outcasts, the ranks of witchcraft offer power and belonging to the dragonblood. They frequently choose the patrons that greatly enhance their own powers, such as Strength, Agility, Wisdom and Endurance.

Wizard: As a large number of half-dragons are a result of wizards' experiments, so too are they interested in dragonbloods, the natural progression of that experiment. Some dragonbloods learn the trade from these mad researchers.

FAVORED CLASS BONUSES

Instead of receiving an additional skill or hit point

whenever they gain a level in a favored class, dragonbloods have the option of choosing from a number of other bonuses, depending on the favored class. The following options are available to all dragonbloods who have the listed favored class.

Alchemist: Add + ¼ to the alchemist's bomb damage.

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

Bard: Add 1 to the bard's total number of bardic performance rounds per day.

Brujo: Add +1/6 of an additional point to the brujo's curse pool.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to three plus your Wisdom modifier. The cleric adds + ½ to the number of uses per day of that power.

Druid: Gain energy resistance 1 against acid, cold, electricity or fire. Each time this is selected, increase the druid's energy resistance to one of these energy types by 1, to a maximum of 10.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.

Gunslinger: Add + ¼ to the gunslinger's grit points. Illuminatus Add + ½ to the number of times per day the illuminatus can use his influence cause ability.

Infinyte: Add +1/5 of a hero point to the infinyte's hero point maximum.

Inquisitor: Add + ½ to Intimidate checks made to demoralize humanoids.

Magus: Add + 1/3 to critical hit confirmation rolls when using spell combat (maximum +3). This does not stack with Critical Focus.

Medium: Add + ¼ deflection bonus to the medium's AC as a benefit granted by its influence.

Monk: Add + ¼ to the monk's ki pool.

Oracle: Treat the oracle's level as +½ higher for determining the effects of the oracle's curse ability.

Paladin: Add + 1/6 to the saving throw bonuses provided by the paladin's auras.

Ranger: Add a +1/3 dodge bonus to the ranger AC against favored enemies.

Rogue: Gain a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls and other magical writings.

Rook: Add one spell from the rook's spell list to the list of spells known. The spell must be at least one spell level lower than the highest rook spell the dragonblood can cast.

Runecaster: The runecaster gains +1/6 of a new an-

cient lore.

Runereaper: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Sorcerer: Add +1/3 to the spell damage of 1 energy type.

Summoner: Add +1 hp to the summoner's eidolon.

Witch: Add + ¼ natural armor bonus to the witch's familiar.

Wizard: When casting spells with the compulsion descriptor, add +1/3 to the effective caster level.

RYATHA THE UNBRIDLED

"Don't wake the dragon. I will only tell you once, and it is a good idea to listen."

Rhyatha the Unbridled (CR 1; XP 200)

Female dragonblood bloodrager 1

N Medium humanoid (reptilian)

Init +0; **Perception** -2

Defense

AC 13, touch 10, flat-footed 13

(+2 armor, +1 natural)

hp 12 (1d10+2)

Fort +4, **Ref** +0, **Will** -2; +1 vs. poison

Offense

Speed 40 ft.

Melee 2 claws +3 (1d6+2)

Special Attacks bloodrage (6 rounds)

Statistics

Str 14, **Dex** 10, **Con** 14, **Int** 13, **Wis** 6, **Cha** 17

Base Atk +1; **CMB** +3; **CMD** 13

Feats Recovered Rage^{ACG}

Skills Climb +6, Intimidate +8, Knowledge (arcana) +5, Spellcraft +5 (+7 to craft magic items), Survival +2 (+4 to hunt or avoid hazards); **Racial Modifiers** +1 Intimidate, +2 Spellcraft to craft magic items, +2 to Survival to hunt or avoid hazards

SQ bloodline (draconic), dragon magic, dragon rage, gatecrasher

Languages Common, Draconic, Ignan

Combat Gear *potion of cure light wounds*, smokestick;

Gear bloodrager's kit^{ACG}, leather armor, sunrod; **Coins** 4 gp

Demographics

Faith A'sevelix

Homeland Clandom of the Fourlands

Ryatha burns to seek her destiny, and all it will take is a curious band of adventurers to give her that opportunity.

ERKUNAE

The flames of Ysothic's cat-like pact-mate reflected dustily in the mirrors lining the walls of the Hall of Brass Candles. That the elemental being had chosen that form was pleasing to the erkunae magus, as he felt himself attracted to and as one with the hunting animals. He must be a cat, now, quiet and deadly, his claw in his hand. This out-of-the-way hall, under the Tower of Screams was the perfect place to ambush his arch-rival, Ffellig'aan the 33rd, that pompous wind-bag. His boasting of being an intimate of the Knifespeakers tipped his hand, and now Ysothic had him. The speakers allowed no weapons in their chambers, for fear of some mad soft-heart ending their games too early, thus Ffellig'aan will be defenseless when Ysothic pounced on him. Pounced. Yes. And with Ffellig'aan gone, Ysothic could make his play for the First Sword among... a skittering noise at the end of the hall caught his attention. The ceiling here was in the Third Era tradition, and wouldn't carry echoes this far. It must be a trap-

The white face, flowing ivory hair and crimson eyes of Ffellig'aan, First Sword of the Magi came out of nowhere, and his black blade scraped across Ysothic's scalp, taking a lock of sable hair with it. The First Sword didn't know the spell of vanishing!

"His Opalescence gave good advice on how to smoke you out, would-be usurper!" said the ivory phantom, as he kicked aside the firecat contemptuously. "Make peace with the gods of Law or Chaos, I care not which."

Ysothic's reflexes took over and blocked the second swing, a gout of flame shooting from his hand at his gaunt opponent. A bluish snake, seemingly composed of liquid slithered out of Ffellig'aan's blouse and took the brunt of the attack, disappearing in a puff of steam. A cold heart in that one, Ysothic thought with some admiration, to sacrifice a pact-mate so easily. He didn't have the luxury of another thought, as his opponent simultaneously shoved two feet of cold iron through his guts, and ran a bolt of electricity through his heart. He heard a laughing, inhuman voice coming not from Ffellig'aan, but from beyond the walls...

ERKUNAE RACIAL CHARACTERISTICS

Erkunae characters are defined by class levels and have the following racial characteristics.

- **+2 Strength, +2 Intelligence, -2 Constitution:** The Erkunae have a long martial and academic tradition of conditioning, but inbreeding has resulted in weak overall health.
- **Human Variant:** Erkunae are an ancient race of

decadent near-humans with strange customs and traditions. They are humanoids with the human subtype.

- **Medium:** Erkunae are medium creatures with no penalties or bonuses due to size.
- **Normal Speed:** Base speed for erkunae is 30 feet.
- **Castle Dwellers:** Many erkunae never leave the halls of their ancient, endless castle homes. They gain +1 to Knowledge (engineering), Knowledge (dungeoneering) and Stealth while inside a building or construction of some type.
- **Court Intrigue:** Erkunae are naturals to the Machiavellian world of royal courts. They gain +1 on Bluff, Sense Motive and Knowledge (nobility) checks.
- **Duel of Honor:** Erkunae solve many of their conflicts with blades, to differing levels of satisfaction, whether "number of cuts" or to the death. They gain +1 to hit when fighting one opponent who is armed with a weapon.
- **Pact with the Elder Powers:** Ancient pacts, promises, sacrifices and bonds have been made between the Erkunae and various Powers From Beyond, so that servants of these lords will come when the Erkunae call. This behaves as a limited type of summon monsters spell-like ability with different characteristics. An Erkuna makes a choice of the nature of their Pact when they come of age:
 - **Powers of Death:** Once per level, summon the skeleton of one who swore themselves to the Pact. This skeleton serves until destroyed, and can be armed and armored as the erkuna sees fit. The nature of this servant increases with level, it has the same HD as the erkuna that called it, and 8 hit points at first level. At 6th level, this becomes a skeletal champion.
 - **Powers of the Elements:** Once per level, summon an elemental, any of the four types. 1st-3rd level call a tiny elemental, 4th-6th small, 7th level and higher a medium elemental. This elemental serves until destroyed.
 - **Powers of Nature:** Once per level, an erkuna can call an exceptional beast to them, behaving in every way like a familiar, though available to all classes, drawn from the appropriate table. A class able to obtain familiars will have both creatures serving the erkuna, but the one bound by the Pact can only be replaced when leveling up. Feats that affect or upgrade familiars can be used by those with this Pact.
- **Weapon Familiarity:** Erkunae are fascinated by

blades of any kind, and gain proficiency with any weapons that do slashing damage. They inflict -1 damage with piercing and bludgeoning weapons as a result of this martial focus.

- **Linguists:** Erkunae characters being play speaking Common, and their cultural language of preference, Protean. An erkuna with high intelligence can speak any other language that is not secret or prohibited.

ECOLOGY

The erkunae are a race of people similar in many ways to humans, but they have allowed sorcerous pacts with outsiders to alter their race substantially. They hail from the mist-covered island of Erkusaa. They spend much of their time plotting against each other instead of enslaving nearby nations as they once did. The erkunae have access to many magical and martial resources, and are very skilled in both disciplines. They keep slaves, both mundane and magical, and have a reputation of aloof cruelty and a certain alienness of attitude.

Physical Description: Erkunae (singular erkuna) are very nearly human, with differences due to inbreeding and commingling with outsiders. They are pale to the point of albinism, with eyes that shift from red to blue to purple during the day. Hair is typically black, but can be white or blonde. They have prominent bone structures, with sharp facial features, and rangy, bony builds. They are sometimes mistaken for half-elves or albino humans, though they consider themselves a breed apart. A human could disguise themselves as an erkunae as they would another human.

Society: Erkunae reside almost exclusively on the island of Erkusaa, which is itself almost completely covered by the City of Dreams, G'sho'laa'n'rr. Several centuries ago, they once ruled more places and races, controlling them in a callous and exploitative manner. The people are ruled by the whims of the Opal Throne, the holder of which is hereditary in that most of the noble families are interrelated, and the Opal Throne must be from a noble family. A great deal of the people's resources are created magically, even their food, and the Opal Throne's power is consumed by manipulating the martial and magical factions to keep its own status intact. The Pact of the Elder Powers has also backfired somewhat on the erkunae, as much of the strength the erkunae could bring to bear on the outside world is spent to please extra-dimensional

powers, and doing their bidding. Much of the erkunae's time is taken up in plotting against one another in power games and intrigue, or fighting duels. The population of Erkusaa is not growing, and their society is becoming stagnant and decadent. Some few erkunae seek to restore the power of the race, and to expand the pacts that served their ancestors.

Relations: Often mistaken for half-elves or albino humans, erkunae see themselves as a race apart, though cross-breeds are not possible, children favor their non-erkunae parent. They look down on other races, and see gnomes, halflings and dwarves as freaks. They are a slave-owning society, and are not picky about the race of their slaves: the majority of them are of the amber-skinned, southern islanders, and there is ill will towards the erkunae among free members of those peoples. Coastal peoples near Erkusaa often have long memories regarding the domination of the erkunae.



Alignment and Religion: An erkunae with good or evil intentions is a rarity in their culture, as that degree of emotional depth is seen as gauche in their culture. Religion is focused on deities and beings that can directly give long-term power to the worshipper, hence the Pacts with the Elder Powers. Elemental lords, beings of Pure Chaos (such as the protean Speakers in the Depths known as The Slithering Symphony,) death worship, nature worship, it all flies on Erkusaa. It is a common phenomenon for one sect or another to lobby the Opal Throne to outlaw a rival sect, so flavors of the month come and go. Chaotic neutral is the prevalent alignment, but lawful neutral erkunae of the fanatical nature are common, as well. Neutral citizens, the low-born, usually just try to ride things out.

Adventurers: A large proportion of erkunae have class levels, but few adventure outside their island. However, exile is a common non-capital punishment for rule-breakers among the erkunae, and these exiles bring much-needed change to their moribund society. Some few others are disgusted with the decadent ways of their people, and wish to see something new, and every now and then, a hero sets out from this strange place to change the world.

Names: Erkunae of high family enjoy adding numerics to hereditary names. Otherwise, erkunae names are discordant and odd, borrowing from the mercurial Protean language.

Male: Saterik the 147th, Kkelyion, Yyakoric, Aunic the 301st, Iilior

Female: Amoril, Celaena, Rhaedel the 103rd, Cillanel, Yeshella the 99th

Starting Age

Adulthood	Martial	Innate	Studied
16	+1d6	+1d8	+2d6

Age Categories in Years

Middle Age	Old	Venerable	Maximum
40	60	80	80+5d10

Height and Weight

Gender	Height	Weight	Modifier	Multiplier
Male	5'	130 lbs.	2d10"	x5 lbs.
Female	4' 8"	95 lbs.	2d10"	x5 lbs.

RACE TRAITS FOR THE ERKUNAE

These traits are specifically designed for erkunae players, usable only by them.

Feline Affinity: They say the Queen of Cats was once a ruler of Erkusaa... You gain +1 to Diplomacy and Handle Animal with feline and part-feline beings.

Moral Enlightenment: The callous nature of your race disgusts you- there must be a better way. You may be of a good alignment, and gain a +1 bonus to Sense Motive.

Path of the Damned: These petty fights are worthless, we must seize power! You may be of evil alignment, and gain a +1 bonus to Intimidate.

Racial Contempt: The mainland races are weak and contemptible, hardly fit to be ruled by us. You gain a +2 racial bonus to resist Intimidate and Sense Motive checks by members of the core races.

Scholar of the Ancient Race: Ten thousand years, a thousand kings, the glory of Erkusaa! You gain +1 to Knowledge (history) and that is a class skill for you.

ALTERNATIVE RACIAL CHARACTERISTICS

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

Dragonrider Caste: Eldest children of the elite families are expected to eventually secure a monstrous mount, the better to intimidate puny outsiders. Holders of this trait gain +4 on Handle Animal checks with monsters that are capable of being ridden. This replaces castle dwellers.

Dreamers of the Great City: Many of the citizens of G'sho'laa'n'rr, the Great City of Dreams that covers most of Erkusaa, use potions and elixirs that promote drugged sleep and dreams; a religious cult has grown around their use. Holders of this trait gain a +1 bonus to the saving throw DCs of divine spells and spells that produce sleep effects that they cast. In addition, if an erkuna with this trait has a Charisma of 15 or higher, they may use *dream* once per day as a spell-like ability (with a caster level equal to the individual's character level.) This replaces duel of honor and court intrigue.

Half-Breed: A member of an erkunae deminoble family that is the product of a non-erkunae union (typically a Landed human) is not included in the arcane contract that allows for Pacts with mystical beings. Instead, they compensate for this by gaining a bonus feat at 1st level. This replaces pact with the elder powers.

Half-Zendiqi: Part of the caste originating from their on-an-off alliances with the zendiqi, half-breeds with that race of Old Porphyra add +2 to any ability score; this replaces the normal ability score adjustments, preserving The Pact with ancient oaths.

Hermit-Seer: Some few strange erkunae reject the cloak-and-dagger life of erkunae society, and seek to force the Speakers in the Depths to give up their secrets. They may cast *augury* as a spell-like power 1/day; furthermore, if they are purified by not partaking in the Elder Pact, they have been rumored to have the ability to see farther into the future than the spell's half-hour limit. This replaces duel of honor and court intrigue.

Knifespeaker Caste: Many erkunae see torture as an art form, as well as a means to discover their enemies. Specialists of this ancient society can cast interrogation as a spell-like power, with the caster level the same as their character level. They also gain +1 to confirm critical hits. This replaces duel of honor.

Lowborn Archer: The noble families of Erkusaa disdain most missile weapons, leaving that to mercenaries and enlisted men. Holders of this trait have standard listed weapon proficiencies, and no damage penalty due to weapon type. This replaces weapon familiarity.

Mixed Blood: Due to dalliances with slaves, visitors or captives, there are erkunae considered of mixed blood, though still of the erkunae race. Their unpure blood forbids them the definitive pact of the erkunae, though they compensate for that by gaining a bonus skill point at 1st and every character level they gain. This replaces pact with the elder Powers.

Servant of the Elemental Lords: Arcane research and corrupted ancestry combine to create sorcerers and clerics devoted to the eternal Elemental Lords. Choose one of the four elements and their corresponding energy type. Sorcerers with the corresponding elemental bloodline treats their Charisma as 2 points higher for all sorcerer spells and class abilities, and those that cast

domain spell that correspond to the elemental plane casts its domain powers and spells at +1 caster level. There is a price, however, and spells that list any but the selected energy descriptor are forbidden to that caster. These erkunae may only select elemental languages if they begin play with high intelligence, and must select all elemental languages before they select others. This replaces linguists.

FEATS

Below is a selection of feats designed for use with erkunae characters. Some are restricted to erkunae only.

DEDICATED TO THE PACT

I remember, oh Dark Unknowable Ones, and offer gifts to remember the Pacts sealed so long ago by my ancestors!

Prerequisites: Spell Focus (any), pact with the elder powers racial characteristic

Benefit: You are considered 1 level higher for purposes of defining the abilities and hit dice of your pact creature. This pact can be taken up to three times, requiring a different Spell Focus feat for each re-taking of this feat.

DRAGONMASTER

Now shall you accept your legacy, that of Dragonrider!

Prerequisite: Knowledge (nobility) 9 ranks, Leadership, dragonrider caste racial characteristic, character level 9th,

Benefit: You gain the loan of a young sea dragon as your cohort as per the Leadership feat, you are liable for its well-being and upkeep, and to be called into service should the circumstances require. Upkeep on such a dragon is approximately 300 gp per month.

ERKUSAAN NOBLEMAN

To be erkunae is to be of Erkusaa, we are it and it is us, the sons of G'sho'laa'n'rr!

Prerequisites: Erkunae, character level 3rd, duel of honor racial characteristic; either one of castle dwellers or court intrigue racial characteristic

Benefit: You may double the bonuses of the duel of honor racial characteristic, and either the castle dwellers or court intrigue racial characteristic.

PACT WITH BIRDS*

Fwee'twihet, Lady of Birds, honor my pact, as I will honor ours, as my race ever has...

Prerequisite: Erkunae, able to cast 1st level divine or arcane spells

Benefit: You cannot be attacked by normal avians, as

long as you do the same; breaking the pact can only be restored by atonement cast by a cleric of higher level than you, and with the proper 2500 gp sacrifice.

* *The GM may allow other pacts with other species of normal animals, such as canines or equines at his discretion. As such, this feat can be taken more than once.*

REJECT THE PACT

You have heard the call of forbidden outsiders, and you reject the age-old pact of your race.

Prerequisite: Pact with the elder powers racial characteristic, summon eidolon class feature

Benefit: You may become a summoner, against the traditions of your race. You are no longer bound by the Pact with the Elder Powers, and cannot use any of its abilities. The glowing rune on your forehead marks you as an apostate, and erkunae will react hostilely to you, one reaction category worse than normal. Due to your forbidden racial knowledge, however, your eidolon gains +1 skill point or +1 hit point when first summoned, and whenever a level is gained.

THRALL-HOLDER

Your family are thrall-holders, and you have inherited one of these hereditary slaves.

Prerequisite: Cha 11, erkunae, character level 2nd.

Benefit: You gain an NPC Commoner, with the basic NPC character array. This servant will always be one level lower than you, and can only gain NPC classes. If you take this feat past second level, all of the thrall's levels will be in Commoner. You cannot replace this thrall unless you petition your family in person, with a Diplomacy check DC 15 + your class level.

The PC is responsible for the upkeep of a thrall, and is liable for the actions of this NPC, as well. Further, the laws of the land and the morals of the PCs companions may have consequences regarding this practice.

UNNATURAL PACT

Oh, my precious, how your tentacles shine in the darkness...

Prerequisites: Erkunae, pact with the elder powers racial characteristic

Benefit: You may add +2 to your pact creature's ability scores, either both to one ability score or +1 to two ability score.

Special: This feat may be taken only once as a general feat, but may be taken multiple times as a wizard bonus feat or a sorcerer bloodline bonus feat.

* *Erkunae can also take the feats Pass for Human^{APG} and Arcane Talent^{APG}.*

EQUIPMENT

Erkunae have access to the following equipment.

Kaosphere

This item is common in the houses of nobility in G'sho'laa'n'rr, and appears as an oblate metal sphere about 4 in. across, with 3 in. arrow-headed spikes emerging at random locations from it.

A kaosphere is wedged into the wall and reminds and inspires those of chaotic alignment of the vagaries of chance; those that see it and know its purpose (typically those that have a patron deity of chaotic alignment, or who worship chaos itself) may reroll one d20 roll once per day, accepting the second roll, no matter its result. The user must be in the same room or area as the kaosphere and be able to see it for this to have an effect.

Cost 120 gp; **Weight** 2 lbs.

Poldaryx Poultice

An ancient herbal remedy made from littoral plants of the island of Erkusaa, the erkunae have developed this poultice to alleviate some of the effects that their strange breeding has had on their race. The poultice is properly applied and left for an hour on a being with a Constitution penalty; a Heal check is made against the difference of the patient's Constitution score from 20. If the check is successful, 1 point of "lost hit points" are regained by the patient, and an additional point for every 5 points the check target is exceeded by. These 'restored' hit points are lost first from any damage taken by the patient, and fade in 4 hours in any case.

Cost 50 gp; **Skill** Craft (alchemy) 25

MAGIC ITEMS

Erkunae have access to the following magic items.

Cube of Seven Sides

Aura moderate enchantment; **CL** 9th

Slot none; **Price** 9,000 gp ; **Weight** 2 lbs.

Description

This mind-bending item is typically carried in a box, and thus to use takes a full-round action. Once per day, when removed and held aloft, all within 30 ft. that can see it are affected as the spell *lesser confusion* unless they make a DC 14 Will save. The owner can also ask three questions per week of the cube (as the spell *commune*)

with a secretly rolled 1 in 6 chance (1 in 7 if you have such a dice) of giving the opposite or misleading answer.

Construction

Requirements Craft Wondrous Item, *lesser confusion*, *commune*, creator must be chaotic; **Cost** 4,500 gp

Limboblade

Aura faint abjuration; **CL** 5th; **Weight** 4 lbs.

Slot none; **Price** 10,000 gp

Description

These jet-black blades are configured as +1 *longswords*, and bestow a constant *protection from law* effect upon the wielder. Not quite as powerful as an *anarchic* blade, these typical arms of erkunae lieutenants do an additional 1d6 points of damage against creatures of lawful alignment. During creation, fully 2% of limboblades spontaneously develop intelligence (see Intelligent Items). Such intelligent swords are always of chaotic neutral alignment.

Construction

Requirements Craft Magic Arms and Armor, *protection from law*, creator must possess the Chaos domain; **Cost** 5,000 gp

SPELLS

Erkunae have access to the following spells.

CHAOS RITUAL

School enchantment (chaos); Level cleric 4, illuminati 4, sorcerer/wizard 4

Casting Time 1 round

Components V, S, M (powdered opal worth 500 gp)

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

Area All willing allies within a 10-ft. burst

Duration 1d6 rounds + 1 round/ 2 levels

Saving Throw none; **Spell Resistance** no

This spell causes a surge of chaotic energy to be sent by the caster upon willing allies within the effect area, causing a different effect each round, rolled by the caster on a d6. On a 1, the targets suffer -1 to all rolls and caster level, on a 2, 3, 4, or 5, the targets receive +1 to all rolls and caster level, and on a 6, the targets receive +2 to all rolls and caster level. While under this spell's effect, the targets detect as chaotic, and are treated as chaotic for any relevant spell effects.

CHAOS WITHIN

School enchantment (chaos); **Level** cleric 2, illuminati 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target you or a willing target

Duration 1d4 rounds plus 1 round/2 levels

Saving Throw none; **Spell Resistance** no

This spell causes a surge of chaotic energy within the caster or a willing ally, causing a different effect each round, to be rolled by the caster on a d6. On a 1, the target suffers -1 to all rolls and caster level, on a 2, 3, 4, or 5, the target receives +1 to all rolls and caster level, and on a 6, the caster receives +2 to all rolls and caster level. While under this spell's effect, the target detects as chaotic, and is treated as chaotic for any relevant spell effects.

ARCHETYPES

Below are several class archetypes available to the race of erkunae.

DISCIPLE OF CHAOS (CLERIC)

The worship of Chaos itself would seem, to the "civilized" world, to be a thing of primitives, madmen, or iconoclasts bent on unmaking the world. While the erkunae have been all of these things at one time or another, the ways of Chaos are far more complicated, finesse-driven, and multifaceted. Disciples of chaos are revered and feared among the dwellers of G'sho'laa'n'rr, and respected for gazing into the heart of many, many abysses...

Alignment/ Aura/ Patron Deity: Disciples of chaos must have a chaotic component to their alignment, and their aura radiates chaos exclusively. They are considered to have Chaos itself as their patron deity, and may choose any martial weapon as their 'favored weapon', but not exotic weapons. This replaces aura, weapon and armor proficiency, and erkunae weapon familiarity.

Channel Energy (Su): They must choose at level 1 whether they channel positive or negative energy, and this choice cannot be changed; this allows a chaotic evil disciple to channel positive energy, and a chaotic good disciple to channel negative energy, if either wishes. A disciple of chaos receives 1 fewer uses of channel per day. This replaces the typical rules for channeling energy.

Chaos above All (Su): Disciples of chaos must take Chaos as their sole domain. You may use *touch of chaos*

as a ranged touch attack, with a range of 30 ft., manifesting as an opalescent beam of energy. A disciple of chaos must have a pact creature, and it must be a pro-tean creature. Your pact creature gets your *touch of chaos* power, in melee only, and you share your uses per day of that power. If your pact creature dies, your *touch of chaos* power reverts to melee only for you. At 8th level, you can use the *chaos blade* domain power once per day per level.

Energy of Chaos (Su): The capricious nature of chaos allows for destruction, and creation, in equal measure. A disciple of chaos may choose to make their channeling random, with an equal chance of yielding positive or negative energy, flip a coin, roll odd/even, what have you. This modifies the rules for channeling energy.

Spontaneous Chaos: A disciple of chaos can channel stored spell energy into chaos power unleashed upon whomever he wishes. The cleric can “lose” any spell of third level or lower that is not an orison or a domain spell in order to cast *lesser confusion*. If a second level spell is sacrificed to use this ability, the DC for the save increases by 1, as does the duration. If a third level spell is sacrificed to use this spell, the DC for the save increases by 2, as does the duration. The cleric can “lose” any spell of fourth level or higher that is not a domain spell in order to cast *confusion*. If a spell of levels five through nine are sacrificed to use this ability, the save DC and duration increase accordingly. Spells cast by means of spontaneous chaos cannot be modified by metamagic feats. This replaces spontaneous casting.

Alternate Domain Spells: A disciple of chaos may select *chaos within* as his 2nd level domain spell instead of *align weapon*, but once chosen, cannot be changed.

ENTROPY CHAMPION (MAGUS)

Within the bizarre culture of the erkunae, tradition takes precedence over practicality, and the cult of reverence for those that can withstand the raw forces of Chaotic Entropy still thrives. Magic and combat are primary forces in G’sho’laa’n’rr, and those that can master both are simultaneously at the top of, and outside of, the strange hierarchy there. Entropy champions are surprisingly aloof from court politics, and jealous emperors and nurses often send them to the mainland on “Quests” in the hopes that they perish, ironically making them stronger yet. Several champions have usurped the throne of Erkusaa, and started their

own dynasties.

Chaos Manipulator (Ex): Those erkunae who tested at a young age and are found to have special qualities in fighting with arms and magic are raised separately in school for their kind. Their minds are steeled against chaos so that, at 1st level, they gain a +1 racial bonus on Will saves. This replaces the racial features of castle dweller and court of intrigue.

Entropic Spirit (Su): At 1st level, the pact creature that typically serves each erkunae as their guardian and companion is hopelessly warped by the powers of chaos that it is exposed to. It morphs into a gel-like being that swirls all about the entropy champion’s body, absorbing harm that would bring its master to ruin. The entropic spirit absorbs 4 hp/level of melee or magic damage before being forced into a wormlike state, retreating into the mouth of its master and dwelling internally until healed. Parasitic at this point, it absorbs healing before its master does, whether by rest, magic or channeling.



This spirit detects as strongly chaotic. This replaces the pact with the elder powers racial feature.

Entropy Power: At 3rd level, an entropy champion allows the chaos of the universe to direct his magus powers. Each time an entropy champion gains a magus arcana, he gains instead a single daily use of entropy power, and can roll on Table 1, below after a successful hit, or Table 2, at any other time. This choice is a free action. Entropy power replaces magus arcana.

Table 1.1 - Melee Effects

Roll	Effect
1	1 point of Str damage
2	1 point of Con damage
3	1 point of Dex damage
4	1 point of Int damage
5	1 point of Wis damage
6	1 point of Cha damage
7	1d6+1/3 magus level energy damage (choose acid, cold, fire, electricity)
8	Both you and target are confused for 1 round

Table 1.2 - Entropy Effects

Roll	Effect
1	An <i>augury</i> spell is cast.
2	You heal 1d8+1/3 magus level damage
3	+CL to your next skill check*
4	+1/2 CL to your next saving throw*
5	+CL to your next concentration check*
6	+1/2 CL to your next CMB roll*
7	+CL to your CMD**
8	Move 2 points from one ability to another ability for 24 hours.

MADBLADE (BARBARIAN)

The island-dwelling race of the erkunae are connoisseurs of the heart of chaos, and while they appreciate the power of rage, they are usually not physically up to the demands of the barbaric life, nor is the environment of G'sho'laa'n'rr as testing to one's endurance as it might be. The Madblade caste taps a different well: rage in the form of madness, abandoning mental reason for the benefits to the physical form.

Alignment: Any chaotic.

Class Skills: The madblade adds Knowledge (planes) and

Bluff to his list of class skills and removes Handle Animal and Knowledge (nature) from his list of class skills.

Rage of Madness (Ex): A madblade uses their Wisdom score to calculate the number of rounds per day that they can rage, instead of their Constitution score. Temporary increases to Wisdom do not increase the total number of rounds that a madblade can rage per day. While in a rage, a madblade cannot use any Dexterity- or Wisdom-based skills (except Acrobatics, Fly, or Ride) or any ability that requires patience or concentration. Rage of Madness behaves in all other ways as the barbarian class feature.

Smell Order (Su): At 3rd level, a madblade can *detect law* at will, as a standard action, using their barbarian level as their caster level.

Chaos Armor (Ex): The madblade's devotion to chaos is such that barely perceptible ethereal runes protects his body. Their damage reduction is increased by 1 at 7th level, and that increase stays with each subsequent increase, to DR 6 at 19th level. This damage reduction, however, is bypassed by lawful weapons and beings or sufficiently enhanced magical weapons. This replaces damage reduction.

Rage Powers: The following rage powers complement the madblade archetype: chaos totem^{APG}, greater chaos totem^{APG*}, intimidating glare, lesser chaos totem^{APG}, reckless abandon^{APG}, roused anger, and terrifying howl.

* The damage reduction so granted stacks with the chaos armor class ability.

ERKUNAE ADVENTURERS

Since the centuries-old fall of the Opal Empire, erkunae are not particularly given to traveling or adventuring in the world outside their misty island home, but, being as chaotically-bent as they are, many defy tradition and journey there to test themselves and see the planet for themselves.

Alchemist: Alchemy is seen as very old-fashioned among the erkunae, but that doesn't mean that it is neglected. Generations ago, strange and magical herbs and plants were cultivated in the few undeveloped areas of Erkusaa, thus erkunae alchemists are also well versed in Erkusaa ecology.

Barbarian: Rage is a deep emotion that few erkunae have the capability of sustaining. Barbarians of the urban

archetype are possible, though, as is the terrifying mad-blade.

Bard: Entertainment of the Court of Opals is a lucrative business for bards, and among the noble families of G'sho'laa'n'rr. Skills learned there apply well to the outside world.

Cavalier: Erkunae cavaliers participate in a ritualized form of jousting, taking place in tilt-yards built for that purpose. In the past, however, much of Erkusaa's power came from cavaliers mounted on powerful monsters, including the legendary Dragonrider caste. The vast majority of erkunae cavaliers are of the Order of the Cockatrice, with some of the Order of the Lion.

Cleric: Religion on Erkusaa is a crazy carpet of shifting preferences, and thus, clerics of that race are very competitive. Adventuring and gathering items of power may give one an advantage.

Druid: Erkusaa has a limited biosphere, and twisted arcane ecologies and elemental interference has twisted the natural order of the island. A few druids stand watch over the shoreline of the island, or explore the extensive cave-systems beneath it.

Fighter: Erkunae love to fight, and will do so for very little reason whatsoever. Battle has become ritualized to them, with fancy fighting styles and baroque weapons being the norm. Duels are very common, and will be declared by erkunae at the drop of a hat.

Gunslinger: A subcaste of alchemists has been experimenting with gunpowder for some time on Erkusaa, mostly of low-born archers that seek to impress their superiors someday, during a large scale battle. Erkunae firearms tend to be very ornate and fancy-looking.

Infynyte: Erkunae have an ancient, controversial involvement in the struggle of The Balance, and members of their race often take the part of jussarid, taking a definite side in the conflict.

Inquisitor: Erkunae understand vengeance and obedience, and factions of one sort or the other employ inquisitors to rein in their flocks, or inflict punishment on their enemies.

Magus: The elite duelists of Erkusaa are powerful magi, and certain special arenas are used only by them. Rumors abound of a secret society of magi that covertly seek to usurp the Opal Throne.

Monk: The fanatical warrior monks of the Way of the Unseen are Hungry Ghost monks that delve into the mysteries of eras gone by. Their leaders are multi-classed monks who prefer Nightmare Fist and its correlated styles.

Oracle: Dire prophecy is the bread and butter of

erkunae life, and there are always many oracles in G'sho'laa'n'rr to give them out. Any mystery can be found, but few of Nature, Life or Wood.

Paladin: An erkunae paladin would have to leave his corrupt island to survive long, though it is possible many have tried to reform their people.

Ranger: Rangers are few on Erkusaa, typically bounty-hunters or king's men, preferring the terrain of Urban and the favored enemy of humans (which erkunae count as for this purpose)

Rogue: The analog to a Thieves' Guild in G'sho'laa'n'rr are the Shadow Children, often abandoned or mistreated children, lowborn or high

Rook: The trickery of the rooks is popular in G'sho'laa'n'rr, but the elite will not be mocked. Many pursue the demagogue or glamorspex schisms.

Sorcerer: Sorcerers are common amongst the erkunae and competent ones jockey for position and favor in the Court of Opals. Elemental, Draconic and Destined bloodlines are most common, but virtually any bloodline is possible and present on Erkusaa.

Witch: Erkunae will swear their allegiance to any being that will give them power, and the dark patrons of witches attract certain magically-minded erkunae. They favor the patrons of Ancestors, Enchantment, Occult, Portents, Transformation and Vengeance

Wizard: The erkunae certainly have accumulated a great quantity of lore in their history, which many students of the arcane seek to access. The College of the Promise educates these seekers, and they are usually identified by their two companions, a living familiar, and an elemental or undead servant.

FAVORED CLASS BONUSES

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

Alchemist: Add one extract formula from the alchemist's list to the character's formulae book. This formula must be one level lower than the highest level formula the alchemist can create.

Barbarian: Add + ¼ of an additional rage power.

Bard: Add + ½ on Bluff checks to pass secret messages, + ½ to Diplomacy checks to gather information, and + ½ on Disguise checks to appear human or half-elven.

Cavalier: Add + ¼ to the damage dealt against targets

of the cavalier's challenge.

Cleric: Select one domain power granted at 1st level that the cleric can use 3 times/ day plus wisdom modifier. Add +1/2 to the number of times a day it can be used.

Druid: Add +1 to wild empathy checks made to improve the attitude of fiendish or entropic animals.

Fighter: Add +1 to the fighter's CMD to two combat maneuvers of the fighter's choice.

Gunslinger: Add a + 1/2 bonus to the bonus on initiative checks the gunslinger makes when using his gunslinger's initiative deed.

Illuminatus: Add + 1/2 to the number of times per day the illuminatus can use his influence cause ability. Infynyte Add +1 to the infynyte's Knowledge (planes) skill checks.

Inquisitor: Add one spell known from the inquisitor's spell list. This spell must be one level lower than the highest level spell the inquisitor can cast.

Magus: Add + 1/4 to the magus' arcane pool.

Medium: Add one spell-like ability from the medium's spell list. The spell-like ability must be at least one level lower than the highest spell-like ability they possess.

Monk: Add +1 to the monk's base speed. This stacks with fast movement but has no effect until at least +5 feet has been reached.

Oracle: Add +1 to overcome the spell resistance of outsiders.

Ranger: Add a +1/3 dodge bonus to the ranger AC against favored enemies.

Rogue: Add a + 1/2 bonus on Bluff checks to feint and on Diplomacy checks to gather information.

Rook: Add one spell from the rook's spell list to the list of spells known. This spell must be at least 1 spell level lower than the highest level the erkunae can cast.

Runecaster: The runecaster gains +1/6 of an ancient lore.

Runereaper: Add + 1/4 to the runereaper's rune points.

Sorcerer: Add one spell known to the sorcerer's list. This spell must be at least 1 spell level lower than the highest the sorcerer can cast.

Witch: Add one spell from the witch's spell list to the witch's familiar. This spell must be at least 1 spell level lower than the highest level the witch can cast. If the familiar is replaced, the new familiar knows this spell.

Wizard: Add one spell from the wizard's spell list to the wizard's spell book. This spell must be one level lower than the highest level spell the wizard can cast.

CERCASA THE 87TH

Chaos has become boring. Is there something more chaotic?

Cercasa the 87th (CR 1; XP 200)

Male erkuna magus (entropy champion) 1

CN Medium humanoid (human)

Init +2; **Perception** +0

DEFENSES

AC 15, touch 12, flat-footed 13

(+3 armor, +2 Dex)

hp 8 (1d8)

Fort +2, **Ref** +0 **Will** +4

Defensive Abilities entropic spirit (4 hp)

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+3/19-20)

Ranged dagger +0 (1d4+2/19-20)

Special Attacks arcane pool (4), duel of honor, spell combat

Magus Spells Prepared (CL 1st; concentration +4)

1st—*shocking grasp, shield*

0th—*acid splash, detect magic, ray of frost*

STATISTICS

Str 16, **Dex** 10, **Con** 11, **Int** 17, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +3; **CMD** 13

Feats Spell Focus (evocation)

Skills Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (nobility) +4, Ride +4, Spellcraft +7;

SQ chaos manipulator, weapon familiarity

Languages Auran, Aquan, Common, Draconic, Infernal, Protean

Combat Gear vial of acid, vial of alchemist fire; **Gear**

backpack, belt pouch (19 gp), longsword, 2 days

rations, signet ring, spellbook, studded leather armor,

5 sunrods, wineskin

Demographics

Faith Y'Tinasni

Homeland Erkussa

Cercasa the 87th is from a minor noble family. He hopes to change that. Cercasa is rather robust for an erkunae and has made a bit of a name for himself in the dueling chambers of G'sho'laa'n'rr, using his skeleton pact-mate as an effective flanker. His current problem is that he is in debt to an evil cleric, a courtier in the Opal Court, for healing his damaged entropic spirit.

Unwilling to complete the obscene task that the cleric asked in return, Cercasa has stowed away on a visiting trade-ship for the mainland, to see what the world has to offer.

EVENTUAL

The small inn seemed grown from the dust, an integral part of it, an extension of it. Trobort knew it was a fantastical idea, but it helped to pass the time until he reached it. The night was dark, moonless, the remnants of yesterday's sandstorm obscuring even the stars. Trobort's glass-pane eyes saw far, and saw all. He had followed the tracks, knew the terrain, knew where he was going, all was set. The aberration could not escape him, now. He extended his senses, and knew that it was on the second floor. The sign was squiggles in the local gibberish, but he concentrated, and read them easily- what an ecstasy to read! To have all the sounds in the universe in your head, but no way to make them permanent... Trobort would have to thank the thing before he manacled it. He checked his weapons, pulled to his full height, and banged on the door. A squat man in four-colored robes came to the door, holding earmuffs and a veil- such quaint customs. Trobort smiled, the creases in his flesh appearing as seams in a machine, but giving the impression of competence and worth. The words in the strange language tripped off of Trobort's tongue: "This one has come a long way. By the Four I beseech you, give me water, give me shelter, give me bread." He assumed that it was merely a ritual, and he would have to pay, but the innkeeper shuffled and sweated, his eyes glazed... Mind control. He swiftly, and almost tenderly sent a jolt of power through the ridden human, and strode up to the second story, stepping over the twitching body. He strung his bow and kicked in the appropriate door in a smooth motion, and sent a shaft into the shoulder of the alien thing on the bed. Though Trobort could understand every word it said, 'the council of the elan will pay...', and 'for the good of mankind'. Well. Trobort was not a man. His father was... a machine, if he believed the stories in his home village-camp. Good and evil did not apply to machines. They served their function and moved on. He slipped the manacles on the mewling psuedo-humanoid and dragged it out of the ragged room.

EVENTUAL RACIAL CHARACTERISTICS

Eventual characters are defined by class levels and have the following racial characteristics.

- **+2 Constitution, +2 Intelligence, -2 Charisma:** Eventuals are hardy beings with keen minds, but their mechanical thinking makes it difficult to relate to others.
- **Native Outsider:** Eventuals are outsiders with the native subtype.
- **Medium:** Eventuals are medium creatures and re-

ceive no bonuses or penalties due to size.

- **Normal Speed:** Eventuals have a base speed of 30 feet.
- **Darkvision:** Eventuals can see in the dark up to 60 feet.
- **Energy Resistance:** Eventuals have resist electricity 5.
- **Internal Power Source:** Eventuals can use *shocking grasp* as a spell-like ability 1/day, where their caster level equals the eventual's character level.
- **Law Affinity:** Eventual sorcerers with the inevitable bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Eventual divine spellcasters with the Law or Inevitable domain use their domain powers and spells at +1 caster level.
- **Truespeech (Su):** Eventuals can speak with any creature that has a language as if using the *tongues* spell (caster level 14th). This ability is a constant ability. Note that this means that eventual characters effectively cannot read or write unless they take ranks in the Linguistics skill.

ECOLOGY

Eventuals fill the same niche as aasimar and tieflings in most ways, though their existence tends to more deliberate, and often results from intentional outsider interference in the mortal races. They attribute their abnormality to the outsider race of inevitables, and their outer planar creators, the axiomites. Though axiomites can presumably procreate as archons and devils do, they rarely leave Regulus; it is assumed that they sometimes create inevitables with that ability, for their own complicated purposes. It is therefore a fact that the axiomites, and their robotic creations, are watching their hybrid progeny with some inscrutable plan, which even the eventuals may not know.

Physical Description: Not surprisingly, eventuals have a fairly uniform appearance, differing mainly in hair, eye and skin color. They are tall, of erect posture, with smooth, vaguely metallic (bronze or steely) skin faintly articulated with small plates and joint-lines. They have little body or facial hair, and many are completely hairless. Their faces and bodies hold little expression, and sometimes a crackling light can be seen in their surprisingly bright eyes when they are deep in thought or agitated. They wear functional clothing ideally suited to their situation, and are rarely, if ever, disheveled or untoward in appearance.

Society: There are relatively few eventuals, but they seem to have a common belief in the merit of their racial existence, and so there are a few small communities of them, and burgeoning generations of purebred eventuals. Eventuals that spontaneously spring from a bloodline, or are from a short-lived relationship or encounter, tend to deal stoically with ridicule and isolation until they can put their abilities to good use, and prosper above more ordinary mortals. They secure dependable stations in life, providing trustworthy service and zeal in completing the task at hand, and frequently become cogs in the largest bureaucracy at hand. Even darkly-oriented eventuals pursue codified pursuits, or at least live by their own code, as some of the most dogged bounty-hunters and assassins in existence.

Relations: Eventuals have been known to hold grudges for life, and if a member of a race has been notably unkind to an individual eventual, it can tend to color future relations with its fellows. Likewise a kind or helpful individual gains respect for their race, to an eventual. Notably chaotic races, especially the fey, are seldom held in high regard; elves, gnomes, urisks and gathlain included. The chaos-worshipping erkuna of Erkusaa are regarded as little more than madmen, as are the charismatic dragonbloods. Though eventuals have no reason to dislike them, the enigmatic qit'ar will often refuse to speak to or associate with eventuals. Eventuals descended from axiomatics, notable for their long hair and sparkling eyes, especially enjoy the company of industrious dwarves and lawful avoodim. Humans are taken as they come, by and large, as it is logical that such a widely varied race should have an inner need for law to keep its many kingdoms running.

Alignment and Religion: Unlike many other hybrid races, eventuals tend to follow the tendencies of their outsider parent race, almost as a biological drive. Only those that suffer trauma when young deviate from lawful alignments, and could, in many cases, be classified as insane. As to morals, eventuals differ widely, pursuing good and evil just as often as stoic neutrality. Parent-inevitables are seldom on the scene, or interested, so mortal eventuals are free to engage in whatever pursuits please them best. Eventuals enthusiastically worship deities and join religions, the more ritualized the better. In some cases, eventual clerics join a church in order to discover who their outsider progenitor was, and make contact. On Porphyra, eventuals would most likely worship Linium, with Shankhil, Kamus, and Toma Thule

being popular.

Adventurers: Eventuals adventure with a purpose, even if that purpose is to accumulate wealth. Many espouse causes, such as religion, governmental control, or elimination of chaotic threats, and develop a taste for the adventuring life and the stimulation it brings. An eventual adventurer would dislike a ragtag band of misfits, unless he had a chance to be leader and straighten out all of those bent tools. A mystery, conspiracy or plot-oriented adventure would likely obsess an eventual and cause him to pursue it to the logical (or illogical) end.

Names: Traditionalistic eventuals prefer names that are palindromes; it seems to be a habit for all of their kind.

Male: Ragar, Kherek, Tailiat, Berekereb, Zoolooz

Female: Efelefe, Ada, Itiriti, Ooroo, Uzu



Starting Age

Adulthood	Martial	Innate	Studied
60	+6d6	+4d6	+8d6

Age Categories in Years

Middle Age	Old	Venerable	Maximum
120	180	240	240 + 2d%

Height and Weight

Gender	Height	Weight	Modifier	Multiplier
Either	5' 4"	120 lbs.	2d8"	x5 lbs.

RACE TRAITS FOR EVENTUALS

These traits are accessible for eventual player characters, but may also be accessible for aasimar or tiefling characters with a lawful heritage, such as angel-blooded, archon-blooded, beastbrood, faultspawn, or hellspawn. Lawful-aligned avoodim can use these traits, as well.

Analyze Law: You gain a +1 trait bonus on opposed Wisdom- and Dexterity-based skill checks against outsiders with the law subtype.

Blueprint Mind: You can decipher mechanical items like the thoughts of your own mind. You gain a +2 trait bonus to Disable Device checks.

Bureaucrat: The language of books is static, but it will serve for the encoding of the law. You gain an immediate bonus language that you can read and write, and Linguistics becomes a class skill for you.

Coldly Logical: An analytical eye is all that is needed to distinguish the real from the unreal. You gain a +2 trait bonus to saves vs. spells and spell-like abilities from the illusion school.

Perceive Order: Knowing who acts when is as good as knowing who knows what. Once per day you can change initiative positions with an opponent or ally who has initiative 1 better than you.

Skilled Negotiator: By aiding others with your perspective, many problems can be avoided, and business kept smooth. You gain +1 to Diplomacy checks, and Diplomacy is a class skill for you.

ALTERNATIVE RACIAL CHARACTERISTICS

Below is a selection of racial characteristics that could be selected by eventual characters in place of those listed under Racial Characteristics.

Dreaming of Humanity: Your eyes have a human, rather than mechanical light, and your soul shines forth. You gain a +2 bonus on Diplomacy checks to gather information, and on Sense Motive checks to evaluate a situation. You may also redo a Diplomacy check of your check fails by less than 5, in less than 24 hours. This characteristic replaces darkvision.

Emissary: The scattered races of this world need someone to speak for them, and speak well. Once per day you may roll twice when making a Bluff or Diplomacy check and take the best result. This characteristic replaces law affinity.

Envoy of Law: Defending the honorable but foolish leaders of the sentient races is a suitable duty. Once per day you may use the following spell-like abilities: *comprehend languages*, *detect magic*, *detect poison*, and *read magic*. This characteristic replaces Law Affinity.

Incorruptible Destroyer: Law, as well as chaos can break down the tainted foulness of this world, using chemistry and the solidity of the elements. You gain acid resistance 5, and 1/day you can use *acid arrow* as a spell-like ability, with your caster level equal to your character level. This characteristic replaces energy resistance and internal power source.

Inexorable Approach: Some eventuals model the unstoppable attitude of their ancestors, granting them a base speed of 20 feet, but their speed is never modified by armor or encumbrance. This replaces normal speed.

Marginally Inevitable: Some eventuals' heavenly ancestry is extremely distant. An eventual with this racial trait counts as an outsider (native) and a humanoid (human) for any effect related to race, including feat prerequisites and spells that affect humanoids. You can pass for human without using the Disguise skill. This racial trait replaces truespeech language and alters the native subtype.

Personal Electrical Field: Touch me not, crawling dullards, or you will feel the wrath of my birthright. 1/day, you can use *shock shield*^{UC} as a spell-like ability, with a caster level equal to your character level. This characteris-

tic replaces internal power source.

Voidwalker: Your form is built to resist the touch of the Void, where warmth is but a memory. You gain resist cold 5, replacing energy resistance.

RACIAL FEATS

Below is a selection of feats for use by eventual characters, and can be used by other races if they meet the specific requirements.

CHILD OF THE LAW

By the Law you were spawned, and the Law comes as second nature to you.

Prerequisite: Outsider, lawful alignment, base attack +3

Benefit: Your melee and natural weapon attacks count as lawful for the purposes of bypassing damage reduction.

INEVITABLE ESSENCE

Your skin has the hard sheen of metal or crystal.

Prerequisite: Inevitable Ichor, eventual

Benefit: You take a -2 penalty on Disguise and Bluff checks but gain one of the following benefits, depending on the mineral affinity of your flesh (choose one).

Crystalline: You gain spell resistance 5 plus your character level, and DR 2/— vs. nonlethal damage.

Golden: You gain a +2 bonus on saves against blindness, patterns, dazzling, or effects with the light descriptor. When you cast spells or use spell-like abilities that are from the illusion (pattern) subschool or have the light descriptor, you do so at +1 caster level.

Leaden: You take a further -2 penalty to Dexterity, but gain immunity to disease, poison, and stunning. You also gain +2 on CMD.

Steel: You gain a +1 natural armor bonus to AC, and your unarmed strikes or natural attacks count as cold iron for the purposes of overcoming damage reduction.

INEVITABLE ICHOR

The glittering sparks that run through your veins protect you from chaos.

Prerequisite: Con 14, eventual

Benefit: You gain a +2 bonus on saving throws against effects with the chaotic or compulsion descriptor, and on Constitution checks to stabilize. Furthermore, each time you take bleed or blood drain damage, each chaotically-aligned creature that is currently adjacent to you also takes 1 point of damage.

LEGALIZE RESULTS (METAMAGIC)

A predictable result is better than depending on chance.

Prerequisite: Eventual

Benefit: All variable, numeric effects of a spell modified by this feat are set at the median, rounded down. Thus, a spell modified by Legalize Results that does 5d6 damage would automatically do 18 damage. Saving throws and opposed rolls are not affected, nor are spells without random variables. A legalized spell uses up a spell slot one level higher than the spell's actual level.

OPTICAL PRECISION

Your piercing eyes see all, through the gloom.

Prerequisite: Native outsider, darkvision 60 ft.

Benefit: You gain low-light vision, and your darkvision improves to 120 ft. You gain a +1 bonus to Perception checks based on vision.

ORDERED MAGIC

Your study of lawful precepts of magic allows you to counter-spell more easily.

Prerequisite: Eventual, lawful alignment, caster level 5th

Benefit: You are able to modify more of your spells as counterspells. Your Spellcraft check you must succeed at to identify an opponent's spell is equal to 20 plus your opponent's spell level, but you are able to cast as your counterspell any spell from the same school as the foe's. The level of the spell must be of an equal or higher level than your foe's spell.

POWER STORAGE

The power of the universe surges in you, and you control it.

Prerequisite: Internal power source racial characteristic

Benefit: Any electricity attack or effect used against you recharges that ability for another use today.

SUPERCHARGED

The power of the Great Beyond flows through you, seeking release.

Prerequisite: Internal power source racial characteristic

Benefit: Your *shocking grasp* power may now have a range of 10 feet and become a ranged touch attack. Your electricity resistance increases by 1.

EQUIPMENT

Eventual have access to the following equipment.

Crystal Abacus

These very precisely-crafted counting devices are prized

in the financial districts of many cities and are the product of certain rare eventual communities. Composed of racks of tiny beads of different colors which are moved to count and calculate quickly. Possession and use by an individual with Intelligence of 10 or greater gives them a +2 circumstance bonus to Appraise checks, and a way to keep track of large numbers effectively.

Cost 70 g; **Weight** 3 lbs.

Regulus Compass

A complicated-looking device resembling a small solar system model, an Regulus compass is made almost instinctively by eventuals. Superior to a normal compass, an Regulus compass gives a +3 bonus to Survival checks to avoid becoming lost and to navigate underground via Knowledge (dungeoneering). By dint of its construction, it can also *detect law* once per day, but only for the “1st round” effect. This is an exceptional, not a spell-like effect.

Cost 30 gp; **Weight** ½ lb.

MAGIC ITEMS

Eventuals have access to the following magic items.

Cubic Amulet

Aura moderate (no school); **CL** 7th

Slot neck; **Price** 32,500 gp; **Weight** 1 lb.

Description

This item is a perfect cube of 6 different precious metals on a heavy chain. When invoked, the wearer is surrounded by the image of a helix of interconnected cubes for 1 round, a rather showy effect. The user may reduce the “raised level” requirement of metamagic feats by up to 6 total levels per day, but by no more levels than the user possesses, and on no spells higher than level 6. Thus, a user could use Maximize Spell on two spells without raising the level of the spell slot used by the spell, as Maximize Spell raises the level by +3.

Construction

Requirements Craft Wondrous Item, Any 2 metamagic feats; **Cost** 16,250 gp

Utopian Shield

Aura moderate abjuration; **CL** 7th

Slot shield; **Price** 14,000 gp; **Weight** 10 lbs.

Description

This diamond-shaped +2 *impervious heavy steel shield* is incised with thousands of runes describing the initial creation of the world, bringing order from chaos. It has

no armor check penalty. The wielder of a *utopian shield* is immune to confusion effects and can, once per day, cast *protection from chaos* upon himself.

Construction

Requirements Craft Magic Arms and Armor, *protection from chaos*; **Cost** 7,000 gp

SPELLS

Eventuals have access to the following spells.

BORG'S EXACTILE REVISION

School universal; **Level** sorcerer/wizard 3

Casting Time 1 immediate action

Components V, S, M (a tiny abacus)

Range personal

Target you

Duration 1 round

The rigidly logical creator of this spell hated making mistakes, to the point of devising a magic spell that allowed him a second chance to correct them. After the 1 round duration of the spell, the caster may choose to change the actions taken during that round, as long as it did not require a spell, skill check, or combat roll. For example, the caster could cast *borg's exactile revision*, then open a door the next round and see a horde of goblins, who fire arrows upon him, doing major damage. Because he did not cast a spell, do a skill check or a combat roll, he can choose to ‘do it all over again’, and choose to not open that door.

EMULATE AXIOMITE

School transmutation; **Level** cleric 3, inquisitor 3, medium 3

Casting Time 1 standard action

Components V, S, M (rune-etched gold tablet [50 gp])

Range personal

Target you

Duration 1 minute/level

When this spell is cast, the material component dissolves into a golden dust that circles the caster for the spell's duration, superficially resembling the appearance of the Regulus-dwelling axiomites. The caster temporarily gains a +1 dodge bonus to AC, +4 to initiative, and +2 to Will saves. The caster also detects as lawful during the duration of the spell, though his attacks do not count as lawful for the purposes of DR bypass.

ARCHETYPES AND CLASS OPTIONS

Below are class archetypes and options available to the race of eventuals.

GEOMETRIC MAGE (WIZARD)

The mathematical arts has always fascinated the race of eventuals, especially those that learn how to read the symbols of races that lack truespeech. The metaphysical limitations of magic is always a barrier, however- but not to the cadre of eventual wizards known as geometric mages.

Geometric Magic (Sp): The primary focus of geometric wizards is the mathematical manipulation of magical power, through the control of variables. As such, 1st level geometric wizards gain Enlarge Spell and Extend Spell as bonus metamagic feats. Though a geometric mage may use those feats in the normal fashion as they wish, once per day, and an additional time per day for every 5 levels of wizard attained, they may use either metamagic feat without changing the slot level of the spell modified. This ability replaces arcane bond, arcane school, and Scribe Scroll.

Focused Power (Sp): At 5th level, the geometric wizard gains either Focused Spell or Empower Spell as a bonus feat, and may use Focused Spell as part of their geometric magic; if Empower Spell is chosen, geometric magic increases the chosen spell by only 1 level, instead of 2. Only feats chosen at this time gain the benefit of geometric magic, normal feat acquisition does not count. This replaces the bonus feat received at 5th level.

Selective Reach (Sp): At 10th level, the geometric wizard gains either Selective Spell or Reach Spell as a bonus feat, and may use Selective Spell as part of their geometric magic; if Reach Spell is chosen, geometric magic increases the chosen spell by 1 level less than would be required by the feat. Only feats chosen at this time gain the benefit of geometric magic, normal feat acquisition does not count. This replaces the bonus feat received at 10th level.

Heightened Intensification (Sp): At 15th level, the geometric wizard gains either Heighten Spell or Intensified Spell as a bonus feat, and may use Intensified Spell as part of their geometric magic; if Heighten Spell is chosen, geometric magic increases the chosen spell by 1 level less than would be required by the feat. Only feats

chosen at this time gain the benefit of geometric magic, normal feat acquisition does not count. This replaces the bonus feat received at 15th level.

Geometric Completion (Sp): At 20th level, the three metamagic feats that were not chosen for options at 5th, 10th and 15th levels are eligible to be chosen as bonus feats. All other rules still apply for the feats and geometric magic. This replaces the bonus feat received at 20th level.

INEVITABLE BLOODLINE (SORCERER)

The inexorable power of the outsider race of inevitables guides order in the universe, and somewhere in your past, an ancestor of yours aided in that struggle against chaos. The power in your body is a gift from them, or perhaps you are just a cog in the machine driven by the edicts of the perfect city of Regulus.

Class Skill: Knowledge (engineering)

Bonus Spells: *detect law* or *detect chaos* (3rd), *arrow of law* (5th), *magic circle against chaos* (7th), *discern lies* (9th), *dispel chaos* (11th), *forbiddance* (13th), *dictum* (15th), *shield of law* (17th), *time stop* (19th)

Bonus Feats: Alertness, Combat Casting, Craft Construct, Combat Reflexes, Focused Spell, Improved Initiative, Lightning Reflexes, Persuasive, Skill Focus (Sense Motive), Spell Focus (abjuration)

Bloodline Arcana: Abjuration spells you cast have duration equal to your caster level +1.

Bloodline Powers: The inevitables have a reputation for being unstoppable forces of law, unmovable when the circumstances demanded. Those of their bloodline are likewise hard to affect and stop, regardless of how they choose to use their gifted powers.

Regenerative Burst (Ex): Starting at 1st level, you gain the ability regeneration 1 (chaotic), which you can trigger for a number of rounds per day equal to 3 plus your Charisma modifier. This increases to regeneration 2 at 7th level, regeneration 3 at 13th level, and regeneration 4 at 19th level. Reattaching severed limbs requires at least 2 rounds of regeneration.

Implacable (Ex): At 3rd level, you gain immunity to illusions, and a +2 bonus to mind-affecting effects.

Great Communicator (Sp): At 9th level, you gain the

ability of truespeech; if you already have truespeech, you gain the power of *comprehend languages* as a constant spell-like power.

Axiomatic Forger (Ex): At 15th level, you gain a free Item Creation feat of your choice, a +4 bonus to any appropriate skill check during the magic item creation process, and construction time is halved.

Citizen of Regulus (Ex): At 20th level, you resemble a fusion of humanoid and machine. You gain the constructed trait (see listing for inevitable subtype), and a hit point bonus due to your size (10 at Small, 20 at Medium, 30 at Large).

SABERHAGEN (BARBARIAN)

The powers of Law are not without the potential for fury, as even those who are ruled by logic must rage at the opposition posed by the ignorant and the chaotic. Aeons ago, a mysterious wizard of unknown race named Saberhagen rallied the scattered folk of the eventuals into a force to oppose Chaos, and it is after him that the elite forces of law's fury have been named.

Alignment: Due to their strong ties to Regulus, in Utopia, saberhagens must be of lawful neutral alignment. A change in alignment causes the loss of all barbarian and saberhagen powers until the character's alignment is returned to lawful neutral. Alternatively the saberhagen may be forgiven by an inevitable of at least 5 levels higher CR than the character's level. The permission of lawful alignment for a saberhagen technically allows for multi-classing barbarian with the monk class, by GM approval.

Self-Replication (Su): Blessed by the powers of Regulus, saberhagens readily recover from damage taken in fighting their enemies. They recover hit points and ability points due to rest at double the normal rate. This replaces fast movement.

Rage Codes (Ex): Saberhagens do not choose from the regular list of rage powers, but are assigned paths of rage codes according to their chosen purpose in fighting against the enemies of Law. Each level that the saberhagen barbarian is allowed to choose a rage power, they must take the assigned power from the list, except for the 20th level power, which is the same for all codes:

20th level: Regulus Access The saberhagen can use plane shift as a spell-like ability up to four times per day, affecting only himself and only accessing the Plane of Utopia, just outside the Clockwork City of Regulus.

Rage code abilities replace rage powers.

Code of Defense

Saberhagens that pursue the Code of Defense are fiercely devoted to opposing the powers of chaos and wanton destruction and have carefully focused their powers of cold rage to defense and protection of bastions of law and those that love order.

Spell Resistance (Ex): At 2nd level, you gain a +2 morale bonus to saving throws vs. spells, spell-like and supernatural abilities while raging. This bonus increases by +1 for every four barbarian levels the saberhagen has attained.

Planned Evasion (Ex): At 4th level, while raging, the saberhagen gains a +1 dodge bonus to AC against attacks of opportunity, to a maximum of +1 per four barbarian levels.

Increased Defense (Ex): At 6th level, while raging, the saberhagen gains a +1 natural armor bonus. This bonus increases by +1 for every four levels the barbarian has attained.



Regeneration (Ex): At 8th level, once per day as a move action, the saberhagen heals 2d8 points of damage plus his Constitution modifier. For every four levels the barbarian has attained above 8th level, the amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level.

Axiomatic Vitality (Ex): At 10th level, while raging, the saberhagen ignores the effect of 1 point of ability damage per two barbarian levels; once per day, when the saberhagen willingly ends his rage, he can make a DC 20 Will save to negate ½ his level in ability point damage.

Towering Logic (Ex): At 12th level, while raging, the saberhagen is immune to the frightened and shaken conditions.

Axiomatic Invulnerability I (Ex): At 14th level, the saberhagen's damage reduction increases by 1/—. This increase is always active while the saberhagen is raging.

Axiomatic Invulnerability II (Ex): At 16th level, the saberhagen's damage reduction increases by 1/—. This increase is always active while the saberhagen is raging.

Axiomatic Invulnerability III (Ex): At 18th level, the saberhagen's damage reduction increases by 1/—. This increase is always active while the saberhagen is raging.

Code of Elimination

Saberhagens that follow the code of elimination are single-minded destroyers of designated targets, especially those that have been specifically assigned by their superiors. No argument or equivocation will stay the hand of a saberhagen eliminator...

Inexorable Strike (Ex): At 2nd level, the saberhagen gains a +1 morale bonus to hit for one attack per rage. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a free action before the roll to hit is made.

Exacting Blow (Ex): At 4th level, the saberhagen gains a +1 morale bonus on damage for one attack per rage. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a free action before the roll to hit is made.

Power Strike (Ex): At 6th level, as a swift action, once per rage, the saberhagen can cause his melee attacks to deal an additional 1d8 points of electrical damage for 1 round. The saberhagen must have the shocking grasp racial ability for this rage code to be effective.

Programmed Target (Ex): At 8th level, at the start of each day, a saberhagen can designate a monster type (humanoid, aberration, etc.) for which they receive a bonus of adding 1 to the critical range of the saberhagen's attacks. This stacks with other critical range extending

effects.

Reduce Resistance (Ex): At 10th level, while raging, you gain a +2 bonus on combat maneuver checks to sunder using any melee weapons.

Inexorable Advance (Ex): At 12th level, while raging, the saberhagen inflicts damage equal to his Strength bonus and ½ his Constitution bonus when he succeeds at an overrun combat maneuver.

Power Surge (Ex): At 14th level, the saberhagen adds his barbarian level on one Strength check or combat maneuver check, or to his CMD when an opponent attempts a maneuver against him. This power is used as an immediate action and can be used once per rage.

Breach Defenses (Ex): At 16th level, when raging, the saberhagen adds his level as an enhancement bonus on all Climb skill checks, and ½ his level as an enhancement on all Knowledge (engineering) checks.

Power Blast (Ex): At 18th level, as a swift action, once per rage, the saberhagen's power strike ability does an additional 1d6 electrical damage for 1 round.

Code of Discovery

Saberhagens that pursue the code of discovery are fast-moving scouts, spies and skirmishers, the eyes and ears of heavier, more consolidated forces.

Speed of Purpose (Ex): At 2nd level, the saberhagen gains fast movement, as the standard barbarian class ability. He also gains a +1 bonus to initiative.

Blinding Speed (Ex): At 4th level, once per rage the saberhagen can use his move action to move up to 6 times his speed.

No Target (Ex): At 6th level, the saberhagen gains a +1 dodge bonus to his armor class against ranged attacks for a number of rounds equal to their Constitution modifier. This bonus increases by 1 for every 6 levels the barbarian has attained. Activating this ability is a free action.

Tactical Senses (Ex): At 8th level, the saberhagen gains low-light vision, and also gains the scent ability while raging.

Robotic Reflexes (Ex): At 10th level, while raging, the saberhagen can make one additional attack of opportunity per round. At 15th level, the barbarian can make an additional attack of opportunity.

Gearsman Movement (Ex): At 12th level, while raging, the saberhagen can automatically avoid one attack of opportunity made towards him; this expends the opponent's attack of opportunity.

Mathematical Clarity (Ex): At 14th level, while raging, the saberhagen can remove the penalties and ben-

efits of raging for 1 round, and may roll twice to make a successful Will save to disbelieve illusions, taking the better result.

Predicted Movement (Ex): At 16th level, while enacting their no target ability, the saberhagen may add the same bonus to their Reflex saving throws.

Exact Evasion (Ex): At 18th level, while raging, the saberhagen may make an additional 5-foot step each turn.

EVENTUAL ADVENTURERS

Though many eventuals find comfort in joining the ranks of the bureaucracy in many capacities, there are some that feel the pull to action of their inevitable forebears, to correct mistakes, uphold laws, and find their way as a leader of individuals to make a better whole. They are equally found to team-oriented, to achieve common goals, or individuals who prefer the chance to accomplish without the interference of more chaotic beings.

Alchemist: Eventuals make excellent alchemists, and those practitioners tend to have massive tomes of formulae; they also tend to retire early and sell their knowledge to others.

Cavalier: Eventuals are drawn to the causes of the mounted hero, and many join cavalier orders, especially the Order of the Lion and the Order of the Sword.

Cleric: Being of otherworldly origin, and often curious about their parentage, eventuals frequently join lawful clerical orders. On Porphyra, Linium is a favorite, as well as Shankhil, Kamus, and Toma Thule.

Druid: Eventuals are rather indifferent to nature, but some find peace in the natural world they cannot find in the human one. Most take a domain dealing with the elements.

Fighter: Wars and causes need soldiers, and eventuals fall into the rank-and-file the same as most. Eventuals prefer to be heavily-armored, and use heavy weapons.

Gunslinger: Firearms are efficient killing tools, and eventuals use them as readily as any other weapon, even improving upon them on occasion.

Inquisitor: Racial memories of the tasks of kolyarut, zelekhut and marut come to the fore with eventual inquisitors, who often follow the precepts of Toma Thule and His crusades, or Kamus and his suppression of slaves. They tend to prefer the inquisitions of fervor, order, and tactics.

Magus: Eventuals make excellent magi, and have the stamina to stay in the fight longer than most. Most avoid the black blade, however.

Medium: Eventuals prefer to commune with deities or cohesive spirits, but see the worth in spending money to get abilities one would otherwise have to earn through achievement.

Monk: Monasteries are ideal homes for many eventuals, who can be content just to stay and study. Those who go into the world have no preferred style, but tend to follow the path of the Empty Hand and the Lotus, to utilize their electrical powers to the fore.

Oracle: The curse of the oracle can seize any race, and eventuals tend to be possessed by the mysteries of lore, metal, stone and time.

Paladin: Those eventuals obsessed with the law join the church of Toma Thule and make serviceable paladins, frequently in a guard duty capacity.

Ranger: Comfortable in the role of hunter, eventuals often perfect archery, and often select the favored enemy of outsiders, particularly demons and azata.

Rook: The shadowy world of the rook rarely appeals to eventuals, unless they can use it to further their pursuit of control in the halls of power, perhaps a demagogue would facilitate this.

Rogue: Though most roguery-occupied eventuals would likely prefer to be called 'boxmen' or 'technicians', the skill set is still the same, as is the monetary result.

Sorcerer: In their cold passion, eventuals often manifest the inevitable bloodline, though instances of arcane, destined, and starsoul bloodlines have emerged.

Summoner: Masters of control of their outsider, the eidolons of eventuals often resemble clockwork creatures.

Witch: Though reluctant to enter into pacts with shadowy patrons, those eventuals who seek hidden knowledge make obeisance to the patrons of the elements, strength, and plague.

Wizard: Eventuals enthusiastically take to wizardry, but have no particular fondness for any one school of study; they tend to make arcane bonds with devices rather than familiars, though acquiring an arbiter is a prized task.

FAVORED CLASS BONUSES

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

Alchemist: Add 1 formulae to the alchemist's formula book, at least one level lower than the highest level of

formula the alchemist can cast.

Barbarian: Add +1 to the number of rage rounds per day.

Bard: Add +1/6 to the number of people the bard can affect with their fascinate bardic performance.

Cavalier: Add + ¼ to the cavalier's banner bonus.

Cleric: Add + ½ to damage when using positive energy against undead, or using Alignment Channel to damage chaotic outsiders.

Druid: Add +1 on concentration checks made to cast druid spells.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or steal attempt.

Gunslinger: Add a + ¼ bonus on attack rolls when making a utility shot or a dead shot.

Illuminatus: Add a +1 bonus to caster checks to overcome the spell resistance of outsiders.

Inquisitor: Add + ½ on Intimidate, Knowledge, and Sense Motive checks against outsiders.

Magus: Add +1 to the magus' CMB.

Medium: Add +1 to the medium's total number of trance rounds per day.

Monk: Add +1 to the monk's CMD when resisting a grapple and + ½ to the number of times per day they can use stunning fist.

Oracle: Add + ¼ to the armor or natural armor bonus granted by spells the oracle casts upon himself.

Paladin: Add +1/6 to the morale bonus on saving throws provided by the paladin's aura.

Ranger: Add +1 hit points to the ranger's animal companion. If it dies, the new animal companion also has the bonus hit points.

Rogue: Add +1 to the rogue's CMD when resisting a disarm or steal maneuver.

Rook: Add one spell to the rook's spells known list. The spell must be one level lower than the highest level spell the rook can cast.

Runecaster: Add +10 minutes to fleshrune duration.

Runereaper: Add + ½ to the DC of opponents to cast defensively while being threatened by the runereaper.

Sorcerer: Add one spell to the sorcerer's spells known list. The spell must be one level lower than the highest level spell the sorcerer can cast.

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

Witch: Add a + ½ bonus on Stealth checks and Perception checks made by the witch's familiar. If the familiar dies, the new familiar gains the same bonuses.

Wizard: Select one arcane school power at 1st level that is normally used a number of times a day equal to

3 + the wizard's intelligence modifier. The wizard adds +1/2 to the number of uses per day of that school power.

TROBORT THE FOLLOWER

"I think you should come along with me quietly. That makes the most sense, logically."

Trobort the Follower

Male eventual ranger 1

LE Medium outsider (native)

Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +6

Defense

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 13 (1d10+3)

Fort +5, **Ref** +4, **Will** +1

Resist electricity 5

Offense

Speed 30 ft.

Melee longsword +1 (1d8/19-20)

Ranged heavy crossbow +3 (1d10/19-20)

Special Attacks favored enemy (aberrant +2)

Spell-like Abilities (CL 1st ; concentration +1)

1/day—*comprehend languages, detect poison, read magic, shocking grasp*

Statistics

Str 10, **Dex** 14, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 12;

Feats Optical Precision

Skills Intimidate +4, Linguistics +1, Knowledge (geography) +4, Perception +6, Stealth +5, Survival +5 (+6 to track)

SQ envoy of law, track +1, wild empathy +0

Languages Common; truespeech

Gear leather armor, longbow w/20 arrows, longsword, backpack: masterwork manacles, 50 feet of silk rope, waterskin, 1 week's trail rations, license to bounty-hunt;

Coins 30 sp

Demographics

Faith Eshsalqua

Homeland Kesh

Trobort is an eventual from Kesh that specializes in hunting elan. Being raised a foundling servant by them, he learned what he could of their ways and went overseas, stirring up resentment to the point where the local authorities wish them eradicated. He rarely has to fight much, but uses the system against his old masters.

ITH'N YA'ROO

“Arooooo, yaro yaroi! Gather around, little yaroi, gather ‘round and listen to the stories of the past, the remembrances of long ago, of the time of the dream, of before we were. Gather, gather!” The small ones, the yaroi of the ith’n ya’roo, did not have to be reminded overmuch of the time of stories, when Three-horn would act out the parts and the voices, and maybe even reveal tantalizing bits of information about the Fire Lands to the south, where he alone of the Garun ith’n ya’roo had traveled. He laid his ornately carved items around in a circle, to be admired, the ivory, bone and soapstone relics glittering in the light of phosphorescent ice-moss. “This necklace is from the bones of my father, carved by my teacher in the ways of the God before we had scarcely finished eating him, he was so well beloved. So consumed with grief was I that I took his leg-bone for a club, and left the tunnels to meet the trails...” he paused for effect- “Of the stone-skin men!” The little yaroi squealed in terror. The stone-skin men, with so little hair on their pale bodies, were almost as frightening as The Cousins, those yellow-eyed creatures of nightmares, so like a yaro and so different. Three-horn continued his tale, acting out the parts and talking in funny voices. “My father’s leg-club I took, oh yes, The Cousins, I did skirt, oh yes; the Stone-Diggers, the short ones, did sell me food for the white-tusk, oh yes. Strange food it was- white, but not bone, crumbling in the hand. What was it? Who knows, little yaroi, but it sustained me until I found the strange caves of the stone-skin men. Their females screamed at me, yah’aa! Their warriors wielded the gray bone-that-stays, and shouted, but I spoke to them in their tongue, and offered my last gifts, the ice-lizard belt, and a small yellow rock that excited the most of all. How strange the stone-skin men! And they frightened me, too. They had yellow demons working for them that ate my fur when I got too close. See the scars, little yaroi, where the yellow-demon tried to eat me! But I survived, I still live. Ya’roooooh! After a time I found my place with the stone-skin men, and saw many things. My skills in bonecrafting fascinated them, and I put my powers to use, earning the yellow rock which bought me more strange food. But I still miss mourning-feasts, and tasty little yaroi!” Three-horn roared, and gave each of the grinning youngsters a polished bone toy, and they ran off to the sleeping dens. He would tell them another day of his trip to the Fire Lands, and the amazing things that he found there. Some of them the things of his nightmares...

ITH'N YA'ROO RACIAL TRAITS

Ith’n ya’roo characters are defined by their class levels, and have the following characteristics.

- **+2 Strength, +2 Wisdom, -4 Intelligence:** Ith’n ya’roo have heavy muscles under their fur, and have a knack for craft and understanding the natural world. Their harsh wilderness life, however, has limited their development of abstract thought.
- **Monstrous Humanoid:** Ith’n ya’roo are monstrous humanoids from the polar wastes.
- **Medium:** Ith’n ya’roo are medium creatures, with no penalties or bonuses due to size.
- **Darkvision:** Ith’n ya’roo have darkvision 60 ft.
- **Normal Speed:** Base speed for Ith’n ya’roo is 30 feet.
- **Natural Armor:** The thick pelt of the ith’n ya’roo gives it a +2 bonus to armor class.
- **Natural Attack:** A pair of hooked horns are the ith’n ya’roo’s natural weapons, and do 1d6 plus strength bonus as a primary attack.
- **Resistance to Cold Adaptation:** to their environment has given the ith’n ya’roo cold resistance 5.
- **Vulnerability to Fire:** Ith’n ya’roo are vulnerable to fire attacks, both due to their climatic adaptation, and their long fur. Ith’n ya’roo take an additional 50% damage from fire attacks.
- **Bonecrafter:** Ith’n ya’roo gain +2 on all Craft or Profession checks to create objects from stone or bone. Ith’n ya’roo use Wisdom instead of Intelligence for all Craft checks involving bone. Ivory counts as bone for this purpose.
- **Bonechanter:** Using traditional incantations, Ith’n ya’roo can use *reinforce armaments*^{UC} as a spell-like ability twice per day, with the caster level equal to the character’s Hit Dice.
- **Languages:** Ith’n ya’roo characters begin play speaking Common and their own language, Ya’roo. Ith’n ya’roo with high intelligence can choose from the following; Giant, Draconic, Sylvan, and the dialect of any human groups from the arctic region.

ECOLOGY

Ith’n ya’roo, singular yaro, their young called yaroi, inhabit ice caverns, glacial caves, and frozen shorelines in the northern regions of the world. Though they appear bestial, they are somewhat intelligent and quite wise, having been created from an amalgamation of human and yeti. Their fierce hunting skills, knowledge of bonecraft, and stalwart natures make them a unique addition to the sentient races of the world, and they are just now

starting to make their way to the warmer lands of the Patchwork Planet.

Physical Description: It is not surprising that many that encounter the ith'n ya'roo take them for fierce monsters, as they present a fearsome sight; close to seven feet tall, with shaggy white hair covering all of their bodies but their faces and hands, which bears rough blue skin. On each temple (more pronounced in the male) is a slightly curved, serrated horn. Teeth are bestial in a wide mouth. Eye colour is shades of solid blue, glowing faintly in darkness. They present a more manlike figure than a yeti, and the set of the facial features is almost human. Resting position for the race is sitting on their heels, their tough soles and feet used to the surface of ice, not melting it at all. Females are slightly shorter, small-breasted with shorter horns that curl more inward. There are some genetic variations within the species, such as fur color and tooth size.

Society: Ith'n ya'roo society struggles between the traditional human community it once was, and the barbaric monster clan it has become blended with. An observer within their ice-tunnel homes would be reminded of human customs being carried out, but that have devolved and changed, both to fit the environment they live in, and to fit the being that they have become. Their diet is almost exclusively meat, garnered from hunting megafauna, spearing seals and whale where near water, or eating monsters that have come hunting them. Ith'n ya'roo are not fussy in the least. Ith'n ya'roo practice social cannibalism, as it is their funeral custom, and use bones as a building material, art medium, and for almost all their tools. There are probably no better weapon-smiths using bone in the world. Ith'n ya'roo know full well the origin of their species, and though they know they can no longer go back to being human, they strive to overcome the influence of their yeti co-ancestors. It is a sombre occasion when they have to kill one, and a bad omen when one of their number fall to the icy beasts. No one knows how the yeti feel about it. The ith'n ya'roo are a spiritual and artistic people, and they worship, create and entertain to while away the long hours of cold and deprivation, and celebrate wildly when food becomes available, using every possible molecule of nutrition and usefulness whenever they make a kill. There is little difference between male and female in terms of roles, with more females becoming clerics, and more males in the paladin and inquisitor roles. Leadership of a clan is usually the oldest male, with class levels if possible. Contact between tribes is frequent, and

if one wants to learn information about what is going in their territory, the ith'n ya'roo are likely to know it.

Relations: The ith'n ya'roo "people" are known primarily by the northern-dwelling races- certain human and dwarven groups. Most humans see them as little more than tool-using beasts, and ith'n ya'roo usually give humans a wide berth. Dwarves are slightly more receptive, but the ith'n ya'roo have few trade goods that dwarves are interested in. They do, however, recognize the craftsmanship of their bone implements, even if they don't want them. Those tribes with access to ivory often have the best relations with humans and dwarves, especially, trading small quantities for a few precious metal items, even small magical devices. Some neighbours don't even know what to call them, referring to the ith'n ya'roo as 'ice minotaurs' or 'lesser yeti'. A few human primitives that live in kayaks and igloos call them 'bone grandfathers' and ascribe supernatural properties to them, leaving offerings at ith'n ya'roo-built landmarks on the wastes. Humanoid races that either adapt or spread to their territory soon learn of their power, and are not tolerated. More southerly races will react to them as they



would react to any new humanoid, probably badly, until they hear their strangely-accented Common, passed down and learned through the ages. Ith'n ya'roo greatly fear frost giants and white dragons, and any being that helps them against these powerful threats would be a hero in their eyes.

Alignment and Religion: Strange as it may seem, the Ith'n ya'roo still hold onto a time-altered version of the god their human ancestors worshiped, somewhat warlike but still supporting Good, Community, and Strength. Typical worship carried out by these ice-bound beings has changed a lot, though, for example: Funerary customs involve consumption of the deceased's flesh and contributing his bones for tool use. It is considered a great honor for one's bones to be used for weapon making. Hymn singing sounds remarkably like deranged howling. Scripture is replaced by ice-wall pictograms. Still, the religion is cohesive and intact, with only a few heretical groups following War, Darkness or gods of Cold. The prevalent alignment is Lawful Good, but not in the majority; there are as many variations within the community as there are within human groups. The Ith'n ya'roo constantly fight the barbaric strain of their yeti ancestors, and chaotic evil individuals are less rare than their leaders would wish.

Adventurers: The drive to see the lands of men crops up occasionally within this northern race, and it is these Ith'n ya'roo struck by wanderlust that join adventuring parties, usually by offering their services to adventuring parties as guides through the wastes. A few will try to move to cities and make a living as weapon-makers, guards, or hunters, though they suffer for lack of racial contact. The odd Ith'n ya'roo, usually a spell-caster, will venture forth on a quest of mission for the tribe; to recover an artifact from their human days, to gain a special weapon or spell, or gather power for a defensive war.

Names: Names used by Ith'n ya'roo are garbled versions of ancient human names, recalled through tribal memory. Physically descriptive names are also used.

Male: Aruk, Charn, M'rrl, R'iik, Three-toes

Female: Sh'rrl, M'ree, Arrg'reah, Ch'urll

Starting Age

Adulthood	Martial	Innate	Studied
12	+1d6	+1d4	+2d6

Age Categories in Years

Middle Age	Old	Venerable	Maximum
20	30	40	40+2d10

Height and Weight

Gender	Height	Weight	Modifier	Multiplier
Male	5' 1"	160 lbs.	2d12"	x7 lbs.
Female	4' 9"	110 lbs.	2d6"	x5 lbs.

RACE TRAITS FOR ITH'N YA'ROO

These traits are specifically for Ith'n ya'roo PCs, usable by other races only at the GM's discretion.

Dreamtime Speaker: Yaro Yaroi, gather 'round and listen to the stories! You gain +1 to Perform (oratory) and that skill is a class skill for you.

Hunting the Hunters: The truce with the yeti is broken—now we go to war! You gain +1 to attack against creatures with the Cold subtype.

Legacy of Endurance: The weak do not survive the Eternal Ice, and the Ith'n ya'roo are not weak. You gain +1 to Fortitude saving throws.

Tundra Traveller: You are tolerant of cold even more than most Ith'n ya'roo. Your cold resistance is 6 rather than 5.

White-Out Hunter: You spent years roaming the frozen tundra of the frigid north, and have adapted to its numbing effects. You gain a +1 trait bonus on saving throws against attacks that deal cold damage. Furthermore, you may ignore the Acrobatics penalty for ice and can move across ice at normal speed.

Ya'roo Bloodspear: The bonecrafters knew well the properties of bone to cause death in another. You deal 1 point of bleed damage on a critical hit with a bone weapon.

ALTERNATIVE RACIAL CHARACTERISTICS

Below is a selection of racial characteristics that could be selected by ith'n ya'roo characters in place of the racial characteristics listed previously.

Arcane Tattoos: A certain secret society among the Ith'n ya'roo shave their bodies of their protective fur and adorn them with tattoos made from the blood of magical creatures. These arcane beings gain Spell Resistance 11 plus their character level. This replaces natural armor.

Blue Hair: The Ashur'aa are a natural mutation among the Ith'n ya'roo that possess blue fur, and characteristics more evocative of the fierce yeti. They have resistance to cold 10, but lose the cushioning power of the racial pelt. This replaces natural armor and resistance to cold.

Dark Ya'roo: Even the eternal ice of the polar regions has an end, and the glaciers and bergs have ground caves and tunnels into the earth. Isolated groups of Ith'n ya'roo, called the Y'chak have adapted to these cold, dark places, with a greyish-blue pelt. They gain +1 to Knowledge (dungeoneering) and Survival checks while underground. This replaces bonechanter.

Dehorned: By removing their curling, jagged horns, scouts of the ith'n ya'roo are able to slip like phantoms through the ice caverns and snow valleys of their land. Holders of this trait gain +4 to Stealth in icy or snowy areas. This replaces natural attack.

Giant Defender: Ith'n ya'roo still remember the battles against the Ice and Frost giants during the NewGod Wars. They gain a +4 dodge bonus to AC against monsters of the Giant subtype.

Growler: Some ith'n ya'roo are more primitive in form, and their pronounced fangs cannot shape the Common language. They gain a bite, which is a primary attack dealing 1d3 points of damage (in addition to their gore attack.) A character with this trait can still gain Common as a language if his Intelligence is high enough, or from some other method. This replaces languages.

Ice Fighter: Those ith'n ya'roo that favor using the power of their natural surroundings rather than the tradition of bone can summon icy powers of offense and defense. Once per day, they can use *icicle dagger*^{UM} or *shield* as a spell-like powers. This replaces bonechanter.

Litter Runt: In multiple births (up to four) the smallest, if it survives, is allocated to the elders for more intellectual pursuits, as they are deemed too frail for hunting. Your starting characteristics are +2 Wisdom, -2 Intelligence.

FEATS

Below is a selection of feats usable by ith'n ya'roo characters.

BONECASTER MAGIC

The bones call to me, aroo, and I will listen, for they are the bones of my people.

Prerequisites: Spell Focus (divination), ith'n ya'roo

Benefit: In the round following casting a divination spell, your caster level is +1 when casting necromancy spells.

BRUTAL GRAPPLER (COMBAT, TEAMWORK)

Together we will hold him and pull him apart bone by bone.

Prerequisites: Ith'n ya'roo

Benefit: When you and an ally with this feat have grappled the same creature, you may attempt to damage the opponent on your turn (whether you were the one who first initiated the grapple or were assisting your ally in doing so). You and the ally are treated as aiding each other in the grapple (+2 bonus on your grapple combat maneuver) as long as you both decide to maintain the grapple.

Normal: When multiple creatures grapple one target, the creature that first initiates the grapple is the only one that makes a check to damage a grappled opponent, with a +2 bonus for each creature that assists the grapple using the Aid Another action.

CUSHIONING FUR

My fur is my armor, my blanket, my soul on my outside.

Prerequisite: Con 11, ith'n ya'roo

Benefit: Once per day, when a creature confirms a critical hit against you, you may treat half the damage as nonlethal damage. You cannot use this ability if you are immune to nonlethal damage.

ICECUNNING

Aruk could sense rather than see the slab of ice poised to fall, and held out his paw to stop the others.

Prerequisite: Perception 1 rank

Benefit: Acts exactly the same as Stonecunning in

dwarves, only pertaining to ice and snow, conditions both prepared and natural.

ITH'N YA'ROO ELDER

I haven't survived this long without learning a thing or two...

Prerequisites: Wisdom of the Old Ones, ith'n ya'roo, caster level 3rd

Benefit: Once per day you can make any skill check untrained using your Wisdom modifier instead of the normally required modifier.

KNOWING OF THE BONES (COMBAT)

The foreleg of a mammoth, now that's a bone you can stab with!

Prerequisite: 1st-level fighter, ranger or hunter

Benefit: You gain a +2 bonus to damage with bone melee weapons.

SNOWSINGER

The squeak of the snow can hold a terrible song.

Prerequisites: Cha 13, ith'n ya'roo, bardic performance class feature

Benefit: When you use bardic performance with audible components in temperatures below freezing, the range or area of your chosen performance is doubled, and you can affect deaf creatures if they possess tremorsense and are in your new range. In addition, the DC for saving throws against your bardic performance is increased by +2 for creatures of the cold subtype, regardless of where the performance occurs.

WISDOM OF THE OLD ONES

You say you have learned the ways of the land; I was born to them, they are bred into my bones, and those after me will have them, as they have my bones.

Prerequisite: Wis 13

Benefit: Choose two Knowledge skills. You can use Wisdom instead of Intelligence as the appropriate ability modifier.

YA'ROO TRIBE HOWL

The sonorous ululation continued, one to another, forcing the enemy back.

Prerequisite: any one Teamwork Feat, Bardic Performance

Benefit: For each holder of this feat participating, all others get +1 to Perform, an additional round of bardic performance, and +1 to the DC of any saves by enemies

due to spell-casting action by the participants.

* Ith'n ya'roo can also take the feats Keen Scent^{APG}, Razortusk^{APG}, and War Singer^{APG}.

EQUIPMENT

Ith'n ya'roo have access to the following equipment.

Light-Spinner

This device is made of bone and reflective fragments of seashell, and can be used as a chakram, with the usual penalties for being made of bone. It is also useful for signaling allies or one's home base on the frozen tundra or ice (it works well on desert plains, as well). By aiming it straight upwards and throwing it properly, the light spinner can be seen for 7 miles at its apex, obstacles notwithstanding.

Cost 3 gp; **Weight** 1 lb.

Sea-Salt Lick

A prepared and concentrated mass of sea-salt, consuming a little of its mass can restore dehydrated and spent warriors. Once a day a warm-blooded being can restore 1d8 points of nonlethal damage and/or delay the effects of fatigue by 1 hour. 1 pound of sea-salt lick can treat 4 Medium creatures once.

Cost 10 gp/lb.; **Weight** 1 pound/4 treatments

MAGIC ITEMS

Ith'n ya'roo have access to the following magic items.

Angry-Star Club

Aura no aura (non-magical); **CL** —

Slot none; **Price** 3,000 gp; **Weight** 4 lbs.

Description

When a crude weapon is fashioned from an unworked chunk of meteorite freshly fallen to earth, the adamantine material still bears the heat of entering the atmosphere for quite some time, up to a month. The haft is typically of bone, and must often be replaced; an angry-star club has the fragile condition. As well as being composed of adamantine for the purpose of bypassing damage resistance and hardness, the heat of an angry-star club does an additional 1d6 fire damage to any target struck. Once one of these short-lived weapons "cools off", it is then fashioned into a more refined weapon with masterwork quality, usually a mace.

Cloak of the Skua

Aura moderate transmutation; **CL** 7th

Slot shoulders; **Price** 16,000 gp; **Weight** 1 lb.

Description

Fashioned out of bird-skin and gray-speckled feathers, this cloak bestows a +5 competence bonus on Perception checks. The wearer can also move on ice and snow as if it were not difficult terrain. By holding the edges of the cloak, the wearer is able to *fly*, as per the spell (including a +7 bonus on Fly skill checks). He is also able to 'dive-bomb' from the air as a charge maneuver, gaining +2 to hit and damage, while suffering -2 to armor class. The flying power of the *cloak of the skua* is usable for 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Construction

Requirements Craft Wondrous Item, Alertness, *fly*; **Cost** 8,000 gp

SPELLS

Ith'n ya'roo have access to the following spells.

ICE TO FLESH

School transmutation; **Level** sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, M (a handful of salt)

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

Target One creature subject to flesh to ice or a cylinder of ice from 1 to 3 ft. in diameter and up to 10 ft. long

Duration instantaneous

Saving Throw Fortitude negates (object; see text); **Spell Resistance** yes

This spell restores a being that has been permanently or partially turned to ice; it reverses the effect of a flesh to ice spell. The creature must make a DC 15 Fortitude save to survive the process, and any size of creature can be restored. As well, a being who has been killed by taking more than 20 points of cold damage in one round can be restored to life if this spell is cast upon them within 6 rounds; they return to life at 0 hit points, 1 Constitution, and are unconscious.

This spell can also convert a mass of ice into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. This flesh can be consumed normally, if those nearby are so inclined.

Certain monsters composed of ice are especially vulnerable to this spell, such as ice golems, ice elementals,

and ice mephits; upon a failed saving throw, the being permanently loses all natural armor bonuses and all defensive abilities.

FLESH TO ICE

School transmutation [cold]; **Level** sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, M (a drop of blood in the snow)

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

Target one creature

Duration instantenous

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

The subject, along with all its carried gear, turns into a mindless, inert formation of ice, as perfect as a carved statue. Beings immune to cold are immune to this spell. If the ice formation is damaged, the subject (if ever returned to its normal state) suffers the same deformities; melting is especially deadly, and likely to kill the target. While changed to ice, the target is not dead, but does not seem to be alive either if viewed with such spells as deathwatch. Only creatures made of flesh are affected by this spell.

ARCHETYPES

The following racial archetypes are commonly pursued by the beast-like ith'n ya'roo people.

BONECARVER (SORCERER)

The fragmented stories of the isolated ith' ya'roo beastmen always speak of their fondness for bones, borne greatly out of the truth of limited building supplies in their deep arctic (or Antarctic) homes. Furthermore their apparent lack of mental sophistication would suggest a shortage of arcane spellcasters- not so. The caste of bonecarvers are quite proficient spellcasters, who specialize in making magic items out of the favorite material commodity of their people- bones.

Bone-Magic (Sp): The bonus spells for bonecarvers are always *reinforce armaments*^{UC} (3rd) and *communal reinforce armaments*^{UC} (5th). They gain an additional casting of *reinforce armaments* as a spell like ability. At 5th level, a bonecarver can cast *communal reinforce armaments* as a spell-like ability instead of *reinforce armaments* if they so choose. This replaces the sorcerer bonus spells received at 3rd and 5th level. A bonecarver must have *reinforce armaments* as their selected racial spell-like ability.

Crafter's Lore (Ex): Bonecarvers have a vast oral legacy of crafting lore, passed from one generation to the next. All bonus feats for sorcerers provided by a particular bloodline are replaced by the following Item Creation feats: Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring and Scribe Scroll. The scrolls so scribed, by a bonecarver are done as scrimshaw on pieces of bone and ivory. These would actually be more durable than typical scrolls, as seen under Taught by Old Masters. Craft Construct can also be added to that list, but the type of constructs able to be crafted by the bonecarver would be limited to bone, fossil and ice golems. This replaces bonus feats.

Taught by Old Masters (Ex): Bonecarvers are taught the ancient, traditional way of making magic items out of the bones of enemies, prey and ancestors. They use the Profession (bonecarver) skill instead of Spellcraft when finishing the process of making a magic item. Using bones reduces the price of crafting a magic item by 10%. A bone-crafted magic item is, however, more fragile; see the rules for bone-crafted items under *Special Materials*^{UE}. This replaces bloodline arcana.

ICE CHAMPION (BARBARIAN)

The bestial ith'n ya'roo people are subject to much prejudice and fear from other races, with some of it warranted; the icy wastelands they inhabit are not for the weak or merciful. Making do with the limited resources of these frozen places, even those few ith'n ya'roo that make it to the warm lands have earned respect as fearsome warriors, on the ice and off. In their own culture, ice champions are tasked with bringing down the fiercest of threats to the brave communities of the frozen beastman people.

Blood on the Snows (Ex): Ice champions hunt with bone weapons almost exclusively, and gain Splintering Weapon as a bonus feat; they must possess the Bonecrafter racial characteristic to use this class ability. They gain a +1 bonus to-hit with bone weapons, but are only proficient with simple weapons. They are likewise only proficient with hide shirt armor, and hide armor, though they gain armor training 1 (as a fighter) when wearing these types of armor. This replaces weapon and armor proficiency.

Bring the Beast Down (Ex): Ice champions are trained in fighting fell beasts bigger than they are. At 3rd level,

they add +1 to damage a beast (Intelligence less than 6) for every size category larger than themselves. Thus, a medium ith'n ya'roo ice champion adds +1 to damage a Large beast, and +4 to damage a Colossal beast. This replaces trap sense.

Hunt Leader (Ex): In ith'n ya'roo culture, ice champions are the leaders to the hunt, when threats loom; they are renowned for finding prey before they become prey. At 2nd level, an ice champion gains +4 to Stealth when alone or with other ith'n ya'roo. This replaces the rage power gained at 2nd level.

POLAR PREDATOR (BRUJO)

The unforgiving environment of the ith'n ya'roo homelands breeds a people not given to weakness, but also encourages cooperation- in most of their race. The wandering shamans known as dak'turak (translated roughly as polar predator) have loyalty only to their cruel brotherhoods, and travel from clan to clan selling their services for profit, food and favors. They are not trusted by the clans, nor do they expect it, following their own agendas of power and strength.



Brutal Feats: At levels 5, 11 and 16, whenever the polar predator would gain a bonus feat, the brujo may take Combat feats as well as Item Creation feats, and cannot take Metamagic feats as bonus feats at these levels.

Magic of Bone and Ice (Ex): Though iconoclasts in many ways, polar predators still use bone as material for making magic items, and can use Profession (bonecarver) instead of Spellcraft for making magic items of bone; this ability is identical to that of the bonecarver wizard archetype (see above.) Polar predators are still somewhat fractious and impulsive, in any case and often choose to cheaply make solid magic items out of ice. Please see the rules for ice-crafted armor and weapons in *Luven Lightfinger's Gear and Treasure Shop* from PDG; polar predator brujo may also use Profession (ice sculptor) to craft magic items of ice. Polar predators are -1 to hit and damage with weapons made primarily of metal and/or wood. This modifies typical weapon proficiencies.

Vengeful Scarification (Sp): At 3rd level, a polar predator undergoes a ritual by which his flesh is pierced with shards of bone, or even magically-preserved ice. The pain generated by this scarification, which reduces his hit points by 1, allows the polar predator to inflict damage with any spell he casts on a target equal to ½ the spell's level (minimum 1). This can be additional damage, for a damage-dealing spell, or can be the sole damage inflicted by a non-damaging spell. The damage type is of any energy type save the type the brujo has a weakness for. This extra damage can be inflicted once per day at 3rd level, and an additional time per day for every three levels of brujo the polar predator possesses past 3rd. Additionally, this scarification gives a +1 enhancement bonus on the polar predator's Intimidate checks. This ability replaces steal image

Enhanced Scarification (Sp): At 19th level, the damage inflicted by the vengeful scarification ability increases to 1 point per spell level, instead of ½, and the intimidate bonus increases to +2. This replaces greater image

NEW BRUJO CABAL

Brujo are spontaneous spellcasters that use the witch spell list, and are known for their enthusiastic engagement in bladed combat- they belong to various cabals, or brotherhoods.

Ith'n ya'roo often join the soulfreeze cabal, the dominant cabal among the antarctic beastmen. Other com-

peting cabals are the beastslave, contempt and shadowman cabals; other cabals are almost unheard of due to their totem animals not being present in ith'n ya'roo lands. Leopards indicated by the beastslave and shadowman cabals are snow leopards, occasionally found in the rockier areas of The Eternal Ice and sacred to the ith'n ya'roo.

SOULFREEZE CABAL

Soulfreeze cabal brujo revel in the death-dealing properties of nature, revering it as a powerful force that decides whether mortals live or die. They often go on vision-quests with few resources, to test themselves against the harsh effects of exposure.

Cabal Power (Ex): +3 to Survival checks; +6 at 9th level; +9 at 18th level.

Totem Animal polar bear (bear)

Elemental Weakness fire (those brujo with vulnerability to fire take an additional +1 damage per die)

ITH'N YA'ROO ADVENTURERS

Outside of the fastness of their polar homes, the ith'n ya'roo beastmen are a rare sight, and each that enters the warm lands has a particular tale to tell as to why they are there, be it exile, a sacred mission, or unquenchable curiosity. But come they do, a trickle of powerful humanoids that, if they return to the lands of snow, will become leaders among their remote people.

Alchemist: The literary tradition and the propensity for liquids to freeze make alchemy difficult in ith'n ya'roo lands.

Barbarian: Strangely enough, though ith'n ya'roo make excellent barbaric warriors, they see the inclination to rage as slightly shameful, a reminder of their monstrosous heritage.

Bard: The ice caverns of the ith'n ya'roo ring with the mournful song of their race, giving rise to the legends of 'ice ghosts' among northern dwellers. Bards of this race are primarily vocal, with some primitive horns used as instruments, as well.

Brujo: The inexorable power of the polar cold shows the power of nature to the ith'n ya'roo everyday, and the solitary path of the brujo has seduced many of them to the soulfreeze cabal.

Cavalier: In the more seasonal range of the ith'n ya'roo, there is a tribe that has been known to ride megafauna, and the elite of this group are cavaliers of the Order of the Star.

Cleric: The faith of the ith'n ya'roo is pervasive in their society, and their many clerics fulfill other jobs as well as their clerical duties. Seeing the lands of men is somewhat of a pilgrimage for their caste, at least for a while.

Druid: Druids specializing in arctic regions wander the wastes, traveling from tribe to tribe with arctic wolves and snow leopards as their companions.

Fighter: All member of a tribe can be called on to fight and hunt, and with their deadly bone weapons, skilled fighters are a force to be reckoned with.

Illuminatus: The sole ith'n ya'roo illuminatus known to Porphyra was Krisang, a remarkably able spellcaster who used rods of meteoric crystal as his implement.

Inquisitor: As with many cultures, inquisitors among the ith'n ya'roo act as a de facto police force, and also aid rangers in dealing with threats to their communities from the outside.

Medium: Ith'n ya'roo mediums consult with the Ancestors influence, or strange icy outsiders of the Fathomless influence sphere.

Monk: Perhaps it is a trace memory of their lost humanity, or instinctual reflexes of seeking bodies, but ith'n ya'roo mystics practice monastic regimens that can be recognized by adepts from the southern lands... weapons, however, are limited by materials to clubs, short- and normal spears, handaxes, daggers, and a bone implement that serves as a sai.

Oracle: Oracles are revered and feared among the ith'n ya'roo, and follow the mysteries of Ancestor, Battle, Lore, and especially, Bones.

Paladin: The equivalent of the paladin among the ith'n ya'roo has the sole right to wear the heaviest armor their bonecrafters can make, a breastplate from the clavicles of a mammoth. They also use shields more than others of their tribes.

Ranger: A common choice for classed ith'n ya'roo, these warriors make a point of knowing their territory very closely, and typically select Giant as a favored enemy.

Rogue: Particularly nimble ith'n ya'roo act as scouts and trap-makers for the race, and are adept at camouflage within their icy tunnels.

Rook: The tricky class of rooks are usually not welcome in ith'n ya'roo society, but occasionally a demagogue enchants a tribe with his words and gets everyone in a lot of trouble.

Runecaster: Runework is difficult for ith'n ya'roo, but those who can force their more primitive brains into using symbols reap the benefits of survival on the ice.

Runereaper: The bloodied fur of ith'n ya'roo rune-

reapers is a terrifying sight to invaders seeking meteoric iron or possible enslavement of their kin.

Sorcerer: Due to their long-ago human and monstrous ancestry, ith'n ya'roo sorcerers can be of almost any bloodline, but Boreal, Stormborn, Destined and Elemental are commonly manifested.

Summoner: Ith'n ya'roo summoners, though not common, endeavor to create a cold-resistant eidolon that is fit to use as a mount. Energy Resistance (Cold) is a required evolution.

Witch: The human ice-witches that the ith'n ya'roo encounter have not endeared the class to their race, though a few females have arisen in some tribes following the Patrons of Ancestors, Elements, and Winter.

FAVORED CLASS BONUSES

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

Alchemist: Add + ½ to the alchemist's frost bomb damage.

Barbarian: Add +1 to the number of rage rounds per day.

Bard: Add +1 to the number of bardic performance rounds per day.

Brujo: Add +1/6 of an additional point to the brujo's curse pool.

Cavalier: Add +1 hit point to the cavalier's mount. If the mount dies, the new mount gains these bonus hit points, as well.

Cleric: Add +1 to overcome spell resistance of dragons and giants.

Druid: Add + ½ to the damage dealt to the druid's animal companion.

Fighter: Add +1 to the fighter's CMD when resisting bull rush or trip maneuvers.

Illuminatus: Add a + ½ bonus to Use Magic Device checks to activate blindly.

Inquisitor: Add + ½ to Intimidate checks and Knowledge checks to identify creatures.

Medium: Add + ½ points of cold damage spell-like abilities or covenants that deal cold damage.

Monk: Add + ¼ to the monk's ki pool.

Oracle: Add one spell from the oracle list to the list of spells known. The spell must be at least one level lower than the highest level spell the oracle can cast.

Paladin: Add +1 to concentration checks when casting paladin spells.

Ranger: Add +1 hp to the ranger's animal companion; if that companion dies, the new one also gains those bonus hit points.

Rogue: Add +1 to the rogue's CMD when resisting a bull rush or trip attempt.

Rook: Add +1 to Bluff checks made to lie or pass secret messages.

Runecaster: Add +10 minutes to fleshrune duration.

Runereaper: Add + ¼ points to the runereaper's rune points.

Sorcerer: Add one spell from the sorcerer's list to the list of spells known. The spell must be at least one level lower than the highest level spell the sorcerer can cast

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

Witch: Add +1 hit points to the witch's familiar.

M'REE THE STRANGE

Ice, fire, stone, wind, all are tools for survival, should one know their ways.

M'ree The Strange (CR 1/2; XP 200)

Female ith'n ya'roo alchemist 1

LN Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +0

Defense

AC 13, touch 11, flat-footed 12

(+2 armor, +1 Dex)

hp 9 (1d8+1)

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

Resist cold 10

Vulnerable fire

Offense

Speed 30 ft.

Melee bone club +1 (1d6-1), horns +1 (1d6+1)

Ranged bomb +1 (1d6+1 acid)

Special Attacks bombs 3/day (1d6 acid, R-DC 10), throw anything

Spell-Like Abilities (CL 1st; concentration +3)

2/day—*reinforce armaments*

Extracts Prepared (CL 1st; concentration +1)

1st—*shield*

Statistics

Str 12, **Dex** 12, **Con** 13, **Int** 11, **Wis** 11, **Cha** 14

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

Feats Extra Bombs, Throw Anything

Skills Craft (alchemy) +5, Craft (weapons) +4 (+6

bone), Knowledge (nature) +4, Spellcraft +4, Use Magic Device +6

Languages Common, Ith'n Ya'roo

SQ alchemy, blue hair, bonecrafter, bonechanter, extract, mutagen

Combat Gear bladder of antitoxin, mutagen (Constitution); **Other Gear** alchemist kit (spell component pouch), backpack, two bone-tipped spears, bone-studded leather armor, formulae bones (*cure light wounds, shield*), ten extra bladders, belt pouch (16 gp)

Demographics

Faith Ithreia

Homeland Northlands

M'ree was always strange. As a yaroi, she was bullied by the other yaroi for her strange behaviours and blue hair. Every cycle was a struggle and M'ree needed to be smarter than the other yaroi to survive. On a hunting mission on the ice pack, her hunting party was ambushed by a remorhaz that they had hoped to kill. Her party was lost and her life would have been as well if she had not been rescued by an elven alchemist who was searching for rare ingredients in the high mountains. M'ree pledged her life to his service and has learned the rudimentary arts of the alchemist. Her elven master has encouraged her to explore the world to gain further experience.

Purple Duck Note: As a gamemaster and player, I hate when races become overly restrictive on their potential class options so I took the ethnology description of the ith'n ya'roo as a bit of a challenge and created M'ree below as my 1st level PC. There are a few tweaks I needed to make to the overall alchemist form to make it work but I am pleased with the subpar character I've created. The changes I've made to the alchemist are that M'ree's initial bombs do acid damage instead of fire because she tosses small bladders/organs filled with concentrated acid (she can later learn fire as a discovery, but I do not think she will) and instead of a formulae book she have a number of formulas carved into bones that she hangs from her belt. She took the +1 skill point bonus at 1st level for her favored class bonus. By 7th level M'ree will need to find a magical item that enhances her Intelligence or she will be cut from 3rd level extracts.

KRIPAR

The light-bringers passing by R'sst as he crouched on the ledge were a noisy lot; had he not smelled them many minutes ago, he would have heard them, clanking, talking, scratching, breathing. A smaller light-bringer, barely the height of a kobold and more witless-looking seemed to think it was a scout, darting ahead and reporting to the rest in that gobbling tongue of theirs. By the Watchers, it was painful to behold! R'sst compacted his form even tighter into the crevice, and reached a long, thin arm out. His long, black claw ever so gently cut a slit in the belt-pouch of a soft-looking thing that looked a bit like a drow, and he grinned nastily at the first coin to drop out. Might be good for some trade goods, if all else fails, he thought. R'sst had just come from the mating caverns, and was confident that his hundlings would be inhabiting these caverns long past his stalking days- he was in a good mood. So good, he slid out his crevice, down a rubble-covered side passage, and ahead of the stomping, stumbling group. When the chubby, bristle-footed thing came around the corner, R'sst thumped him on the head with a rock, and climbed up on a stalagmite to wait a bit. The tall beings stopped in shock, staring at the snoring bristle-foot; R'sst squinted into their harsh lights and said, in the trade language of the underworld, "This one was going to lead you into the killing-grounds of a roper. Perhaps you should follow your coins back to where you came from... Or I can take you to a stink-lizard outpost filled to the brim with that yellow metal you and the bristle-faces love so much. I would leave that one there if I were you.. By the Watchers, I would!"

KRIPAR RACIAL CHARACTERISTICS

Kripar characters are defined by their class levels, and have the following characteristics.

- **+2 Wisdom, +2 Dexterity, -2 Charisma:** Kripar are lithe and quick, and fiercely observant of the world around them; they are also solitary by nature and mistrustful of others.
- **Monstrous Humanoids:** Kripar are a monstrous humanoid race from the subterranean realms.
- **Medium:** Though typically crouched to 4 ½ feet, kripar are medium creatures with no penalties or bonuses due to size.
- **Normal Speed:** Kripar have a base speed of 30 feet.
- **Darkvision:** Kripar have darkvision 60 ft.
- **Scent:** Kripar track their prey primarily by sense of smell. They have the scent ability while underground.

- **Light Sensitivity:** Kripar are dazzled as long as they remain in an area of bright light.
- **Chitinous Hide:** The articulated skin-plates of the kripar gives them a natural armor bonus of +1.
- **Claws:** Kripar possess needle-like fingernails that they can use as a primary attack, doing 1d4 damage plus their strength bonus.
- **Body Retraction:** Through agonizing contortions and compression of skin-plates and organs, a kripar can use *reduce person* (self only) 1/day using their Hit Dice as caster level.
- **Languages:** Kripar begin play speaking only their own racial language, Kripar. Characters with high intelligence can choose languages from the following list: Common, Draconic, Undercommon, and Goblin.

ECOLOGY

Kripar, known in the lighted world as 'Fearsome Stalkers' enjoy nothing so much as tracking and running down prey, either to kill and eat, or for some other purpose it has been hired for. Though they do not invite inspection, it is obvious that the kripar have at least a little insectoid in their ancestry; they seem to be rather comfortable with kobolds, so perhaps they are some arcane joining of that race and the ferocious tunnel brute. They are solitary in the extreme, mating only when the female (indistinguishable from the male) gives off her estrus scent, attracting the males to a ceremony of fighting for their mating rights, no weapons, till yield or death. Though not a gentle race, they do possess some degree of empathy, and see the value in skilled companions, if only to aid in the hunt. Their ambitions are to hunt bigger and fiercer prey, to prove no obstacle too daunting for their skills, and perhaps to attempt to bring their race some kind of coherent society, and not just be solitary hunters in the dark.

Physical Description: Kripar are very inhuman-looking, with bone protrusions and hardened plates of chitin-like skin on their entire bodies. They possess long necks and arms, and maintain a stooped posture that brings them to about 4 ½ feet from an erect height of close to 5 feet. Their facial structure is more like that of a reptile than a human, with deep-set, staring eyes, and an open nasal structure that constantly flutters, testing the air. Though their hands have cruel, needle-like claws on them, they are capable of very fine manipulation, as well as savage damage. Despite their bony appearance, they are

capable of significant body manipulation, their joints moving in degrees and direction far more than would be expected. They possess little more than odd clumps of bristles as hair, more pronounced in the male, and eye color is shades of yellow.

Society: Kripar have very little in the way of culture or society, being solitary in the extreme. They can recognize each other by scent from a long distance, females especially so, and respect each other's hunting ranges. There are certain racial protocols that they follow, such as the possibility of teaming up to complete a task, dividing spoils happened on simultaneously, and driving off mutual threats; these usually involve exchange of threats until both sides are satisfied as to the identity of the nominal leader. Mating season, as mentioned above, agitates members of both genders, and a group of two to five will gather in an underground chamber to complete the mating challenge; gender disparity is about four males to every female. Kripar are egg-layers, the females distinguishable only in certain color variations on the spine, laying a clutch after mating of $1d4+1$ leathery eggs. They stay with the female about a year, and then she finds a small range for them to mature, with plenty of fungi or tiny vermin to catch. All kripar that pass by a nursery range will typically leave food offerings, and would never harm kriplings, regardless of alignment. Kripar mature at about ten, but otherwise use the same age template as half-orcs.

Relations: Kripar see most other beings as potential prey, or threats to be avoided. Those few that possess some degree of appreciation of others enter the ranks of adventurers, but a tinge of xenophobia remains. Those races that dwell underground typically dislike kripar, as stories of vanished dwarven patrols or a blood smear in a gnome burrow remain long in memory. Kripar seem to have a soft spot for kobolds, however, and will frequently hire themselves out for tasks, or live among them for short periods. Kobolds admire them for their vaguely reptilian look, and their skills in laying arrogant 'big people' low. Surface races have probably heard tales of the 'fearsome stalkers' as the kobolds refer to the Kripar, and may confuse them with other underground lurkers such as troglodytes (whom they hate), charda, morlocks or serpentfolk. In time, enough kripar will find themselves in the employ of surface folk that their strangeness may pass.

Alignment and Religion: The Kripar possess a pragmatic religious sensibility, and their racial creator deities are known to them as 'The Watchers in the Dark', a vague collective blending primal gods and the souls of kripar who exemplified the values of the race. Whenever a kripar sees points of light in the darkness, they believe they have seen 'The Watchers'. Though this deity source may be an aspect of some other underworld god, the kripar believe them to be their own, a minor deity with access to the domains of Darkness, Earth, Glory and Trickery, with the occasional sub-domains of Caves and Deception. This collective is of Neutral Alignment. Kripar exposed to other belief systems do follow other deities with no reluctance, though deities of Light, Law, Weather or Plants would be unfathomable to them. Though the race as a whole tends to Neutral Evil, there are members that are Good as well. Law and Chaos are mostly immaterial to them, as following rules is too restrictive, and wild behavior gets one noticed far too easily.

Adventurers: Kripar adventurers do so almost exclusively for the challenge; to be with a group that actively



seeks combat in order to contribute skills that will prove the character's abilities. Helping people and communities, vanquishing threats to nations, recovering venerable objects, all tasks are judged by the challenge, the physical problem to be solved. Treasure is encumbering, and is converted to small valuables or useful tools as soon as possible; building a stronghold, villa or town a confusing idea. A kripar in a party tasked with negotiating a peace or reuniting lovers would hide in the shadows until there was some real work to be done- though spying and tracking in those situations is fine, too. Kripar commonly join parties of adventurers by the simple method of walking up to them in a dungeon or underworld and offering their services. A mercenary kripar bears no loyalty to an employer after the task is completed.

Names: Kripar names in their own language sound like hisses and clicks; one who travels with Common speakers often takes a traveling name, if only to eliminate the butchering of their tongue by non-speakers. This nickname is usually descriptive of some characteristic or ability of the kripar.

Male: S'rr'k, R'sss't, Cr'sss'k, H'rrr'sk, K'r'sss (Slicer, Hider, Skull-Face, Long-Claw)

Female: S'rr'a, R'sss'a, T'rrr'k'a, S'ss'a, Cr'aaa's'a (Choker, Yellow-Eye, The Hisser)

Starting Age

Adulthood	Martial	Innate	Studied
14	+1d6	+1d4	+2d6

Age Categories in Years

Middle Age	Old	Venerable	Maximum
30	45	60	60+2d10

Height and Weight

Gender	Height	Weight	Modifier	Multiplier
Male	4' 2"	120 lbs.	2d6"	x6 lbs.
Female	4'	110 lbs.	2d6"	x6 lbs.

RACE TRAITS FOR KRIPAR

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

Old Instincts: Back in my eggfather's day, kripar never used steel... You gain a +2 trait bonus to confirm Critical hits when using claws only.

Scalykind Contract: I can understand you, all right. What do you want? You gain Draconic as a bonus language.

Show of Prowess: I'm the one she's mating with, you hear me? Me! You gain a +2 trait bonus to Intimidate when attempting to demoralize

Spiny Carapace: Just try to eat me, you slithery worm! You gain a +1 trait bonus to CMD when resisting drag and grapple attempts.

Stone-Colored: You can, if you wish, appear much like a stalactite. You gain a +1 bonus to Stealth, and Stealth is always a class skill for you.

Tracker in the Dark: It came by here. It won't be coming back. You gain a +2 trait bonus to Survival when used to track

ALTERNATIVE RACIAL CHARACTERISTICS

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

Be Like the Stone: The Kripar know their prey, and some individuals have learned the art of negating their own scent, through careful grooming and prepared pieces of cloth. They can use *negate aroma*^{APG} as a spell-like power 1/day, but only on themselves. This replaces body retraction.

Deformed Fanatic: Less than perfect kriplings are sometimes abandoned in public tunnels, though they can be remarkably self-sufficient, surviving to become sorcerers and oracles. Their starting statistics are +2 Charisma, +2 Intelligence, -2 Strength.

Eyes in the Dark: Some deeper-dwelling kripar have developed such keen eyesight that total darkness is no hardship for them. Characters with this trait can see perfectly well in darkness of any kind when underground, including that created by *deeper darkness*. This replaces scent.

Nursery Defender: Females that choose to raise clutches of eggs do not get to develop the same scent-tracking ability as other kripar, but focus instead on reflexes to defend the clutch, and hunt for food. These females gain

the Weapon Finesse feat, and the Improved Reflexes feat. This replaces scent.

Silent Hunter: Some kripär prefer speed over defense, and groom themselves so as to reduce the rigidity of their body plates. These kripär reduce the penalty for using Stealth while moving by -5, and can make Stealth checks while running at -20. This replaces chitinous hide.

Steel Adept: Though the kripär traditionally depend on their own two claws to fight, there are those of a new trend who favor the metal weapons of the outsiders. Characters with this trait gain the feat Weapon Focus. This replaces claws.

Tunnel Leaper: The more hot-blooded of the race prefer a more direct approach to running down their quarry and avoiding danger. A character with this trait may use *jump* as a spell-like power 1/day. This trait replaces body retraction.

Vendetta Holder: Your egg-line passes down hatred of a race that did an ancestor wrong. Choose derro, dark folk, dwarf or elf. You gain a +1 racial bonus on attack rolls against creatures of these subtypes. This replaces claws.

FEATS

These feats all have the requirement of 'Kripär' as well as the prerequisites listed.

ADVANTAGEOUS DISLOCATION

It hurts much -sss'tt- but it is better to be hurt than to die...

Prerequisite: Escape Artist 5 ranks, kripär

Benefit: If you are in the grappled, entangled, or pinned condition, you may take 2d6 nonlethal damage and gain another Escape Artist check, with a bonus equal to the amount of damage taken. You cannot use this ability again until all nonlethal damage has been healed and one hour has passed.

CAVE MAGIC (METAMAGIC)

Who better should know the nature of pits, than those who live in them?

Prerequisite: Spell Focus (conjuration), kripär, caster level 5th

Benefit: This metamagic feat only applies to the various spells with *pit* in the title (*acid pit*^{APG}, *create pit*^{APG},

hungry pit^{APG}, and *spiked pit*^{APG}.) The caster can then manipulate the appearance of the pit's location, adding 2 more 5 x 5 ft. squares to its size, making the pit appear in a wall or ceiling, and/or adding a round to the spell's duration. A spell modified by Cave Magic uses up a spell slot one level higher than the spell's actual level.

CAVEWISE

If you listen with your ear-holes, you can hear the heart-beat of the cavern.

Prerequisite: Wis 12, Knowledge (dungeoneering) 3 ranks

Benefit: Once per day, for every 3 ranks of Knowledge (dungeoneering), you may use Knowledge (dungeoneering) instead of a mental-based skill check.

COILED SPRING

Leaping across chasms in pursuit or being pursued has taught you well.

Prerequisite: Acrobatics 3 ranks

Benefit: The DCs for jumping do not double if you do not have a 10 foot running start; Reflex save to grab the other side is DC 15.

COMPLETE RETRACTION

You have perfected the process of compressing your body into a smaller size, though it is painful...

Prerequisite: Con 10

Benefit: You gain all of the bonuses and penalties due to a character of Small size, for a number of rounds a day equal to 3 plus your Constitution bonus. You cannot use the body retraction racial characteristic while in complete retraction.

FEARSOME STALKER

You attack from the darkness by instinct, knowing how the shadows move around you.

Prerequisite: Blind-fight

Benefit: You may bypass two of the requirements for Moonlight Stalker and its dependent feats.

SCUTTLE

Observe the lizards, the cave locusts, how they move, their bodies close to the ground.

Prerequisite: Dex 13

Benefit: Your base speed increases by 10 feet, if you are wearing no armor, and do not have a medium or heavy load. Effects do not stack with any other effect.

SHELL-SCUTTLE

Like the cave fisher, I can find a new spot from which to hunt.

Prerequisite: Scuttle

Benefit: Your base speed increases by 20 feet if you are not wearing armor, and do not have a medium or heavy load, or by 10 if you are wearing light armor or have a medium load.

EQUIPMENT

Kripars have access to the following equipment

Piercer Whistle

Piercers* are subterranean mollusks vaguely similar to cuttlefish that drop down from cavern ceilings to impale prey. Cleverly constructed from the shell of a small piercer, a piercer whistle played properly (with a DC 11 Perform (wind instrument) check), will cause a cluster of piercers within 30 ft. to shudder, allowing them to be identified by the cavern traveler. Note that this is useful before one comes underneath a piercer cluster—if played underneath one, the piercers get +1 to their drop attacks! A non-kripars finding a piercer whistle can identify it with a DC 12 Knowledge (dungeoneering) check. In the kripars tongue, a piercer whistle is called a “d’rokk-f’fee”.
Cost 10 gp; **Weight** 1 lb.

* Piercers are often thought to be a mutant form of dark-mantle, detailed in that monster entry and in Underworld oracle, below.

Stonespike Cloak

Woven from fungus filaments and fibrous minerals, a stonespike cloak is a heavy garment of dull brown color. It grants a +1 equipment bonus to saves against fire and fire-based effects, and grants a +2 equipment bonus to Stealth in subterranean environments; when properly crouched within the cloak, one looks nothing so much as a stalagmite on a cavern floor. Its heavy bulkiness inflicts a -1 armor check penalty to the wearer; this can be reduced by armor training (the fighter class ability).
Cost 100 gp; **Weight** 10 lbs.

MAGIC ITEMS

Kripars have access to the following magic items.

Vocalith

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 600 gp; **Weight** 3 lbs.

Description

This enchanted shard of stone appears like a small stalactite. When in direct contact with stone, it can be set to give out a pulse attuned to any type of target, from an individual, to a species type, to any living thing, and in between. Any being within 330 ft. that the *vocalith* is attuned to feels the pulse, and knows the direction that it is coming from. One activated, a *vocalith* sends out its signal for three hours, then becomes an ordinary piece of stone.

Construction

Requirements Craft Wondrous Item, *message*; **Cost** 300 gp

SPELLS

Kripars have access to the following spells.

CLAIM CAVERN

School abjuration; **Level** bard 2, inquisitor 2, ranger 2, sorcerer/wizard 2, summoner 2

Casting Time 1 minute

Components V, S, M (ounce of the caster’s blood)

Range special (see below)

Duration 2 hours/level

Saving Throw none; **Spell Resistance** no

This spell must be cast on an enclosed space, whether a building or an underground cavern. The caster’s blood is placed on an area no larger than 5000 sq. feet, spilled during the casting time and dealing 1 point of damage. For the duration of the spell, the caster is made aware, by an audible rumble that will awaken them when they are asleep, if any other living thing of Small size or larger enters that area. They also gain +2 to Intimidate and Perception checks while in the affected area.

CYST OF PROTECTION

School abjuration; **Level** cleric 6, sorcerer/wizard 6

Casting Time 1 swift action

Components V

Range personal

Duration 1 hour/level (special)

Saving Throw Fort negates (harmless); **Spell Resistance** no

With a word and a thought, this spell enables the caster to be enveloped in a protective cocoon that sustains their life. The cocoon has DR 60/— and provides air and sustenance to the caster within. The caster cannot move,

see or be heard while in the cyst of protection, but can hear what is outside; he can cast spells that can function under those circumstances. The spell cannot be ended before the duration is up, but the duration can be set by the caster at casting, to be no less than 1 hour. If a single attack manages to bypass this DR, the cocoon is breached the spell duration ends.

DARK-LIGHT

School evocation [light]; **Level** cleric 3, druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a pinch of earth)

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

Target living creatures without light sensitivity

Area 20-ft.-radius burst

Duration instantaneous

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

You evoke a powerful light that affects all sighted creatures that do not possess light sensitivity. Those that succeed on their saves are dazzled for 1 round per level; those who fail are blinded for the same duration.

HUNGRY DARKNESS

School evocation [darkness, force]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a bat's tooth)

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

Area 60-ft.-radius spread

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes (see text)

This spell creates an area of intense blackness, as deeper darkness, but filled with unseen chewing teeth and ravenous maws. Any creatures beginning its turn within the hungry darkness is gnawed and slashed by these unseen fangs of force, dealing 3d6 points of force damage and 2 points of Constitution damage per round. Once a creature leaves the cloud, it continues to take 1d6 points of bleed damage each round until it receives magical healing or enters an area of bright light. Spell Resistance can prevent damage from the hungry darkness but not against the darkness it creates.

ARCHETYPES AND MYSTERIES

The following class archetypes and mysteries are typically pursued by the race of kripar. Note that assassins use

rogue options for favored class bonus.

DEEPKILLER (ASSASSIN)

Kripar are known (by those that know them) to enjoy the hunt, for aesthetic as well as practical reasons. Those skilled hunters that make a profession of the hunt, especially the kill, have been known to sell their skills as deepkillers, assassins well used to the environment of the dim twilight of the underworld. Their poisons are those of mushroom and spider, and some even still use their claws as their primary assassin's weapon.

Class Skills: A deepkiller adds Knowledge (dungeoneering) to his list of class, and removes Knowledge (local) from his list of class skills.

Dweller in the Deeps (Ex): At 2nd level, a deepkiller gains advantages while in an underground environment. He gains +2 to initiative checks while in this terrain, as well as +2 to Perception, Stealth, and Survival skill checks while underground. This replaces assassin's blade.

Clever Caver (Ex): At 6th level, a deepkiller may gain one of the following rogue talents: fast stealth, firearm training^{UC}, nimble climber^{APG}, sniper's eye^{APG}, surprise attack, or wall scramble^{UC}. This replaces hidden weapons.

Improved Caving (Ex): At 12th level, a deepkiller gains another rogue talent from the above list, adding hidden flight, superior senses, wall jumper or wall mastery. This replaces resurrection sense (See below).

Hidden Flight (Ex): A rogue with this talent may run or charge while Stealthed by taking a -10 to her Stealth check. You must possess fast stealth to select this advanced talent.

Superior Senses (Ex): A rogue with this talent has a mastery over her senses, and can detect presences by smell and sound as well as he can with sight. He gains a +10 to his Perception rolls to locate creature who benefit from invisibility.

Wall Jumper (Ex): A rogue with this talent can run up a vertical surface at a cost of 20 feet of movement per 5 feet ascended, and can leap off of any vertical surface she has climbed or run up as if she had a running start.

Wall Mastery (Ex): A rogue with this talent is an expert at leaping from surface to surface, and perching from walls and corners. She can ascend slopes or stairs at her full speed, and may ascend any perpendicular or parallel vertical surfaces she can reach (a corner, or walls as far apart as the space the rogue occupies) at her movement speed by jumping back and forth off the surfaces. The rogue may also perch between such walls or corners, allowing her to perform actions that usually require two free hands to perform.

UNDERWORLD (ORACLE MYSTERY)

One of the few races to seemingly have no 'surface' origin, the kripar claim to have always lived in the light-less caverns below the earth. Though quite rare among them, oracles tied to the consciousness of the underworld itself are regarded as holy, a typical reaction of the race to their spellcasters.

Class Skills: A kripar oracle with the underworld mystery adds Climb, Knowledge (dungeoneering), Survival, and Stealth to her list of class skills.

Bonus Spells: *forced quiet*^{UC} (2nd), *claim cavern* (4th), *dark-light* (6th), *spike stones* (8th), *hungry earth*^{MC} (10th), *cyst of protection* (12th), *hungry darkness* (14th), *wall of lava*^{APG} (16th), *clashing rocks*^{APG} (18th)

Revelations

A kripar oracle with the underworld mystery can choose from any of the following revelations.

Call Piercer (Su): You can call to service a variant race of darkmantle called a piercer, which resembles a tentacle stalactite. A piercer has the statistics of a darkmantle except that it cannot fly, constrict or grab, has a natural armor bonus of +4 and does 1d6 points of damage on a successful slam attack, dropping from the roof of a cavern. At 5th level, and every 5 oracle levels thereafter, add 1 HD and +1d6 damage to the piercer's attack; at 15th level, the piercer increases to Medium size. You can have one piercer under your command at any given time, which will serve until it dies.

Cloak of Darkness (Su): You can conjure armor made of congealed darkness that gives you a +4 dodge bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you 20% concealment in any but the brightest light. You can use this armor for 1 hour per day per oracle level. This duration need not be consecutive, but it must be spent

in 1-hour increments.

Cruel Collapse (Su): You can bring the cavern ceiling (or the closest thing to it) down upon the heads of your foes. As a standard action, one target within 30 ft. suffers 1d8 points of bludgeoning damage per level from falling debris; this effect only works underground, indoors, or in other appropriate surroundings. A successful Reflex save halves this damage. At 10th level, the debris entangles any creatures damaged by it for 1 round. At 15th level, those who fail their saves are buried by debris, being pinned for 1d4 rounds and stunned for 1 round. You can use this ability once per day, and an additional time per day at 10th level.

Deep Senses (Ex): You gain tremorsense with a range of 20 ft. This range increases to 25 ft. at 15th level, and 30 ft. at 20th level. You must be at least 11th level to select this revelation.

Earth Glide (Su): You can through stone, dirt, or almost any sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your base land speed. Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A move earth spell cast on an area where you are flings you back 30 ft., stunning you for 1



round unless you save at a DC 15 Fortitude save. Activating this ability is a free action. You can glide for 1 minute per day per oracle level. This duration does not need to be consecutive, but must be spent in 1-minute increments. You must be at least 7th level to select this revelation. You can bring others with you when you glide, but each passenger costs an additional minute of travel.

Fear of the Mine (Su): You can implant a paralyzing fear of enclosed spaces in a target within 30 ft. Three times a day you can target an individual; if they fail a Will saving throw they find they are unable to come within 5 ft. of a wall or ceiling; this may mean that they must become prone. This effect lasts 1 minute per oracle level you possess.

One with the Core (Ex): You can become invisible to darkvision and the 'see in darkness' ability, and can be seen only in visible light. You cannot combine this effect with magical invisibility, which will have no effect while this ability is active. You can be one with the core for a number of minutes per day equal to your oracle level, this duration does not need to be consecutive, but must be spent in 1-minute increments.

Power of the Pick (Ex): You gain proficiency with the light pick, heavy pick and pickaxe, and gain Weapon Focus as a bonus feat with one of those weapons. At 7th level your critical range with picks increases to 19-20, and at 14th level increases to 18-20. This ability does not stack with the Improved Critical feat.

Subterranean Survival (Sp): You can use an effect similar to the druid spell *goodberry* once per day per oracle level, using moss, lichens or other organic material found underground. This material also fulfills the consumer's need for water according to size. You also gain a bonus equal to ½ your oracle level on saving throws against subterranean phenomena, such as cave-ins.

Underworld Diplomat (Ex): You gain Undercommon as a bonus language, and add your oracle level as a bonus to Diplomacy when dealing with beings that speak that language or have 'underground' as their listed environment.

FINAL REVELATION

Upon reaching 20th level, you know all the secrets of the underworld. You can automatically take 20 in any Knowledge (dungeoneering) check, and are immune to blindness and confusion. In any but bright light you are under the effect of blur (20% concealment).

ROCKSHAKER (GUNSLINGER)

Isolated as they are from the surface world, kripar have far more knowledge about the habits and trends of the lighted lands, especially when it comes to the arts of combat. Their artisans have quickly applied their knowledge of underworld minerals and substances to create weapons readily used by their people. Rockshakers (both the weapons and their wielders) have taught surface folk not to underestimate the solitary kripar...

Class Skills: Rockshakers add Knowledge (dungeoneering) and Stealth to their list of class skills, and remove Handle Animal and Heal from their list of class skills.

K'rar'ka (Rockshaker): At 1st level, a rockshaker gains a primitive type of firearm developed solely by the kripar race. Called a 'rockshaker' (a rough translation of the term k'rar'ka) this weapon converts mineral energy within the rocks and stones of the kripar's home caverns into an effect similar to black powder. Any rocks at hand will do, as long as they are found in subterranean caverns; veins of silver, if mined properly and processed with Craft (alchemy) skill checks as normal, will serve as silver bullets. The GM can rule that most any mineral ore of a special material can be used in a rockshaker, like adamantine ore or other godmetals. Rockshakers have analogs of all early firearms, and work the same, except for the rules above and that they have a range of 10 ft. less than the listed range. Though a rockshaker can be refined into a masterwork or magic weapon, the archetype is not proficient with any kind of firearm but the racial weapon; there are no 'advanced' rockshakers. Non-kripar cannot use k'rar'ka, and they are worth only 2d10 as scrap, and half normal price if refined. Rockshakers gain Gunsmithing as a bonus feat, as normal.

Dark Drop (Ex): At 3rd level, a rockshaker who can fire on a target while unnoticed (due to a successful Stealth check) gains +1 to hit and damage against his target. The rockshaker must have at least 1 grit point to perform this deed, and can spend one additional grit point to increase the bonus to +2. This replaces utility shot.

Rockslide (Ex): At 15th level, a rockshaker can cause a small collapse of any cave-like environment that he can fire upon. By spending a grit point and firing at a wall or ceiling, they can cause an adjacent 5 ft. square (or the square beneath) to become difficult terrain. Firing at a ceiling square may also cause rubble to do damage to those beneath, requiring a Reflex saving throw, DC

equal to 10 + ½ the rockshaker's level + the rockshaker's Wisdom modifier. Individuals in the 5 ft. square below take 3d6 bludgeoning damage if the save is failed; if they make the save they may take a 5 ft. step out of the targeted square.

KRIPAR ADVENTURERS

Kripars that leave the traditional lifestyle of their race do so for the reasons stated above, and never lightly. They know that those above will see them as monsters, freaks, or worse; those that make the decision do not care. Whether kripars are truly capable of identifying with those of other races is debatable, but the future interaction and adoption of new ideas and concepts is bound to change the kripars race, and cause it to evolve past its primitive state.

Alchemist: The discipline of alchemy is not known to the kripars, but they are quick learners and have nimble hands. Self-improvement over bombs and fire would be a preferred direction.

Barbarian: Though kripars find rage unseemly, a female who has seen the death of her progeny often adopts a level of this class. The rage power of bite is very common with kripars barbarians.

Bard: Kripars are a very quiet race. They do not like loud noises and rarely congregate. Legend-keeping and pantomime are the extent of kripars social arts.

Cavalier: There are few beasts in the underworld that care to be ridden, and few kripars that would care to be tied down to one location that long. A giant lizard might serve as a kripars mount in a pinch.

Cleric: Clerics called to serve The Watchers in the Dark wander the underworld observing others, advising kripars they meet, and administering the strange will of their atavistic gods. They do not mate, and are not challenged by their race, and by most kobolds, as well. Some intrepid kripars find other religions that promote hunting, and personal prowess attractive, as well.

Druid: Odd hermits of the kripars race become obsessed with the ecology of the underworld, and establish themselves as guardians of certain caves and other places. Companion animals could be any subterranean species, often insects.

Fighter: A common class choice, combat is what kripars were born to. Whether they stick to their natural weapons or use the tools of outsiders is the main choice of kripars fighters.

Gunslinger: Kripars love the death-dealing power of firearms, and are the only race to have successfully devel-

oped a crude silencer for pistols, decreasing the chance to notice a report of gunfire by successive factors of -5, -4, -3 etc. until the device is useless. A kripars gunslinger can make one for 5 gp worth of raw materials, with a DC 15 Craft check. Firearms are typically stolen from dwarves. Superior types of silencers and silencers for other types of firearms are possible, as well.

Inquisitor: Kripars inquisitors of The Watchers in the Dark maintain a tenuous connection of the race, making sure that protocols are followed, and punishing those that break the taboos of the race, or those outsiders that harm kripars young.

Monk: Monkish members of the kripars race learn from masters that seek out young ones to teach, near the end of their lives. The eerie calm of these disciplined kripars is very unnerving to their opponents.

Oracle: Kripars dislike cripples within their race, so one afflicted with an oracle's curse would likely go live with a tribe of kobolds, delving into the mysteries of Battle, Bones, or Stone.

Ranger: A common choice of classes kripars, the territory of a ranger kripars is a very dangerous place, as he would know it like the back of his claw. Aberrations are a common choice for favored enemy.

Rogue: Stealth rather than force appeals to many kripars, and more than most classed members of this race would have levels in rogue, focusing on damage abilities, especially bleed.

Rook: A few kripars find the seductive powers of deception irresistible, though most members of this race would be attracted to the necrotist or shade schisms.

Sorcerer: The closed genetic pool of the kripars makes sorcery rare in their race, though instances of Aberrant, Deep Earth, Shadow and Shaitan bloodlines exist in racial memory.

Witch: Kripars that seek to augment their power and join in with Patrons of darkness and stone; their familiars are burrowing and creeping creatures.

Wizard: Books and study are not suited to a kripars temperament, but an observant kripars that decided in that path would enjoy illusion and transmutation greatly.

FAVORED CLASS BONUSES

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

Alchemist: Add + ½ to either cold or acid resistance (to a maximum increase of +10.)

Barbarian: Add +1 to the number of rage rounds the barbarian possesses.

Bard: Add +5 ft. to the range of one of the bard's bardic performances (max. +30 ft. to any one performance).

Cavalier: Add 5 ft. (to a maximum of 15 ft.) to the cavalier's mount speed when using the charge or withdraw action.

Cleric: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to three plus your Wisdom modifier. The cleric adds + ½ to the number of uses per day of that power.

Druid: Gain energy resistance 1 to acid, cold, electricity or fire. There is a maximum resistance of 10 to any energy type.

Fighter: Add +2 to rolls to stabilize when dying. Gunslinger Add + ½ to rolls to confirm critical hits with a firearm.

Illuminatus: Select one metamagic feat you know. Its spell slot adjustment is lowered by ½ to a minimum of zero.

Inquisitor: Add + 1/6 to the number of times per day the inquisitor can use his judgment class feature.

Magus: Add + ¼ to the magus's arcane pool.

Medium: Add a + ½ bonus to Diplomacy and Intimidate checks when interacting with outsiders and undead.

Monk: Add + ¼ to the monk's ki pool.

Oracle: Add + ¼ to the armor or natural armor bonus granted by spells the oracle casts upon himself.

Ranger: Add + ½ to Survival skill checks made to follow tracks.

Rogue: Add + ½ bonus to Disable Device checks involving stone, and + ½ bonus to trap sense regarding stone traps.

Rook: Add +5 ft. to the range of one 0-level spell the rook can cast, to a maximum of +15 ft.

Runecaster: Add + ½ to the number of active wards the runecaster can create.

Runereaper: Add +1/5 rounds that bloodlust is active.

Sorcerer: Add + ½ to resistance to acid or cold damage.

Summoner: Add + ¼ points of damage to one of the eidolon's natural attacks.

Witch: Add +5 ft. to the distance at which the witch's familiar grants the Alertness feat (maximum 20 ft.)

Wizard: Add a + ½ bonus on checks made to craft magic items.

KR'SSRS

"Kaboom" is the most beautiful phrase in the Kripar language, I could listen to it all day...

Kr'ssrs (CR 1/2; XP 200)

Male kripar gunslinger (rockshaker) 1

N Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft., scent; Perception +7

Defense

AC 14, touch 13, flat-footed 11

(+3 Dex, +1 natural)

hp 11 (1d10+1)

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

Weakness light sensitivity

Offense

Speed 40 ft.

Melee 2 claws +1 (1d4)

Ranged k'rar'ka pistol +3 (1d8, x4)

Special Attacks grit (3)

Spell-Like Abilities (CL 1st; concentration -1)

1/day—*reduce person* (self only)

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 13, **Wis** 16, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 13

Feats Gunsmithing, Scuttle

Skills Acrobatics +7, Climb +4, Craft (gun) +5, Perception +7, Stealth +7

SQ deeds

Languages Kripar, Undercommon

Combat Gear 4 flare cartridges; **Gear** 30 bullets, 3 powder horns, 50 ft. hemp rope, mwk backpack, belt pouch (7 gp), 2 hhundi silencers, 2 days of trail rations.

Demographics

Faith Ashamar Shining

Homeland Underdeep

Rockshaker was just 14 when he first witnessed the use of a firearm. While moving about the winding passages of Glasbreth, he spied a dwarven caravan besieged by a tentacle horror. The dwarves fired their mighty weapons at the tentacled beast but could not escape its paralyzing tentacles. After the beaked abomination devoured the dwarves, Rockshaker snuck down to the ruined caravan and stole the dwarves' pistols.

It took many months for Rockshaker to awaken the weapons. Now he stalks the passages and tunnels of the underground secretly defending the kripar nurseries from the predations of tunnel brutes and tentacled marauders.

POLKAN

Bovan, undeniably splendid in his cloak of feathers across his broad shoulders, whistled as he trotted down the dusty path of the steppes-road, far from the tent city of the chelok. A few days of pounding the steel made him some chelok coin, and it would be back to the stado with a new weapon. He was proud of himself for his trading there, a fine, large greatclub in his calloused hands. He saw far down the road, though the light was dim, the smoke of a fire next to a low hillock. Bandits, he hoped. By Rakus' stony flanks, he hoped they were! Bovan started up to a gallop, and came around a low rise to see- a single chelok, a human, by the looks, in dressy but well-arranged armor. His crested shield and helm lay by, and he chewed on bread and drank tea. A destrier, foreign-born to Bovan's eye, grazed nearby. Pampered, thought Bovan, frowning nonetheless. Traveling alone! Mad or arrogant, Bovan thought. The rules of the road thus apply!

"This individual at this time asks what another one is doing, at this place, in this this time?" Bovan shouted in the stilted Samsariyu tongue. Now comes the mad scramble to flee! The chelok looked up, drank some tea, and finished his bread. Mad, then. He took up his helm, whistled for his mount, and in one fluid motion, mounted and took up his lance. "Hey, like-like, fight this challenge, hey good," the chelok said in very bad Polkan, like a colt who lived in a fairy's house. Still, he knows Polkan...

"You are a childish fool to travel unescorted," Bovan sneered. "It is the law of the road to forfeit your weapons! I have the right to challenge!" It was how things were done. "Me big horse-man now, not two-legger," the unperturbed stranger said, using the word polkan as it should be. "I welcome your challenge, let us decide who will rise, and who will fall!"

No baby Polkan there, he spoke it perfectly. He had made time to seat his lance, and charged. Bovan roared and struck forward, swinging his new greatclub, eager to blood it. He took the lance just above his belly-fringe, the blade plunging in and skipping out of his flesh. Bovan roared and swung the club, unhelming the chelok, who swayed in his saddle. His horse danced back a few steps, the rider seemingly senseless. "Your sword, chelok!" said Bovan. His boast gave the stranger time to recover, and draw a fearsome-looking sword. Blows were traded, grimaces displayed, but the stranger asked for no quarter. He took a gash to the flank. He flailed about, frustrated by the flashing shield, the expertly aligned blade. A feint, a blow with the flat to his shoulder, and Bovan was on his back, hooves thrusting at the sky. The strange fighter slid from the saddle, and cast

his sword aside to help Bovan aright himself. "Hey challenge nice?" he said. In fairy-talk. "Challenge nice," Bovan said, and scrabbled clumsily to his hooves. He tried to look fierce, blood streaming from his side, head and shoulder, but he could not. He went down on one knee, and held out his club. "I, Bovan, of Yvok's stado, have challenged you and been found wanting. My weapon and life is yours." The stranger smiled through his bruises and said "Rise, Bovan of Yvok's stado. Join me in my quest. We ride for the Wyrms' Quarter at dawn!" Bovan leaped like a colt, and cried to the steppes and the skies, "Hear me, Paltui, hear me, stars! I and the steel-hat stranger ride for the Quarter at dawn!"

POLKAN RACIAL CHARACTERISTICS

Polkan characters are defined by their class levels, and have the following characteristics.

- **+2 Strength, +2 Wisdom:** Polkan have strong bodies and are very observant of others and the environment.
- **Monstrous Humanoids:** Polkan are creatures of the monstrous humanoid type.
- **Large:** Polkan have the bodies of shaggy horses, but the upper bodies of broad, hairy humans; thus they wield weapons and wear armor of medium size. They take a -1 penalty to their AC, a -1 penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 penalty on Stealth checks.
- **Eyes for the Steppes:** Polkan have low-light vision, and can see twice as far as humans in dim light or starlight. Polkan lack the darkvision of centaurs.
- **Gallop:** Polkan have a base speed of 40 ft.
- **Quadruped:** Polkan have two arms and four legs, giving them a +4 racial bonus against trip attempts and a higher movement speed. They wield under-sized weapons.
- **Sociable:** When a polkan attempts to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.
- **Languages:** Most polkan speak Samsaran, and a dialect of Sylvan and Terran that can be understood by each, though polkan cannot understand either well. Polkan with high intelligence can choose additional languages from the following list: Common, Draconic, Sylvan, and Terran.

ECOLOGY

Polkan are a variant race of centaurs native to northern steppes instead of mountains or forests. Lacking ties to the fey races, polkan are nevertheless gregarious and bold, but tend to stick to their own, due to domination of their race in the past. Their origin is presumed to be magical, though the polkan themselves only know that “No god made them,” and presume they are part of the natural order, bridges between the two-legged, and four-legged races. Quick to anger and loyal friends if respected, polkan staunchly stand against the depredations of those who would oppress them.

Physical Description: Polkan are half human, and half horse. Rather than standard notions of ‘centaurs’, polkan are shorter and more broadly built, shaggier both above and below, with a distinctive ‘fringe’ where the human part meets the equine part, quite low on the front. Their features are blocky and square; hands and facial features both. They bear the range of hair color of horses, roan being the most common, with rare white polkan (balo) being expected to enter the mystical professions. They are limited omnivores, preferring grains and vegetables, supplemented with meat, typically fish and fowl. They know that chelok eat the flesh of four-legged beasts, but they don’t have to watch them do it.

Society: The traditional structure of polkan society is the stado- the herd. A strong, authoritative male leads three to twenty polkan in their nomadic wanderings, finding food and shelter, and protecting them from danger. No mere beasts, polkan have territorial systems of shelters, practice simple agriculture, and a forge-home that can be visited by any polkan stado in the area. Stado cooperate with chelok- two-leggers- in wildly varying levels, depending on the leader and current polkan/humanoid relations. Polkan certainly love processed foods, especially wine, and will do much to get them. That being said, polkan independence is fierce, and the memory of thralldom still cuts deep. Being the workforce and brute troops of arcane powers in ages past simmers as a badge of shame within them, and anything that suggests that is still the case will result in swinging clubs and hooves.

Relations: Polkan cannot seem to help seeing two-legged humanoids as weak, and underestimate them. Regardless of the military or magical superiority, this is so. Generally, the bigger they are, the more respect they command from the polkan. Small races will often send polkan into gales of laughter at their mere sight. A show of strength,

even a pulled blow, is a custom of greeting polkan, and courtliness and fine manners infuriate and offend them. They also take a narrow view of equestrian humanoids, either as abusers of horses, or trying to assume a stature they do not deserve. They seem to have a fondness for dwarves, perhaps because they do not ride, and they are one with the earth. Should a polkan meet a dhosari, they would welcome them as long-lost cousins.

Alignment and Religion: Polkan tend to live in the moment, taking each new day as an adventure; the afterlife is a vagueness they think not on. Largely removed from the dichotomy of deism and elementalism, both are useful if one feels the need. Missionaries that couch their cosmology in terms of herds, great leaders, and peaceful grasslands have had some success, and Paletius is probably the most common god held by them, the sun deity Paltui. An aspect of Ferrakus as a living mountain is worshiped by polkan, as well, perhaps a crossover with elementalism, a strange phenomenon. The majority of polkan are true neutral, with some loners being chaotic neutral, and stado leaders being different shades of lawful.



Adventurers: Though polkan are communal creatures, they will seek adventure at the drop of a hat- or a shoe. Even a stado leader will chase down a romantic cause if it suits him. Polkan know that adventuring is a good source of treasure and goods, and their wealth will eventually be the stado's wealth, so what is the harm? Joining a chelok party involves some kind of challenge met, of course. No self-respecting polkan would join such weaklings unless they could prove themselves. Polkan make excellent guides in their homelands, and do almost as well in most other terrains. They do not, however, like cities very much, and the typical "dungeon" is not usually built for their forms. If the mission calls for it, though, any stalwart polkan will give it the old stado try.

Names: Polkan names are bold and forceful, in the harsh dialect of Sylvan and Terran that the race speaks amongst themselves.

Male: Bovan, Koral, Ulik, Knute, Yvok

Female: Oksa, Olka, Angra, Mila, Ursa

Starting Age

Adulthood	Martial	Innate	Studied
10	+1d4	+1d3	+1d6

Age Categories in Years

Middle Age	Old	Venerable	Maximum
20	30	40	40+2d10

Height and Weight

Gender	Height	Weight	Modifier	Multiplier
Male	6'	1,800 lbs.	2d4"	x100 lbs.
Female	6'	1,400 lbs.	1d4"	x100 lbs.

RACE TRAITS FOR POLKAN

These traits are accessible to polkan player characters, and would only be applicable to other monstrous humanoid races.

Balo Polkan: You are of the white, the balo, and the... powers do with you what they will. You gain a +1 trait bonus to Spellcraft, and once per day you can add +1 to the DC of the saving throw of a spell you cast.

Companion to the Hero: This chelok has defeated me,

and I will serve him like a brother! Choose a humanoid each day; you gain +3 instead of the usual +2 for aid another actions.

Eye for the Herd: There are ten hands and three in that platoon, can't you tell? You gain Appraise as a class skill, and you can use Appraise to identify any number of objects under 100.

Good Strong Drink: Ahhh, delicious! I can hardly feel the wound! Once per day you can drink an alcoholic drink and heal 1 hit point of damage, adding a temporary hit point for 1 hour if at full hit points.

Herd Leader: The ability to find food and shelter is the mark of a good leader. You gain a +2 trait bonus to Survival checks.

Strong-Armed Farrier: Pound the steel, stoke the fire, shoe the mares, stoke desire! You gain a free rank in Craft (arms and armor), and gain a +1 trait bonus to 1 Charisma-based check per day.

ALTERNATIVE RACIAL CHARACTERISTICS

Below is a selection of racial characteristics that could be selected by polkan characters in place of those listed under racial characteristics.

Ancient Thralls: Centuries ago, the polkan centaurs were held as slaves and thrall-soldiers of an ancient power, and some pockets of these thralls still remain in remote regions. You suffer a -1 penalty to charm and compulsion spells, gain a +2 bonus on combat maneuver checks made to bull rush or overrun and opponent, and gain a secondary hoof attack that does 1d6 damage.

I Smash Out Your Brain!: Champions among the polkan tend to specialize in the most simple weapons, to gain skill quickly; chief of these are the greatclub and the spear. You gain the reach ability with these and any other weapons that are not light weapons. This replaces the gallop characteristic.

I Spit on the Chelok!: Some polkan are wild and beast-like, making the barest concessions to clothing and shelter, and attacking most humanoids, and many polkan, that come to their territory. They gain a +1 bonus on attack rolls against humans and samsaran, and have a +2 bonus to their Constitution. This replaces the ability to

speak Samsariyu, and the +2 initial bonus to Wisdom.

Khvostik: One clan of polkan resemble the small, rugged ponies of mountainous Poprhyra, called khvostik by their fellows. These polkan are Medium creatures, do not have the +2 bonus to Strength at character creation, and have no penalties or bonuses due to size.

One with the Loshad: The origins of the polkan are lost in legend, but there is a tradition within their race that a few should return to their parent race, the wild horses of the steppes, called Loshad by the polkan. These polkan gain a +4 bonus to Handle Animal checks made to influence horses, and have a +2 bonus to their Charisma. This replaces the ability to speak Samsariyu, and the +2 initial bonus to Wisdom.

Stable-Dwellers: As polkan have dual natures, there are also those that admire the chelok, the two-leggers such as humans and nagaji. These polkan live in permanent dwellings, and make their living as farm-workers and mill-turners. They receive Endurance as a bonus feat at 1st level. This replaces Eyes of the Steppes and Gallop.

FEATS

Polkan do not typically need ranks in Ride, but do so for the sake of qualifying for feats. Polkan also are treated as possessing the Mounted Combat feat automatically, for purposes of feat qualification.

CHALLENGE THE CHELOK

Face me, two-legs! We will see who is the bravest on the steppe!

Prerequisite: Cha 12, Ride 3 ranks, polkan

Benefit: In the tradition-honored ritual of the challenge, you gain the 1st level challenge ability of the cavalier class, but it does not increase in use past once per day. If you are of the cavalier class, you gain an additional +2 to challenge damage.

CLOBBER (COMBAT)

I swung the mace, so! The chelok's eyes spun and down he went!

Prerequisite: Weapon Focus (bludgeoning melee weapon), base attack bonus +3

Benefit: When using a weapon of the focus type, you stagger your target for 1 round if you roll maximum damage on an attack. This increases to 2 rounds at when your base attack bonus reaches +8.

DUCK YOUR HEAD

A dungeon, he said. Find the treasure, he said. That trap nearly took off my head!

Prerequisite: Large

Benefit: By crouching and contorting your body, you can become medium-sized to avoid situations in which large size would incapacitate or inconvenience you. You can do so for a number of minutes equal to your level, each day. When doing so, you suffer a -6 Dexterity penalty.

FOUR-ARMED MENACE (COMBAT)

Those polkan who deign to be ridden create a holy terror on the battlefield!

Prerequisite: Quadruped racial characteristic, rider must have Mounted Combat

Benefit: This combination allows the polkan's rider to use the Mounted Combat feat, and gives the polkan a +2 bonus to CMD while ridden.

Normal: Mounted Combat is not effective on polkan-back because the rider is not steering the polkan.

GALLOPING DODGE

I pity the loshad slave of the chelok that I fight, but I will defeat him nonetheless!

Prerequisites: Acrobatics 5 ranks, Dodge

Benefit: You do not suffer a -2 penalty to AC when you charge, and opponents that charge you do not gain a +2 attack bonus.

STADO STALLION

I take this stado for me! The mares and colts and all!

Prerequisite: Male polkan, character level 5

Benefit: You gain polkan followers in levels equal to your level, with the following strictures: none can be your level or higher, you must have at least three members of your stado, and they must have NPC classes. Commoners count as ½ levels. If you take the Leadership feat while you have this feat, the followers stack, and you gain +2 to your Leadership score.

EQUIPMENT

Polkan have access to the following equipment.

Pepperub Blanket

These carefully prepared items are rolled in wax clothes and carried by polkan herds for emergencies. Specially impregnated with the essence of hot peppers, if one of these blankets is placed on a being suffering from cold

damage, it heals 1d8 points, if kept in place for 10 minutes. The blanket will also relieve one condition that has been gained as a result of a cold attack, like Strength loss, fatigue, or being slowed. After a pepperub blanket has been used, it then becomes a normal blanket.

Cost 50 gp; **Weight** 3 lbs.

Polkan Kicking Spikes

These wicked weapons were more popular during the Rakshasa Wars on the Steppes long ago, but are still kept by some herds for use in pitched battle. A hoofed being can attach them to normal horseshoes, adding 1d4 slashing damage to hoof attacks; they are an exotic weapon, and enforce a -1 penalty on attacks. At the GM's option, a 1 on an attack or an Acrobatics check inflicts 1d4 slashing damage to the kicking spikes' wearer.

Exotic One-Hoofed Weapon

Cost 10 gp per paid; **Dmg** 1d10 (M)/1d6 (L); **Critical** x2; **Weight** 2 lbs. each; **Type** S; **Group** close

MAGIC ITEMS

Polkan have access to the following magic items.

Greatclub of Friendship

Aura faint transmutation; **CL** 3rd

Slot none; **Price** 4,410 gp; **Weight** 8 lbs.

Description

This +1 *greatclub* can, once per day, be commanded to improve the attitude of its target by one step when it hits, instead of doing damage. Though this is normally not useful in combat, it can be beneficial when used in a formal duel, or from surprise.

Construction

Requirements Craft Magic Arms and Armor, *charm person*; **Cost** 2,205 gp

Horseshoes of The Great Steppes

Aura faint abjuration, transmutation; **CL** 5th

Slot feet; **Price** 6,100 gp; **Weight** 12 lbs.

Description

These crude horseshoes of cold iron look heavy and primitive, but are worn by the great chiefs of the tribal herds, and are valued beyond price by the polkan people. The wearer of such shoes gains a +2 enhancement bonus to one physical attribute (useful, since polkan cannot wear belts) and is constantly under an *endure elements* effect. Since the horseshoes of The Great Steppes are made of cold iron, any hoof attacks by the wearer are consid-

ered of that material, but are not considered magical.

Construction

Requirements Craft Magic Arms and Armor, Craft Wondrous Item, *bear's endurance*, *endure elements*, creator must be a polkan; **Cost** 3,100 gp

SPELLS

Polkan have access to the following spells.

CHAINS OF LIGHT

School conjuration (creation) [good]; **Level** cleric 6, inquisitor 5, paladin 4, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, F (a length of fine golden chain)

Range close (25 ft. + 5 ft./level)

Target one creature

Duration 1 round/level (D)

Saving Throw Reflex negates; **Spell Resistance** no

A creature targeted by this spell is held immobile by glowing golden chains composed of pure light. The creature is paralyzed and held in place, but may attempt a new saving throw each round to end the effect. While held by the golden chains, a creature cannot use any sort of extradimensional travel, such as *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spells and spell-like abilities. The spell does not affect creatures that are already in ethereal or astral form when the spell is cast.

DIVINE ILLUMINATION

School conjuration [good, light]; **Level** cleric 3, inquisitor 3, paladin 2

Casting Time 1 minute

Components V, S, DF

Range medium (100 ft. +5 ft./level)

Targets all undead in a 10-foot-radius spread

Duration 1 minute/level

Saving Throw Will partial; **Spell Resistance** yes

With this spell, you create shafts of blue light that illuminate all undead creatures in the area. Affected undead take a -20 penalty on all Stealth checks. Invisible undead are not made visible by this effect, but the light does make it easy to pinpoint the exact squares in which such undead are located (they still retain the 50% miss chance granted by invisibility). This spell increases light levels by one step in a 5-foot radius around an affected

undead creature. Once an undead is affected, it remains illuminated as long as remains within the spell's range, even if it leaves the spell's original radius, until the spell's duration ends.

Affected undead must also make a Will save when they are first illuminated. Those who fail this save lose all benefits of channel resistance and take a -2 penalty on all saving throws made against positive energy effects.

GATHER THE HERD

School conjuration (calling); **Level** bard 2, cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 round

Components V, S, M (bag of oats)

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

Effect 2 HD of horses/caster level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This specialized spell can only be cast outdoors, and the horses called are wild and have no equipment or particular urge to serve the caster. They are of indifferent attitude that can be raised or lowered with whatever means are at hand. Using *gather the herd* in a manner that puts the horses into immediate danger, sacrifice, or as a source of food will result in subsequent spells not functioning until the caster has completed the requirements of an *atonement* spell.

WIND-GALLOP

School transmutation; **Level** alchemist 2, bard 2, magus 2, paladin 1, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, M (shrub branch)

Range touch

Target one living hoofed creature

Duration 1 minute

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

The hoofed creature adds 30 feet to their movement speeds (including burrow, climb, fly and swim) to a maximum of twice the being's speed base speed. A being under *wind-gallop* gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that denies a being their Dexterity bonus also negates these attack, dodge, and save bonuses.

ARCHETYPES

The following class archetypes are typically pursued by the race of polkan. Note that skalds can use bard or barbarian options for their favored class bonus.

GALLOPER (CAVALIER ARCHETYPE)

The institution of humanity riding horses, using them for beasts of burden and mounts of war is a major philosophical barrier between polkans and humanoid races. They do not see their own movement as 'rider' and 'mount', for they are both at the same time, a concept almost incomprehensible to chelok and others. The occupation of Galloper holds a position somewhat akin to a battle herald in other cultures, with a significant religious significance attached- again, difficult for chelok to understand...

Class Skills: Gallopers do not possess, nor would they need to possess, the Ride skill. Instead, they gain Skill Focus as a bonus feat, at 1st level.

Herald of the Stado (Su): Gallopers can voice the rallying cry of their people, warning enemies of the power of the herd. For a number of rounds per day equal to 4 plus the galloper's Charisma modifier, plus one round per cavalier level, the galloper grants a +1 morale bonus to damage and to CMD to all allies that can hear him within 60 feet. This ability can be started and ended as a swift action, and prevents any other spellcasting, command word use or other communication. This bonus increases by 1 at 5th level, and every 5 levels thereafter. This replaces the mount class ability.

One with the Loshad (Ex): Gallopers, even more so than common polkans, see horses- loshad in their dialect- as close kindred. At 4th level, polkans gain the ability to use Diplomacy on normal equines and part-horse or horselike monsters. For every cavalier level past 4th, they may add 1 to any Diplomacy checks used in this fashion. They need not speak the creature's language, if they have one, to use this ability. This replaces the expert trainer class ability.

Galloper's Charge (Ex): As semi-equine beings, polkan gain all of the benefits of the cavalier charge bonuses without having to have the status of "mounted". This applies to the cavalier's charge, mighty charge, and supreme charge class abilities. Starting at 3rd level, they would be noted as galloper's charge, mighty galloper's charge (at

11th level), and supreme galloper's charge (at 20th level), respectively.

HERDMASTER (SKALD)

The demihorse polkan people are always impressed by a charismatic leader, as well as one strong in battle. Even moreso one that is skilled at both. Herdmasters lead stado that live in the more remote regions of their territory, where a leader must be skilled at many things, a master of many tasks to both hold the stado together and protect it from harm. Though in tune with the might provided by rage, they pursue power that helps the herd, rather than their own martial prowess. The songs of herdmasters play an important part in polkan culture, and one could learn much about them from these songs.

Class Skills: The herdmaster adds Heal and Survival to his list of class skills, and removes Ride and Appraise from his list of class skills.

Lead From the Front (Ex): At 1st level, a herdmaster's base speed is 10 feet faster than the normal speed for polkan (typically 40 feet). This benefit only applies when he is wearing no armor, light armor, medium armor, and not carrying a heavy load. Apply this bonus before modifying the herdmaster's speed because of load or carried or armor worn. Additionally, a herdmaster can make all Knowledge checks untrained. This replaces bardic knowledge.

Singing Stallion (Ex): At 1st level, a herdmaster gains +2 to Intimidate checks made during a raging song. This replaces Scribe Scroll.

Mind to the Open Plains (Ex): At 2nd level, a herdmaster gains +4 on Survival attempts to predict the weather. The also gain a +1 bonus to saving throws to avoid the effects of extreme weather, which increases by +1 for every 4 levels the herdmaster possesses. As a standard action during a raging song, the herdmaster can extend this saving throw bonus to his allies within 60 ft.; the effect lasts for 1 hour per level in both cases. This replaces well-versed.

Herd Powers (Ex): At 3rd level, and every three levels thereafter, a herdmaster learns a herd power that affects the herdmaster and any allies (within 10 ft.) under the influence of his inspired rage. Herd powers otherwise act as rage powers in all other ways.

Crossing the River (Ex): All members of the herd gain

the herdmaster's level as a bonus to Swim checks.

Furious Hooves (Ex): All members of the herd gain a primary kick/h hoof attack doing 1d4 (1d3 if Small) bludgeoning damage.

Healing of One for All (Su): All members of the heard heal 1 extra point of damage per die used for any healing spell or effect.

Nimbleness of the Herd (Ex): The herd gains a +1 dodge bonus for every six levels of skald the herdmaster has. The herdmaster must be 6th level to take this power.

Storm-huddle (Su): The herd gains resistance 1 to an energy type (cold, electricity, or fire). This resistance increases by 1 for every three skald levels the herdmaster has. This resistance does not stack with any other sources.

Strength of the Mare (Ex): All members of the herd gain +1 to their CMD for every three levels of skald the herdmaster has.

Strong Herd-Mind (Su): All members of the herd gain +1 to Will saves. The herdmaster must be 4th level to take this power.

Wild Herd Stampede (Ex): All members of the herd gain +1 to their CMB for every three levels of skald the herdmaster has.



MUSTANG (RUNEREAPER)

Thundering across the windswept plains of the northern reaches of Porphyra, mustangs embody the defiant wildness of the polkan race, a legacy of their misty origins of war-thralls and shock-troop cannon fodder. Daunting in appearance with decorated flanks and braided manes, the rune-carved flesh of mustangs has been the difference between freedom and subjugation during several invasions of polkan territory.

Flanks of Fury: A mustang's larger body is a canvas for the decorations of war, and besides their own runes carved into their flesh, they often paint or decorate themselves with stripes and other martial decoration. A mustang adds 1 additional point to their rune score, which is typically equal to their Strength modifier. Their minimum number of rune points is still 1. This replaces medium armor proficiency.

Master of Maneuverability (Ex): At 2nd level, a mustang begins to learn the ways of defeating enemies through out-muscling them on the battlefield. The mustang gains +1 to his combat maneuver bonus and combat maneuver defense. Once per day the mustang can reroll a combat maneuver check, or force an opponent to reroll an attack against his combat maneuver defense, accepting the second result, no matter what it is. This replaces uncanny dodge.

Senses of the Open Steppes (Su): At 11th level, the mustang's knowledge of his surroundings becomes keen enough to discern the false visions of foul sorcery. The mustang becomes immune to all spells of the illusion school, but still can tell that an illusion is being used, by its faint outline or artificial nature. This replaces spell resistance.

Fury of Hooves (Ex): At 17th level, the mustang becomes a blur of hooves and steel, cutting through the front ranks of the quivering enemy. If he is able to damage an enemy during the initial round of bloodlust, the following round adds +2d8 bludgeoning hoof damage on a successful attack. This replaces runic fury.

NEW RUNEREAPER BLOODRUNES

The following bloodrunes are available to polkan, centaur, and urisk bloodreapers who have an open bloodrune slot and fulfill the requirements of the bloodrune's prerequisites.

Echoing Hoof Rune: When activated, you add +10 to your regular movement speed, and this bonus continues after the rune duration ends for 1 minute per runereaper level.

Smoking Mane Rune: When activated, your hair seems to catch fire, and you do +1 point of fire damage with melee attacks, and an additional +1 for every four levels past fourth. While this rune is in effect, you are vulnerable to cold. You must be at least 4th level to select this bloodrune.

SUN-STALLION (PALADIN)

During the terrible years of the Lung-Rakshasa conflicts, the polkan suffered heavy losses as thrall-troops to their evil masters. A spontaneous insurrection among the polkan people turned the tide of this war, led by holy warriors that were dedicated to Paletius, ancient, secret sun-god of the horse-people. These sun-stallions as they are called, are proud leaders of wild stado that often have many horses intermingled with their people, roaming the northern reaches where the light of the sun may be dim, but the light of righteousness prevails.

Wielder of Light (Sp): At 1st level, a sun-stallion can use *light* at will, as a spell-like ability. At higher levels, a sun-stallion can use more paladin spells as spell-like abilities, once per day: 4th level—*sun metal*^{UC}; 7th level—*divine illumination*, *light lance*^{APG}; 10th level—*daylight*; 13th level—*chains of light*. The sun-stallion's caster level is his character level, and he must have a Charisma equal to 10 plus the spell's level to cast the spell. This replaces the paladin's standard spellcasting abilities.

Light to the Herd (Su): Starting at 1st level, the aura of a sun-stallion is twice the size that it is normally, typically affecting those within 20 feet of him. The sun-stallion can, at will, choose to have any aura emit light as the spell, turning it off and on as a free action. This replaces lay on hands.

Sacred Loshad (Su): At 5th level, when choosing his divine bond, a sun-stallion must choose the loyal steed option; instead of a mount, this horse (loshad in the polkan dialect) is a powerful battle-companion, and will never accept a rider. The sacred loshad gains DR 1/magic for every 5 levels of paladin its companion has, and Toughness as a bonus feat. At 7th level, the sacred loshad gains the celestial creature simple template, and becomes a magical beast for the purposes of determining which

spells affect it. At 11th level, the sacred loshad gains spell resistance equal to the sun-stallion's level +11. All other rules applying to the loyal steed option for divine bond apply. This replaces the divine bond and mercy class feature.

POLKAN ADVENTURERS

Though a collective herd-oriented people, the call to adventure is strong in polkans, as their homeland is somewhat lacking in major resources and returning heroes greatly enrich the stado, the polkan herd -village. Polkans love legends and stories of the adventures of the south, and even welcome the chelok companions of their heroes, all the better to inspire others to take the road to adventure!

Barbarian: The civilized veneer on polkan is thin, and the rages of the steppes-centaurs are literally legendary.

Bard: Polkan love to sing and engage in their galloping traditional dances, and horns made from dragons and other fell beasts are their racial musical instrument.

Cavalier: A curious situation for a quadruped species; many stado are led by cavaliers of the Orders of The Dragon, Land, Lion and Shield. It is important to note that polkan cavaliers gain a bonus feat instead of the Mount class ability of cavaliers, and receive full bonuses with the Cavalier's Charge class ability, but only while they themselves are charging.

Cleric: About half of stado have an attendant cleric, frequently balo females; these herds tend to do exceptionally well. Paletius, as a simple sun god, is the most respected, as is an avatar of Ferrakus as a living mountain (Rasko).

Druid: Polkan are often more comfortable with druidism than worshiping a deity, and druids among them usually take an elemental domain instead of an animal companion. A few take a horse companion and lose themselves among the loshad.

Fighter: A natural progression for polkan, most are expected to be as competent with a bow as they are with a spear or greatclub, for defense as well as offense or hunting.

Gunslinger: The equine part of polkan find the thunder and fire of firearms unnerving, though a few are skilled at long-distance shooting.

Inquisitor: Herd leaders that lose their stado are often consumed by vengeance, pledging themselves to Rasko (Ferrakus) and taking the Ferocity subdomain or the Vengeance inquisition.

Medium: Swamps or wastelands within the polkan

territory are homes to a few mediums, who haunt these wild lands communing with hags, wisps and the like. They are mostly shunned and thought well rid of.

Monk: No polkan are recorded as having mastered the disciplines of the martial arts, but they would probably be good at it, should a particular style be applicable to them.

Oracle: Respected seers among the polkan, even a lame oracle would be supported in a glade or shelter in a stado's territory. Mysteries of polkan oracles include Battle, Heavens, Nature and Stone.

Paladin: A stado leader as a paladin would be torn between his herd and fighting against evil. Several fanatical females have led crusades against the Wyrms and the half-rakshasa, however. Polkan paladins may take only the weapon bond at 5th level.

Ranger: Nearly as popular as cavaliers as a class, polkan rangers naturally choose the steppe as their favored terrain, and one of the other humanoid races of their land as their favored enemy. Polkan rangers are masters of the bow, and pride themselves on their long-distance shooting.

Sorcerer: Some shunned polkan exhibit powers of the rakshasa bloodline, while others are more celebrated as destined or draconic sorcerers. Elemental sorcerers are accepted among the polkan with no suspicion of elementalism.

Summoner: Rare and odd among their folk, the eidolons of polkan summoners appear as either horselike beings, or eldritch riders using ranged or reach weapons!

Witch: Some more power-hungry polkan are attracted to the shadowy patrons of witchcraft. They tend to live alone and follow the patrons of Animals, Endurance, Strength, and Wisdom.

Wizard: Though not inclined to scholarship, once in every generation there is a polkan of exceptional intelligence that plunges into the mysteries of the elements and beings beyond the great skies.

FAVORED CLASS BONUSES

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

Alchemist: Add + ½ to bomb damage.

Barbarian: Add + ½ to critical hit confirmation with bludgeoning weapons.

Bard: Add a +1 bonus to concentration checks when casting a bard spell within 5 ft. of an ally.

Cavalier: Add +1 to the cavalier's base speed. This option has no effect until it has been selected 5 times.

Cleric: Add +1/3 to the damage dealt or healed by the cleric's channel energy ability.

Druid: Add + 1/2 to the druid's wild empathy rolls.

Fighter: Add + 1/2 to damage on a charge attack.

Gunslinger: Add a + 1/2 bonus on attack rolls using the pistol whip deed.

Illuminatus: Add a + 1/2 bonus to Use Magic Device checks to activate blindly.

Inquisitor: Add + 1/2 on Intimidate checks used to demoralize humanoids.

Magus: Add + 1/2 to damage done by magus spells with the fire descriptor.

Medium: Add a + 1/2 bonus on Diplomacy and Intimidate checks when dealing with undead and outsiders.

Monk: Add a + 1/4 bonus on combat maneuver checks made to bull rush or sunder.

Oracle: Add one oracle spell to the character's spells known list. This spell must be at least one level lower than the highest level spell the oracle can cast.

Paladin: Add + 1/4 to the deflection bonus granted by your smite evil ability.

Ranger: Add + 1/4 to an existing favored enemy bonus, with no more than +1 per favored enemy.

Rogue: Add a + 1/2 bonus on Bluff to feint and Intimidate checks.

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 +10 minutes to fleshrune duration.

Runereaper: Add +1 to the runereaper's CMD to resist grapple and bull rush.

Sorcerer: Add + 1/2 damage on any acid and earth sorcerer spells.

Summoner: Add +1 ft. to to one of your eidolon's movement rates, effective only once +5 ft. have been reached.

Witch: Add + 1/3 to effective witch level when determining the effectiveness of hexes.

Wizard: Add a +1 bonus on concentration checks made due to taking damage while casting spells.

OLKAN RUNEBORN

The call to sacrifice one's flesh is not one followed rashly; to love and protect is a dedication to duty.

Olkan Runeborn (CR 1/2; XP 200)

Female polkan runereaper (mustang) 1

CG Large monstrous humanoid

Init +0; **Senses** low-light vision; Perception +2

Defense

AC 11, touch 9, flat-footed 11

(+2 armor, -1 size)

hp 14 (1d12+2)

Fort +4, **Ref** +0, **Will** +2

Offense

Speed 40 ft.

Melee greataxe +4 (1d12+4)

Ranged sling +0 (1d4+3)

Special Attacks bloodrune (hunter), bloodlust +1d6

Statistics

Str 17, **Dex** 10, **Con** 14, **Int** 8, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Power Attack, Weapon Focus (greataxe)

SQ quadruped, rune (4), sociable

Languages Samsaran

Combat Gear *potion of expeditious retreat*, 20 sling bullets; **Gear** crowbar, greataxe, leather barding, sling, saddle bags, waterskin; **Coins** 13 gp

Demographics

Faith Saren

Homeland Hinterlands of Kesh

In the herd-oriented society of the equine polkan people, Olkan was born at the bottom of the heap; foalson of a challenge-defeated stado leader, he was relegated to the back of the stado, a dangerous and low-status place. But this place of trial and hardship made Olkan strong and resilient, and the grudging approval of the stado chief led him to be trained in the harsh disciplines of the runereaper tradition. In polkan society, runereapers are often relegated with the job of rearguard, skirmishing with attackers so that the bulk of the herd can escape a perilous profession. The danger is such that Olkan has adopted a sense of fatalism that may yet allow him to gain the strength of self to ask his leave of the stado chief to ride to the lands of the two-leggers and seek his fortune among them, to bring glory to the stado and some wealth, perhaps to challenge the stado chief that exiled his stallion father.

QIT'AR

The forest was dark, the paths hidden, but not hidden to all. <He Who Is> scrambled quickly through the foliage, guided by the conversation with the nearby sentries of his race, their 'conversation' in his mind like a beacon to the meeting place. <He Who Is> had chosen this forest as his place of knowing, as he had chosen the humans as his heart's enemy, out of pragmatism, if nothing else. That his mind-horns pulsed with his homing efforts bothered <He Who is> not at all, he feared nothing in these woods, and little outside them. He bore no weapons this day, trusting to his own ancestor-given tools, and the powers of his mind. With them he could sense the impatience and fear in those in the clearing ahead of him, vague, blocky sensations of time, sweat, the crawling of the skin. He saw something in the brush- he brought himself up short. <He Who Is> had no warning of the large, scaled creature in the path, it was just there. His watching pack-mates had not, in any case. He decided to approach the beast and-

It was gone. Fluff and nonsense, a mummer's trick of the human party that was his destination. <There is a spell-caster of some sort among the humans. An illusionist, I suspect, perhaps a bard. If you see a barehanded, skinny one, or a gnome, take it out,> he sent to his unseen companions. He sent as a leader would send, expecting instant obedience. And then he was there.

<He Who Is> stepped out of the forest, making a signal. The humans, two hands' worth, whirled around from a distraction <Young Cousin> made in the brush, and <Older Wounded One> snatched the bard, indeed a gnome, in the blink of an eye. The other ones did not even seem to notice, shocked as they were. <He Who Is> spoke, with the grudging rustiness of the qit'ar species; "I am he whom you may call Jennifer. My pack-mates are nearby, twice as many as you. We took your spell-caster as a bargaining chip, a show of good faith, as he is not yet dead. Let us now discuss the terms of the contract of service, my pack, working for your-rebellion, is it?"

QIT'AR RACIAL CHARACTERISTICS

Qit'ar characters are defined by their class levels and the following characteristics.

- **+2 to Strength:** The qit'ar value skill in combat, and are otherwise reluctant to specialize and neglect any part of their overall selves.
- **Psionic Catfolk:** Qit'ar are humanoids of the catfolk and psionic subtypes.
- **Medium:** Qit'ar are medium creatures, with no pen-

alties or bonuses due to their size.

- **Normal Speed:** Qit'ar have a base speed of 30 ft.
- **Naturally Psionic:** Qit'ar gain the Wild Talent feat as a bonus feat at 1st level. If they have levels in a psionic class, they gain Psionic Talent instead.
- **Psionic Aptitude:** When a qit'ar takes a level in a favored class, he can choose to gain an additional power point instead of a skill point or hit point.
- **Qit'ar Psionics:** Qit'ar gain the following psi-like abilities: 1/day—*biofeedback*^{UP}, *empathy*^{UP}. The manifester level for this effect is equal to 1/2 the polkan's level (minimum 1st). The horns of a qit'ar pulse with a gray light when using these particular powers.
- **Loyal to the Self:** Self-discipline and alienness to the world give qit'ar a bonus of +2 to saves vs. mind-affecting spells and effects, and poison.
- **Servants of the Lash:** In their world of origin, the qit'ar were controlled and conditioned with electrified weapons (especially whips) and electricity-based spells. They are vulnerable to electricity attacks and take an extra 50% damage.
- **Savage Attack:** Qit'ar can use their horns, fangs, and claws in a combined grab-and-strike attack that does 1d6 points of damage. This attack is only used if the qit'ar is unarmed, and holding nothing in either hand.
- **The Tools of War:** Qit'ar gain proficiency with a single type of weapon from the simple, martial, exotic or eastern categories.
- **Languages:** Qit'ar begin play speaking Common. They are also telepathic among their own race, to a range of 100 feet. Qit'ar with high intelligence can choose any languages that are not prohibited, such as Druidic.

ECOLOGY

Qit'ar, known by such nicknames as tiger-mutes, bladecats and even the Dark Enemy, are a race more alien than most, as their presence is an accident, a fluke of war and the powerful magic that brought them to the world they find themselves on. The name, 'qit'ar', is in the dialect of a local tribe that had dealings with them on their new world, as the race in question communicates telepathically among themselves, and does not claim any particular name, but are content with the one they have been assigned. The name means 'remnant', and is appropriate because the race has been separated from the larger group during a large-scale attack. The 'qit'ar' were a slave race, engineered for warfare by a force

known only as “The Masters” and sent against targets that were thought to be vulnerable to their skills. Since the shift that sent them from their place of origin, they have struggled to find a place, to be independent, and to rediscover what it is to be a race and a people of free will, being Qit’ar.

Physical Description: Qit’ar superficially resemble heavy-set catfolk, with a number of significant differences. The race is more homogenous in appearance, and obviously came from a subarctic climate, as their thick pelts and apelike padded feet would indicate. They have large canines, bright golden eyes, thick ropy hair on their heads, and a pair of short, pearlescent horns on their heads. These horns pulse with a pale grey light when the qit’ar is using their native psionic powers, or when ‘speaking’ to one another telepathically. Their style of dress is very individualistic, wearing more clothes than catfolk, but they almost always leave their feet bare.

Society: Qit’ar prefer to live in out of the way areas some distance from settled communities, in large packs led by elders, typically experienced wizards or psionic seers. In forests, cold deserts, or even ruins, the qit’ar live by hunting and trading with traveling humanoid peddlers. Their main occupation, though, is mercenary work. Fully three-quarters of qit’ar enter the larger world in various hireling roles such as bodyguards, commandos, or common guards. After a decade or so, the wanderers return to the pack and settle down, bringing their resources and wealth back to the larger group. There are a few qit’ar that prefer life outside the pack, and set up lives among the “loud ones” that they have come to know in the outside world.

Relations: Qit’ar use the term “Loud Ones” to refer to speaking races, and tend to judge sentients by the volume of their speech. Psionics that can use mindlink or telepathy are well-received, but qit’ar are not necessarily warmly inclined to races that are psionic, in fact disliking dromites for their frequent use of electrical energy rays. Of all the major races, qit’ar prefer catfolk the most, and sometime interbreed with them, forming the hybrid race of the Silent Ones. Qit’ar do not like humans, finding them to be loud bullies, nor most half-orcs and dwarves for the same reason. Elves, half-elves, gnomes and half-lings have a quieter and more naturalistic outlook, and qit’ar are more comfortable around them.

Alignment and Religion: Until their relocation, the race now known as qit’ar were almost exclusively neutral, with those in leadership positions tending to lawful neutral. “The Masters” punished chaotic, merciful or individualistic tendencies, but this did not make them particularly inclined to evil. In their present state they tend towards lawful neutrality, especially in their home pack, but adventurers are often loners or exiles and can have any alignment. Ancient qit’ar practiced a vague form of ancestor worship (suppressed by “The Masters”) and still do today, following the precepts of Shankhil and Chiuta.

Adventurers: Nearly all qit’ar spend at least a decade of their life adventuring, or at least serving in some sort of mercenary position outside the tribe. This means a rather high loss of expatriates, but those that return take leadership positions and increase the wealth and power of the pack. This intermingling with outsiders is slowly changing the outlook of qit’ar packs, as well, and they are beginning to desire the tools of the outsiders, as well, such as magical power, magic items, followers, even.



Adventuring for a cause is an odd concept for qit'ar, unless it is to protect their pack- many qit'ar rationalize the idea by considering their party a temporary 'pack' that they will follow into these strange situations.

Names: As an internally telepathic race, qit'ar do not use names among themselves, as speaking races know them. To interact with other races, qit'ar choose names common to the speaking race nearest their pack. This can be unintentionally amusing, as they have not quite got the hang of the difference between feminine and masculine names, resulting in such situations as a saber-toothed barbarian male qit'ar named Cynthia.

Starting Age

Adulthood	Martial	Innate	Studied
15	+1d6	+1d4	+2d6

Age Categories in Years

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

Height and Weight

Gender	Height	Weight	Modifier	Multiplier
Male	5'	140 lbs.	2d8"	x5 lbs.
Female	5'	120 lbs.	2d6"	x5 lbs.

RACIAL TRAITS FOR QIT'AR

These traits are specifically for qit'ar character, usable by other races only at the GM's discretion.

Battle Mind: The pack thinks as one- we are one claw. You gain Autohypnosis as a class skill. If you are in a class that has Autohypnosis as a class skill, you gain a +1 trait bonus to Autohypnosis.

Forest Watcher: Climbing trees, following trails, watching, listening- all are games for young qit'ar. You gain a +1 bonus to Perception, and Perception is always a class skill for you.

Golden Tooth: Being born with a yellow tooth is an omen among the qit'ar of a blessing from long-lost gods. You gain a +1 trait bonus to any one of the three types of saving throw.

Litter Leader: You are the eldest of a large litter, and used to obedience. You gain a +1 trait bonus to Intimi-

date, and gain a +1 trait bonus to your Leadership score, should you take that feat.

Litter Runt: You are the last and smallest of your family, ignored by most. You gain a +1 trait bonus to Stealth, and a +1 trait bonus to initiative when in a group of four or more.

Long Claw Holder: The long claw is better; train from birth, and know it well. You gain a +1 trait bonus to hit with a single, individual bladed weapon with a d8 damage die. If this weapon is lost, this trait has no effect.

ALTERNATIVE RACIAL CHARACTERISTICS

Below is a selection of racial traits that could be selected by qit'ar characters in place of the racial characteristics listed previously.

Alternate Psionics: Though most qit'ar have the in-born powers listed above, a minority have the following psionic powers instead: *conceal thoughts*, *vigor*. All other rules listed above apply. This trait replaces qit'ar psionics.

Half-Breed: One of your parents was of the catfolk, a physically similar race. The qit'ar know half-breeds as the Silent Ones, as they lack psionics and racial telepathy. Their teeth and horns are smaller, with darker coloring and more catlike legs. Half-breeds begin play with a +2 bonus to Dexterity, replacing the qit'ar +2 Strength bonus. They also may choose one of the following catfolk racial characteristics; Cat's Luck, Sprinter or Low-light Vision. This trait replaces naturally psionic, qit'ar psionics, and psionic aptitude.

Negotiator: The pragmatic qit'ar realize there are times to converse, and time to fight. Qit'ar with intelligence of 11 or greater may choose to gain the following spell-like abilities (the caster level is equal to the user's character level): 1/day—*comprehend languages*, *detect magic*, *detect poison*, *read magic*. This replaces tools of war.

Primordial: It is hinted in qit'ar lore that their home environment was of an arctic nature, and their erstwhile masters captured them and altered their original forms. Some pale silver qit'ar are throwbacks to their primordial form, defiant even to their evolved vulnerability to 'the lash'. These qit'ar have cold resistance 5 and electricity resistance 5. This trait replaces loyal to the self.

Qit'ar Trader: To keep the clan in swords and tea, someone has to engage in trade with the Loud Ones, and the task fell to you. These qit'ar have an additional +1 to Charisma at character creation. This replaces savage attack.

Rememberer: The original group of the 'qit'ar' attack force were tasked with destroying a human kingdom. Though the mission changed, your caste still remembers. You gain a +4 dodge bonus, and a +1 racial to hit bonus against humans. This trait replaces loyal to the self.

Sorcery-Bred: A cabal of catfolk wizards are engaged to break the qit'ar of their weakness without damaging their psionic power. Such qit'ar are unnervingly human-looking and possess neither servants of the lash or savage attack.

Strong Speaker: You have rejected the speaking voice, using only the snarling roar of attack. While you can understand appropriate languages, you may only use signs and pantomime to communicate with non-telepaths. As a result, Perception and Stealth are always class skills for you. This replaces Languages.

FEATS

All of the feats below have the prerequisite of "qit'ar" as well as any prerequisites listed in the text.

BLOODED PACK MEMBER (COMBAT)

This One is a member of the pack; recognize him as such.

Prerequisite: Qit'ar, 1st level character

Benefit: You gain a +1 morale bonus to AC when in combat with three or more allies.

DISCIPLINE OF THE PACK

When we attack as one, nothing can stop us.

Prerequisites: Str 12, qit'ar, base attack bonus +1

Benefit: When you are within 30 feet of at least two other qit'ar, you gain a +1 morale bonus on saving throws and CMB

FIRE OF THE MIND (PSIONIC)

As you tear your enemies' flesh, you take power for your own mind.

Prerequisite: Qit'ar, natural attack, manifester level 9th

Benefit: Whenever you score a critical hit against an enemy with a natural attack, you regain half of your character level (minimum 1) in psionic power points. Also, you

can sacrifice a number of psionic power points equal to 1/2 your opponent's CR to add a psionic bonus to your confirmation roll on a critical threat.

INNER RAGE

The true fire always burns, it never goes out.

Prerequisites: Qit'ar or half-orc, rage class feature

Benefit: You may choose to have your rage continue when you are rendered unconscious, until you run out of rage rounds. If you have a pool of psionic points, you also gain +1 to saves versus telepathy powers.

LEADER OF THE PACK

Though we are one, the Leader is he who directs the oneness to attack.

Prerequisites: Discipline of the Pack, Leadership, qit'ar

Benefit: A number of allies up to half your character level gain a +1 bonus to attacks and damage as long as your Discipline of the Pack bonuses are in effect.

RAGEMIND (PSIONIC)

<This one wishes to see it all burn!>

Prerequisite: Cha 12, Body Fuel^{UP}, qit'ar, rage class feature, base attack bonus +3

Benefit: Once per day you can convert psionic power points to rounds of rage on a 2 to 1 basis, and vice versa. You must be raging to use this ability.

SHOCK TROOPER

The Loud Ones think the first ones to attack are "cannon fodder". We are all first.

Prerequisites: Con 13, qit'ar

Benefit: When your hit point total is below 0, but you are not dead, you may continue to fight with the staggered condition. Doing so causes you to suffer an additional point of damage after completing this act. You may not stabilize while pushing yourself with this feat.

SLAVE'S RAGE

Some elders say The Rage was part of how The Masters controlled our race, and we should reject it.

Prerequisite: Qit'ar, base attack bonus +1

Benefit: Once per day, if you take at least 4 points of electrical damage, you may use rage (as the barbarian class feature) in the next round. For every four levels past 1st, you may increase the number of rage rounds available by 1, provided you also take another 4 points of electrical damage per increase round of rage, to a maximum of 5 rounds at 17th level.

* Qit'ar also qualify for Sympathetic Rage^{ARG} and Resilient Brute^{ARG} feats.

EQUIPMENT

Qit'ar have access to the following equipment.

STRANGE-CALLER

This oddly-shaped ceramic device is designed to be used as both a whistle for the entertainment of qit'ar cubs, for a hunting lure, and for disorienting intruders into one's home territory. Skillfully used, a strange-caller can imitate the sounds of 1 species of bird for every 2 ranks of Survival the user possesses, and it can be heard from a distance of 50 ft.

Price: 5 gp; **Weight** —

WASHLINE BOLAS

A variant on the typical weapon, they gain their name from the impromptu use they can be put to; making a trap-like construction at throat height. The cord used for the weapon is thin and transparent, and the weights are wedge-shaped. While typical set-up is in forest or brush, the wedges can be jammed into door hinges to make the same trap indoors. The preparer must make a DC 15 Craft (traps) or Survival check to prepare the trap. For every 5 points above the DC the preparer rolls, the DC to Perception against the washline increases by 1; the default is DC 15 Perception to see the washline. Note that heights for the washline are dependent on surroundings, but are generally set for Small, Medium and Large heights. A smaller target is not affected by a higher height setting, and a larger target is affected as by a trip attack at the preparer's CMB; magical and masterwork types of bolas can add to this bonus. Success means the target becomes prone and may be subject to damage. If they were moving any faster than normal (run, charge, double move) they take damage according to the washline bolas; there are normal and brutal types. If the washline is at an appropriate height for the target, they suffer an attack at the preparer's CMB, are knocked prone, and take damage according to the washline bolas' type.

Exotic Ranged Weapon

Cost 15 gp; **Dmg** 1d3 (S)/1d4 (M); **Critical** x4; **Weight** 3 lbs.; **Type** B, S (as trap); **Group** thrown

PSIONIC ITEMS

Qit'ar have access to the following magic and psionic items.

Mind-Strength Syrup

Aura faint psychokinesis; **ML** 3rd

Slot none; **Price** 200 gp; **Weight** —

Description

This herbal tincture is infused with a fragment of psionic power so that, when consumed, it gives the drinker an 'extra' temporary psionic power point. The temporary power point must be used within 3 minutes or it fades from the drinker's system—it is the first point, or among the first points used when the drinker manifests a psionic power.

Construction

Requirements Craft Wondrous Item, Brew Potion, *control object*; **Cost** 100 gp

Necklace of Ancestor Horns

Aura faint psychokinesis; **ML** 3rd

Slot neck; **Price** 7,000 gp; **Weight** —

Description

The qit'ar people collect the horns of kinfolk who fall in battle and make these macabre items; possession of one by a non-qit'ar had better be backed up with a good explanation. Wearing one gives the benefit of a 1-point cognizance crystal, and gives a +1 enhancement bonus to one's natural attacks. It also grants an additional use of one of the wearer's psi-like abilities, starting with the lowest-level ability that can be manifested. If there is more than one of the lowest level, the wearer can choose which ability gets an additional use per day.

Construction

Requirements Craft Crystalline Focus^{UP}, Craft Cognizance Crystal^{UP}, *mind shield*^{UP}, creator must be a qit'ar; **Cost** 3,500

PSIONIC POWERS

The following powers were developed by the naturally psionic race of qit'ar, and are commonly known by them. For other psionics to learn them, they would have to spend time with a psionic qit'ar and learn the power from them.

ENHANCE DISPLAY

Discipline psychokinesis; **Level** psion/wilder 2, psychic warrior 2, tactician 2

Display Mental; see text

Manifesting Time 1 free action

Range personal

Target you

Duration 10 min./ level

Saving Throw Will negates; **Power Resistance** yes

Power Points 3

This power puts to specific use the various types of psionic displays that manifest during the use of psionic powers. While the power is in effect and the user manifests a power, the following effects are added to the power based on the display listed for that power; the user must choose which available display is enhanced when the power is manifested.

- **Auditory:** An intense tearing scream (200 foot hearing threshold): Add one point of sonic damage/2 manifester levels
- **Material:** A greasy mist coats the area: Add +1 to the save DC, if a Reflex save is required
- **Mental:** A high pitched mental whine: Add +1 to the save DC, if a Will save is required
- **Olfactory:** An intense sulfurous smell: Add +1 to the save DC, if a Fortitude save is required
- **Visual:** Concentrated, strobe-like pulses from the user: Those within the area of effect are dazzled, no saving throw, for a number of rounds equal to the manifester level of the power.

Saving throw changes refer to those in response to the manifester only, not from his allies or any other conditions.

BOOST PSI-LIKE ABILITY

Discipline telepathy [mind-affecting]; **Level** psion/wilder 3, tactician 2, vitalist 3

Display Mental

Manifesting Time 1 standard action

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

Target 1 willing target with psi-like abilities

Duration 10 minutes/level

Saving Throw Will negates; **Power Resistance** yes

Power Points psion/wilder 5, tactician 3, vitalist 5

This power increases the strength of instinctual psi-like abilities of allies, or even monsters in thrall to the user. When used on a suitable target, the target can use their psi-like ability one additional time per day, within the duration of the power's effect.

Augment: The power may be augmented in one or

more of the following ways:

1. For every 2 additional points you spend you may affect one additional willing target.
2. For every 2 additional points the target may use the spell-like an additional time within the duration of the power.

ARCHETYPES AND BLOODLINES

The following archetypes and bloodline are available to the psionic catfolk known on Porphyra as the qit'ar.

HOWLER (BARD)

The more animalistic races (by human and demihuman standards) have differing standards and qualifications for communication, which might seem alien to many other peoples. Howling at the moon or any number of other extended vocal activities have a sacred place among the cat-like people of Porphyra. The extent and length to which an individual can vocalize can be very impressive, and qualify one for the position of howler, applicable in different ways to different species. Anpur employ them as lookouts on their high towers, gnolls as factors in a stalking pack. The catlike qit'ar and the catfolk are more accustomed to unit warfare, and enthusiastically leap into the fray at the howler's lead. A howler is expected to invest in Perform (sing) or Perform (oratory), though other styles may come later.

Class Skills: The howler replaces the Sleight of Hand class skill with the Survival class skill. This modifies the normal class skills for bards.

Persistent Yowl (Ex): A howler's forte, starting at 1st level, is maintaining a constant yowling, for hours, even, to put prey beings on edge, or help conceal a fleeing pack. A persistent yowl can be maintained for 30 minutes/level, begun and maintained as a standard action; a howler cannot use most skills while yowling, except Knowledge and physical (Strength and Dexterity) skill checks. Yowling affects all intelligent creatures within 1 mile of the howler, and they suffer a -1 penalty to skill checks and concentration checks; all spells must then require a concentration check to be cast. This penalty increases by 1 for every 2 levels, to a maximum of -10 at 20th level. Allies of the howler do suffer a flat penalty of -1, but it never increases. This replaces bardic knowledge.

Scream and Leap (Ex): At 2nd level, the howler can add ¼ of his Perform (sing) or Perform (oratory) as a bonus to initiative; this increases normally as his Perform score increases. This replaces versatile performance.

Joint the Hunt (Ex): At 10th level, the howler can choose a combat feat, from the list of combat feats that fighters choose from. This replaces jack-of-all-trades.

INVADER PATH (PSYCHIC WARRIOR)

You are the quintessential qit'ar combat specialist for medium-scale operations against enemy towns or camps of soldiers. They strike deep into enemy territory, sow terror and confusion, and retreat into the darkness, costing lives and materiel in a war of attrition. The invader path for the qit'ar also imposes changes to the class in an archetype format.

Weapon and Armor Proficiencies: An invader psychic warrior does not have proficiency with heavy armor, and does not have proficiency with any shield.

Fast Movement: At 1st level, an invader adds +10 ft. to his movement rate, provided he does not wear heavy armor or use a shield.

Psi-Like Ability: A qit'ar invader may choose to use *distract*^{UP} as a psi-like ability in addition to their typical psi-like racial power; they may still use their psi-like ability only once per day.

Powers: *fortify*^{UP}, *thicken skin*^{UP}

Skills: Disable Device, Intimidate, Stealth

Bonus Class Skill: Stealth

Trance: Beginning at 3rd level, while maintaining psionic focus, you gain DR 1/—. This damage reduction improves by 1 for every 4 psychic warrior levels thereafter. In addition, you gain a +1 competence bonus on damage rolls. This bonus increases by 1 for every 4 psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, as an immediate action, you can expend your psionic focus to slip between the molecules of matter, appearing 10 feet away, as though you were the subject of a dimension door spell. You cannot perform this maneuver if you have taken a 5-foot step. At 7th level, and every 4 levels thereafter, you can teleport 5 ft. further.

LOST WORLD BLOODLINE (SORCERER)

The Lost World, original home of those who are now qit'ar, was a savage, primitive place, full of peril and demanding unique adaptations. Some few qit'ar are special throwbacks to that origin, with unique magical, psionic and physical powers from that crucible of survival, the enigmatic Lost World. Sorcerers of this bloodline are rare and viewed with a mix of fear and awe, perhaps in the hope that the qit'ar might return to the world stolen from them by The Masters- if they dare.

Class Skill: Autohypnosis

Bonus Spells: *magic fang* (3rd), *resist energy* (5th), *greater magic fang* (7th), *freedom of movement* (9th), *summon monster IV* (11th), *mass bull's strength* (13th), *control weather* (15th), *greater spell immunity* (17th), *foresight* (19th).

Bonus Feats: Combat Casting, Craft Magic Arms and Armor, Quicken Spell, Spell Focus (transmutation), Run, Slave's Rage, Psionic Body^{UP}



Bloodline Arcana: You can sacrifice a spell slot of the highest level you can cast to gain another use of one of your racial psi-like abilities. If you gain any levels in a psionic class that uses psionic power points, you can, once per day, sacrifice a spell slot of the highest level you can cast to regain ½ the spell's level in psionic power points (minimum 1). 0-level spells can never be sacrificed using this arcana.

Bloodline Powers: Your powers are reminiscent of those of the Old Ancestors, primeval forebears of the qit'ar people, well suited for survival and access to the Lost World.

Mindpulse (Psi): At 1st level, as a full-round action, you can emit a pulse of mental energy in a 30 ft. radius that gives you and your allies a +1 insight bonus on attack rolls and skill checks for the next round. This bonus increases by +1 at 7th level, and again at 14th level. You can use this ability a number of times per day equal to 3 plus your Charisma modifier.

Environmental Synchronicity (Su): At 3rd level, the connection to the 'old world' grows stronger... you are under a constant *endure elements* effect, and can activate resistance to acid, cold, or fire equal to ½ your sorcerer level, for a number of consecutive rounds per day equal to 3 plus your Charisma modifier.

Alien Beasts (Sp): At 9th level, you add the spells *summon monster I-IV* to your list of spells known, unless you already know them. Once per day you can modify a creature (or creatures) you summon by applying the Primitive template to it, an alien being from the Lost World.

Avatar of the Lost World (Ex): At 15th level, you can apply the Primitive template to yourself, for 15 minutes per day. These minutes need not be consecutive. The damage that your savage attack does increases by one dice step (typically to 1d8).

Child of the Ancient World (Su): At 20th level, your existence spans the gulf between this world and the Lost. You become immune to fatigue and exhaustion. In addition, you gain immunity to critical hits. Once per day you can use *plane shift* as a spell-like power, with your character level as your caster level.

PRIMITIVE CREATURE

Primitives are evolutionary throwbacks or devolved creatures. Their origins are unknown, but they are obviously different from normal specimens of their kinds. A primitive has a heavily muscled and thick-skinned body,

but it lacks the intelligence common to its more evolved cousins.

CREATING A PRIMITIVE CREATURE

"Primitive" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A primitive uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Senses: A primitive gains low-light vision and the scent special ability.

Armor Class: Natural armor class improves by +2.

Attacks: The primitive gains a primary slam attack if it has no other natural attacks. If the primitive gains a slam attack its damage is as one size category larger.

Abilities: Str +4, Con +4, Int -4 (minimum 1), Cha -2 (minimum 1)

Feats: A primitive creature gains Alertness, Great Fortitude, and Toughness as bonus feats.

Skills: The primitive creature loses all skill ranks the base creature possessed. Recalculate skill points for the primitive creature's racial Hit Dice according to its type, then purchase its skills afresh, treating Climb, Perception, Stealth, and Survival as class skills. A primitive creature retains the base creature's racial bonuses on skills, and gains a +4 racial bonus on Stealth and Survival checks. The primitive creature retains any skill points gained from class levels.

QIT'AR ADVENTURERS

For the qit'ar, to go forth is to live. It is almost a racial imperative to join mercenary bands, military detachments, or adventuring parties. Family life and professions are seen as duties, at best, and the tribe as a whole anticipates great things from its returning members. Since their marooning on Porphyra, the qit'ar have had an opportunity to appreciate more choices than that of the strictly military, though that is the prime choice of most qit'ar.

Alchemist: Some few qit'ar have been dispatched to study alchemy as a battle aid, and have studied the application of mutagens and bombs to strategy and tactics

with a large amount of detail and consideration.

Barbarian: Though many of the larger race see barbarians within the tribe as brain-damaged or throwbacks, the utilization of primal rage is often developed by those qit'ar that have survived a time as shock troops.

Bard: The tradition of pantomime is an art form among the qit'ar, and they enjoy ancient racial dances at their gatherings.

Cavalier: Qit'ar have always disliked cavalry as a traditional counterpoint to their tactics, but it is inevitable that independence would bring some curious qit'ar to develop military skills on horseback. The orders of the dragon or the cockatrice are most commonly chosen.

Cleric: The qit'ar race are not prone to religious affiliation, preferring ancestor worship to the New Gods. Shankhil is probably the most prevalent deity among the qit'ar, along with the naturalistic Chiuta or Saren.

Druid: Druidism is not uncommon for qit'ar communities, especially those who prefer to live in the deep wilderness. Druids take a beast form for combat, and become bestial as a consequence.

Fighter: A natural default choice for all qit'ar, who are drawn to combat as moths to the flame. Most make a choice between using natural weapons and specializing in the nastiest bladed weapon they can get a hold of.

Gunslinger: Qit'ar reject no military innovation, and no one can deny the power of firearms on the battlefield. Qit'ar have taken to specializing in large field artillery pieces, such as cannon.

Inquisitor: Qit'ar inquisitors are not affiliated with their own race, but have been adopted or recruited to serve other races. These loners are obsessed with their craft, and strike terror into the hearts of their targets.

Magus: Those qit'ar that can master the intricacies of the magi are envied among their race, to be engines of personal prowess on the battlefield and able to command troops of loyal followers.

Monk: Though qit'ar are ideally suited to the monastic disciplines, the rejection of the savage attack the qit'ar are known for is not a decision taken lightly. Qit'ar monks lose this characteristic and gain a +1 racial bonus to CMB.

Oracle: There is more interest in the path of the oracle among the qit'ar than most other divine classes- especially in the mysteries of Battle, Ancestors, and Time.

Psion: Though kineticist and telepath psions are valuable on the battlefield, it is qit'ar seers that become the community leaders, developing their powers for the continuation of the race, instead of fighting others' battles.

Psychic Warrior: The most accepted psionic class for

qit'ar, they have a deep tradition within the race. Martial focus is emphasized, in the paths of brawler, feral and weaponmaster.

Ranger: Qit'ar often have a primeval instinct for territoriality, and rangers of that race rarely stray from their preferred terrain, whichever that might be that his clan has settled, or seems appropriate. Qit'ar rangers choose the largest species in their range for preferred enemy; or else humans, as a natural course.

Rogue: Martialy-oriented races area often assumed to use rogues as scouts or spies; among the qit'ar, they more often take the role of informal assassin or saboteur, softening up targets for eventual attack. Freelance qit'ar rogues like treasure as much as anyone.

Rook: The life of a trickster is not for the qit'ar, though at least one qit'ar of the necrotist schism, known as Greyhand dominates of the Gaspwood forest.

Sorcerer: Since they have begun to interbreed with catfolk, more sorcerous bloodlines are manifesting within the race; arcane, rakshasa, and starsoul being observed.

Soulknife: The second most commonly taken psionic class, soulknives are regarded with awe and reserve by the clans, a breed apart. They tend to favor large, single weapons.

Summoner: Qit'ar summoners are seen with as much suspicion as they are in most other races; the bizarre eidolons summoned are assumed to be based on life-forms from the qit'ar homeworld.

Vitalist: The odd battlefield surgeon-medic can be found within qit'ar mercenary companies, pursuing the guardian style of psionic development.

Wilder: Though wilder qit'ar appear from time to time, they are rarely tolerated in qit'ar society, and usually enter the ranks of adventurers. They typically take the warriors or leaders' surge.

Witch: Perhaps hearing a telepathic call from a mysterious patron, qit'ar witches are loners, or have secret agendas they pursue. Most choose patrons of Ancestors, Strength, or Vengeance.

Wizard: A path of development among the qit'ar for those that show an imbalance of intelligence versus strength, qit'ar wizards are encouraged to choose evocation and abjuration as schools of study, to promote success on the battlefield.

FAVORED CLASS BONUSES

Instead of receiving an additional skill or hit point whenever they gain a level in a favored class, qit'ar have the option of choosing from a number of other bonuses,

depending on the favored class. The following options are available to all qit'ar who have the listed favored class.

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Barbarian: Add +1 to the number of rage rounds per day.

Bard: Add +1 to the number of bardic performance rounds per day.

Cavalier: Add +1 ft. to the cavalier's mounted base speed. This has no effect until 5 ft. have been added, and are added to a new mount's speed if the original mount dies.

Cleric: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to three plus your Wisdom modifier. The cleric adds + 1/2 to the number of uses per day of that power.

Druid: Add a +1/2 bonus to Stealth checks when using wild shape.

Fighter: Add +1 to the fighter's CMD when resisting a grapple or trip attempt.

Gunslinger: Add +1/4 to the gunslinger's grit points.

Illuminatus: Add +1/3 to your chaotic activation roll, treating rolls higher than '8' as 8.

Inquisitor: Add +1/4 to the number of times per day the inquisitor can change his teamwork feat.

Magus: Add +1/4 to the magus's arcane pool.

Medium: Add 1 to the medium's total number of trance rounds.

Monk: Add +1/4 to the monk's ki pool.

Oracle: Add one spell from the oracle list to the spells known list. The spell must be one level lower than the highest spell level the oracle can cast.

Paladin: Add +1/2 hit point to damage or heal when lay on hands is used.

Ranger: Add +1/4 to a single existing favored terrain bonus (maximum increase of +1 per favored terrain).

Rogue: Add a +1/2 bonus on Escape Artist and Sleight of Hand checks.

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: The runecaster gains +1/6 of a new ancient lore.

Runereaper: Add +1/3 points of spell resistance.

Sorcerer: Add +1/2 to either acid or cold resistance.

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

Witch: Add +1/6 of a new hex that the witch can use.

Wizard: Add one spell from the wizard's list to his

spellbook. This spell must be at least one level lower than the highest level spell the wizard can cast.

JENNIFER <HE WHO IS>

Fight for gold, fine, fight for the sake of fighting, better.

JENNIFER <He Who Is> (CR 1/2; XP 200)

Male qit'ar ranger 1

LN Medium humanoid (catfolk, psionic)

Init +2; **Senses** Perception: +6

DEFENSES

AC 16, touch 12, flat-footed 14

(+4 armor, +2 Dex)

hp 11 (1d10+1)

Fort +3, **Ref** +4, **Will** -1

Vulnerable electricity

OFFENSE

Speed 30 ft.

Melee savage attack +4 (1d6+3)

Ranged bola +3 (1d4+3)

Special Attack favored enemy (human +2)

Psi-Like Abilities (ML 1st; concentration +3)

1/day—*biofeedback*, *empathy*

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

Feats Blooded Pack Member, Wild Talent^{UP}

Skills Climb +7, Intimidate +5, Knowledge (nature) +4, Perception +3, Stealth +6, Survival +3 (+4 to track)

Languages: Common, qit'ar telepathy 100 ft.

Combat Gear 2 smokesticks; **Gear** chain shirt, 2 bolas, bedroll

Demographics

Faith Shankhil

Homeland Middle Kingdoms

<He Who Is>, who has selected the human name Jennifer in his dealings with the Loud Ones, is beginning his mercenary career, but is still very rough around the edges. He still thinks of combat in terms of hunting in the forest, but is a fast learner; once he sees what refined weapons can do, he may decide to give them a try. For now, he has perfected fighting with a group and bringing down live prey with his bolas, a skill of which he is very proud. Jennifer tends to take over groups that he is part of, part of his nature that he learned as a youngling; humans in his 'pack' had better learn to accept this and get out of his way, or he will become very feral very quickly.

URISK

Did I ever tell you the story of Billy-come-down-the-mountain? I guess that was his go-to-chapel name, we just called him Billy-down. Billy-down was a urisk, one a them horn-headed goat-men that lives raw on the mountainside, chasing down his dinner, sometimes working for a farmer of herder if he could eat a sheep now and then. Always alone, them urisks, though my pa-paw said there was women-urisks, ugly as a boiled boot, up in the high range caves. Billy-down never seemed to be in the same place two nights running, up on a mounted ridge making foo-lights and laughing like Rajuk, or in the barn, snoring on the hay, a whole day's work done. Funny bunch, them urisks, they's like children that've seen too much, and they mumble words they can't quite remember, and say things like- "The king done told me.." and such rot. Anyway, Billy-down found a strange critter up in the mountains, wouldn't say where, just "In me mudder's cave, yah," and carried it down through the night and the cold, appearing out of nowhere. Billy's hide was scorched, which was something, 'cause Billy-down had been known to sit in the campfire, come a cold night. Somethin' took a bite outa him, too, but Billy-down was known to be tough, tough as a stone nail. The critter he brought down was stranger than he was, though, hairless, green blooded and white, but Billy-down wouldn't let us touch it, just talked to it in faerie talk until it was well, catchin' rabbits and such to feed it. The critter talked a lot, an' Billy listened like his life depended on it, dumb and homely as he was. Quite a nine-days wonder, it was. It was only Widder Racksalt that saw him leave, walkin' with the critter down-valley, and he said to her, he said, "Mebbe back anudder time, gonna go see the flat world, and sumpin' called a ... a draggin'"

URISK RACIAL CHARACTERISTICS

Urisk characters are defined by class levels and have the following racial characteristics.

- **+2 Dexterity, +2 Constitution, -4 Charisma:** Urisks are nimble and hearty from life in their mountain-side homes, but are lonely, odd, and often reclusive.
- **Fey Creatures:** Urisks are creatures of the fey type.
- **Medium:** Urisks are medium creatures and suffer no penalties or benefits due to size.
- **Normal Speed:** Urisks have a base land speed of 30 feet.
- **Low-light Vision:** Urisks can see twice as far as humans in conditions of dim light.
- **Urisk Horns:** Urisks boast a pair of horns that are

arranged differently for each individual, and hooves instead of feet. They can gore with the horns as a primary attack doing 1d6 damage at Medium-size. The 'hands' of a urisk are not as well-formed as a human's, more suited to climbing and occasional quadrupedal motion; urisks are -1 racial penalty to attack with manufactured weapons. Urisks, naturally, cannot wear shoes, hats, or helmets, nor benefit from magical items that access the feet or head slots except magical horseshoes.

- **Fey Resistance:** Due to their fey connections, urisks have DR X/cold iron, equal to half of their character level, rounded down (minimum 1; maximum 5)
- **Firefriend:** Urisks are unafraid of fire, and can occasionally be seen basking in the center of a campfire. Their fey nature gives them fire resistance 5.
- **Ghostfire Dancer:** As well as their fondness for incendiary fire, a favorite pastime, and one of the few communal activities, is to channel their fey gift for fire into ghostly colored shapes and colors, with which they light up the nights of the high country. A urisk can use the spell *faerie fire* once a day as a spell-like ability, using their character level as a caster level.
- **Spirit of the Mountains:** Adept at hiding from travelers in the mountains, and also adept at appearing out of nowhere in that setting, urisks gain +4 on Stealth checks when in a mountainous or rocky setting.
- **Languages:** Urisk characters start playing speaking Common and Sylvan. Urisk characters with high intelligence can choose from the following list: Draconic, Dwarven, Giant, Gnoll, Gnomish, and Terran.

ECOLOGY

Urisks, called 'Mountain Billies' by rural humans, are a homely, but stalwart faerie race that lives in isolated mountain caves and valleys. They live by wandering, hunting, and doing odd jobs for humans, staying to a home range but moving frequently within that range. Though they are tough and have some considerable powers, they are not warlike, but can be dangerous when riled. They possess no cohesive society, but sit forlornly at the sidelines of others' wishing for inclusion, the epitome of loneliness. Some scholars, especially the elves, purport that urisks play some role in the overarching Scheme of Things, as a nature spirit of fire, or simply exist as a flighty representative of this element, and with no

purpose at all... What is known is that they are native to Porphyra, though they probably did not notice the Calling of the Lost Gods- what would it have to do with them, up in the mountains?

Physical Description: Urisks resemble the other fey races of fauns and satyrs, in that they have horns and hooves, but where those goat-men are handsome and charismatic, urisks are saturnine, rough and harsh-spoken, with weather-beaten bodies, glaring eyes, and craggy features. Females of the species are rare; one for every six males, and they prefer to stick to mountain caves during their lives, being of even more antisocial temperament than males. The horns of urisks vary widely in color, orientation, and length, and it is by them that many non-urisks tell them apart, if that is necessary. Urisks usually wear clothes, as well, a simple robe with a rope belt, or a leather jerkin; they seek to emulate humanity more than most fey.

Alignment and Religion: Urisks, like most fey, are not accustomed to following rules for the sake of law and order. They are wild and free beings, behaving in an orderly fashion only when necessary, or perhaps to gain the acceptance they crave. As such, chaos is the usual ethos of urisks, though those that spend a lot of time around humans tend toward neutrality. Morals are more varied, with urisks being basically good hearted and needy, but many examples of unpredictable or destructive urisks being etched in local memory. Urisks owe what little piety they have to the local Faerie Courts, which, when they declare any religious allegiance, venerate UI'UI, the Vortex or Saren the Untamed, whichever offers the most revelry.

Relations: Apart from the fey creatures that they usually consort with, urisks envy humans their homes and society, even though they would be incapable of enjoying them if they had them. Elves, half-elves and gnomes they treat with misplaced deference, as though they were superiors in the Faerie Court, much to the subjects' frequent embarrassment. Dwarves and urisks dislike one another, due to general alignment conflicts. The odd race of the forlarren are seen as kindred by the urisks, who are strangely tolerant of their volcanic moods. Other humanoid races are judged by how they treat the individual urisk, and typical get the blunt reaction, "You're big/ugly/pretty/scary etc."

Society: Urisks are normally solitary, and do not like

one another's company. This is perhaps a natural urge to spread out over an area, so as to not dominate or overhunt the sparsely-resourced lands they live in, or some of their faerie blood, no one can say, especially the urisks. This being said, they do not avoid each other, and meet briefly if they see another urisk to exchange news or happenings, and move on. There are no urisk communities. Females of the species will sometimes cohabit the same cave system, but only if there is a section where one uriska (the feminine term) can live without constantly seeing the other. Urisks congregate at the same sylvan gatherings as other fey do, and vicariously enjoy the frivolity of pixies, grigs, and leprechauns, and will even aid fauns and satyrs occasionally, but will leave angrily if confused with either species.

Adventurers: Urisks usually adventure simply to be with others who at least nominally appreciate them, and want to take them along. They rarely have the persona of a leader, and slavishly follow whoever treats them the best. Once they leave their mountain homes, urisks are like little children, seeing the big world for the first time, and marveling at simple wonders. The loot and accolades make up for the strange looks and prejudicial treatment that most urisks have to endure in the larger



world. Ironically, urisk adventurers that retire wealthy often come back to the mountains and stash their loot in a cave, brooding over it at odd moments and returning to their life of valley wandering.

Names: Urisks are typically the only ones of their kind in the area, and take whatever name the locals choose to give them. It is traditional to call a male urisk ‘Billy’, followed by some surname that gives some characteristic. Uriskas are called simply that, with a surname described their home cave or range.

Male: Bad Billy, Stinker Billy, Billy the Quick, Billy Frost, Brave Billy Red

Female: Uriska Black-cave, Uriska Skytop, Uriska of the Water-hole

Starting Age

Adulthood	Martial	Innate	Studied
20	+2d6	+1d6	+3d6

Age Categories in Years

Middle Age	Old	Venerable	Maximum
62	93	125	125+3d20

Height and Weight

Gender	Height	Weight	Modifier	Multiplier
Male	5’ 6”	150 lbs.	1d8”	x7 lbs.
Female	5’ 4”	140 lbs.	1d8”	x5 lbs.

RACE TRAITS FOR THE URISK

These traits are specifically for urisk player characters, usable only by other races at the GM’s discretion.

Ancient Anger: Once per day you can reduce the time you are shaken from an Intimidate effect by 1 round, to a minimum of 0.

Billy-the-Spy: You gain a +1 bonus to Sense Motive or Perception, and one of these skills is a class skill for you.

Billy Blind: Go the other way! You have been known to have a crude sense of giving favorable advice. You can use *guidance* as a spell-like power once per day.

Farm-hand: Urisks that get a feel for human tools by working for a local farmer in the highlands lose the -1 penalty for using manufactured weapons, and gain +1 to

Profession (farmer) checks.

Favor of the Sidhe Court: Against all odds, you amused one of the fey royalty at the last Coirenan, or faerie gathering. You gain +1 to all saving throws against spells for the next year of game-time.

Mischievous: The frequent hyperactivity of urisks serves you well. You gain a +1 bonus on Sleight of Hand checks, and +1 on Initiative checks.

ALTERNATIVE RACIAL CHARACTERISTICS

Below is a selection of racial traits that could be selected by urisk characters in place of the racial characteristics listed previously.

Bull-Head Billy: Urisks sometimes respond to their confusion at the mysteries of the world with a goat-like obstinacy. They gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm and compulsion) subschools. In addition, if a urisk with this trait fails such a save, it receives another save 1 round later to end the effect. This replaces spirit of the mountains.

Faerie in the Field: Urisks have strange individual tastes, and some of them have more animalistic tendencies than others. Instead of participating in the Ghostfire Dance, some urisks seek out domesticated and wild animals, and associate closely with them, to make some connection to the natural world. They may use *hide from animals* once per day as a spell-like ability, with a caster level equal to their character level. This replaces ghostfire dancer.

High Mountain Fey: The pull of the mountains is strong for the urisk. Legends of the goat-legged beings standing on the very summit of tall mountains are common. These urisks gain a Climb speed of 20 ft., and gain a racial bonus of +8 on Climb checks. This replaces ghostfire dancer.

Horn-filer: Urisks that have spent time around the non-horned sometimes give in to their self-consciousness, and cut them off, filing them down regularly. They wear heavy boots to further conceal their hooves, and remove all traces of their claws, mimicking humanoid hands. Such ‘man-dressin’ urisks gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. This replaces hooves and horns.

Keeper of the Road: The roads made by the younger races are fascinating to urisks, who dream of following them to their ends. These self-appointed guardians of crossroads and highways gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt when standing on the ground. This replaces spirit of the mountains.

Reject the Fey: The loneliest of urisks make the ultimate sacrifice; they reject the gifts of the First World in order to understand the younger races. These urisks lose their damage and fire resistance, and change their Charisma modifier to -2 instead of -4. This replaces firefriend and fey resistance.

Uriska Cave-Minder: Uriskas that grow competent at minding the cave add +1 to the caster level of any abjuration spells they cast. Such urisks and uriskas also gain the following spell-like abilities (the caster level is equal to the user's character level):

Constant—*nondetection*
1/day—*faerie fire, obscure object, sanctuary*

This replaces firefriend, ghostfire dancer, and fey resistance.

Valley Wanderer: The wilder members of the urisk race hardly even speak anymore, but live completely in the wild, sleeping on rocks and even in snowbanks. They can use *endure elements* as a spell-like ability once per day, but only on themselves. This replaces firefriend.

FEATS

These feats have a variety of prerequisites, not all of which are exclusively 'urisk'. Non-urisks can use feats that they qualify for.

ANNOYING GIT

Hotfoot, slewfoot, na na na; I'm Billy Blind, and uh... you can't catch me!

Prerequisite: Urisk

Benefit: On a successful Bluff check of 15 + opponent's CR, you can cause an opponent to be dazed for 1 round. Regardless of the success of the check, the victim cannot be affected again for 24 hours.

DANCE OF THE FEY

The whirling bodies in the circle of stones almost seemed to

blend together.

Prerequisite: Perform (dance) 3 ranks, fey or gnome

Benefit: Once per day, you can substitute your Base Attack Bonus for a like bonus to AC. This can be done for as many rounds as you have ranks in Perform (dance). You must be able to move to benefit from this feat.

FIREHEAL

Billy sat by the fire, burning the sword-cut in his leg shut.

Prerequisite: Fey, must possess at least resist fire 5.

Benefit: Once per day, you can heal 1d4+1/2 your character level points of damage by exposing your wounds to a normal, controlled flame.

LEDGE-LEAPER

Climb high and see much, and you will be a smart-Billy, and live long.

Prerequisites: Climb 3 ranks, must have hooves

Benefit: You gain +2 on Climb and Acrobatics checks, and can move through difficult terrain caused by rubble and stone (even stone stairs) as if it were normal terrain.

LONELY TARN WATCHER

Billy sat by the crystal-clear pool, wishing the reflection was something other than him.

Prerequisite: Urisk

Benefit: If able to spend at least four hours, conscious or asleep, beside an enclosed body of natural fresh water, a urisk gains the following temporary feats: Endurance, Diehard, and Fast Healer. These feats last for one hour after the four hours have been completed. To regain the feat benefit, another four hours would have to be spent.

MEAT-BRINGER

Billy says it is good to know the ways-o-killin' the beast that yer feeds the cave with.

Prerequisites: Str 13, urisk, base attack bonus +1

Benefit: Choose a specific animal; you gain +2 to hit and damage all members of that species, including giant versions.

ONE WITH THE MOUNTAINS

Billy was as the stone, the attackers couldn't move him.

Prerequisites: Urisk, base attack bonus +1

Benefit: You gain a +2 feat bonus to CMD to resist trip, bull rush, and overrun combat maneuvers.

ONE WITH THE PEAKS

An arena for testing, a crucible for forging, a mistress, and

an executioner... these are the bones of the world...

Prerequisites: favored terrain (mountains)

Benefit: You may apply your favored terrain bonus to four additional skills, chosen at the time of taking the feat.

EQUIPMENT

Urisks have access to the following equipment.

BILLY-FORK

During harvest, a urisk is seldom seen without his custom-made farm implement, which he will refer to as “my workin’ fork” and called by others a ‘billy-fork’. All male urisks are racially proficient with this exotic weapon; females are not, since they seldom leave their underground caves and do not participate in farm work. These unwieldy-looking tools are made from tree roots that have extended underground, and have been carefully fire-hardened over many years. Most are strengthened with bands of scrap metal and tipped with steel caps. A proficient user gains +2 to Profession (farmer) checks, in a number of applications..

Exotic Two-Handed Weapon

Cost 20 gp; **Dmg** 1d6 (S)/2d4 (M); **Critical** x3; **Weight** 10 lbs.; **Type** P; **Special** reach; **Group** pole arms

HORNFIRE OINTMENT

This herbal preparation is assembled by uriskas in their lonely mountain caves, and it is rumored that it is often part of the clandestine urisk mating ritual. Sealed in wax-stoppered gourds, it ignites one round after being exposed to air, and burns for 2d4 rounds, emitting light and heat as a torch. Otherwise, urisks use this reddish paste on their horns to add 1d4 fire damage to their gore attacks; horned races that attempt to use it and do not have the urisk resistance to fire will take 1d4 points of fire damage per round. If used as a missile, a target struck by such a gourd will burn for 1d4 fire damage for 2d4 rounds; a Reflex 14 save will have that time. A DC 14 Craft (alchemy) check is required to make hornfire ointment, and the recipe must be pried from the memories of a willing uriska, not a likely thing.

Cost 40 gp per gourd.

MAGIC ITEMS

Urisks have access to the following magic items.

Staff of the Mountain King

Aura moderate transmutation; **CL** 11th

Slot none; **Price** 56,000 gp; **Weight** 6 lbs.

Description

This gnarled wooden staff bears two golden horns emerging from its knob-like top. The wielder gains +5 to Climb skill checks when it is in their possession, and +2 to their effective Charisma-based checks when dealing with urisks. This staff allows use of the following spells:

Cloak of winds^{APG} (1 charge)

Frostfall^{UC} (1 charge)

Stone call^{APG} (1 charge)

Flesh to stone (3 charges)

Construction

Requirements Craft Staff, Climb 5 ranks, *cloak of winds*^{APG}, *flesh to stone*, *frostfall*^{UC}, *stone call*^{APG}, creator must be of the fey type; **Cost** 28,000 gp

Uachtar-babh (Cream-Bowl)

Aura faint conjuration; **CL** 5th

Slot none; **Price** 2,500 gp; **Weight** 2 lbs.

Description

This rough wooden bowl bears carvings of farm life and toiling, horned humanoids; it rejects dirt and mold, and is always clean. Once per day, if the command word is uttered after the sun has set, it fills with a delicious, nourishing cream that heals 1d8+5 points of damage, provides nourishment for the entire day, and relieves the fatigued condition of the drinker.

Construction

Requirements Craft Wondrous Item, *create food and water*, *cure light wounds*; **Cost** 1,250 gp

SPELLS

Urisks have access to the following spells.

CREATE MAGIC HENGE

School abjuration; **Level** druid 3, sorcerer/wizard 4, witch 3

Casting Time 1 full-round action

Components V, S, M/DF (a handful of round stones)

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

Area 10 ft. radius circle

Duration 8 hours

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

This spell allows the caster to summon a henge of stones into the area. These stones bear the power of the faerie court. They each weigh several hundred pounds and stand between 4 and 7 feet tall. The spell cannot be cast in such a way that the stones of the henge can be used to crush or harm anything in the area.

No summoned creature whatsoever can enter the circle of the magic henge, regardless of alignment. No summoning type spell can be cast within the circle, or into it. If the caster is within the henge, he can obscure everything within the circle as per the spell obscuring mist at any time, dismissible at will.

In addition to these benefits, those who rest within the henge for eight hours gain three times their character level in hit points, and restore 3 ability points per character. This counts as natural healing, and has no effect on effects requiring magical healing to cure (and ability drain).

FYRE OF THE FAERIE QUEEN

School evocation [light]; **Level** druid 2

Area creatures and objects within a 10-ft.-radius burst

Duration 1 round + 1 round/level

This spell functions as *faerie fire*, except it allows the caster to move the effect each round as a free action.

ARCHETYPES

The following racial archetypes are available to urisk characters.

ANUONSTAR (MONK)

A difficult word to translate and understand, the anuonstar discipline is the ultimate retreat of the solitary urisk race, to embrace alone-ness and find true inner power. An anuon (practitioner of anuonstar) must have spent at least 5 years without encountering another speaking being before revelation comes to him. Only then can they emerge while knowing the true way of the mountain heights.

Alignment: An anuon must be of lawful neutral alignment. Becoming good, evil or nonlawful halts progress on monk levels, but does not remove class abilities.

Demands of Exile: To survive their lonely sojourn, anuons at 1st level gain Endurance as a bonus feat. This replaces the bonus feat gained at 1st level.

Power of the True Way (Sp): At 4th level, an anuon can commune with the soul of the world to bring forth a certain kind of natural divine power. He can thereafter cast spells as a cleric, excluding conjuration spells, with a cleric level 3 levels lower than his monk level. This replaces ki pool, and the ghostfire dancer racial characteristic.

Mountain Leaper (Ex): During his self-imposed exile, the discipline of anuonstar demands climbing and contemplation of mountains, and an anuon grows very skilled at it. At 5th level, an anuon adds his level to all Acrobatics checks and Climb checks. In addition, he always counts as having a running start when making jump checks while using Acrobatics. This replaces high jump.

Essence of Bedrock (Su): At 7th level, the essence of the mountain stone and spirit can be drawn upon by an anuon. His unarmed attacks count as cold iron, silver and magic for the purposes of DR bypass. This replaces wholeness of body.

Enforcer of Silence (Sp): At 12th level, an anuon has perfected the art of silent communication. His hearing gains power and he adds +5 to Perception checks involving auditory phenomena. He gains Silent Spell as a bonus feat, and can use the *message* cantrip as a spell-like power at will. This replaces abundant step.

One with the Fire-Mountain Spirits (Sp): At 19th level, a follower of anuonstar can attempt to control a creature with the earth or fire subtype once per day. This ability is treated as dominate monster (DC 10 + ½ the anuon's level + the anuon's Wisdom modifier), but is only effective against creatures with the earth or fire subtype, and the anuon can only keep one creature controlled. If he attempts to control a second creature with this ability, the first is freed regardless of whether he is successful or not. This replaces tongue of the sun and moon and empty body.

CAPRINE BLOODLINE (SORCERER BLOODLINE)

Sharing the spirit of free, wild goats and domesticated livestock alike, many urisks share the mystical power of the mountain herds, and are considered great mystics among their people.

Class Skill: Perception

Bonus Spells: *longstrider* (3rd), *gather the herd* (5th), *plant growth* (7th), *beast shape II* (9th), *commune with nature* (11th), *find the path* (13th), *control weather* (15th), *animal shapes* (17th), *freedom* (19th)

Bonus Feats: Craft Magic Arms and Armor, Extend Spell, Iron Will, Self-Sufficient, Spell Focus (transmutation), Weapon Focus (hoof), Widen Spell, Wind Stance

Bloodline Arcana: Whenever you gain a new cantrip for your “spells known”, you can select one orison from the druid list of 0-level orisons.

Bloodline Powers: Ancient legends of the urisks speak of legendary beings that cross between the worlds of goats, fey and men like crossing a yard-fence. Such beings as Capricorn and Chrysomallus are revered by them, and their powers are that of legend.

Powerful Legs (Ex): At 1st level, you may grow an extra pair of goat-like legs, and use them for galloping and combat. Your speed increases by 10 ft., and you gain 2 hoof attacks, which do 1d4 damage at Medium size (1d3 at Small size) and are a secondary attack. You gain a +4 bonus to CMD vs. trip, and gain +1/6 of your mass. This effect lasts for 1 minute per 2 sorcerer levels, and “stacks” with legs that you already possess; the duration may be during separate occasions, but must be taken in 1 minute increments.

Ram’s Strength (Ex): At 3rd level, you gain Endurance and Run as bonus feats. You may also take your 4th level ability score increase 1 level early, as long as you put the bonus point into Strength or Constitution.

Wind’s Freedom (Sp): At 9th level, you can *air walk* or use *water breathing* at will for a number of minutes per day equal to your sorcerer level in minutes. This duration does not need to be consecutive, but it must be used in 1 minute increments.

Son of Capricorn (Su): At 15th level, as a standard action, you gain a breath weapon. You can exhale a 30 ft. cone of darkly star-filled light, which hits every creature in its area of effect once, as a *prismatic spray* spell, which a DC 10 + ½ sorcerer level + your Cha modifier saving throw of the appropriate type negates. You may use this breath weapon 3 times per day, with a recharge interval of 1d6 rounds.

Magnificent Riders of the Star-Mountains (Su): At 20th level, you are a paragon of all things caprine. You are under a constant freedom of movement effect, become immune to electricity, and gain resistance to cold 10. Your movement rate becomes 80 ft., which can be

further augmented by your powerful legs ability.

FEY ENFORCER (ROGUE)

Though low on the Faery Court pecking order, the Regals of the forest recognize the hard-headed urisks as being suitable for heavy lifting, where it is needed. Fey enforcers handle dirty jobs for the aloof fey, for whatever mysterious reward is promised them at Shadow Council.

Billy Boogeyman (Ex): At 1st level, when a fey enforcer uses Intimidate, he treats any negative modifier from Charisma as a positive modifier, adding +50% (of the negative modifier). This ability replaces trapfinding.

Billy Breakinstuff (Ex): At 1st level, a fey enforcer adds his level to any sunder attempt, and at 8th level can ignore 5 points of hardness when making a sunder attempt. This ability replaces trap sense.

Slap Him Around (Ex): At 1st level, a fey enforcer adds a +1 bonus to any nonlethal damage he does with his unarmed attacks (not his natural attacks!) This bonus increases by 1 for every 3 rogue levels he acquires. This bonus can be applied to the unarmed strikes of monks. This replaces the sneak attack damage bonus acquired at 1st level, which is then acquired at 3rd level.



Rogue Talents: The following rogue talents complement the fey enforcer archetype: hard to fool^{APG}, resiliency, strong impression^{APG}, terrain mastery^{UC}

Advanced Talents: The following advanced talents complement the fey enforcer archetype: crippling strike, hunter's surprise^{APG}, knockout blow^{APG}.

SON OF TORRUS (RANGER)

The cult of Torrus was built around the legend that followed a minotaur of higher-than-normal intelligence and Charisma who found refuge from exile in a mountain range well-populated with urisks. The minotaur, Torrus, had his native evil somewhat blunted by the easygoing mountain folk, and their bloodlust was somewhat more increased, giving some outlet to their resentment of humans that took advantage of them in farm-work. The presence of a son of Torrus cell in an area keeps humans on their toes, and either more aggressive towards urisks or more convivial with the horn-headed folk.

Weapon and Armor Proficiency: A son of Torrus gains proficiency with the dwarven double waraxe.

Class Skills: A son of Torrus removes Handle Animal and Knowledge (nature) and adds Knowledge (engineering) to his list of class skills.

“Man-eater”: The stories of Torrus claim that he was a destroyer of humans come to punish him for imagined crimes. At 1st level, a son of Torrus must take Humanoid (human) as his first favored enemy; they gain +3 on attack and damage rolls, Survival and Perception checks against them, but only +1 on Bluff and Sense Motive against them. Knowledge skills are at the normal +2 bonus, and can be made untrained as usual. All subsequent favored enemies are selected and treated normally at the appropriate levels, and further additions to the bonus against humans are normal (+2) as well. This replaces favored enemy.

Blood-smell (Ex): Developing a heightened sense of smell is a legacy of Torrus. At 1st level, a son of Torrus gains the scent ability, as described in the universal monster rules. This replaces wild empathy.

Legacy of the Cave-Maze: A son of Torrus connects with the spirit of the minotaur in the caves of his birth. At 3rd level, he must take Underground or Urban as his first favored terrain. The initial bonus for the son of

Torrus is +3, but he may take any other favored terrain at the appropriate levels, at normal bonuses. At 4th level, a son of Torrus becomes immune to the spell maze. This replaces favored terrain and spirit of the mountains.

Master of the Labyrinth (Ex): At 4th level, a son of Torrus is never caught flat-footed. He can surround and navigate enemies in his home ground by passing his body through the walls that constitute it. Once per day a son of Torrus can pass through wooden, plaster or stone walls, but not metal or harder materials. The passage created is hardly bigger than his own body, and can pass through 5 feet of material for every 4 levels of ranger he has attained; the passage disappears one round after the son of Torrus passes through it. This replaces hunter's bond.

Bellow of Rage (Ex): At 7th level, a son of Torrus can voice his challenge against one adjacent foe as a move action. This is an Intimidate check to demoralize that, if successful, causes that foe to be shaken for 1d4+1 rounds, regardless of the degree of success of the check. This replaces woodland stride.

URISK ADVENTURERS

Urisks that leave the mountains usually do so at the invite of some sympathetic being who feels that their powers could be put to some use for a purpose. Urisks that find a purpose are quite different from native urisks, and charge from mission to mission, eager for greater glory and acceptance.

Alchemist: Urisk alchemists use products from nature to begin their careers, and especially enjoy processes that create fire.

Barbarian: A urisk rejected long enough by fellow fey and humans will often give in to rage; whom he strikes out against can lead to tragedy or heroism.

Cavalier: Urisks are rarely skilled enough to manage horses, though some have bonded with wild mountain ponies, or even mountain goats.

Cleric: Missionaries often have success with urisks, as they crave attention from anyone. Thus, one can find the odd urisk in many temples in the mountains, especially those deities that have Fire or Earth domains.

Druid: Urisks are usually very in touch with the natural world around them, and frequently pursue druidism, often taking the domain of Earth or Fire.

Fighter: Urisks are natural fighters with their hooves and horns, and some become very proficient with weap-

ons, as well, preferring light, quick weapons that are easy to carry through the mountains.

Gunslinger: If a urisk were to get hold of a firearm, he would certainly have a lot of fun with it, and a few urisk highwaymen, such as Bad Billy Buckshot have garnered a dire reputation.

Illuminatus: Though the chances are slim that a urisk would gain entry, a urisk would definitely use fire as their implement of power of chaos magic.

Inquisitor: As with clerical orders, a urisk with an agenda is akin to an unstoppable force, though urisk inquisitors really more on stealth than force of personality.

Magus: Urisks are as capable of magery as any other race, given the opportunity to study their ways in civilized lands.

Medium: The fey influence of spirit pact making attracts those urisks that have a forceful enough personality.

Monk: Occasionally a monkish retreat in the mountains will take in a urisk to try and tame its wild ways; monkish urisks are a blur of hooves, horns, and clubbing hands.

Paladin: Sir Billy the Bright was a well-known urisk paladin, who had a good heart and love many, though his powers were less than worthy of legend.

Ranger: The ranging lifestyle appeals to many urisks, whose favored terrain is obvious. Preferred enemies include giants, dwarves, and humans! Urisk rangers often specialize in bows.

Rogue: The mischievous nature of urisks lends itself to roguery, and the legend of Billy the Slip as the best urisk thief is still told in the highlands.

Rook: Magician-fools of the fey regals are often urisk rooks, whose bumbling light-shows amuse the sidhe court greatly.

Runecaster: The ancient words of fey power are the province of cave-uriskas, who use their power to ward their caves very securely, especially at birthing time.

Runereaper: Warrior urisks from war-wrought mountain regions protect their territories with the power of flesh-runes, a hazard to all who cross their path.

Sorcerer: Urisks have had very little admixture of bloodlines to their race, though the Caprine and Fey bloodline does come up every now and then; such a urisk would be a natural leader.

Summoner: Urisks whose personas reach into the Beyond call down strange, fey eidolons, feathery and light to their bumpkin lumpishness.

Witch: Reclusive, cave-bound uriskas frequently call on a mysterious patron to give them power, with Agility,

Animals, Elements and Trickery common patrons. Goats and owls are the most familiars of urisk witches.

Wizard: Urisks sometimes learn wizardry from their fey cousins in mountainous woodlands. Evocation and conjuration are the favorite schools of urisks.

FAVORED CLASS BONUSES

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

Alchemist: Add + ½ to the number of bombs per day the alchemist can create.

Barbarian: +1 ft. to fast movement (only applicable when +5 ft. has been reached)

Cavalier: Add + ½ bonus on Intimidate checks and Ride checks.

Cleric: +1 to concentration checks to cast spells from your domains.

Druid: +1 ft. fast movement when in wild shape (only applicable when +5 ft. has been reached)

Fighter: Add +2 to rolls to stabilize when dying.

Gunslinger: Add +1/3 on critical hit confirmation rolls when using firearms, maximum +5.

Illuminatus: Add +1/3 to your chaotic activation roll, treating rolls higher than '8' as 8.

Inquisitor: Add + 1/3 on Intimidate checks to demoralize humanoids.

Magus: The magus gains +1/6 of a new magus arcana.

Medium: Add + ½ to fire damage from spell-like abilities or covenants that deal fire damage.

Monk: Add +1 to the monk's CMD when resisting a trip or grapple, and + ½ to the number of times per day the monk can use stunning fist.

Paladin: Add + ¼ to the deflection bonus granted by your smite evil ability.

Ranger: Add +1 hit point to the ranger's animal companion. If it is replaced, the new companion gains these hit points, as well.

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

Rook: Add +1 to the rook's Stealth checks while under the effects of a spell the rook has cast on himself.

Runecaster: Add + ¼ to the runecaster's natural armor bonus when using his fleshrune.

Runereaper: Add + ½ to the DC of opponents to cast defensively when threatened by the runereaper.

Sorcerer: Add + ½ to fire damage done by sorcerer

spells.

Summoner: Add + ¼ points of damage to one of your eidolon's natural attacks.

Witch: Add +1/3 to effective level when determining the effectiveness of hexes.

Wizard: Select one arcane school power usable a number of times per day equal to 3 plus your Intelligence modifier. The wizard adds + ½ to the number of times per day this power can be used.

BILLY WARLOCK

Abra-ca-smacko! Damn right Billy's got magick!

Billy Warlock (CR 1/2; XP 200)

Male urisk witch 1

CN Medium fey

Init +3; **Senses** low-light vision; Perception +1 (+3 with familiar)

Defense

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 8 (1d6+2)

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

DR 1/cold iron; **Resist** fire 5

Offense

Speed 30 ft.

Melee gore +0 (1d6)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks hex (disguise)

Spell-Like Abilities (CL 1st; concentration -2)

1/day—*faerie fire*

Spells Prepared (CL 1st; concentration +3)

1/day—*burning hands*, *sleep* (W-DC 13)

0th (at will)—*dancing lights*, *detect poison*, *resistance*

Patron agility

Statistics

Str 10, **Dex** 16, **Con** 15, **Int** 15, **Wis** 12, **Cha** 4

Base Atk +0; **CMB** +0; **CMD** 13

Feats Fireheal

Skills Heal +5, Knowledge (arcana) +6, Spellcraft +6, Survival +5; Racial **Modifiers** +4 Stealth in mountains

SQ familiar (goat, Caprick)

Languages Common, Draconic, Giant, Sylvan

Combat Gear flask of alchemist's fire, *potion of jump*;

Gear backpack, 10 mwk bolts, light crossbow, silk rope, hammer, 5 iron spikes, 10 porphyrite flakes; **Coins** 20 sp

Demographics

Faith Vestrivissia

Homeland Nor-Du-Mag

Caprick

Male goat familiar

N Small animal

Init +1; **Senses** low-light vision; Perception +0

Defense

AC 14, touch 12, flat-footed 13

(+1 Dex, +2 natural, +1 size)

hp 4 (1 HD; 1/2 master's hit points)

Fort +3, **Ref** +3, **Will** +2; improved evasion

Offense

Speed 30 ft.

Melee gore +2 (1d4+1)

Statistics

Str 12, **Dex** 13, **Con** 12, **Int** 6, **Wis** 11, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Nimble Moves

Skills Acrobatics +1 (+5 when jumping), Climb +5, Survival +0 (+4 to find food); Racial Modifiers +4 Acrobatics when jumping, +4 Survival to find food

SQ empathic link, share spells

Billy Warlock practically raised himself on the streets of a mining town in the Calinsur Mountains, a ragged, devilish imp living in alleys and doing odd jobs, often in the blacksmith's. Other indigents seeking to take advantage of the ugly little urisk often found themselves on the business end of a pair of horns or hooves. Billy came to know his mysterious patron, whom he calls the 'Heart of the Alley' during a particularly dogged pursuit by a miner who had issue with the liberation of his coin—A black goat wandered into the path of his pursuer and butted him into a gutter. The unspoken connection between the two has sparked Billy, now called The Warlock, into a desire to see the outside world, and test his powers out there, with Caprick, his eerie black familiar.

Billy Warlock has a goodly amount of knowledge about porphyrite borders, and the singular nature of the magic-dead region of Nor-Du-Mag, dreaded by Elementals and Deists alike. He skips easily from one side of the 'purple border' to the other, and adapts his behavior accordingly, depending on spells on the live-magic sides, and his trusty crossbow and climbing skills on the other, to avoid and drive off trouble. Billy will be a willing guide for those not put off by his presence, though it is guaranteed they will get tired of him after a while.

XESA

Nu-At clambered up the Wall of Many Pillars, to look down over the ravine south of the ancient ruins it called home. There were several of his people, the xesa, laboring over the newly-felled trees on the bank, their white skins bearing a sheen of what passed for perspiration among his kind. Nu-At grinned, an easy gesture, for it was of a higher caste than they, and did no physical work. Its work was far more rewarding, and he planned his day's activities in his mind, seeing the tasks laid out before it. It would secure a pack lizard from the stables, bullying the low-caste hostler into not reporting it; To-An and Re-Fo would accompany it, that was certain. They wished to participate in this bold venture, even though Nu-At only needed them for protection, with their silly little bombs and potions. What did the Clan of Nu care about finding a new berry or leaf (a convenient lie, anyway) when the hint of the location of a Floating Stone (called an Ioun by the Hairy People) was at hand? It and they would travel out to the Tower of Loneliness, heedless of the edicts of the Undivided, and there make their discovery... Nu-At was interrupted in its reverie by the tell-tale tang of the peace scent- he turned and faced Re-To, sib to his compatriots. It ran through the index of its mind to categorize Re-To-

"Is the view from here so grand?" said the aged xesa, its pink-tinged eyes boring into Nu-At's. Nu-At squirmed, its plans crumbling like the walls up on which it stood. "I- I was just looking for a bird's nest, it-"

"No," said the other xesa, "You were not looking, you moon-gazer. Had you been, you would have seen the Thillis vine which creeps so gently up the wall. We are friends, it and I, as you and I are not. It tells me of your meetings with my sibs, and the foolish mission you intend to take." Without warning, a stream of cold light hit Nu-At, causing an agony of pain in its left arm. "You have no more sense than the Hairy Ones who stumble through the Cradle of Green. And you will do your explaining to the Undivided before this sunset. Come."

Nu-At was too sluggish to respond to Re-To's command, so it kicked the stunned xesa down the stairs. A few green bruises were good for the assumption of humility...

XESA RACIAL CHARACTERISTICS

Xesa characters are defined by class levels and have the following racial characteristics.

- **+4 Intelligence, -2 Wisdom, -2 Strength:** Xesa are intensely curious beings with a need to know everything; they lack the sophistication to apply that

knowledge, however, and their plant-like nature precludes great strength.

- **Plant-like Humanoids:** The xesa are a race of humanoids who share their lineage with a species of carnivorous plants. They count as humanoid (human) as well as plant for all spells, effects, and class abilities.
- **Medium:** Xesa are medium creatures with no penalties or benefits due to size.
- **Slow Speed:** Xesa rarely hurry, content to amble around and enjoy the scenery. They have a based speed of 20, but this is never modified by armor or encumbrance.
- **Low-light Vision:** Xesa can see twice as far as a human in conditions of low light.
- **Xesa Immunities:** Xesa are immune to paralysis, polymorph and poison. Additionally, they gain a +2 racial bonus to resist mind-affecting spells and effects.
- **Cold Vulnerability:** The xesa are humanoid plant hybrids native to the tropics, and take an extra 50% damage from cold attacks and effects.
- **Pheromone Effects:** Xesa have developed extraordinary powers based on their ancestor-plant's ability to generate pheromones to defend itself and attract prey. They may use *sanctuary* and *eagle's splendor* 1/ day, at a caster level equal to their hit dice.
- **Scentless:** When not generating pheromones, xesa give off a smell that matches their local natural environment. They cannot be tracked or detected using the scent special ability. This ability does not work underground or in cities.
- **Treespeech:** Xesa have the ability to converse with plants as if subject to a constant *speak with plants* spell.
- **Languages:** Xesa begin play speaking Common and Sylvan. Xesa characters with high intelligence scores can choose from the following: Boggard, Elven, Polyglot, Terran, Treant, and Vegepygmy.

ECOLOGY

The xesa (singular and plural) are a curious race from the deepest parts of the unexplored jungle. Their origin harkens back to a human jungle tribe that increasingly fell prey to a species of man-eating jungle plant; the plant developed strong pheromones that, unfortunately, the humans became addicted to. Small groups of them would gather around a plant, waiting for it to eat one of their group; the rest would have a few hours of ecstasy

while their fellow was digested. The tribe would also eat the seeds of the plant as their main food source. Eventually this symbiotic relationships evolved into a hybrid creature with characteristics of both species; the xesa. The xesa look like chubby, hairless men with white skin and a pink line bisecting their entire bodies, and their eyes change color from green to red as their Time of Division approaches. Xesa have no gender, and when they reach the old age category they split along their bisecting membrane, each side regenerating another new half within a month. The two new beings are at about a 6-year old's mental age, and have random, though different memories of the parent xesa. About 1 in 20 xesa divisions result in an 'Undivided', a xesa without the bisecting line, that is not capable of reproduction, but dies when it reaches human Venerable age. These beings form the xesa's ruling class, and have much more of a sense of individualism than common xesa. Xesa in their homeland live among the crumbling ruins of their parent civilization, pursuing lives of discovery, curiosity, and theory. They survive in a hostile environment due to their innate abilities inherited from the plant ancestor, and the fact that carnivores don't eat plants! They learn a lot of information with their treespeech ability, and make goods from plant fibers and from animals that they catch; xesa are omnivores, but prefer meat. Xesa are not particularly aggressive, but do not possess the same motivations as other humanoids, and if they have decided that they wish to achieve a goal, there is little that will stand in their way.

Physical Description: Xesa appear as chubby, hairless men with white skin and a pink line bisecting their entire bodies. Their eyes are bright green, turning to red when their Time of Division comes upon them. Physically, they combine the characteristics of plants and animals, requiring no more light than other humanoids, and eating an omnivorous diet; they smell of earth and plants, having the racial characteristic of mimicking their environment, an innate ability. Their blood is greenish and thick, and their large ears have a leaf-like look to them. Wide grins and folded arms are a classic posture for them. The Undivided, the ruling non-reproductive caste, are typically a little taller, with no membrane line, and tend to scowl at all petitioners.

Society: In the ruined cities of the xesa homeland, they live under a caste system, ruled over by the Undivided, non-reproductive, lineless xesa that alone among them assume a gender. Those grown from a 'right' side are

called male, those from the 'left' female. These more individualistic xesa often show odd traits, such as wearing wigs, makeup, or strange costume. Common castes are laborer, artisan, food gatherer, hunter, lore-keeper, botanist, police-being, healer, spawn-tender, academic and Undivided. Xesa do not advertise their presence, nor seek conquest of others, and as such keep a low profile, committing their studies and explorations close to home. They do engage in some cautious trade with other races, most often with the Grippli and jungle-dwelling elves, but their greed for magic items often jeopardizes the latter. Though xesa are plant creatures, they are not obsessed with ecology or forest preservation, like treants, but see plants as just another equal being, and good source of information.

Relations: The existence of the xesa is not well known in the 'civilized' parts of the world, and typically only a sage with at least 5 ranks in Knowledge (geography) would have heard stories of them and possess any of their lore. The presence of a xesa in any but the most cosmopolitan city would definitely attract attention. Gnomes would probably get along with xesa the best, speaking their



language and having knowledge of the green world. Elves are slightly disgusted by xesa, thinking of them as akin to a talking houseplant. Jungle-dwelling humans are scared of xesa, for no better reason than the stories of old regarding their origin. Other humans, dwarves, half-orcs and –elves would know little or nothing of the xesa, though would probably be off-put by their strange appearance. Xesa, for their part, are typically very friendly and non-judgmental, seeing all as if for the first time, and delighted by every new experience. A few xesa, wanting to fit in with their new world, use make-up, disguise and magic to look more like ‘The Hairy People’, as they classify all other humanoid.

Alignment and Religion: Xesa religion is a confused affair, complicated by the simple fact that, unless killed, xesa don’t really die, but divide in two and continue. The exception is the Undivided, who maintain their own religious beliefs. Two religious camps exist, the Moon Cult and the Sun Cult. The Moon Cult reveres a Lawful Evil non-deific ethos of Darkness, Death, Destruction and Law, while the Sun Cult reveres a Neutral Good, non-deific ethos of Fire, Glory, Healing and Sun. A third segment follows the various Patrons of the witches in their community, but these are often disregarded as deviants, being of Chaotic Good or Evil direction. Among the Undivided, the worship of Aleria is common, and they are served by the caste of druids that also acts as food gatherers for the community. Some ambitious Undivided espouse the teachings of Shankhil. The overall alignment of a xesa community and the most common PC alignment is Lawful Neutral.

Adventurers: Xesa leave the fold of their communities for many different reasons, the foremost of which is curiosity. Though going into the wider world is difficult for them, the draw of seeing and learning new things is great. Xesa do not make or own many magic items and their greed and desire for these is almost pathological. Some xesa are exiled from the community for their crimes, as execution is abhorrent to them; illegal research or belief can invoke the same punishment. It is also conceivable that an adventuring xesa is on a special mission for its people, to find some special item, plant, or piece of lore. It is rare that the Undivided forsake their role in the community, but being true individuals in their society sometimes calls them to seek their own fortunes. A rogue Undivided met in the outer world by a normal xesa will provoke a starting attitude of one worse category than is typical for the situation.

Names: The Xesa have a specific naming protocol, with two-part one-syllable names. When a Xesa divides, the two new Xesa take one part each, traditionally the rightmost half the first part (Clan name) and the leftmost taking a new name, chosen in a ceremony in the community. An Undivided takes a name of His choosing, with the clan syllable foremost.

Sample Clan Names: Nu, Re, To, An, Ba, Vi
Undivided Names: Rematar, Napolon, Kisangir, Calinton

Starting Age

Adulthood	Martial	Innate	Studied
10	+2d4	+1d4	+3d4

Age Categories in Years

Middle Age	Old	Venerable	Maximum
25	37	50	50+2d4*

Purple Duck Note: Divided live eternally, splitting from a single being into two other beings. They do not progress through the same age categories as the Undivided. Instead the Divided live as a single creature for 50 + 2d4 years and then they enter the time of division and begin life anew as two distinct creatures. They do not gain any benefits or penalties due to age.

Height and Weight

Gender	Height	Weight	Modifier	Multiplier
Divided	4’ 10”	150 lbs.	2d4”	x5 lbs.
Undivided	5’ 2”	180 lbs.	2d4”	x5 lbs.

XESA RACIAL TRAITS

The following are traits for xesa of the racial category; a xesa character can choose only one.

Excitable Theorist: I know this, I know this, no, don’t tell me, I know it! Once a day you can make an unskilled Knowledge check versus any DC, but without any other modifiers.

Flowerfriend: Rise up, oh Xesa, and end the barbaric practice of vegephagia! You may always use Diplomacy with Plant monsters, even after hostilities have begun.

Item Collector: And this one is a wand of shooting things, and this one is a ring of finding things in the for-

est, and this one is... You gain a +1 bonus to Use Magic Device checks, and Use Magic Device is a class skill for you.

Magic-hungry: Ooh, let me hold it; see how it glows when I command...: You gain +2 on Spellcraft attempt to identify magic items.

Man-like: You are something of a throwback to your human ancestors- creepy! You gain +1 on Disguise checks, +2 when attempting to disguise yourself as a human.

Twitchy Spear: Too many meatbags in the city, they need some holes poked in 'em. You gain a +1 bonus to initiative with weapons, and, once per day, may reroll a 1 if rolled for initiative

ALTERNATIVE RACIAL CHARACTERISTICS

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

Island-Exiles: In the dim past, a schism within the xesa race forced a cadre of rebel undivided and their servants to relocate to small islets off the coast of the xesa homeland, exiled from the botanical ecosystem. They are particularly bold, gaining +2 to saving throws against fear-based effects. These racial oddities gain fast healing 2 for 1 round anytime they submerge completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a *bag of holding*) does not activate this ability. Members of this race can heal up to 2 hit points per level per day with this ability, after which it ceases to function. These abilities replaces all xesa plant-type immunities and saving throw bonuses.

Jungle Hunter: Xesa that have rejected contemplative life in the Pax'esan's ruined cities live in the jungle and enthusiastically hunt beasts and humanoids, putting their intelligence to the puzzles of the hunt. Your starting characteristics are altered to +2 Intelligence.

Magespeech: Though of a plant race, you could care less about what the shrubs are talking about, but prefer to study the ancient glyphs that are part of your home. You gain +1 to the DC of spells cast with the language-dependent descriptor, or those that create glyphs, symbols, or other magical writings, also gaining a +2 racial saving

throw bonus against such spells. If a holder of this trait has a Charisma of 11 or higher, they also gain the flowing spell-like abilities: 1/day—*arcane mark, comprehend languages, message, read magic*. The caster level for these effects is equal to the user's character level. This replaces treespeech.

Man-Eater: There are some few Xesa who live in the jungle, apart from the main communities in the ruins, who have adopted a feral state. They instinctually remember the conflicts with the human inhabitants of the region, and hunger for their flesh. When fighting humans, these Xesa gain a +2 dodge bonus to AC, and a +2 racial bonus on combat maneuvers made to grapple humans. This replaces pheromone effects.

Moon Cultist: The ancient cultic religion of your human ancestors has been revived, centered on the mysterious moon. You gain +1 to the save DCs of divine spells and spells that produce sleep effects that you cast. If a holder of this trait has a Charisma of 15 or higher, they may use *dream* one per day as a spell-like ability, with a caster level equal to their character level. This replaces treespeech.

Sun Cultist: The ancient cultic religion of your human ancestors has been revived, centered on the glorious sun. You are immune to light-based blindness and dazzle effects, and are treated as one level higher when determining the effects of any light based spell or effects they cast. If a holder of this trait has an Intelligence of 10 or higher, they may cast *light* as a supernatural ability. This replaces treespeech.

Undivided: You do not bear the membrane of division that others have, marking you as one of the ruling class of the Xesa. Lacking the pheromone abilities of the commoners, the Undivided have the following abilities: They have a normal base speed of 30 feet, they gain a +1 bonus on Bluff, Disguise, and Knowledge (Local) checks, and if a Diplomacy check to change a creature's attitude fails by 5 or more, they may try to influence the creature a second time, even if 24 hours have not passed. These abilities replace pheromone effects.

Woody Carapace: Probably due to an ethnic variant in the ancient Pax'esan people, some members of the Xesa exhibit brownish skin, more tolerant of temperature drop, but more susceptible to fire. They take 50% more damage from fire. This replaces cold vulnerability.

FEATS

All of the feats below have the prerequisite of 'Xesa', as well as any prerequisites included in the text.

BOND OF THE WALKING GREEN

The leaf-clad xesa stepped forth, with a mobile vine wrapped 'round its chubby neck.

Prerequisite: Xesa, nature bond or hunter's bond class feature, character level 4.

Benefit: You may attract a plant-type monster as a companion. See the leafsinger elven racial archetype^{ARG} for more information on plant companions.

CONGEALED SAP

Your blood is sticky and sap-like, not like humanoid blood at all.

Prerequisite: Xesa

Benefit: You take 1 less bleed damage than normal from a single attack. If this means you take 0 damage, you do not take bleed damage on the following round.

FOUL SAP

Your blood is more sap than plasma, unpalatable to most carnivores.

Prerequisite: Congealed Sap, Xesa

Benefit: Monsters with the scent ability will not use bite attacks against you, and other monsters of Int 2 or less will not bite you more than once

PHOTOSYNTHETIC SURGE

Though the others will point and stare, you can seal wounds in your skin with the power of the sun.

Prerequisites: Con 12, Xesa

Benefit: Once a day, during the day, you can heal as many hit points as you have class levels, plus your Con modifier. This sickens you for as many rounds as the points you have healed.

SCHOLAR OF THE ANCIENT RACE

Who can understand the Pax'esan, the old ones who were humans, before they merged with the Green?

Prerequisite: Int 15

Benefit: Choose one Knowledge skill. That skill is a class skill for you, and you gain a +1 bonus on this skill. This feat can be taken more than once, with a different Knowledge skill.

SPAWN OF THE GREEN-CRADLE

Though the Hairy Ones stumble and fear, the Green Cradle

is my home.

Prerequisite: Xesa

Benefit: You treat jungle terrain as forest for overland movement, and gain +1 to Perception and Initiative in jungle terrain.

TREE-BLEND

There is no one here but shrubs, of which I am one...

Prerequisite: Dex 11, Wis 11, xesa.

Benefit: You gain +4 to your Stealth and +2 to your Perception in environments that are plant dominated (Jungle and Forest terrain, urban gardens, etc.). In tree-less environments your Stealth suffers a -2 penalty.

WONDERFUL FRAGRANCE

Your pheromones are such that your companions are excited by them, as well.

Prerequisite: Cha 12, xesa, pheromone effects racial ability.

Benefit: As a full-round action, once per day, you can emit pheromones that give allies a +1 morale bonus to hit and against fear effects. Opponents with the scent ability will suffer -1 to hit and damage. This benefit lasts for 1 round/character level.

* Xesa also qualify for the Leaf Singer^{ARG} feat.

EQUIPMENT

Xesa have access to the following equipment.

DIVISION ACCELERANT

This emergency preparation is carried by important divided xesa in case of some serious debilitation, such as poison or some unavoidable demise. When consumed or smeared over one side of the xesa's body, the xesa will immediately divide, as if it were ready for reproductive division. All toxins, disease, and unclean energies are purged to one half of the xesa, and the xesa then divides, preserving most of the persona of the xesa's genetic line, though it will be a year at least before regrowth results in a restored being.

Cost 150 gp; **Weight** 1 lb.; **DC** 25 Craft (alchemy)

POLLEN DETECTOR

This device is a ceramic ball on the end of a stick or handle; the ball is dipped in a prepared plant-sap fluid which is colorless and sticky. It is used to detect the proximity of Plant type monsters, most of whom give off pollen or other detectable particles. A user with ranks

in Survival who is carrying a pollen detector may automatically make a Survival check equal to 10 plus the plant creature's CR to be made aware of a Plant creature within 50 ft., provided there is air flow between them and the plant-type monster. A pollen detector must be thoroughly cleaned and re-dipped before it can be used again.

Cost 10 gp; **Weight** 2 lbs.; **DC** 12 Craft (herbalism or alchemy)

MAGIC ITEMS

Xesa have access to the following magic items.

Curator's Elixir

Aura moderate enchantment; **CL** 7th

Slot none; **Price** 2,000 gp; **Weight** —

Description

This milky substance is used by xesa to create living dioramas of creatures for them to observe at their leisure. Any living thing that consumes any of it is affected by a powerful paralysis that affects everything from the neck down; they can converse or cast verbal-only spells, or bite something close enough, but cannot move at all. There is a Fort (DC 16) saving throw to resist the effect, and another save can be attempted each day.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm monster*, *hold monster*; **Cost** 1,000 gp

Pax'esan Talisman

Aura faint divination; **CL** 3rd

Slot neck; **Price** 6,000 gp; **Weight** 1 lb.

Description

These ancient amulets are relics of the vanished Pax'esan human culture, which merged unwholesomely with jungle carnivorous plants to become the semi-vegetable race of xesa. The wearer can use *detect animals or plants* at will, and gains +4 to saves against compulsion effects that are included as special attacks.

Construction

Requirements Craft Wondrous Item, *detect animals and plants*, Iron Will; **Cost** 3,000 gp

Staff of the Undivided

Aura moderate transmutation; **CL** 8th

Slot none; **Price** 24,000 gp; **Weight** 5 lbs.

Description

This strange staff is made from exotic jungle wood and wrapped with lacquered vines, topped with a chunk of

ancient building stone. It allows use of the following spells:

- *carnivorous plants* (2 charges)
- *eclipse of the moonsun* (2 charges)
- *eagle's splendor* (1 charge)
- *sanctuary* (1 charge)

Construction

Requirements Craft Staff, *carnivorous plants*, *eclipse of the moonsun*, *eagle's splendor*, *sanctuary*; **Cost** 12,000 gp

SPELLS

Xesa have access to the following spells.

CARNIVOROUS PLANTS

School transmutation; **Level** cleric 3, druid 3, ranger 2

Casting Time 1 standard action

Components V, S, M (handful of flies)

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

Targets vegetation in a 20 ft. radius

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell calls on the resentment of plants for mobile creatures, causing them to develop aggressive aspects to damage those treading on them, or blocking their light. Any non-plants in the affect area are attacked once per round with a base attack bonus equal to the your caster level that deals 1d4 bludgeoning and piercing damage/2 caster levels. The affected area also acts as an ally that can make a single attack of opportunity against an opponent in a round. The GM must rule if there is enough vegetation to be affected, as the spell does not provide significant growth of plants, only enough to provide means of attack; one potted geranium would not be enough. Subjecting the area to area damage equal to the caster's level destroys the plants and ends the effect.

ECLIPSE OF THE MOONSUN

School illusion (figment); **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (shard of smoked glass)

Range 0 ft.

Area 30-ft.-radius emanation

Duration 1 round/level

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

This spell creates a mass delusion that the main body in

the heavens is undergoing eclipse, triggering instinctual panic behaviors. Either the sun, one or more moons, or stars must be visible for this spell to have any effect. Certain artificial substitutes may be used as well, at the GM's discretion. Each creature within the area of effect is affected according to its HD; allies gain +2 on their saving throws. Note that *eclipse of the moonsun* is not mind-affecting in the same way as other illusions, working as it does on instinctual responses to a perceived natural phenomenon. Sightless creatures are not affected by *eclipse of the moonsun*.

- *5 HD or less:* The creature cowers for 1d4 rounds, and is shaken for 1d4 rounds.
- *6 or 7 HD:* The creature cowers for 1 round, and is shaken for 1d4 rounds.
- *8 or more HD:* The creature is shaken for 1 round.

ARCHETYPES

Below are class archetypes that are available to characters of the xesa race.

ARCANIVORE (WIZARD)

The hunger for knowledge that the semivegetable race of xesa feel can, strangely enough, manifest itself in an actual physical hunger, a mutation of their weird physiology. Arcanivore wizards fuel themselves on stolen or stored magical energy, and are frequently outcast from xesa ruin-cities and wander to the lands of the 'hairy ones', seeking power from the plethora of magical artifacts and guileless spellcasters.

Class Skills: Arcanivores must, at every level, put ranks into Spellcraft, or they lose all archetype abilities, retaining all abilities not changed by the archetype.

Bonus Feats: Arcanivores abhor storing spell energy in magic items, vastly preferring consuming the items themselves. They may not choose Item Creation Feats as leveled bonus feats at levels 5, 10, 15 and 20, though they may choose them as normal leveled feats, or feats from some other source.

Greedy Knowledge: Arcanivores seek to know more about the magic of others, and grow very proficient at identifying spells and various magic items. At 1st level, they gain the Magical Aptitude feat. This replaces the Scribe Scroll bonus feat.

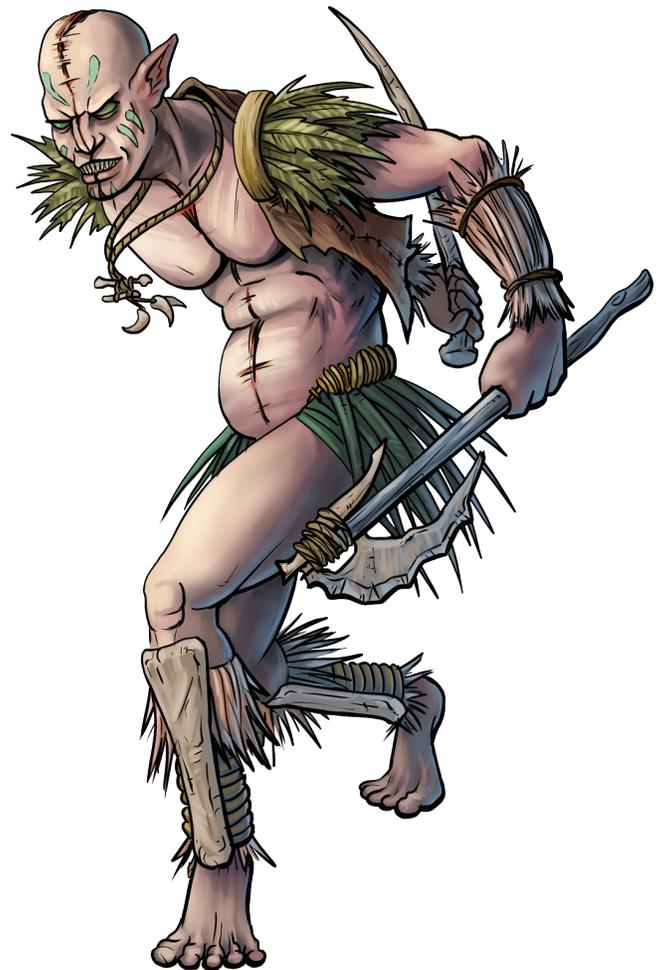
Magical Omnivore (Sp): By dint of their strange me-

tabolism and will, arcanivores can actually absorb and consume magic, both in item form and by absorbing magic in their environment. If an arcanivore makes a saving throw against a non-harmless spell or spell effect that targets it directly or indirectly, it regains a spell slot of ½ that spell's level (minimum 1).

At 8th level, it also regains 1 hit point per spell level absorbed. An arcanivore can also use this ability with magic items, physically consuming them for replenishment at the item's caster level. This always involves destruction of the magic item, and may present unusual problems in and of itself... An arcanivore can only absorb spells once per day from any constant effect. This replaces arcane bond and arcane school.

JUNGLE AVATAR (FIGHTER)

As well as the semi-urban culture of living within the ruined cities of their erstwhile human ancestors, the Pax'esan, the demivegetable race of xesa also have a more dangerous, far less reasonable faction that live in the depths of the vast jungles of their homeland. Feral xesa, these beings hunt and feed on any meat-bearing creature



in their domain, and have a symbiotic relationship with most plants, even mobile and carnivorous ones. Though they have little interest in lands outside the jungle, let alone the cities of their kin, jungle avatars can use their powers and skills in any land where the green of nature dwells.

Class Skills: Jungle avatars add Knowledge (nature) to their list of class skills, and remove Knowledge (dungeoneering) to their list of class skills.

Forest-friend (Su): Jungle avatars, while not immune to the predations of carnivorous plants, use their knowledge of them and their ability to converse with them (via treespeech) to avoid being brought to harm. Jungle avatars receive a +2 bonus on saving throws against any abilities of plant type monsters. They must have the treespeech racial ability for this ability. This replaces bravery.

Tools of the Forest (Ex): A jungle avatar uses the resources of the natural world around it, rejecting ‘man’ made objects as relics of a lesser, previous incarnation. Jungle avatars are not proficient with weapons and armor made of metal. Thus, they may only wear padded, leather or hide armor and wooden shields, with exceptions applied as per druids. Wooden weapons include spears, clubs, arrows, blowguns, javelins, and darts- mac-es of stone and sling stones are also acceptable. Jungle avatars gain the bonus feat Weapon Focus with one type of weapon, as long as it is made of wood. This replaces weapon and armor proficiencies.

Will of the Green (Sp): A jungle avatar can use the plant life around it to impair and impede its enemies and victims, holding them for the inevitable spear. A jungle avatar can use *entangle* as a spell-like power three times per day, using its class level as its caster level. This replaces the pheromone effects racial ability.

PSYCHOCELLULOSE PSION (PSION)

The high natural intelligence of the hybrid plant-human race of xesa was bound to mutate to accommodate psionic power, but it has manifested itself within the race in a strange manner, in keeping with their strange nature. Psychocellulose psions tend to have enlarged craniums that make somewhat noticeable among their kind. The presence of psions among a xesa community is usually disruptive, as it often portends a shift from magic to psionics in that clan.

Vegetable Mind: The presence of psychocellulose in xesa physiology precludes much of their normal growth, in favor of psychocellulose tissue. A psychocellulose psion gains Psionic Talent as a bonus feat without meeting the requirements. This replaces the pheromone effects racial ability.

Psychocellular Growth (Ex): A psychocellulose psion grows additional cerebral tissue to accommodate its psionic powers. A psychocellulose psion may choose to gain an additional psionic power point when it gains a level in psion, as long as psion is its favored class. They may also trade Constitution points on a point-for-point trade in psionic power points, taking Constitution “damage” to obtain psionic power points. The psychocellulose psion may not trade for more points than its maximum, nor may it obtain more points in a day that ½ his level. This replaces the treespeech racial ability.

Plant Mind Access (Psi): Due to the close relation xesa have to plant life, a psychocellulose psion can use mental powers on plant beings that would not normally be vulnerable to psionic powers. A psychocellulose psion can treat plants and plant monsters as it would monstrous humanoids, with regards to being affected by psionic powers. This replaces the bonus feats gained at 1st, 5th, 10th and 15th levels.

XESA ADVENTURERS

The bizarre race of xesa are a rare and strange sight in cultivated lands, as the xesa homeland is remote and the prejudices and fears against humans by xesa and vice versa are myriad. Those who do adventure there are often intrepid seekers with a notion to starting new colonies of xesa, slow, though simple enough for their genderless race.

Alchemist: Botanists, herbalists and potion-makers, alchemists form a revered caste in xesa society, where the best and brightest are courted to join their ranks.

Barbarian: Feral xesa that live in the open jungle usually have levels of barbarian, wielding wooden great-clubs, throwing spears, and living in caves made by tree stumps.

Bard: Xesa are not particularly musical, but love to hear stories, especially old ones. Bards in their communities are historians and lore-keepers, with prodigious memories.

Cavalier: The xesa are still buzzing over the legend

of Lo-Re, who trained a shambling mound to assume quadrupedal stature and let him ride...

Cleric: Clerics in xesa society are of the two cults present in their society, The Moon Cult and the Sun Cult.

Druid: Ironically, though many xesa are called to this class, they are seen as second-class citizens by the xesa public, and less than 'civilized', fit for maintaining the forest outside the cities, gathering food, and serving the Undivided.

Fighter: Defenders of xesa communities prefer the spear, often use shields, and occasionally use vegetable poisons on their weapons. Metal weapons are uncommon, and bows are used only by specialists.

Inquisitor: Xesa inquisitors are subservient to the magi that police the community, acting much like detectives among the xesa.

Magus: Magi make up the caste of police-beings in their culture, enforcing laws among the xesa, uncovering dangerous experiments and research, and dealing with arcane threats to the community.

Monk: Xesa rarely have the physical conditioning to learn the rigors of martial arts, though the discipline of the art appeals to them.

Oracle: Xesa oracles often play a doom-cryer role in their society, warning of another doom, as took the Pax'esan. They usually take the Ancestor, Nature, Wood or Time mysteries.

Paladin: The leader of the Sun Cult in each community is a paladin, which is sometimes a ceremonial role, but occasionally arises as a champion of good that suppresses the Moon Cult and turns the community to a semblance of righteousness.

Ranger: Xesa rangers are the hunters of the community, bringing in food and dealing with common threats to the group. Their typical chosen enemies are humans, animals and vermin.

Rogue: Theft is a severe crime in xesa society, though covetousness is a common emotion- a seemingly ordinary xesa might use its skills to get what it cannot earn.

Rook: Those xesa with a talent for intrigue and deception use the powers of the rook to influence and manipulate xesa society, resentful of the fact of a chance birthing creates those that have political power.

Sorcerer: Sorcerers are wild cards in xesa society, but all respect their power, especially if they have the Verdant bloodline. Other common bloodlines are Aberrant, Arcane, Fey, and Elemental.

Summoner: These strange characters are disruptive to xesa society, and tend to live outside of Xesa communities; their eidolons often manifest as strongly humanoid

bipeds.

Witch: Witches appeal to non-conformist xesa, who seek enlightenment from the mysterious and the hidden. They exclusively take insect familiars, and prefer the patrons of Ancestors, Elements, Healing, Time and Transformation.

Wizard: Xesa wizards love poring through the ancient books of their long-dead human ancestors, and take wild glee in demonstrating their power or activating magic items.

FAVORED CLASS BONUSES

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

Alchemist: Add one extract formula from the alchemist's list to the character's formulae book. This formula must be one level lower than the highest level formula the alchemist can create.

Barbarian: Add +1 to the barbarian's trap sense,

Bard: Add + 1/2 to the bard's bardic knowledge bonus.

Cavalier: Add + 1/4 to the cavalier's banner bonus.

Cleric: Add +1/3 to the amount of damage dealt or healed when the cleric uses their channel energy ability.

Druid: Add +1/2 bonus on Diplomacy and Intimidate checks to influence a creature's attitude.

Fighter: Add +2 on rolls to stabilize when dying.

Gunslinger: Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance below 1.

Illuminatus: Select one metamagic feat you know. Its spell slot adjustment is lowered by 1/3 to a minimum of zero.

Inquisitor: Add one spell from the inquisitor's spell list to the list of spells known. This spell must be at least one level lower than the highest level spell the inquisitor can cast.

Magus: Add + 1/4 to the magus' arcane pool.

Medium: Add + 1/4 deflection bonus to the medium's AC as a benefit granted by its influence.

Monk: Add + 1/4 to the monk's ki pool.

Oracle: Add + 1/2 to the oracle's level when determining the effects of one revelation.

Paladin: Add + 1/4 to the bonus granted by the paladin's aura of courage and aura of resolve abilities.

Psion: Add + 1/4 to the DC of saving throws against the psion's telepathic powers.

Ranger: Add 1 skill point to the ranger's animal companion.

Rogue: Add + ½ to Bluff checks to feint and to pass secret messages.

Rook: Add +1 to the rook's Stealth checks while under the effects of a spell the rook has cast on himself.

Runecaster: Add + ½ to the number of active wards the runecaster can create.

Runereaper: Add + ¼ natural armor bonus.

Sorcerer: Add one spell known from the sorcerer's spell list. The spell must be at least one level lower than the highest level the sorcerer can cast.

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

Witch: Add one spell to the witch's spell list assigned to its familiar. This spell must be at least one level lower than the highest level the witch can cast.

Wizard: Select an arcane school power that has a number of uses equal to 3 plus the character's Intelligence modifier. Add +1/2 to the number of uses per day of that arcane school power.

PO-TA

Did you know that a basidirond likes to be scratched under the spore-cap? Well it does! And an-other thing...

PO-TA (CR 1/2; XP 200)

Undivided xesa witch 1

LN Medium humanoid (plant-like)

Init +2; **Senses** low-light vision; Perception +0

Defense

AC 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

hp 8 (1d6+2)

Fort +2, **Dex** +0, **Will** +2; +2 vs. mind-affecting, magical writings

Immune paralysis, polymorph, poison

Vulnerable cold

Offense

Speed 20 ft.

Melee quarterstaff -2 (1d6-2)

Ranged light crossbow +0 (1d8/19-20)

Special Attacks hex (blight)

Spell-Like Abilities (CL 1st; concentration +2)

1/day—*arcane mark, comprehend languages, eagle's splendor, message, read magic, sanctuary*

Spells Prepared (CL 1st; concentration +5)

1st—*command* (W-DC 15), *obscuring mist*

0th (at-will)—*daze* (W-DC 14), *resistance, guidance*

Patron elements

Statistics

Str 6, **Dex** 10, **Con** 14, **Int** 19, **Wis** 11, **Cha** 12

Base Ath +0; **CMB** -2; **CMD** 8

Feats Photosynthetic Surge

Skills Climb +2, Craft (traps) +8, Intimidate +5, Knowledge (history) +8, Knowledge (nature) +8, Spellcraft +8, Use Magic Device +5 (+7 activate blindly)

Languages Common, Boggard, Elven, Sylvan, Terran, Treant

SQ magespeech, scentless, witch's familiar (hedgehog named Scrimble; +1 natural armor, stores all prepared spells plus *blend*^{ARG}, *charm person*, *interrogation*^{UM}, *mage armor*, *negative reaction*^{UC})

Combat Gear *potion of sanctuary*, alchemist's fire; **Gear** light crossbow and 20 bolts, quarterstaff, artisan's tools^{UE}, backpack, waterskin, bundle of flayleaf^{GMG}, 10 gp

Demographics

Faith S'sluun, Naga Empress

Homeland Californ, The Eternal Jungle

Po-Ta is a mature xesa adventurer from the ruined Pax'esan city of Kloop, descendant of the Po clan of scholars and the Ta clan of food gatherers, a rather odd combination, which shows in its rather eclectic behavior, as a demivegetable humanoid. Po-Ta was always tiresome to its fellow xesa of Californ, as it was always boasting of how well it would do in the world beyond the Green, where the Hairy Ones lived with many other strange beings. So its neighbors (who were tired of its gratuitous spellcasting anyway) made it a gift of a potion and a flask of chemical fire, and, to celebrate its 20th year of growth, sent it on its way, whether it liked it or not. Many good wishes and songs accompanied it, if only to make sure it didn't come back. The intrepid xesa Po-Ta then managed to survive the jungle crossing to the coast by its wits, spells, and that it seemed to get along very well with creeper vines, which frequently warned it of impending danger. Overcoming a few low points where it almost made a meal out of poor Scrimble, the xesa has built a shelter and a signal fire to attract a boat that could take him to Lands-Far-Away. Now Po-Ta, homesick and craving grilled monkey, is eager to find any kind of group of hairy... whatever that look trustworthy enough to join, so they too can profit from Po-Ta's amazing powers, and tales of the Eternal Jungle and the lost cities of the xesa.

ZENDIQUI

“As the earth I stand, as the wind I ride, as the water I sustain, as the fire I destroy. As the earth I stand, as the wind I ride, as the...” The chant to The Four was a soothing hum to Yarun, as he swayed in his camel’s saddle. The sand swirled around the line of war-camels, following a path known to Reza, their leader. The path led, Yarun knew, to a little-used border crossing in a narrow ravine. The tribe’s mahdi had foreseen that muhartik interlopers would be invading at that place, and Yarun, three days past his bayit-la, had made his war-vow. To keep his mind busy, he fingered the edges of his three bone spears, made by his father, who was also elbayit-ard. His father probably suspected that he planned to join the Bone Speakers, though no words passed between them. His father gained little respect, being a townsman married to a desert woman, but Yarun would see that he—Yarun was snapped out of his reverie by the sudden hand motion of Reza, their leader, using the hand-sign of the desert. The ravine was ahead, and he had smelled the intruders moving through it. Yarun could sense, rather than see that muhartik approached, their alien smell, like an empty, moldy cave. The troop of camels was silent, fingers flashing, weapons being readied, no sound, no chanting. The long ride had tired none of them, no thirst, no hunger bothered them now. The lust for muhartik blood was all-but Yarun couldn’t help thinking of the soft songs his mother sang, the song-scriptures of the New Way, a way of tolerance. No time for that now. With a soundless jerk, Reza’s black-haired war camel, Silken Spit, bounded forward, over the sandy crest to the slope of the ravine. His banner flapped in the scant breeze, sandy brown with four white stripes. The silence ended with Reza’s war cry, “Al-zendiqi, Al-Bayit! Death to the Muhartik!” Yarun screamed with them as they charged down the ravine, holding on for dear life. The invaders they had sensed were ready for them, heavily armored (in this heat?) squat and bearded, bearing the crest of a burning mountain. Stunted ones! Yarun charged ahead with the others, but the serried defenders motioned as one, and ghostly pickaxes materialized above their heads and struck their ranks. Reza took three directly to the chest, and was thrown bodily from the back of Silken Spit. A red haze filled Yarun’s mind then, and he hurled his spear into the chest of a bearded enemy, following it at a gallop to twist and splinter— he stabbed the face of another roaring dwarf, trampled a third, slashed with his kukri— and it was over. The other riders stripped the dead, laying their own in the sand, arms outstretched, in supplication to The Four. Reza was among these. Yarun steeled himself, strode up to Silken Spit, and took her reins. “I, Yarun Al-Sorakh, son of Samir,

do claim this beast by right of war! Three deaths of muhartik on my first attack! Who disputes this?” None of his fellows looked his way, but made the sign of The Four, and resumed the chant: “As the earth I stand, as the wind I ride, as the water I sustain, as the fire, I destroy...” The smoke of the burned muhartik was still visible by the time they returned home.

ZENDIQUI RACIAL CHARACTERISTICS

Xesa characters are defined by class levels and have the following racial characteristics.

- **+2 bonus to any one ability score:** Zendiqi are human and gain +2 to any single ability score.
- **Human Variant:** Zendiqi are humanoids of the human subtype.
- **Desert Runner:** The arid ancestral home of the zendiqi has caused them to adapt over the millennia, and they receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or other ill effects from running, forced marches, starvation, thirst, or hot or cold environments.
- **Death to the Stunted Ones:** Dwarves and gnomes are seen by the zendiqi as invaders and freaks, not native to Porphyra; they gain a +1 racial bonus to attack rolls against creatures of these types.
- **Infidel Destroyers:** Zendiqi bear special enmity for the clerics of the gods of the Calling, who cast down their elemental overlords in the NewGod war. Against those proven to be clerics, by bearing holy symbols, casting divine spells or being ‘smelled’, zendiqi gain a +2 dodge bonus to AC, and gain a +2 racial bonus on combat maneuvers to grapple clerical enemies. At the GM’s discretion, this can include inquisitors and oracles proven to be divine spellcasters, though neither class bears an aura.
- **Smell the Muhartik:** Once per day, a zendiqi can use a spell-like power similar to *detect evil/good/chaos/law* but only detects the aura of divine spellcasters such as clerics, paladins, and antipaladins. Smell the Muhartik behaves in all other ways as *detect evil*.
- **Strength of the Kafir:** The philosophy of Kafir (see Alignment and Religion) requires a refusal to accept the existence of the New Gods. Zendiqi gain a +2 racial bonus to saving throws vs. divine spells and effects, and apply -2 per character level on both healing, and damage caused by channeling positive or negative energy; this includes *cure* spells, though a zendiqi would be unlikely to allow one to be cast

upon them.

- **The Old Way:** Zendiqi still cling to the veneration of the elemental lords, silent though they may be. When they come of age, zendiqi choose a bayit, or home element, and gain resistance 5 to that particular energy type: acid (earth-ard), cold (water- targ), electricity (air- gana) or fire (fire- nar).
- **Languages:** Zendiqi are xenophobic and begin play speaking only Old Porphyran, a human language unrelated to the Common tongue. Zendiqi with high intelligence can choose languages from the following list: Common, Gnoll, Sphinx, and one of the elemental tongues; Aquan, Auran, Ignan or Terran. They may also choose sign language as a starting language, as well as through the Linguistics skill.

ECOLOGY

The zendiqi are pureblooded descendants of aboriginal Porphyrans, who were the human norm on Porphyra at the time of The Calling. They venerated elemental lords and opposed the coming of the gods, fighting against them and their devotees in the NewGod Wars. Utterly defeated, the zendiqi retreated to their ancestral home in the harsh deserts, rejecting the outside world and dreaming of vengeance against the muhartik, or god-worshipping interlopers. They are fully human, treated in every way as normal humans, and can interbreed as humans do. Their mystical world revolves around The Four, as they refer to the banished elemental lords, and they see an overlap and an intertwining of mystical and practical life.

Physical Description: Zendiqi are tall and lean, though not outside the human norm. Skin color is grayish-brown, though there are variations within various tribes. Hair is dark brown to black, though male baldness is common, and clean-shavenness is a religious tenet. Eye color is dependent on the bayit chosen, changing from original black to blue (air), green (water), brown (earth) or red (fire) with the 'white' of the eye having tones of the colored iris. Clothing is desert-norm, typically dark colors, with elemental colors as highlights.

Society: The philosophy of Kafir dominates zendiqi culture, seeing man as part of the Four, part of nature, being tested and purified. Strength is respected, weakness denigrated, and challenges frequent, both by the land and by fellow beings. Zendiqi live by grazing camels and goats, and collecting the fruits of the desert; cactus,

dates, and tree nuts from hidden valley oases. A few towns exist in the wastes, near oases or in sheltered valleys, deemed a necessary evil by nomadic tribesmen, and these rugged communities are paragons of innovation and recycling, resource-poor as the zendiqi are. Raiding past the deserts' borders is rare, usually the result of an influential mahdi who are considered incorruptible enough to bypass porphyrite border requirements. These events are greatly feared by those in neighboring lands. Females in zendiqi society are burdened with domestic tasks, but even the patriarchal zendiqi recognize useful skills possessed by women, especially magical ones; many mahlana and most witches are female, though these are usually celibate devotees to their magic. Bride prices are practiced among the zendiqi, which can stimulate border raids.

Relations: Zendiqi have a reputation of hostility against non-zendiqi. This reputation is well-earned. Virtually all non-zendiqi are seen as infidels, outsiders and heretics, and fight only for death or contempt. Zendiqi even squabble among themselves, over oases, grazing



lands, or perceived violations of protocol or philosophy. Successful contact with zendiqi requires certain rituals, offerings and protocols, first when entering the lands, before meeting any zendiqi, and again when making contact. Knowing these rituals and protocols requires a Knowledge (nobility) or Knowledge (local) check of 15 or more. Some small amount of trade, dominated surprisingly by halflings, has been established with a few zendiqi communities.

Alignment and Religion: Worship of the gods among the zendiqi is the first and strongest taboo. Zendiqi venerate the elemental lords, defeated and banished by the gods of The Calling in the NewGod wars; their silence has not abated the zendiqi's devotion, or hatred of the interloper deities. The philosophy of Kafir has many strict rules and strictures, which both regulate thought and ensure survival in their harsh environment, burned by sun, lacking water, sandy earth, and cloudless air. The Four sustain and test the zendiqi, and they will not be moved from their beliefs. The zendiqi do not differentiate between good and evil deities, destroying either with gusto; neutrality is part of Kafir, as the elements themselves do not demonstrate good or evil. The prevalent alignment for zendiqi is lawful neutral, with the fringe barbarian tribes being more neutral or chaotic.

Adventurers: There are many motivations for zendiqi to adventure abroad, leaving the harsh lands of the deserts being one of the main ones. Zendiqi are rather resource-poor, and returning from an extended period of adventuring with magical and practical goods and treasures would ensure high status among the tribesmen. Escaping the narrow confines of Kafir is also desirable to some young zendiqi, and elders grudgingly accept the wanderlust that grips some of the young ones. Those that travel abroad learn to choose their religious battles, and even to appreciate good religions while recognizing the malicious evil ones.

Names: Clan names are important for identification of tribe and affiliation among the zendiqi, and full names are always reported; to do otherwise assumes that one is an outlaw.

Male: Yarun, Reza, Ibin, Hamad, Ziril

Female: Miryim, Zara, Havah, Siri, Jinna

Clan Names: (al-) Akir, Rasyhd, Jinar, Mulah, Sorakh

Starting Age

Adulthood	Martial	Innate	Studied
15	+1d6	+1d4	+2d6

Age Categories in Years

Middle Age	Old	Venerable	Maximum
40	60	80	80+2d20

Height and Weight

Gender	Height	Weight	Modifier	Multiplier
Male	4' 10"	120 lbs.	2d10"	x5 lbs.
Female	4' 6"	90 lbs.	2d10"	x5 lbs.

RACE TRAITS FOR ZENDIQUI

These traits are intended for zendiqi player characters, but may be accessible for normal humans at the GM's discretion.

Bone Speaker: The bones of the earth are as the bones of man; use the bones of your enemies to destroy them. You gain +1 to hit with bone weapons, and reduce the damage penalty by 1.

Border Trader: The muhartik are intruding scum, but their goods are just as tradable as any others. You can speak Common as a bonus language.

Desert Ship Rider: The camel is the perfect animal of the desert, enabling survival of the desert people. You gain +2 to Ride checks while on camel, and Ride is always a class skill for you.

Devout Elementalist: Be devoted to The Four, and they will reward you. Add 1 point of damage to spells with the acid, cold, electricity, or fire descriptor.

Sandstorm Berserker: Rend the invaders to pieces, and scatter them to the winds! You gain +1 to confirm critical hits, and +1 on critical hit damage

Urbane Scoffer: The muhartik hold no terrors for you, and their petty idols make you laugh. You gain +1 to Knowledge (religion) checks, and Knowledge (religion) is a class skill for you.

ALTERNATIVE RACIAL CHARACTERISTICS

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

Apostate: Some folk who are raised zendiqi leave that harsh society, rejecting their fierce philosophy. They lose all characteristics but Languages and Desert Runner, and gain the Bonus Feat and Skilled characteristics of normal humans. These ex-zendiqi live on the fringes of the desert, or in other lands.

Elemental Cousin: Your ancestry is mixed with elementals, but exceedingly far in the past, for you still appear as fully human zendiqi. Your starting characteristics are the same as those of a specific elemental-kin: Ifrit (+2 Cha, +2 Dex, -2 Wis), Oread (+2 Str, +2 Wis, -2 Cha), Sylph (+2 Dex, +2 Int, +2 Con), Undine (+2 Dex, +2 Wis, -2 Str).

Elemental Petitioner: Those of exceptional piety often take the next step in the path of knowledge of the erstwhile elemental lords, undergoing mystical rituals, tattooing, and scarification. Sorcerers of the elemental (including primal wildbloods) and genie (djinn, efreeti, marid and shaitan) bloodlines, and with a corresponding bayit, treat their Charisma as 2 points higher for all sorcerer spells and class abilities. This replaces Smell the Muhartik.

Mahdi Adherent: Though they are often persecuted by hardline zendiqi, fanatical followers of the caste of Mahdi (see Racial Archetypes, below) are becoming more popular in lands of the zendiqi. Adherents of Mahdi gain +1 to saves vs. divine magic and effects. This replaces strength of the Kafir.

Oasis Dweller: There are permanent communities with the desert, though there is some contempt between nomads and town dwellers, which have become skilled at recycling captured infidel goods. You gain +1 to Disable Device and Knowledge (engineering) checks, and are proficient with any weapons that they have personally repaired. This replaces Infidel Destroyers.

Slay the Green-skins: Orcs and their ilk are to blame for the Calling, and the exile of the zendiqi! You gain a +1 racial bonus to hit orcs, half-orcs, and ogrilons. This replaces Death to the Stunted Ones.

Slay the Slant-ears: Elves and their ilk are to blame for the Calling, and the exile of the zendiqi! You gain a +1 racial bonus to hit elves, half-elves, and elven half-orcs. This replaces Death to the Stunted Ones.

The New Way: A secret movement within the zendiqi is slowly trying to bring peace and acceptance of the New Gods and Landed peoples. They gain a +1 racial bonus to Bluff, Disguise, and Knowledge (local) checks, and gain a +2 racial bonus on saves against fear and despair effects. Also, once per day, after a roll of 1 on a d20, members of the New Way may reroll and use the second result. This replaces Strength of the Kafir and Infidel Destroyers.

FEATS

Below is a selection of feats designed for use with Zendiqi characters. Humans could select them at the GM's discretion.

ADHERENT OF THE FOUR

By ard, by talg, by gana and nar, I am your obedient servant, bless me now.

Prerequisite: Zendiqi, the old way racial characteristic
Benefit: You gain energy resistance 1 to all four element types.

Special: This energy resistance stacks with other sources. This feat may be selected multiple times and each time it will increase the resistance by 1 point.

BONE SPEAKER WRATH

To strike fear into the hearts of the Muhartik, use their own bones as instruments of their death.

Prerequisite: Splintering Weapon, Bone Speaker race trait

Benefit: You take only a -1 damage penalty from using bone weapons, and can make and use two-handed edged weapons from bone. Any Intimidate attempts made while wielding a bone weapon gain a +1 feat bonus.

Normal: Bone weapons impose a -2 damage penalty, and cannot be used for two-handed edged weapons.

DEFY CHANNEL

Upstarts! Infants! Your mewling power is stolen from the Universe, not owned by the Eternal Elements of Creation! I defy thee!

Prerequisite: Zendiqi, strength of the kafir racial characteristic

Benefit: You add +2 to your saves against damage dealt

by positive or negative energy, including that which is channeled or as a result of 'laying on hands'. This feat can be taken up to three times

SHRIEKING INVECTIVE

"Your 'gods' are less than false- they are craven crawlers from Beyond that care for nothing but to waste your souls on misshapen travesties!"

Prerequisites: Intimidate 5 ranks, zendiqi

Benefit: When you successfully intimidate a target, for the entire time they are shaken by the intimidation effect they must roll an appropriate saving throw to be the recipient of a friendly divine magic effect, and must attempt to save 'for half' against friendly positive channeling.

SIDEWINDER LURE (COMBAT, STYLE)

When you think the storm is over, that is when it strikes like a snake.

Prerequisite: Sidewinder Style, Improved Feint, Combat Expertise

Benefit: You gain +2 Bluff to feint in combat, +2 bonus to your next attack roll, and halves the penalty for feinting non-humans and animals.

Normal: If you attempt to feint a nonhuman you suffer a -4 penalty, attempts to feint an animal suffer a -8 penalty.

SIDEWINDER STRIKE (COMBAT, STYLE)

Like the poison of the snake, my strikes will bring you down.

Prerequisite: Sidewinder Lure, Improved Unarmed Strike

Benefit: When you strike a feinted opponent with an unarmed strike you deal 1d2 points of Dexterity damage.

UNSTOPPABLE DESERT CHARGE (TEAMWORK FEAT)

Scimitars swinging, horses frothing, the Al-Akh Zendiqi were a wave of terror upon the invaders.

Prerequisite: Ride 3 ranks, Mounted Combat

Benefit: When charging on horseback with at least one other possessor of this feat, you gain +3 bonus on the attack roll and only a -1 penalty to your AC until the next turn.

Normal: Charging grants a +2 bonus on the attack roll and a -2 penalty to your AC until your next turn.

SIDEWINDER STYLE (COMBAT, STYLE)

Fight like the sandstorm, and you will be just as invulner-

able.

Prerequisite: Bluff 1 rank, Mobility, base attack bonus +3 or 2nd-level monk

Benefit: When fighting on a surface of sand, dirt, or other loose substrate, you can kick up a cloud that increases your AC by +1 as a circumstance bonus, and impose a -1 circumstance penalty on to hit rolls of those in melee combat with you. Regardless of surface, once per combat you also increase the distance of your '5-foot step' to 10 feet. You also gain ½ your character level in Bluff bonus to feint your opponent.

EQUIPMENT

Zendiqi have access to the following equipment.

ARBAKAMPSI BOARD

Classic, ubiquitous game of the southern lands, abstractly representing the conflicts of the NewGod Wars, the two-player board game set includes a folding wooden board, colored green and purple counters of painted stone, and a bag to keep them in. Knowing the rules is a matter of being zendiqi, being taught, or making a DC 11 Knowledge (local) check. In casual circumstances, playing the game with zendiqi can increase Diplomacy checks by +1 to +3, depending on the spirit and outcome of the game played.

Masterwork Set: Zendiqi players who win a game using a masterwork arbakampsi set gain a +2 circumstance bonus to Sense Motive checks against their opponent for 30 minutes after the game is completed. The pieces and board of a masterwork set are made of fragments of semi-precious stones.

Cost: Standard 1 gp; Masterwork 100 gp; **Weight:** 3 lbs.

SHARDA SANDCLOAK

Woven from the fibers of certain desert grasses that depend on camouflage to prevent being eaten, sharda sandcloaks blend almost magically with the deep desert, giving a +2 bonus to Stealth checks in that environment. If the wearer is killed via physical damage, it is 50% likely that the sandcloak will be ruined, though a *make whole* spell will restore it to normal use.

Cost: 200 gp; **Weight:** 5 lbs.

MAGIC ITEMS

Zendiqi have access to the following magic items.

Lesser Elemental Gem

Aura moderate conjuration; **CL** 7th

Slot none; **Price** 1,250 gp; **Weight** —

Description

These large, rough, gems behave exactly as an *elemental gem* except that they bring forth a medium elemental, not a large elemental.

Construction

Requirements Craft Wondrous Item, *summon monster IV* or *summon nature's ally IV*; **Cost** 625 gp

MAGICAL SHIELDS OF THE FAITH

These are magical versions of normally mundane cultural ecclesiastical items that are integral to the anti-deist doctrine of kafir. Note that the penalties inflicted by the Shields are cumulative with the penalties noted under the mahdi entry.

Alohdon of the Shield

Aura faint abjuration; **CL** 3rd

Slot head; **Price** 3,000 gp; **Weight** 1 lb.

Description

The *alohdon of the shield* resemble velvet-covered earmuffs and impair hearing somewhat, imposing a -1 penalty on Perception, and negating 1 point of bonus from auditory morale-boosting effects. The wearer gains a +3 bonus to saves against all language-dependent and auditory spells and effects, and to the Intimidate checks of opponents. He also gains resist sonic 3. Once per day the wearer can cast the spell *silence* as a spell-like ability.

Construction

Requirements Craft Wondrous Item, *silence*; **Cost** 1,500 gp

Fazwa of the Shield

Aura faint abjuration; **CL** 3rd

Slot head; **Price** 2,000 gp; **Weight** —

Description

A *fazwa of the shield* is a covering mouthpiece (sometimes called a gag) that impairs speech but little, enforcing a 5% spellcasting failure chance for spells with a verbal component. The wearer is immune to the spell *hideous laughter*, and gains a +3 bonus to their Stealth checks. Once per day the wearer cause use the Silent Spell metamagic feat without modifying the level of the spell they are casting.

Construction

Requirements Craft Wondrous Item, Silent Spell; **Cost** 1,000 gp

Veil of the Shield

Aura faint abjuration; **CL** 3rd

Slot eyes; **Price** 6,000 gp; **Weight** —

Description

The *veil of the shield* impairs sight, imposing a -1 penalty on Perception, and negating 1 point of bonus from visual morale-boosting effects. The wearer gains a +3 bonus to saves against visually-based spells from the illusion school, and to gaze attacks. The wearer gains the benefit of the Blind-Fight feat, and can cast the spell *blur* once per day.

Construction

Requirements Craft Wondrous Item, Blind-Fight, *blur*; **Cost** 3,000 gp

SPELLS

Zendiqi have access to the following spells.

FAVOR OF THE FOUR

School evocation (varies); **Level** illuminati 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30-ft. line

Duration instantaneous

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

This spell allows for versatility of attack, as the caster can decide, at time of casting, to create a line of acid, cold, electricity or fire, doing 1d6 plus 1 point per level of damage of that type, up to a maximum of +10. The spell type then matches the energy type.

NATURAL AVATAR

School transmutation; **Level** bard 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (cactus needles)

Range personal

Duration 1 round

Saving Throw none; **Spell Resistance** no

Natural avatar connects the realms of druidic and arcane magic, so that the arcane caster who casts it may, in the

next round, use one of their spell slots of 2nd level or lower to cast a druid spell of 2nd level or lower.

ARCHETYPES

Below are class archetypes that are available to the zendiqi race.

DAAMATI ACOLYTE (ORACLE ARCHETYPE)

The Daamati have a shadowy reputation as agitators against deist domination, and the Acolyte branch of that brotherhood acts as magical and healing support for their activities. Daamati acolytes are skilled at remaining hidden and avoiding detection and capture, the better to support another group of infiltrators, while in the guise of a beggar. They have been known to put their skills to regular adventuring, as well, as a sly addition to regular parties.

Class Skills: A daamati acolyte removes Heal and adds Knowledge (local) and Disguise to their list of class skills; if their chosen mystery has either of those as a class skill, the daamati adds +1 to all checks of that skill.

Oracle's Curse: Whatever oracle's curse a daamati acolyte chooses, she may always make a DC 10 + the ½ the observer's character level Disguise check to make it seem as though the curse were just an ordinary deformity, possibly that of a beggar or harmless street madman.

Revelations: A daamati acolyte oracle must take the following revelations at the listed levels:

Subtle Infiltration (Su): The aura, appearance, blessing, what have you, of the oracle is such that she never seems to be a threat, or part of a threatening group. This acts like a *sanctuary* effect that is always 'on', for 1 hour per day per level. The effect does not cease when the oracle is asleep or unconscious, for it can be started as a free action, but cannot be 'turned off'. You must take this revelation at 1st level.

Secret Spirit (Su): You can become invisible and incorporeal. While in this form, you can move in any direction and pass through solid objects. You can take no other action other than to move while in

this form. You can take this form for a number of rounds per day equal to your level, and they need not be consecutive, but it takes a standard action to achieve and leave this state. You must take this revelation at 11th level.

Recommended Mysteries

The following mysteries complement the daamati acolyte archetype: Ancestor^{UM}, shifting sands^{OoFP}, wasteland^{OoFP}

JUSSARID ["OPPONENT OF FATE"] (INFINYTE)

It is the nature of some individuals, even some races, to stand in the path of fate, oppose the inevitability of destiny, and scream their defiance, alone. The Balance is a powerful, some say unstoppable force when it starts to move within the reality of mortals, but there are forces, somewhat less focused, that seek to impress their will over The Balance. Some incarnations of infinytes follow these powers, manipulating the strings of destiny in different ways, postponing or misdirecting the forces of the



universe, pawns in the galactic game.

Alignment: Though it matters little whose banner he acts under, a jussarid opposes the presumptuous manipulations of The Balance; his alignment must have Lawful or Chaotic ethics, regardless of the morals he possesses. A jussarid that becomes Neutral loses all jussarid/infinity powers, all hero points, and the ability to store and use hero points.

Antibalance: Though The Balance has been known to widely sow the seeds of its Champions throughout the universe, the nebulous forces that oppose it know only the forces of Law, and those of Chaos. Thus only two jussarids may exist on a Plane of existence at the same time, one each of those ethical standards. No penalty applies to their being in the same place, however, and each can sense the other within 25 ft./ level. This replaces the zendiqi smell the muhartik racial characteristic, and the imbalance class feature.

Arrogant Opponent (Ex): At 1st level a jussarid is aware that his place in destiny requires he rise above petty squabbles and human frailty. He gains a +2 bonus to saves vs. fear, and adds 2 to the DC of any attempts to Intimidate him. These bonuses increase by 1 for every 5 jussarid levels he attains. This replaces the consort class ability.

Sense Heroism (Su): At 1st level, a jussarid can sense others with the spark of heroism, the hand of fate, within them. Similar to detect evil, they can detect the presence of hero point phenomena as a spell-like ability in the following manner: 1st round, hero points possessed by sentients; 2nd round, number of hero points possessed, presence of magic items that influence hero point mechanics; 3rd round, hero points maximums of sentient possessors, presence and type of memorized spells that influence hero points. This replaces detect law/chaos.

Swear by Chaos, Swear by Law (Su): At 2nd level, the forces of the universe that oppose The Balance take notice of a jussarid and impose their nebulous will upon him. Once per day, a jussarid can take a standard action to swear by the forces of chaos or law to replenish a hero point spent previously that day. A Will saving throw with a DC equal to 10 plus $\frac{1}{2}$ the jussarid's level (minimum 1) will accomplish this. This replaces the eternal enemy class feature, and the zendiqi death to the stunted

ones racial characteristic, which ceases to function at 2nd level.

Ultimate Antithesis (Su): At 20th level a jussarid has reached the peak of his usefulness to the powers that oppose The Balance. He becomes immune to fear and gains DR 10/epic.

MAHDI (CLERIC)

The xenophobic, antideist zendiqi have struggled as a people with the disadvantages of lacking a clerical caste, but the fierce will of the people has generated another; the mahdi. They serve the absent will of the Elemental Lords and provide healing for the people, or death to outsiders, as the "Will of the Four" dictates. They can be identified by the ornate earmuffs, veils and gags that they wear at all times outside of their personal tents, shutting the tainted world outside, and focusing their powers inward.

Aura (Ex): Mahdi do not have a clerical aura, and cannot use any spells or abilities that require the possession of one.

Channeling (Su): Mahdi can select, at will, whether to channel positive or negative energy as a cleric, but receive one fewer channel than they are entitled to, according to their Charisma, class, and feats.

Spells (Sp): Mahdi cannot cast spells with the good, evil, law or chaos descriptors, or summon or negotiate with outsiders other than those with the elemental subtype. When casting spells with the air, earth, fire or water descriptor, mahdi cast them at +1 caster level.

The Shields of Faith (Ex): The earmuffs, veils and gags of the mahdi enforce a penalty of -1 per two levels of cleric to Appraise and Perception. Mahdi are considered flat-footed for the first round of any combat. The *magical shields of faith* also each confer a +1 bonus per two levels of cleric to saves vs. all mind-affecting effects.

Collective Will: A mahdi can select, daily, any one domain he wishes, except for the Good or Evil domains. They may not select subdomains. They also cast one fewer spell per level, thus, 0 spells at 1st level (plus a domain spell, and any spells granted by high Wisdom).

ZENDIQUI ADVENTURERS

Classed zendiқи are respected as exceptional among their people, who tend to live simple lives. Curiosity and wanderlust affect all men, however, and the tribes are often receptive to those wanderers who bring foreign treasures, tales, and knowledge from the lands of the interlopers. There are, as well, those who simply want to get out of the desert and live in the fat lands of rain.

Alchemist: The zendiқи claim to have invented alchemy in the dawn of time, and their tribal alchemists are unmatched, as they are the primary healers of the sands.

Barbarian: Fierce offshoot tribes, such as the Siwathu inhabit desolate corners of the wastes, and even the sirocco cavaliers fear to oppose them in open combat.

Bard: Music and dance are the recreation of the zendiқи, and at least one singer or horn-player is found in each tribe. The muzeni are also prized as keepers of oral history.

Cavalier: Cavaliers are the backbone of tribal camel-warrior formations, and are often of noble families. The order of the lion is also a preferred choice.

Cleric: The philosophy of Kafir forbids worship of the gods, and a zendiқи cleric would be a brave individual, indeed. See also the mahdi (on page 120).

Druid: Druidic philosophy and practice are a gray area in the Kafir philosophy, but hermetic desert druids are revered as guardians of the wastelands, and of isolated oases.

Fighter: Virtually all zendiқи are ready to fight at a moment's notice, as inter-tribal warfare is common. Preferred weapons are scimitars, shortbows, whips and bolas.

Gunslinger: Zendiқи love firearms, combining the powers of earth and fire; and those who would smuggle them into the desert would be highly rewarded.

Infynyte: Much like the erkunae, individual erkunae can be caught up in the struggle for The Balance, though a zendiқи would be just as likely to be on one side as the other.

Inquisitor: An inquisitor servant of the gods would have to be a brave individual, indeed, to practice his faith among the zendiқи.

Magus: Though magi are not common among the zendiқи, those who can master the discipline of sword and spell are duelists without peer.

Monk: The Sand-Halls of the Four is a lonely monastery where zendiқи learn the ways of mystical power and combat. Elemental fist is a must for zendiқи monks, and virtually all of their race become Monks of the Four Winds.

Oracle: Oracles are seen as an abomination by the zendiқи, though occasionally a mad desert prophet stirs the sands up and the tribes.

Ranger: Zendiқи rangers act as scouts and far-ranging guardians of the sands, but are limited to the archetypes of trapper and skirmisher.

Rogue: Those among the zendiқи who prefer to avoid screaming charges on camel-back profit from the tribal skirmishes by working in the dark, and are quite likely to move their practices to the lands of the interlopers.

Rook: Those who follow the twisting path of the rook are found primarily in desert towns, but sometimes Demagogue rooks try to lead their own small tribes.

Sorcerer: Sorcerers are leaders of the nomadic desert-dwelling tribes, and the standard elemental bloodlines are common. The genie bloodlines of djinn, shaitan, efreeti and marid are rare but prized. Other bloodlines are often purged when discovered.

Summoner: Zendiқи summoners with eidolons that appear as elementals are suspected but accepted, but those with other forms are seen as divine outsiders, and persecuted.

Witch: Women in zendiқи lands are given little freedom, but the practice of witchcraft is a permitted area for those with the skill. Tribal leaders assume all witches follow the patron of Elements or Vengeance, but zendiқи witches do much as they please.

Wizard: Zendiқи elemental wizard are among the most powerful in their field, and seek to free or restore their elemental lord masters someday, and take back the lands denied them in the NewGod wars.

FAVORED CLASS BONUSES

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

Alchemist: Add one extract formula from the alchemist's list to the character's formulae book. This formula must be one level lower than the highest level formula the alchemist can create

Barbarian: Add a + 1/2 bonus to trap sense or +1/3 to the bonus from the superstitious rage power.

Bard: Add a +1/3 bonus to the DC of the bard's fascinate bardic performance ability.

Cavalier: Add + 1/4 to the cavalier's banner bonus.

Cleric: Add +1 to rolls to overcome the spell resistance

of outsiders.

Druid: Select one domain power granted at 1st level that can be used a number of times per day equal to 3 plus the druid's Wisdom modifier. The druid adds + ½ to the number of times per day it can be used.

Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Gunslinger: Reduce the misfire chance for one type of firearm by ¼. You cannot reduce the misfire chance below 1.

Infynyte: Add +100 gp to the maximum value of your item of power. This bonus only takes effect when the item of power increases in value due to level increase.

Illuminatus: Add + ½ to the number of times per day the illuminatus can use his influence cause ability.

Inquisitor: Add +1 to concentration checks to cast inquisitor spells.

Magus: Add + ¼ to the magus's arcane pool. Medium Add +1 to total of the medium's trance rounds per day.

Monk: Add + ½ to the monk's saving throws to resist death attacks.

Oracle: Add +1 to overcome the spell resistance of outsiders.

Ranger: Add +1 to your Knowledge (dungeoneering) checks.

Rogue: Add + ½ to sneak attack damage dealt to non-elemental outsiders.

Rook: Add one spell from the rook spell list to the rook's list of spells known. This spell must be at least one level lower than the highest spell level he can cast.

Runecaster: The runecaster gains energy resistance 1 to a single type of energy (acid, cold, electricity or fire.) This energy resistance does not stack with energy resistance from other sources.

Runereaper: Add + ½ to the DC of opponents to cast defensively when threatened by the runereaper.

Sorcerer: Add + ½ to elemental damage of your bayit type.

Summoner: The amount of time the summoner must spend to summon his eidolon is reduced by 1 round, to a minimum of 1 round.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level lower than the highest spell level she can cast.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level lower than the highest spell level he can cast.

REZA MULAH

The sand is constant; it seldom gives up ground, and then, on its own terms.

Reza Mulah (CR 1/2; XP 200)

Male zendiqi fighter 1

N Medium humanoid (human)

Init +1; **Senses** Perception -1

DEFENSE

AC 13, touch 11, flat-footed 12

(+2 armor, +1 Dex)

hp 13 (1d10+1)

Fort +3, **Ref** +1, **Will** -1; +2 vs. divine spells, illusions

Resist fire 5

OFFENSE

Speed 30 ft.

Melee scythe +5 (2d4+4/x4)

Ranged dart +2 (1d4+3)

Special Attacks infidel destroyers, slay the greenskins

Spell-Like Abilities (CL 1st; concentration +1)

1/day—*smell the muhartik*

STATISTICS

Str 17, **Dex** 12, **Con** 13, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +1; **CMB** +4, **CMD** 15

Feats Combat Expertise, Weapon Focus (scythe)

Skills Handle Animal +4, Intimidate +4, Ride +5, Survival +3

SQ desert runner, strength of the kafir

Languages Old Porphyran, Gnoll, Ignan,

Gear 4 darts, 2 flasks of oil, area map, bone club, fighter kit, gear maintenance kit^{UE}, leather armor, mwk survival kit, 31 gp worth of simple gemstones

DEMOGRAPHICS

Faith Elementalism

Homeland Desert of Siwath

A dour denizen of the deep desert, Reza Mulah is a loner who avoids conscription into more organized raider bands. He sees little difference in the devotion of the countless muhartik outsiders and the fanatics who follow the mahlana on suicidal missions to punish outsiders. Having made his first kill, a sand-orc shaman, at a precocious age, Reza was given tribal facial tattoos indicating his apparent destiny as a bringer of change to the deserts. Having built up a collection of materials useful in his solitary wanderings, he is supremely adapted to his environment. Reza Mulah will make his own decisions as to how this destiny will be fulfilled, alone or with interesting companions in the future.

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