



Heroes of Azag-Ithiel



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A Day in Azag-Ithiel, The Newlands

Trissvylldia clambered upright as she landed at the bottom of the slope. Scrambling for purchase, her boots slid through clattering scree, leather boots digging into the rocky soil. The midday sun beat down on her dark skin, and Trissvylldia's chest burned like the Runeforges themselves as she drew ragged, shuddering breaths.

She dared not look back at the jagged mountain peaks, fearing she would see only the scattered corpses of the wizard and his guards, torn apart by some monstrous beast. The kobolds' screams echoed from within the dig site, high-pitched and keening. One by one, their howling cut off sharply, and then, silence. She had run, then, blind panic taking hold of her legs.

That fool Valdiirn had promised her the opportunity of a lifetime: a mountain full of fire gems. A mountain far away enough from the half-ogre holds, from any settlement, to avoid any watching eyes. She was the fool; fool enough to follow Valdiirn on his mad quest. The image of his face forced itself into her mind's eye, his eyes wide and haunted as he gurgled incoherently, blood oozing from his ruined throat.

Focus. Trissvylldia grasped that word in her mind. Focus, or you're dead.

Drawing her longsword from its sheath, Trissvylldia crept forward, moving from boulder to boulder. Light glinted off the polished steel, and she thought of Valdiirn's lower jaw—what remained of it at least—lying at his feet, bone slick and glistening in the light. Trissvylldia felt her stomach lurch, and she was on her knees, heaving violently.

A heavy impact behind her shook Trissvylldia out of her retching. She wiped a trail of sick from her lips, grabbing her sword from where it had fallen in her panic.

Trissvylldia slid around the boulder, sword held at the ready. She could see where she had tumbled to the ground, scree disturbed in thick furrows. A second impact, as if some monstrous creature were lumbering towards her. Whirling to face the sound, Trissvylldia found...nothing. Bloodshot eyes darted across the boulder-strewn mountainside.

Fear bubbled to the surface, threatening to take control once more, but she forced it back down. She would not suffer the same fate as Valdiirn.

Trissvylldia reached out with her free hand to steady herself against a boulder, preparing to run. She had always been fast, even as a child. Once she got into open land, nothing could catch her. She had to believe that.

A crack opened in the boulder, revealing a jet-black eye. The eye wheeled madly, then focused on her, hand still braced against the rough stone. And then, to Trissvylldia's growing horror, the boulder moved.

Trissvylldia watched in stunned silence as the boulder unfurled, rising up on four squat legs as thick as tree trunks. When she saw the obsidian claws, she knew at last what had torn the campsite—and Valdiirn—apart. Trissvylldia thrust her sword at that terrible eye. The blade sunk into its depths, and Trissvylldia felt a moment of victory. The monstrosity bellowed in pain—and dare she hope, fear?—as blood, the color of molten iron, oozed from its ruined eye.

She slashed at the creature a second time, but her sword glanced off its rocky hide. The impact of steel on stone reverberated up the length of her arm, and the world slowed. The creature whirled to face her, and she saw a cold fury in its remaining eye. Yet it did not attack her.

A taddol stepped out from behind the stony-hided monstrosity, drab hides covering its massive frame. "This is a sacred place." The voice was calm, quiet, water running over smooth stone. It spoke again, and this time its voice was thunder in the hills. "This is our home."

The strange creature's voice alternated from one throat to the other without a discernible pause, rising only with anger in the measured words. "You who come to plunder, to conquer, to take by means of right in the name of your precious empires, your petty gods, or your ancient traditions of 'The Four Elements!' You think you can use wizardry against a backward, remote folk who are ignorant of such things. What know you of our knowledge? Of our own power- the power Primordial..."

Trissvylldia started at that, in spite of herself. What was that? She thought she knew all the schools of magic, could deal with bookish wizards of any type. "What is—" she started to say, but with a gesture from the taddol her chest felt heavy and she could not move.

"It is not for the likes of you to even know what The Power Primordial even is, and I would not sully it with description to your base self. Prepare to meet whatever greedy godling or dirty 'Elemental Lord' you pray to, robber-of-the-earth."

The taddol gestured with a leathery hand, and Trissvylldia fell to her knees once more. She could feel the fear bubbling again, she opened her mouth to scream. Water torrented from her mouth even as she felt it filling her lungs. She was drowning; drowning on the side of a mountain, her hands clawing at her throat, yet all she could see were the taddol's eyes, cold and full of righteous fury.

Races of the Newlands

The following is a description of the major racial populations with Azag-Ithiel, the Newlands. Traits are listed alongside each race appropriate for the race and region.

Purple Duck Note: *The Lands of Porphyra are fraught with terrible danger and menace. Likewise those adventuring races seen tend to be made of sturdier stuff. All playable races are built from 10-12 race points. This cause some races seen within this tome to be hardier than their more generic form.*

Furnace Elf (Forgeborn)

Dedicated and intelligent, forgeborn are an offshoot of the main elven race. In the wake of the New-God Wars, the forgeborn have clung to their traditional schools of learning, striving to perfect their techniques and spread their influence throughout the world.

Though often gruff and distant—especially in regard to outsiders—forgeborn place a great deal of importance on loyalty, tradition, and societal order. Even so, many forgeborn seek to advance their own position at the cost of others, though typically through legal means. As such, more forgeborn are lawful neutral or lawful evil.

As with other elven races, forgeborn are typically taller than humans. Though they share the facial structure of other elves, forgeborn are far more robust. Dark of skin and hair, with distinctive golden or bronze eyes, they often appear to be as hard as the ore over which they toil.

The majority of forgeborn make their home in Low'Enath, where they live in close proximity to the kobolds and tengu of Low'Enath, with whom they have formed close business dealings. Forgeborn hold great skepticism toward half-ogres and taddol, whom they find to be only too recently removed from their monstrous forbears. Despite any misgivings they may hold, forgeborn recognize hard work and natural talent, both of which go a long way toward earning a great deal of respect.

Innate manufacturers and tinkers, forgeborn are drawn to a variety of professions. Both genders are encouraged to dedicate themselves to a craft, be it as blacksmithing, trapmaking, alchemy or the crafting of magical items. Even those who labor at the ancestral forges have managed to approach their work from both arcane and martial backgrounds, and are prone to venture outside, seeking new and varied techniques in order to hone their craft. As such, forgeborn are naturally inclined towards a variety of classes, notably alchemists, fighters, magi,

monks, and wizards. Their somewhat encapsulated society has instilled in many forgeborn a longing to explore the outside world. Even those who do not work the forges themselves tend to prefer metal weapons, passing down powerful weapons and armor from one generation to the next.

Furnace Elf Racial Characteristics

Furnace elf player characters are defined by class levels—they do not possess racial hit dice. All furnace elf characters possess the following racial characteristics.

- **+2 Constitution, +2 Intelligence, -2 Charisma:** Furnace elves are hardy and bright, but often lack tact.
- **Medium:** Furnace elves are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Furnace elves have a base speed of 30 feet.
- **Low-Light Vision:** In dim light, a furnace elf can see twice as far as a human.
- **Elven Immunities:** Furnace elves are immune to magic *sleep* effects and gain a +2 racial saving throw bonus against enchantment spells and effects.
- **Elven Magic:** Furnace elves gain a +2 bonus on caster level checks made to overcome spell resistance. In addition, they also receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items.
- **Envoy:** Furnace elves with an Intelligence score of 11 or higher gain the following spell-like abilities: 1/day—*comprehend languages, detect magic, detect poison, read magic*. The caster level for these effects is equal to the user's character level.
- **Craftsman:** Furnace elves gain a +2 racial bonus on all Craft or Profession checks to create objects from metal or stone.
- **Greed:** Furnace elves gain a +2 bonus on Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.
- **Master Tinker:** Furnace elves gain a +1 bonus on Disable Device and Knowledge (engineering) checks and are also treated as proficient with any weapon they have personally crafted.
- **Weapon Familiarity:** Furnace elves are proficient with longbows (including composite longbows), shortbows (including composite short-

bows), and warhammers, and treat any weapon with the word “elven” in its name as a martial weapon.

- **Languages:** Furnace elves begin play speaking Common and Elven. Furnace elves with high Intelligence scores can choose from the following: Draconic, Gnoll, Gnome, Goblin, Ignan, Orc, and Tengu.

Trait

The following trait is available to furnace elf player characters from Azag-Ithiel.

Furnace Born: You have long worked near or with industrial forges, where your body has become accustomed to the sweltering heat. You gain +2 trait bonus on Fortitude saving throws against nonlethal damage from heat and only need to make Fortitude saving throws every 2 hours in very hot conditions, instead of once every hour, or every 20 minutes in severe heat, instead of once every 10 minutes.

Half-Elf

Half-elves more commonly inherit the eye color of their human ancestors, while their skin tones and height reflect their elven heritage. Though forgeborn are by far the most populous of all full-blooded elves within Azag-Ithiel, there are many who hail from outside lands. As such, half-elf skin and hair runs the gamut from as fair as the winter snow to as dark as the new moon sky.

Mutable and inquisitive, half-elves often determine their personal truth at a young age, and then spend the rest of their lives exploring that truth to the fullest extent. By taking advantage of multiple apprenticeships, pursuing advanced education at the university in Paradigm or by embarking upon a grand journey, half-elves seek not only the answers to any and all questions they will ask, but a place to call their home.

Where in other lands half-elves may find themselves on the outskirts of both elven and human society, the half-elves of Azag-Ithiel are simultaneously distanced from their human ancestors and surrounded by other groups sharing their elven lineage. This has led many half-elves to feel liberated from what they perceive to be a “racial destiny”, while others still feel torn from their past, longing for the detailed family histories proudly displayed by forgeborn and half-orcs alike.

Half-elves tend to ingrain themselves in communities that share their personal ethics, though with a leaning towards more neutral alignments (i.e., lawful neutral or

neutral evil for those living amongst furnace elves) and often hold their closest associates, both professional and social, to be as dear to them as biological family. As a result, half-elf communities are continually shrinking, as most of their numbers have integrated themselves into other elven races. Further, it is not uncommon for a half-elf to feel a lack of strong cultural identity with other half-elves. This has led a small number of half-elves to rebel against their racial heritage, searching for a way to stand apart from tradition. These individuals are for the most part chaotic neutral, and more often than not forsake the company of other elven races in favor of forging strong bonds with other likeminded individuals who value personal freedom.

Half-elves are often drawn to professions that stimulate their curiosity: trades that require constant learning, travel and heavy social interaction are especially attractive. Because of this, half-elves make excellent natural diplomats, and often fill such positions both within the borders of Azag-Ithiel and in foreign lands.

Just as their curious nature leads many half-elves to receive training in a number of apprenticeships, their varied training allows half-elves a better opportunity to multiclass and explore new training options whenever available.

Half-Elf Racial Characteristics

Half-elf player characters are defined by class levels—they do not possess racial hit dice. All half-elf characters possess the following racial characteristics.

- **+2 to One Ability Score:** Half-elf characters receive a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- **Medium:** Half-elves are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Half-elves have a base speed of 30 feet.
- **Low-Light Vision:** In dim light, a half-elf can see twice as far as a human.
- **Curiosity:** Half-elves are naturally inquisitive about the world around them. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of those Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead.
- **Elf Blood:** Half-elves count as both elves and

humans for any effect related to race.

- **Focused Study:** At 1st, 8th, and 16th level, half-elves gain Skill Focus in a skill of their choice as a bonus feat.
- **Multitalented:** Half-elves choose two favored classes at first level and gain a +1 hit point or +1 skill point whenever they take a level in either one of those classes.
- **Languages:** Half-elves begin play speaking Common and Elven. Half-elves with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Trait

The following trait is available to half-elf player characters from Azag-Ithiel.

Errand-Runner: To keep up with your apprenticeship, which often sent you from one end of the city to another, you learned how to anticipate and navigate the flow of traffic. Your movement is not impeded by crowds. In addition, you gain a +1 trait bonus on Diplomacy and Intimidate checks to influence crowds.

Half-Ogre

Unlike most other races found in Azag-Ithiel, half-ogres did not seek refuge from persecution at the hands of the Iron Crown Men or certain death from the elementalists of Enor Ashlord. They had lived in the high peaks for generations, an outcast race too savage for the world of men, too human for the ogres who sired them.

They watched from their mountains, and when the call was sent out for representatives to found the All-Races Senate, the half-ogres knew that great opportunity had come. Three half-ogre chieftains made the journey to Paradigm, initiating what was for most Newlanders first contact with their race. The chieftains offered the might of the clans in return for equal citizenship. The half-ogre clans had been met with open hostility from all they had encountered, and were thus prepared for what they saw as not only the possibility, but probability, that they would be turned away. To their great surprise and pleasure, the chieftains' offer was readily ratified by the other members of the senate. It was at this very moment that the half-ogre people gained their first allies, an unbreakable bond they will defend until the end of time itself.

A towering race, half-ogres stand at around 8 feet tall, which of all the denizens of Azag-Ithiel, only the tallest taddols can match. A half-ogre's powerful frame and

imposing stature makes it virtually impossible to blend into a crowd. This is more often than not a source of great pride, as half-ogres appreciate the attention. It is not uncommon, however, for a half-ogre to feel very out of place in the larger cities, where his stature is often difficult to accommodate.

Half-ogres are typically chaotic neutral, preferring to live according to their impulses than by the precepts of society. Half-ogre settlements generally follow their own structure, paying heed to the national laws only in the broadest sense. Those half-ogres who are naturally inclined towards a life of order almost always pursue a lifetime military career, as it provides both the stability they cannot find in their hometowns and the perfect opportunity to utilize their great strength.

Half-ogres are drawn towards classes that complement their chaotic nature, such as barbarians and fighters. Those who feel a strong bond with the land often become druids, oracles, or sorcerers. Half-ogres typically lack the patience and self-restraint to advance as monks, paladins, and wizards, though some of the greatest half-ogre military champions have followed these paths.

Half-Ogre Racial Characteristics

Half-Ogre player characters are defined by class levels—they do not possess racial hit dice. All half-ogre characters possess the following racial characteristics.

- **+4 Strength, -2 Dexterity, -2 Intelligence:** Half-ogres are powerful but clumsy and simple-minded.
- **Type:** Half-ogres are Humanoid creatures with both the human and giant subtypes.
- **Size:** Half-ogres are Medium creatures and have no bonuses or penalties due to their size.
- **Base Speed:** Half-ogres have a base speed of 30 feet.
- **Low-Light Vision:** In dim light, a half-ogre can see twice as far as a human.
- **Darkvision (60 feet):** Half-ogres can see in the dark up to 60 ft.
- **Natural Armor:** Half-ogres gain a +1 natural armor bonus to their Armor Class.
- **Skill Training:** Half-ogres gain a +2 racial bonus on Climb and Intimidate checks, and these are always class skills for them.
- **Frenzy:** Once per day, when a half-ogre takes damage, it may fly into a frenzy as a free action for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but suffering a -2 penalty

to AC.

- **Ogre Blood:** Half-ogres count as both ogres and humans for the purpose of any effect related to race.
- **Languages:** Half-ogres begin play speaking Common and Giant. Half-ogres with high Intelligence scores can choose from the following: Draconic, Orc, Gnoll and Goblin.

Trait

The following trait is available to half-ogre player characters from Azag-Ithiel.

Primal Rage: You fuel the fire of your rage with your primal nature, tapping into an ancient wellspring of fury and hatred. You use Charisma instead of Constitution when determining the number of rounds per day you can rage. Temporary increases to Charisma do not increase the total number of rounds that can rage each day.

Half-Orc

Referred to by some as “elf-orcs”, the half-orcs of Azag-Ithiel are considered by many outsiders to be a most peculiar race. Whatever ancient animosity that still existed between their people disappeared almost overnight as they fled the elementalists of Enor Ashlord. Their shared enmity for the elemental lord and his followers led both groups to form tightly-woven bonds of mutual respect and allegiance. It was not long before members of both races began to form romantic relationships. These romances led to a new race, one that would inherit the birthright of both the elven and orcish peoples.

Half-orcs have a lean and muscular frame, standing roughly a head taller than their elven brethren. Their skin tends toward the greens and grays, though those descended from the forgeborn are often so dark-skinned those orcish tones are visible only in broad daylight.

One look at a half-orc’s face reveals his ancestry. The combination of pointed ears, almond-shaped eyes and prominent canines are viewed by elves and orcs alike as exotic and exceptionally attractive. Half-orcs who wish to integrate themselves into elven society will often blunt their tusks, while those who wish to emphasize their fierceness are fond of filing their tusks to a razor-sharp point. Though there are still a few holdouts among both elves and orcs that see half-orcs as a muddling of their own race’s blood, most view such offspring as a culmination of both races’ strengths.

The majority of half-orcs pursue professions that aid in the advancement and defense of Azag-Ithiel. While it

is popular choice for a half-orc to enlist in the national military, there is much honor to be found outside a martial lifestyle, as half-orcs award the same level of honor and respect to lifelong civil servants that they do to decorated military veterans.

Half-orcs tend toward the lawful good and lawful neutral alignments, their exacting upbringing instilling a sense of racial pride and loyalty. Honor and duty to one’s family, community and nation is the cornerstone of a young half-orc’s education.

Instilled with the racial pride of two very dedicated people, half-orcs strive towards greatness. Heroic deeds earn honor and glory not only for their own name, but for the whole of their family. Half-orc adventurers are a varied bunch, and can be found in a variety of disciplines. Half-orcs make for excellent barbarians, fighters and rogues, and those who seek arcane power are drawn toward the path of the magus. Whatever path a half-orc chooses, it is preferable to utilize traditional elven and orcish weapons whenever possible.



Half-Orc Racial Characteristics

Half-orc player characters are defined by class levels—they do not possess racial hit dice. All half-orc characters possess the following racial characteristics.

- **+2 Strength, +2 Dexterity, -2 Wisdom:** Half-orcs are powerful and nimble, but reckless.
- **Medium:** Half-orcs are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Half-orcs have a base speed of 30 feet.
- **Darkvision:** Half-orcs can see in the dark up to 60 feet.
- **Elven Immunities:** Half-orcs are immune to magic *sleep* effects and gain a +2 racial saving throw bonus against enchantment spells and effects.
- **Gatecrasher:** Half-Orcs gain a +2 racial bonus on Strength checks to break objects and a +2 racial bonus on combat maneuver checks to sunder.
- **Integrated:** Half-orcs gain a +1 racial bonus on Bluff, Disguise, and Knowledge (local) checks.
- **Mixed Blood:** Half-orcs count as both elves and orcs for any effect related to race.
- **Orc Ferocity:** Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he immediately falls unconscious and begins dying.
- **Weapon Familiarity:** Half-orcs are proficient with longbows (including composite longbows), greataxes, and shortbows (including composite shortbows) and treat any weapon with the word “elven” or “orc” in its name as a martial weapon.
- **Languages:** Half-orcs begin play speaking Common, Elven and Orc. Half-orcs with high Intelligence scores can choose from the following: Abyssal, Draconic, Giant, Gnoll, Goblin, and Sylvan.

Trait

The following trait is available to half-orc player characters from Azag-Ithiel.

Commanding Presence: Your sturdy frame and battlefield training lead you and your actions to stand out on the battlefield. Whenever you make an attack that reduces a foe to 0 hit points or fewer or you confirm a critical

hit, you grant an ally within 30 feet a +1 morale bonus on attack rolls for 1 round. This ally must be able to see or hear you in order to receive this bonus, and each ally can only benefit from this ability once per combat.

Kobold

Toiling in their mines deep within the rocky earth, kobolds are no strangers to hard work. Every tunnel dug simultaneously provides their people with a source of revenue and expands their territory.

Kobold society is decidedly insular. Having carved out labyrinthine warrens beneath the surface of Low’Enath, the home life of the kobold people is largely unknown to the other races of Azag-Ithiel. This privacy has lent itself to several surreptitious business dealings, especially with the tengu, with whom they share a common interest in social and financial advancement.

Kobolds detest the elven races as a whole, save forge-born, whose arcane forges are a profitable source of income. Forgeborn prefer to spend their time producing goods, caring not for the process of gathering their crafting materials. In return for providing the forgeborn with iron ore and other crafting materials, kobolds gain access to weapons, armor, and other goods well beyond their own skill.

Perfectly willing to harm others in order to advance their own position, kobolds are typically lawful evil or neutral evil, though they obey surface law whenever outside their lairs. Killing another kobold is a crime of no consequence, so long as the killer’s identity remains unknown. Consequently, quiet assassinations of one’s rivals happen regularly, as it is the surest way of opening up new sources of business.

Wealthy and powerful kobolds tend to control their territory through absolute intimidation, so as to dissuade young upstarts from moving in on their territory. Those kobolds in positions of power who make it to old age garner a great deal of respect, most of which comes from the simple fact that they are still alive, having fended off assassination attempts.

Many dismiss kobolds out of hand as adventurers due to their small stature and wary nature. However, it is these very traits that make for excellent assassins, scouts, and snipers. At home in dark and cramped tunnels, kobolds are capable of lying in wait for unsuspecting prey. While not as common, kobolds can become talented oracles and sorcerers, channeling either the spirits or their draconic bloodline to great effect. Even rarer is the kobold wizard, but there are several from each generation who leave their ancestral homes for the universities

in Paradigm, seeking to follow in the footsteps of their most revered elder, Kurabn Ustam.

Kobold Racial Characteristics

Kobold player characters are defined by class levels—they do not possess racial hit dice. All kobold characters possess the following racial characteristics.

- **+2 Dexterity, +2 Charisma, -2 Strength:** Kobolds are lithe and amiable but slight.
- **Type:** Kobolds are Humanoid creatures with the reptilian subtype.
- **Size:** Kobolds are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on their combat maneuver checks and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Base Speed:** Kobolds have a base speed of 30 feet.
- **Darkvision:** Kobolds can see in the dark up to 60 feet.
- **Kneecapper:** Kobolds gain a +4 racial bonus on combat maneuver checks to trip an opponent.
- **Natural Armor:** Kobolds gain a +1 natural armor bonus to their Armor Class.
- **Stalker:** Perception and Stealth are always class skills for kobolds.
- **Swarming:** Kobolds are used to living and fighting communally with other members of this race can share the same square attack the same foe. If two members of this race that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.
- **Swift as Shadows:** Kobolds reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10.
- **Languages:** Kobolds begin play speaking Common and Draconic. Kobolds with high Intelligence scores can choose from the following: Elven, Goblin, Gnome, Orc, Tengu, Undercommon.

Trait

The following trait is available to kobold player characters from Azag-Ithiel.

Tricks of the Trade: Your time spent working in the quarries and tunnels of the Newlands has imparted upon you both knowledge and ability. You gain a +1 trait bo-

nus on Knowledge (engineering) and Profession (miner) checks, and Knowledge (engineering) is always a class skill for you. Additionally, you are proficient with light and heavy picks.

Taddol

The origin of taddols is shrouded in mystery. A common belief states that taddols are the offspring of unwary elves captured by cruel ettins in the high mountains. Others hold that a proud elven queen, having magically enslaved the ettins sought to breed a new race of mighty warriors with which to conquer all neighboring territories. There are dozens more tales concerning the taddol people, each of them more grandiose—and grotesque—than the last.

Whatever the nature of the beginnings, taddols have never been welcome in human or elven lands. Many elves view taddols with apprehension that borders on revulsion, while others simply pity the two-headed people. Humans tend to react far more violently, often forming hunting parties to rid their lands of the perceived menace. Thus, taddols are by necessity a nomadic people, transplanting their homes and livestock in order to keep would-be pursuers at bay.

Set upon by slavers from the Jheriak Continuance, a large band of taddols fled with their few remaining possessions to the Newlands. Impressed though they were by the vast green pastures for their livestock and rivers brimming with fish, it was the foundling society, based upon the equality of all people, which drew the taddol people to stay within its borders, a refuge from the cruelty of the outside world.

Taddol families are generally loosely structured, sprawling affairs. As each distinct personality has its own desires for a mate, a taddol typically has two spouses. Because of this, taddol children have two fathers and two mothers each, as well as aunts, uncles, and cousins aplenty.

A nomadic people, taddols rarely form strong bonds with members of other races. Despite this, they are an incredibly friendly people, and have an excellent memory for faces. Though a specific family may not pass by a particular township for a year or more, they will often remember each and every person they had previously met.

Taddols tend to be of neutral or chaotic neutral alignments, their main concern being the preservation of their extended family. Though more than a little superstitious, taddols hold deep personal beliefs as to the state of the world, and are vigilant to not deplete an area's natural resources beyond what it can easily replenish.

As each of a taddol's heads possesses a unique personality and interests, a singular taddol often possesses a wide variety of skills. As such, taddols commonly pursue training in two or more classes, often advancing abilities that benefit both personalities. Taddols make for excellent barbarians, bards, druids, fighters, and rangers. It is rare for a taddol to engage in long-lasting apprenticeships, as only one-half of their self is sure to find satisfaction. Consequently, taddols hardly ever study to become alchemists, clerics, monks, or wizards.

Taddol Racial Characteristics

Taddol player characters are defined by class levels—they do not possess racial hit dice. All taddol characters possess the following racial characteristics.

- **+2 Constitution, +2 Wisdom, -2 Intelligence:** Taddols are able-bodied and wary, but dim-witted.
- **Medium:** Taddols are Medium creatures and receive no bonuses or penalties due to their size.
- **Mixed Heritage:** Taddols are humanoids with the elf and giant subtypes.
- **Normal Speed:** Taddols have a base speed of 30 feet.
- **Low-Light Vision:** In dim light, a taddol can see twice as far as a human.
- **Dual Minded:** Taddols gain a +2 bonus on all Will saving throws.
- **Healthy:** Taddols gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases.
- **Mountaineer:** Taddols are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.
- **Multitalented:** Taddols choose two favored classes at first level and gain a +1 hit point or +1 skill point whenever they take a level in either one of those classes.
- **Two Heads:** Taddols gain a +4 racial bonus on Perception checks.
- **Languages:** Taddols begin play speaking Common and Taddol, which is a pidgin of Elven, Giant, Goblin and Orc. Creatures that can speak any two of these languages may succeed on a DC 15 Intelligence check to understand the Taddol tongue. Each additional language in common with the pidgin reduces the DC by 5. Check once for each piece of information. Taddols with

high Intelligence scores can choose from the following: Elven, Giant, Goblin, and Orc.

Trait

The following trait is available to taddol player characters from Azag-Ithiel.

Attentive Hunstman: Your keen eyes have little difficulty spotting tracks, especially in the untouched wilds. You gain a +1 trait bonus on Survival checks made to follow tracks. This trait bonus increases to +3 while in hilly or rocky areas.

Tengu

Refusing to eke out their lives on the fringe of society as second-class citizens, tengu flocked to the Newlands with other refugees in search of independence and security. They readily joined their neighbors in forming Azag-Ithiel, a democratic republic, with hopes of advancing their people to stations never before held by one of their kin. Though their avian form seemed unusual to many other races, the tengu of Azag-Ithiel have found an easier time integrating into society than in other regions, thanks in no small part to their exacting natures and gift for conversation.

Tengus often hold close business relationships with forgeborn and kobolds, as their related trades of metalwork and mining yield highly profitable earnings for all involved parties. When committed to a business dealing, tengu give their all, and will often find craft ingenious solutions for even the most mundane of troubles. Because of this, a tengu in a high position of power is considered to be a most valuable ally.

With their newfound opportunities, tengu observed their neighbors and allies, appropriating the most attractive cultural traits for themselves. Though they had no overwhelming desire to produce goods of their own, the hierarchy of forgeborn guild structure fascinated the tengu people. The first tengu merchants guild rapidly expanded, and it was not long at all before more and more tengu families began forming their own unions. Tengus prefer to deal in the trading of commodities, especially precious stones, gold, iron and silver. Handling such valuable objects sates what is often a covetous desire for wealth, and the sheer variety of materials exchanged in their markets are a source of great personal pride.

Tengus aspire to advance as lawyers, bankers, and moneylenders, and those with greater inclination toward articulation often enter politics, drafting laws that exact the greatest benefit for their own interested parties.

Despite their propensity for long-winded conversations, tengus are incredibly secretive concerning their personal religious and spiritual beliefs. Most tengus have a strong aversion to open discussion of religion. Tengus are primarily focused on their own self-interests, and thus tend to be of neutral or lawful neutral alignment. Even the most predatory of moneylenders make certain to work well within the limits of the law, and view lying and deceit as distasteful methods of earning a profit. A tengu found to have engaged in illegal affairs is often shunned by his or her peers, barred from membership in any of their mercantile guilds. As such, a tengu involved in illicit dealings often work through third parties, invariably of other races, so as to remain plausible denial.

An innate cunning has led many tengus to the adventuring life. Though their delicate frame keeps many from fighting on the front ranks, a tengu's swiftness is ideal for all manner of mobile strikers, including bards and rogues. Tengus seldom travel the path of clerics, inquisitors, monks, and rangers, those who do are shrewd and focused beyond compare.

Tengu Racial Characteristics

Tengu player characters are defined by class levels—they do not possess racial hit dice. All tengu characters possess the following racial characteristics.

- **+2 Dexterity, +2 Wisdom, -2 Constitution:** Tengus are deft and cunning, but frail.
- **Type:** Tengus are Humanoid creatures with the tengu subtype.
- **Size:** Tengus are Medium creatures and receive no bonuses or penalties due to their size.
- **Base Speed:** Tengus have a base speed of 30 feet.
- **Gifted Linguist:** Tengus gain a +4 racial bonus on Linguistics checks, and they learn one additional language every time they put a rank in the Linguistics skill.
- **Natural Weapons:** A tengu has both a bite attack and two claw attacks. Both the bite and claw attacks are primary natural attacks and deal 1d3 points of damage. Tengus are treated as having the Improved Unarmed Strike feat for the purpose of qualifying for other feats.
- **Poison Use:** Tengus are skilled with poison and never risk accidentally poisoning themselves when applying it to weapons.
- **Silver Tongued:** Tengus gain a +2 bonus on Bluff and Diplomacy checks. In addition, when they use Diplomacy to shift a creature's attitude,

they can do so up to three steps up rather than just two.

- **Languages:** Tengus begin play speaking Common and Tengu. Tengus with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Trait

The following trait is available to tengu player characters from Azag-Ithiel.

Thick Plumage: Your frame is narrower than it appears; much of your size is actually your feathers, giving you the ability to easily navigate tight spaces. The penalties on your attack rolls and to your AC for squeezing through a narrow space that is at least half as wide as your normal space are both reduced by 2.



Government of Azag-Ithiel

Much of the Porphyra has existed in near-perpetual conflict, racial, religious, and political persecution fueling the fires of hatred and intolerance. Refugees and nomads, in their flight from such maltreatment, founded Azag-Ithiel, a free land of free people. Despite any lingering animosities between their people, a singular purpose united all those within Azag-Ithiel: freedom. The All-Races Senate formed a democratic republic to govern the Newlands, while a treatise brought forth by Yolandite clerics, whose histories of the world are among the most complete and closely-studied, became a declaration of rights. Treasuring their liberty, every citizen of the Newlands is united in solidarity against any force that would dare to threaten their independence.

Every citizen of Azag-Ithiel can have his or her words heard, can influence policy and aid in the advancement of society. Each region in that comprises the Newlands addresses all other matters of law according to the will of the people. In this way, individual regions preserve both cultural regional identity, so long as they do not interfere with either government law or the independence of any citizen: the nomadic taddols regulate grazing and foraging so as to prevent diminished resources in the coming months, while all who live within the walls of Paradigm are guaranteed an apprenticeship for at least four years time.

Each region elects a number of senators to represent and promote their region's interests and to defend its people in the case of conflict. How these senators are elected is up to the individual regions to decide, though by national law no senator can retain his or her position indefinitely; elections must be held every four years. During the time leading up to an election, incumbent and would-be senators campaign according to regional traditions. Each of the half-ogre holds, for example, elect their senators through a battle royal known as Honor and Blood, though typical campaigns throughout Azag-Ithiel consist of open debates, during which candidates answer questions posed by both their opponents and the attendees.

At its core, the All-Races Senate is a conversation. Granted, as it has hundreds of members, this conversation can grow heated at times. There are a handful of incendiary senators at any given time, though most senators elected to serve are ever diligent in handling the responsibilities their positions require. Senators who promote or are otherwise heavily involved in projects that are both hugely successful and popular—such as the near-completed national system of roads, many years

in the making—earn great honor, which often leads to several further terms in the Senate.

Despite the power a senator wields on a daily basis, even the most prominent politicians are not invulnerable during their tenure. Constituents have the right to make a motion of no confidence against a senator from their region at any time, so long as there is clear evidence of wrongdoing or incompetence. Such motions are not considered lightly, most of which have been successful in removing a senator from his or her position.

Just as the citizens of the Newlands elect their senators, the members of the All-Races Senate elect a Prime Minister to oversee the Senate for a period of eight years. A candidate for Prime Minister must be nominated by at least three senators, each of whom must hail from a separate region. Once all candidates have been selected, individual regions hold a vote to determine which candidate they support, the results of which their senators uphold in the Senate. There have been two cases of a senator betraying the trust of his or her constituents and voting for a different Prime Minister. In each occurrence, the senator in question was swiftly replaced in a vote of no confidence.

As so much of Azag-Ithiel's political machine depends upon its members being charismatic, intelligent, and effective communicators, it is no surprise that the nation's ambassadors are among the finest in the world. Despite the willingness of the Newland's citizens to defend their country in times of war, battle lies down a path most would avoid if able, especially following the desperate, costly fracas with Jheriak invaders known as the No-Win War.

Of significant note is the recently-signed non-aggression pact with the Red King of the Northlands. This critical diplomatic success has spurred the Senate to dispatch more and more talented ambassadors to foreign lands in the hopes of strengthening relations with allied nations, even as they attempt to sway old enemies.



Settlements of Azag-Ithiel

There are three major settlements within Azag-Ithiel.

Paradigm

Nimtherhel's father held her hand as he talked with the old man. He stood nearly a head shorter than her father, white wisps of hair sticking out at odd angles. He was a funny-looking man, but Nimtherhel did not laugh. Laughing at people was rude, her father often told her.

Her other hand held the last of the four honey-cakes her mother had given her just that morning. Her father had laughed as she began eating the cakes as soon as the cart had taken them beyond sight of their farmhouse.

Nimtherhel was to receive her schooling here in the capital. She was afraid to be away from home, but for now, her father's hand eased her nerves.

The man turned his pale blue eyes to her. "Your father says you are very bright, child. And talented, too. I am Aeron, teacher of children." He reached out slowly to shake her hand.

She raised her own hand to meet his, realizing almost too late that her hand was sticky from the cake. Nimtherhel felt her cheeks grow hot with embarrassment, and she lowered her gaze in order to hide her shame. As she did, a fat droplet of honey fell from the honey-cake, landing on the green fabric of her dress. She frowned at the droplet, reaching out with her free hand. A pale glow blossomed from her fingertips for a moment, and when it faded, the offending droplet was gone.

Nimtherhel raised her eyes. She could see her father's lips pursed with disapproval, but the wiry man wore a broad smile on his face.

"Yes, I do believe you will fit in just nicely."

Paradigm

NG Metropolis

Corruption -2; **Crime** -2; **Economy** +3; **Law** +1; **Lore** +4; **Society** +5

Qualities academic, artist's colony, good roads, magically attuned, peacebonding, well educated

Danger +10

Demographics

Government utopian experiment

Population 33,800 (11,800 half-elves, 7,000 half-orcs, 4,200 tengus, 3,600 kobolds, 3,200 half-ogres, 2,200 taddols, 1,800 forgeborn)

Notable NPCs

Fhany's Hlaenddare (NG half-elf shieldsword sentinel 8)

Kurabn Ustam, Father of the Newlands (LG kobold

wizard 15)

Otag Nagen, Prime Minister of Azag-Ithiel (LN male half-orc fist of the word 9)

T'kree Chk'ka, Senator (LN tengu expert 7)

Marketplace

Base Value 16,000 gp; **Purchase Limit** 100,000 gp

Spellcasting 9th

Minor Items any; **Medium Items** 4d4; **Major Items** 3d4

The most racially diverse of all settlements within the Newlands, Paradigm serves not only as capital to the nation, but as one of the greatest repositories of knowledge in the world. At the center of Paradigm sits Kurabn Ustam's tower, the very same he constructed when he first discovered the magical wellspring that granted his immortality. The tower, which once loomed imposingly over the countryside, now peeks its head above its neighboring structures: the All-Races Senate, whose dome, inlaid with sinuous lines of obsidian, glimmers darkly in the full light of day; and Paradigm's three universities, whose combined six towers encircle Ustam's own and Patriot Square.

When the All-Races Senate convenes for its seasonal sessions, the city bursts at the seams, citizens from across the nation come to participate in open forum. Yet even when the vast majority of Senators return to their home territories, the political machine does not sleep. Actors and singers perform political satires upon open-air stages, delivering the news of the day with scathing commentary and witticisms laden with hidden meanings. Though these performances typically run only as long as the news is fresh, the most sensational of stories are stretched out over weeks, an evolving storyline incorporating recent developments.

Founded on the dream of freedom and unity, Azag-Ithiel guarantees freedom to all citizens, though those within the walls of Paradigm experience these freedoms more so than in other settlements. Rejecting the belief that one's station in life is dependent upon the conditions of their birth, the people of Azag-Ithiel are great advocates for social advancement.

This is most readily apparent in Paradigm, where members of all races intermingle, sharing their knowledge and skills with any who have the earnest desire to learn. All citizens are assured a minimum of four years apprenticeship, and no apprentice (or their family) is required to pay for their education and employment. Each master fee is sponsored by the Senate. The son of a farmer is just likely to become a goldsmith's apprentice

as the son of a merchant or soldier. This has given rise to an influx of skilled tradesmen and women, who upon reaching the skill of a journeyman most often return to their home territories, sharing their craft with an even greater population.

Similarly, the doors of Paradigm's universities are open to all within the nation. Within the six towers a citizen may receive an education in a wide range of fields, though competition is fierce amongst applicants seeking entry into the more desirable programs. Each university has two towers, one serving as dormitories and living facilities for all students and resident faculty, the other containing classrooms and offices.

The three universities are: The Arcanum, Bardh'laga (where magics, both arcane and divine, are studied, learned, and practiced), The Academy, Pár'istyar (where students learn a number of practical skills, including arithmetic, geometry, astronomy, music, logic, and rhetoric), and The Arboretum, Galadh'tarminas (where advanced farming techniques are developed by druids and wizards alike).

Khambir

Sweat clung to Tark's skin at he brought the woodaxe down his all his strength, the steel head splitting a log cleanly in two. Another log, another swing, the rhythmic, solid strikes of metal on wood echoing dully. Though he was large for his age, Tark he carried himself with a lightness and ease that spoke of an older man. The weight of the axe was comforting in his hands, the wood handle small and almost delicate-looking in his hands. Another log, another swing.

The sound of wagon wheels and footsteps broke Tark's focus on the pile of logs. He stood up straight, wiping his brow as he squinted in the fading light. In the distance, a wagon trundled up the road. It was laden down with barrels and sacks, most likely food and supplies for Fort Karaden. A banner flew in the air, the gauntleted hand that heralded the Fists of the Word.

Tark longed to join them, to march to the center of the city and declare his allegiance. He was still almost a year too young, and he counted the days until his next nameday, marking them off one by one. Grandfather Eaorlin was full of stories from his days as a Fist of the Word, responding to calls for aid in the farthest reaches of the Newlands. One day, Tark would tell his own grandchildren of his own honor.

"Soon." Tark realized he had spoken aloud. He gripped the axe handle in his hands, his eyes never leaving the banner flapping in the breeze. "Soon."

Khambir

LN Large City

Corruption -1; **Crime** +0; **Economy** +2; **Law** +6; **Lore** +1; **Society** +1

Qualities abundant, population surge, prosperous, rural, strategic location

Danger +5

Demographics

Government military

Population 21,600 (7,100 half-orcs, 5,600 half-elves, 3,600 half-ogres, 2,200 taddols, 1,800 kobolds, 800 tengus, 500 forgeborn)

Notable NPCs

Thozug Cyredraheal, Keeper of Arms (LN half-orc fighter 9)

Mialen and Maylen, Keepers of Wisdom (LN taddol cleric3/monk 5)

Korag Stoneheart, Keeper of Fury (N half-ogre barbarian 5, hulking marauder 4)

Marketplace

Base Value 11,200 gp; **Purchase Limit** 75,000 gp

Spellcasting 7th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Khambir sits at the very center of Azag-Ithiel, a sprawling city built to house and train the nation's military forces. At the heart of the city lies Fort Karaden, a squat, blocky affair. The fort would hardly be impressive if not for its immense size, capable of simultaneously housing every not only the entirety of the Newlands' military but every inhabitant of the city in times of war.

Khambir is ruled by three Keepers, masters of war who have risen to excellence. Thozug Cyredraheal serves as Keeper of Arms, a fearsome warrior who has mastered the use of every weapon to fall into his hands, oversees the training of the Fists of the Word. The taddol Mialen and Maylen serve as Keepers of Wisdom, teaching those soldiers who have the talent how to bring into harmony both body and spirit. While only a few who train under Mialen and Maylen go on to pursue the path of either monk or cleric, their pupils often climb to lofty positions within the military. Korag Stoneheart oversees the smallest, but certainly the most fearsome, troops: Hulking Marauders, half-ogre shock troops, whose thundering charges are feared throughout the neighboring regions.

Situated on a highland surrounded by fertile farmland, the site for Fort Karaden, and the city that sprung up around its walls, was chosen to be as defensible as possible. Just south of Khambir is the hub for the na-

tion's near-completed system of roads, which allow for greatly increased travel within its borders. The road that leads from this crossroads north to Khambir is narrow and rocky, forcing would-be attackers to drastically reduce their speed as they move through a four-mile chokepoint.

Despite serving as the home for the nation's military, Khambir feels much more like a small township than a city home to over 20,000 souls, most of whom are soldiers and their immediate families. Soldiers trained in Fort Karaden are expected to protect their nation, not only as soldiers, but as strong leaders in their families and community. A great sense of pride and purpose unifies the people of Khambir, strengthening bonds between neighbors almost as strong as those of family.

Neighborhoods tend to group around similar racial backgrounds, each residential district containing the various shops and tradesman necessary to support their needs. A great open-air market lines the main thoroughfare, vendors hawking wares to passers-by as merchants seek to unload their goods at the city market.

The area surrounding Khambir is some of the most fertile farmland in Azag-Ithiel. As farmers are able to harvest more food than either they or the military has need for, caravans full of grains and produce are a common sight heading from Khambir to other townships and cities.

As the abundance of both soldiers and resources increases, so do the number of new families outside the walls of Fort Karaden. Children flock through city streets, many of whom dream of one day joining their fathers, mothers, brothers, and sisters inside the walls of Fort Karaden.

Low'Enath (Azag-Lown)

Rist'lak tugged the cowl of his thick cloak tighter against his beak. Fumes from the Runeforges hung heavily in the air, thick black smoke and sulfur that burned the lungs and stung the eyes. His talons clacked dully against the cobblestones underneath.

Rist'lak pulled a purse from his belt, measuring the weight with his palm. He gingerly dropped the purse into a small hole in the ground, barely visible in the clinging shadows. The clink of coins echoed dully somewhere beneath where he stood.

A half-dozen yards away, a small object landed heavily beside a broken barrel. Rist'lak crept towards the barrel, plucking a small darkwood box from the ground. Opening the lid, he let out a slow, contented sigh.

Inside the box was a glistening salamander heart, held

in a tightly-woven copper net. The heart still beat softly. This heart would create a dozen, if not more, doses of fireheart oil, a powerful poison. Luckily, he had a few buyers in mind...

"You, there!"

The voice cut through the smog, and Rist'lak froze in place, an unspoken curse catching in his throat. He turned his head slowly, watching in horror as a half-dozen armed men and women emerged from the smoke. Their burnished mail shone dully in the dim lighting, but what caught Rist'lak's eyes were their dark red cloaks, the color of spilled wine. Terror clawed at his mind, and inside, Rist'lak screamed as the guards approached, the box still held firmly in his talons.

A faint scurrying caught his attention, and Rist'lak watched mutely as a small kobold poked his head out of the gloom, reaching into the hole for the coinpurse. The kobold gave him a pitying smile before disappearing into darkness.

Low'Enath

LE Large City

Corruption +3; **Crime** +1; **Economy** +5; **Law** +3; **Lore** -3; **Society** +2

Qualities cruel watch, financial center, guilds, insular, legendary marketplace

Danger +10

Demographics

Government council

Population 9,300 (4,000 kobolds, 3,100 forgeborn, 2,200 tengus)

Notable NPCs

M'taamo Lhitak, Master of Scales (LN tengu rogue 9)

Darnesk Blackflame, Master of Tunnels (NE kobold sorcerer 8)

Cylithabar Rilynnartnith, Mistress of the Forge (LE forgeborn wizard 8)

Elya Aleaghymn, Mistress of Trade (LN half-elf expert 9)

Marketplace

Base Value 22,400 gp; **Purchase Limit** 140,000 gp

Spellcasting 6th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

Nestled in the Abancoi Nicn range is Low'Enath, the industrial backbone of the nation. Some call it the City of Smoke and Fire, referring to the forges and factories that produce some of, if not *the* best arms, armor and trade goods in the world. The skyline is dominated by dark factory towers, looming over the countryside with

an even more imposing stature than the mountains themselves.

Far from being as racially inclusive as either Paradigm or Khambir, Low'Enath is split into three districts. Most forgeborn, kobolds, and tengus stay within their own racial enclaves—known as the Forge, the Tunnels, and the Scales, respectively—dealing with the others only as needed by their work. That is not to say that the people of Low'Enath are racially intolerant, but rather suffer from a single-mindedness concerning their district's goals.

Situated evenly between the three districts is an area controlled not by the city of Low'Enath, but by the great trading houses. Known as the Fourth District, the grand market is filled near to capacity from sunup to sundown, caravans of merchants unloading foodstuffs and textiles, clearing room for the stone-, metal-, and magic-forged goods they hope to trade, both within the borders of Azag-Ithiel and in foreign lands.

To keep watch over Low'Enath, each district elects a member to represent their interests on the City Council. A position on the council lasts for three years, and no individual person may serve more than three terms within their lifetime. The council consists of four members, one elected from each of Low'Enath's three districts, and the fourth raised from the trading houses. The guilds of each district sponsor a candidate for the City Council, just as they do Senators. Though an opponent will occasionally attempt to climb his or her way to power, no such candidate has ever been elected to the council.

The citizens of Low'Enath are a wary lot, especially when it comes to watching out for the Redcloaks. Directly under the control of the City Council, these guards patrol the streets in the name of keeping the peace, and are noted for their cruel efficiency in quelling disturbances. Theft, destruction of property, and other criminal activities are met with swift punishment, involving at the least significant fines. Given that the crafts produced in Low'Enath are sought after by so many throughout the world, it is no wonder how closely the guilds of Low'Enath guard the secrets of their

labor, though many wonder quietly if the Redcloaks protect more than they punish.

Each district contains a number of guilds, each of which enjoys a great deal of trade, thanks to the ever-busy trade houses in the Fourth District. Though dozens of guilds exist within Low'Enath, four have attained greatness over the centuries. The great guilds are: Kyn-nyrarnith, the Sworn to the Flame, those who watch over the great elven Runeorges; Tyrneazea, practitioners of the ancient forgeborn art of crystalline alchemy; The Diggers, kobolds who supply the other guilds with iron, gemstones, and other precious ores from deep within the earth; and The Brotherhood of Scales, renowned tengu copper-, silver- and gold-smiths who mint the central currency used by the citizens of Azag-Ithiel.

Darnesk Blackflame, Master of Tunnels (NE kobold sorcerer 8)



Class Options

The following is a list of optional archetypes, class features and prestige classes available to characters from Azag-Ithiel.

Alchemist Discoveries

Kobolds in the Newlands were the first to invent these two new alchemist discoveries.

Explosive Barrage

Prerequisite: Alchemist 12, explosive missile, fast bombs

Benefit: An alchemist with this discovery can prepare multiple arrows or crossbow bolts with the power of her bomb, as detailed in the explosive missile alchemist discovery. As a full-round action, the alchemist can prepare multiple pieces of ammunition if her base attack bonus is high enough to grant her additional attacks.

Fragmentation Bomb

Prerequisite: Alchemist 4

Benefit: When the alchemist creates a bomb, she can choose to have it inflict additional piercing damage. Fragmentation bombs deal an additional +2 points of piercing damage per die from the bomb. This additional piercing damage is reduced to +1 point per die from the bomb to those caught in the splash damage.

Barbarian Rage Powers

Fierce half-ogre barbarians in the Abancoi Nicn mountains teach these rituals of rage to their young and others they trust.

Iron-Fist Brawler

Prerequisite: Barbarian 8, greater brawler rage power

Benefit: While raging, the barbarian deals more damage with his unarmed strikes. This ability functions like the monk unarmed strike ability, except that the barbarian's effective monk level is equal to her barbarian level -3.

Steady Foothold (Ex)

Benefit: While raging, the barbarian can move through 5 feet of difficult terrain each round as if it were normal terrain. The total distance through which the barbarian can move freely increases by 5 feet for every 4 levels the barbarian has attained, up to a maximum of 30 feet per round at 20th level. This allows the barbarian to take a 5-foot step into difficult terrain.

Special: The effects of the acrobatic steps and nimble moves feats stack with those provided by sure footing.

Voracious Maw (Ex)

Prerequisite: Barbarian 4, animal fury rage power

Benefit: While raging, the barbarian gains a second bite attack. The damage for both this and the bite attack gained from the animal fury rage power increase by one step, as if his size had increased by one category.

Special: This rage power is available to taddols and other races with two or more heads.

Voracious Rend (Ex)

Prerequisite: Barbarian 6, voracious maw rage power

Benefit: If you deal damage to an opponent with the bite attacks granted by the animal fury and voracious maw rage powers, you deal an additional 1d8 points of damage plus your Strength modifier. You can only deal this additional damage once per round.

Bardic Masterpieces

Bard-wizards of the Bardh'laga Arcanum have perfected this mas-terpiece, and teach it to precocious students.

Elegy of the Steadfast Soldier (Sing)

Your performance inspires your allies to press on despite suffering mortal wounds.

Prerequisite: Perform (oratory) or Perform (sing) 7 ranks

Cost: Feat or 3rd-level bard spell known

Effect(s): This elegy tells the story of a wounded soldier who stood his ground against insurmountable odds. Though he was quickly overwhelmed by his foes, the soldier fought on, drawing his final breath only when the last of his foes fell before him. For as long as the bard maintains the performance, all allies within 30 feet treat their Constitution as 5 points higher than normal for the purpose of determining when hit point damage kills them. She may increase the cost per round of the performance up to a total number equal to half her bard level to increase the amount by 5 points for each additional round expended, up to a maximum of 30 points.

Use: 1 bardic performance round per round, plus 1 or more additional rounds per round to increase the effect

Action: 1 immediate action

Magus Arcana

Several dojos exist in Azag-Ithiel, most run by enterprising half-orcs.

Primal Arcana

Prerequisite: Magus 6, Elemental Spell

Benefit: The magus may use points from his arcane pool as if they were a primordial mystic's primal charges.

Additional Ranger Combat Styles

Rangers of various races serve as scouts, border patrols and skirmishers, protecting Azag-Ithiel's marches.

Polearm: If the ranger selects polearm style, he can choose from the following list whenever he gains a combat style feat: Polearm Defense, Power Attack, and Shield Focus. At 6th level, he adds Improved Trip and Polearm Deflection to the list. At 10th level, he adds Dreadful Carnage and Greater Trip to the list.

Thrown Weapon: If the ranger selects thrown weapon style, he can choose from the following list whenever he gains a combat style feat: Distance Thrower, Point-Blank Shot, Precise Shot, Throw Anything, Two-Handed Thrower, and Quick Draw. At 6th level, he adds Charging Hurler, Close-Quarters Thrower, and Improved Precise Shot to the list. At 10th level, he adds False Opening and Improved Charging Hurler to the list.

Rogue Talents

The devious kobolds have developed many methods of skullduggery over the ages, and are keen to apply them.

Adaptable Maneuvers (Ex)

Prerequisites: Ki pool

Benefit: A rogue with this talent can spend 1 point from his ki pool as a swift action to gain the benefit of Improved Dirty Trick, Improved Disarm, Improved Steal, or Improved Trip for 1 minute. If this ability is used again before the duration expires, the rogue loses the benefit of the previous feat and gains a new one in its place.

Hinder Awareness (Ex)

Benefit: A rogue with this ability can cause enemy spellcasters lingering pain, impeding their ability to effectively cast spells. Successful sneak attacks increases the target's DC to cast spells defensively by +1 for each die of the rogue's sneak attack (e.g., 7d6 equals a +7 to the DC) until the beginning of the rogue's next turn.

Sadistic Poisoner (Ex)

Prerequisites: Sneak attack +2d6

Benefit: Anytime a rogue with this talent successfully hits an opponent with a sneak attack using a poisoned

weapon, he may forgo his sneak attack damage in order to better poison his foe. If the attack succeeds, the rogue deals weapon damage as normal, but instead of the rogue dealing sneak attack damage, the save DC of any poison on the weapon increases by +1 for every 2 sneak attack dice given up.

Primordial Mystic

Whether walking the paths of good and evil, law and chaos, primordial mystics do not simply tap into the primal forces of the world; they are living embodiments of the natural world, lightning, fire, water, and stone made flesh. Rather than dedicate themselves to a god or to an ideal, primordial mystics pledge themselves to the raw elements that have existed since time immemorial, gaining powerful boons as they shape themselves in the image of their chosen element.

While many primordial mystics channel these gifts in the service of the elemental lords, there are an almost equal number that distance themselves from those malevolent forces, finding solace in the untouched world.

Role: Primordial mystics are capable combatants and spellcasters, able to hold their own on the front lines of combat, unleash devastating elemental spells, and transform into the very elements from which they draw their powers.

Alignment: Any neutral

Hit Die: d8.

Alternate Classes: Oracle and sorcerer.

Starting Wealth: 4d6 x 10 gp (average 140 gp). In addition, each character begins play with an outfit starting worth 10 gp or less.

Class Skills

The primordial mystic's class skills are Craft (Int), Fly (Dex), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

In addition, primordial mystics receive an additional class skill depending on their elemental attunement.

Skill Ranks per Level: 4 + Int modifier

Class Features

The following are class features of the primordial mystic.

Weapon and Armor Proficiency: Primordial mystics are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks of any form they assume with elemental shape (see below).

Primordial mystics are proficient with light and medium armor but like druids, are prohibited from wearing metal armor.

Spells: A primordial mystic casts divine spells drawn from the primordial mystic spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a primordial mystic must have a Charisma score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a primordial mystic's spell is 10 + the spell level + the primordial mystic's Charisma modifier.

A primordial mystic can cast only a certain number of spells of each spell level per day. His base daily spell limit is given on **Table: Primordial Mystic**. In addition, he

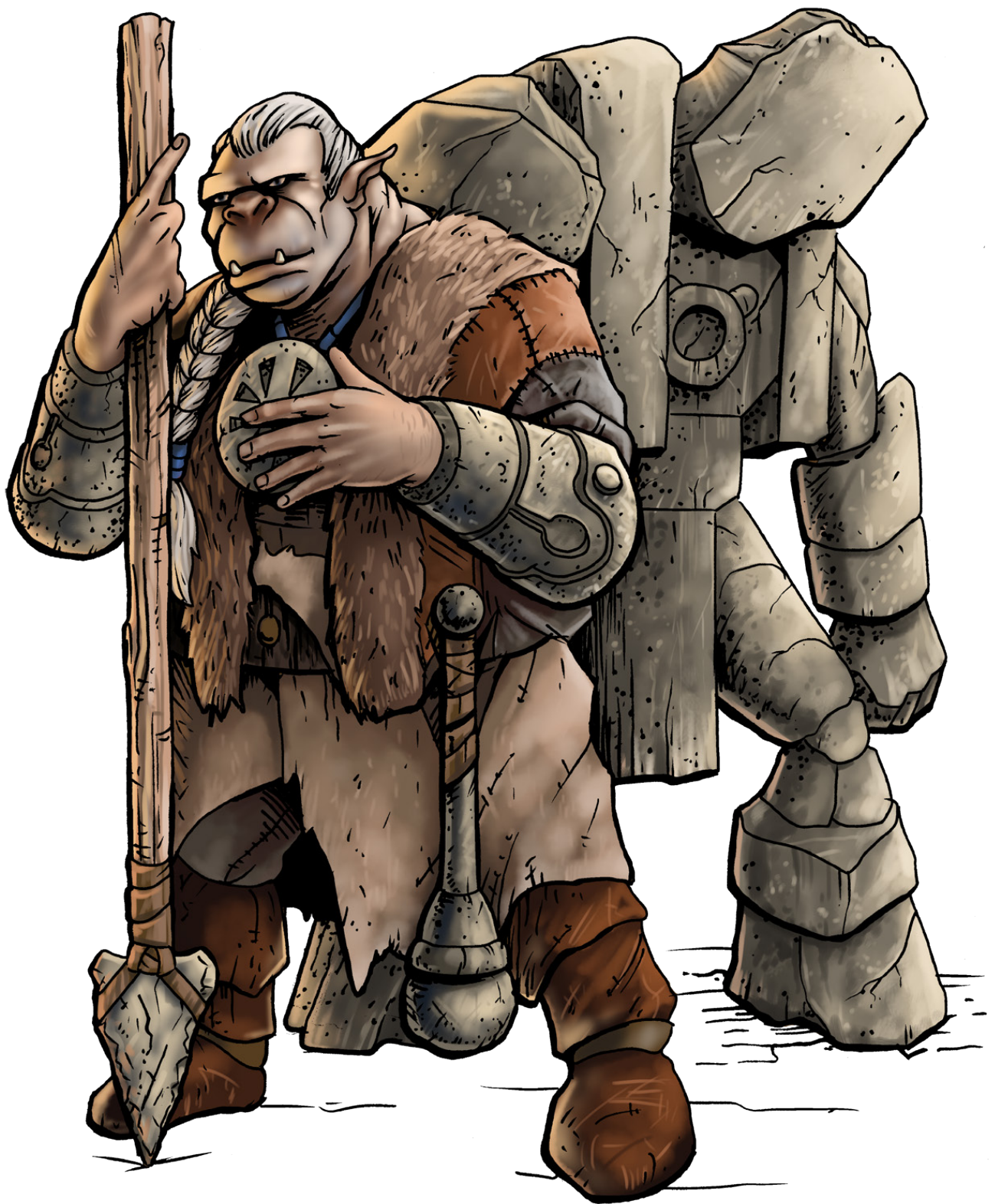
receives bonus spells per day if he has a high Charisma score.

A primordial mystic's selection of spells is extremely limited. A primordial mystic begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new primordial mystic level, he gains one or more spells, as indicated on **Table: Primordial Mystic Spells Known**. Unlike spells per day, the number of spells a primordial mystic knows is not affected by his Charisma score; the numbers on **Table: Primordial Mystic Spells Known** are fixed.

Upon reaching 4th level, and at every even-numbered primordial mystic level after that (6th, 8th, and so on), a primordial mystic can choose to learn a new spell in place of one he already knows. In effect, the primordial mystic loses the old spell in exchange for the new one. The new spell's level must be the same as that of the one being exchanged. A primordial mystic may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. He cannot swap any

Table: Primordial Mystic

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Elemental attunement, orisons, primal pool	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Attunement spell	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Attunement revelation	3	—	—	—	—	—
4th	+3	+1	+4	+4	Elemental shape (1/day)	3	1	—	—	—	—
5th	+3	+1	+4	+4	Attunement spell, primal resilience	4	2	—	—	—	—
6th	+4	+2	+5	+5	Elemental shape (2/day)	4	3	—	—	—	—
7th	+5	+2	+5	+5	Elemental manipulator	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Attunement spell, elemental shape (3/day)	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Attunement revelation	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Elemental shape (4/day)	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Attunement spell	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Elemental shape (5/day)	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8		5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Attunement spell, elemental shape (6/day)	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Attunement revelation	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Elemental shape (7/day)	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Attunement spell	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Elemental shape (8/day)	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11		5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Elemental mastery	5	5	5	5	5	5



spells gained from his elemental attunement.

Unlike a wizard, a primordial mystic need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Table: Primordial Mystic Spells Known

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	4	4
20th	6	6	6	6	6	5	5

Orisons: Primordial mystics learn a number of orisons, or 0-level spells, as noted on **Table: Primordial Mystic Spells Known**. These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using other slots, such as those due to metamagic feats, are expended normally.

Elemental Attunement: At 1st level, a primordial mystic forms a bond with one of the four primal elements: air, earth, fire, and water. This attunement grants him spells and other abilities as his power grows. A primordial mystic must attune himself to one primal element upon taking his first level of primordial mystic. Once made, this choice cannot be changed.

A primordial mystic gains a +1 bonus to his caster level when casting spells with a descriptor associated with his chosen element.

At 2nd level, and every three levels thereafter, a primordial mystic learns an additional spell, derived from his elemental attunement. These spells are in addition to

the number of spells given on **Table: Primordial mystic Spells Known**. These spells cannot be exchanged for different spells at higher spells.

At 3rd, 9th, and 15th level, a primordial mystic is granted a boon from his chosen element. He uses his primordial mystic as his oracle level when determining the effects of these revelations. This allows a primordial mystic to gain additional revelations (through the extra revelation feat or by wearing a *ring of revelation*), but he cannot gain a revelation that grants energy resistance.

Table: Primordial Mystic Attunement

Element	Energy Type	Descriptors	Oracle Mystery
Air	Electricity	Air, Electricity	Wind
Earth	Acid	Acid, Earth	Stone
Fire	Fire	Fire, Light	Flames
Water	Cold	Cold, Water	Waves

Primal Elements

The following are the four primal elements with which a primordial mystic may attune his own magical powers.

Air

Class Skill: A primordial mystic with an elemental attunement to air adds Fly to his list of class skills.

Descriptors: air, electricity

Bonus Spells: *thundering blast* (2nd), *lightning flare* (5th), *storm shield* (8th), *tempest's swiftness* (11th), *peal of thunder* (14th), *downburst* (17th).

Attunement Revelations: At 3rd, 9th, and 15th level, your attunement with the primal force of wind grants you select revelations from the oracle wind mystery.

Wind Sight (Su): At 3rd level, you gain the wind sight revelation.

Touch of Electricity (Su): At 9th level, you gain the touch of electricity revelation.

Wings of Air (Su): At 15th level, you gain the wings of air revelation. You must expend a primal charge as part of the swift action to activate this ability.

Earth

Class Skill: A primordial mystic with an earth elemental attunement to earth adds Climb to his list of class skills.

Descriptors: acid, earth

Bonus Spells: *earthen might* (2nd), *acid burst* (5th), *acidic tentacle* (8th), *stoneclub* (11th), *enduring vitriol* (14th), *caustic rain* (17th).

Attunement Revelations: At 3rd, 9th, and 15th level,

your attunement with the primal force of earth grants you select revelations from the oracle of stone mystery.

Crystal Sight (Su): At 3rd level, you gain the crystal sight revelation.

Touch of Acid (Su): At 9th level, you gain the touch of acid revelation.

Earth Glide (Su): At 15th level, you gain the earth glide revelation. You must expend a primal charge as part of the free action to activate this ability.

Fire

Class Skill: A primordial mystic with an elemental attunement to fire adds Acrobatics to his list of class skills.

Descriptor: fire, light

Bonus Spells: *pillar of fire* (2nd), *burning diversion* (5th), *fiery furrow* (8th), *wings of fire* (11th), *conflagration* (14th), *wildfire* (17th).

Attunement Revelations: At 3rd, 9th, and 15th level, your attunement with the primal force of fire grants you select revelations from the oracle flames mystery.

Gaze of Flames (Su): At 3rd level, you gain the gaze of flames revelation.

Touch of Flame (Su): At 9th level, you gain the touch of flame revelation.

Wings of Fire (Su): At 15th level, you gain the wings of fire revelation. You must expend a primal charge as part of the swift action to activate this ability.

Water

Class Skill: A primordial mystic with an elemental attunement to water adds Swim to his list of class skills.

Descriptors: cold, water

Bonus Spells: *tidal thrust* (2nd), *frozen scythe* (5th), *freezing blast* (8th), *shattering strike* (11th), *lethargy* (14th), *glacial field* (17th).

Attunement Revelations: At 3rd, 9th, and 15th level, your attunement with the primal force of water grants you select revelations from the oracle waves mystery.

Water Sight (Su): At 3rd level, you gain the water sight revelation.

Wintry Touch (Su): At 9th level, you gain the wintry touch revelation.

Fluid Travel (Su): At 15th level, you gain the fluid travel revelation. You must expend a primal charge as part of the action to activate this ability.

Primal Pool (Su): At 1st level, a primordial mystic gains a pool of primal charges, raw elemental energy he can release to grants his spells and other abilities greater effect. The number of charges in a primordial mystic's primal

pool is equal to 1/2 his primordial mystic level (minimum 1) + his Charisma modifier. The pool refreshes one per day after 8 hours of rest.

A primordial mystic can expend one charge from his primal pool as a free action whenever he casts a primordial mystic spell. If he does, he can choose to increase increase the caster level by 1. He can spend no more than 1 charge from his primal pool on a given spell in this way. In addition, a primordial mystic can expend a primal charge when casting many of the spells available to him in order to alter or enhance the spell's effects (see the section on spells for additional information).

Elemental Shape (Su): At 4th level, a primordial mystic can expend a primal charge as a standard action to turn himself into an elemental. This ability functions as a druid's wild shape ability, except a primordial mystic can only turn himself into a Small elemental of the same type of his elemental attunement.

At 6th level, a primordial mystic can turn into an elemental of a type he did not select as his elemental attunement, using his primordial level -2 to determine the effects of his elemental shape.

A primordial mystic can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of 8 times at 18th level. As a primordial mystic gains levels, this ability grants him the ability to take on the form larger elementals. Each form expends one daily usage of this ability, regardless of the form taken.

At 8th level, a primordial mystic can use elemental shape to change into a Medium elemental. Elemental shape now functions as *elemental body II*.

At 10th level, an primordial mystic can use elemental shape to change into a Large elemental. Elemental shape now functions as *elemental body III*.

At 12th level, a primordial mystic can use elemental shape to change into a Huge elemental. Elemental shape now functions as *elemental body IV*.

Primal Resilience (Su): At 5th level, a primordial mystic gains resistance 10 against his attuned energy type, as given on **Table: Primordial Mystic Attunement**. This resistance increases to 10 at 10th level and 20 at 15th level.

Elemental Manipulator (Su): A primordial mystic gains Elemental Spell as a bonus metamagic feat at 7th level. He must choose the appropriate energy type based on his elemental attunement. By expending a primal charge as a free action when casting a spell, he can apply this

feat to any spell without increasing the casting time.

At 13th level, a primordial mystic using this ability does not increase the level or casting time.

Elemental Mastery (Su): At 20th level, a primordial mystic's bond with his chosen element reaches its pinnacle. He gains immunity to sneak attacks and damage from his energy type. Additionally, he gains a 75% chance of ignoring critical hits and the bonus damage from sneak attacks, as though he were wearing *armor of heavy fortication*.

As long as he has at least 1 charge in his primal pool, a primordial mystic can cast any spell granted by his elemental attunement with a primal charge without actually expending a charge from his pool.

Primordial Mystic Spells

Primordial mystics gain access to the following spells. Spells marked with an asterisk* appear in this book.

0-Level Primordial Mystic Spells—*create water, detect magic, detect poison, flare, know direction, light, mending, purify food and drink, read magic, resistance, spark, stabilize, virtue.*

1st-Level Primordial Mystic Spells—*air bubble, alter winds, burning hands, chill touch, corrosive touch, damp powder, decompose corpse, earthen might*, endure elements, expeditious excavation, entangle, faerie fire, flare burst, hydraulic push, icicle dagger, jump, marid's mastery, mudball, obscuring mist, pillar of flame*, produce flame, read weather, shocking grasp, stone fist, thundering blast*, tidal thrust*, touch of the sea, weaken powder.*

2nd-Level Primordial Mystic Spells—*acid burst*, bear's endurance, bull's strength, burning diversion*, cat's grace, communal eagle's splendor, elemental speech, endure elements, flaming sphere, fog cloud, fox's cunning, create treasure map, flame blade, frigid touch, frost fall, frozen scythe*, gust of wind, gusting sphere, lightning flare*, owl's wisdom, resist energy, slipstream, spider climb, stone call, unshakable chill, wind wall.*

3rd-Level Primordial Mystic Spells—*acidic tentacle*, aqueous orb, ash storm, badger's ferocity, call lightning, campfire wall, cloak of winds, continual flame, daylight, elemental aura, fiery furrow*, firestream, flame arrow, freezing blast*, lightning bolt, hydraulic torrent, ice spears, ice storm, protection from energy, resinous skin, shifting sand, sleet storm, storm shield*, water breathing.*

4th-Level Primordial Mystic Spells—*air walk, ball lightning, calcific touch, communal protection from energy, continual dragon's breath, elemental shield*, flame strike, fire shield, fire trap, ice storm, ride the waves, river of wind,*

shattering strike, solid fog, spike stones, stroneclub*, stone shape, stoneskin, tempest's swiftness*, touch of slime, vitriolic mist, wall of fire, wings of fire*.*

5th-Level Primordial Mystic Spells—*acidic spray, blight, communal stoneskin, cone of cold, corrosive conflagration*, consumption, enduring vitriol*, fickle winds, fire snake, geyser, icy prison, lethargy*, life bubble, lightning arc, peal of thunder*, transmute mud to rock, transmute rock to mud, wall of stone.*

6th-Level Primordial Mystic Spells—*acid fog, call lightning storm, caustic rain*, chain lightning, control water, downburst*, fire seeds, firestorm, freezing sphere, glacial field*, mass bear's endurance, mass bull's strength, mass cat's grace, mass eagle's splendor, mass fox's cunning, mass owl's wisdom, move earth, scouring winds, sirocco, stone tell, tar pool, wall of iron, vortex, wildfire*, wind walk.*

Klurg Rockwhisper (CR 1/2; XP 200)

Male half-ogre primordial mystic 1

N Medium humanoid (giant, human)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception -1

Defense

AC 17, touch 12, flat-footed 15

(+4 armor, +2 Dex, +1 natural)

hp 9 (1d8+1)

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

Offense

Speed 20 ft. (30 ft. without armor)

Melee quarterstaff +2 (1d6+2)

Ranged sling +1 (1d4+2)

Special Attacks frenzy, primal pool 3

Spells Known (CL 1st; concentration +3)

1st (2/day)—*earthen might, stone fist*

0th (at-will)—*detect magic, know direction, read magic, stabilize*

Statistics

Str 14, **Dex** 12, **Con** 13, **Int** 10, **Wis** 8, **Cha** 15

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

Feats Combat Casting

Skills Climb +8, Craft (stonework) +4, Intimidate +5,

Spellcraft +4; **Racial Modifier** +2 Climb, +2 Intimidate

SQ elemental attunement (earth)

Languages Common, Giant

Combat Gear tanglefoot bags (2); **Gear** backpack, hide armor, quarterstaff, sling, 10 sling bullets, silver unholy symbol of Najim; **Coins** 8 gp

Hulking Marauder (Prestige Class)

While the half-ogres of Azag-Ithiel may be but distant descendants of their brutish ogre forbears, they carry within them a remnant of that primal rage. Many half-ogres keep those urges at arm's length, but there are a large number who give themselves over to the ancient ferocity within.

Those who seek such training make the journey to Fort Kraden in the city of Khambir. Here they learn to channel their fury into more than just brute strength. Here they undergo intense physical conditioning to join the military might known as hulking marauders, heavily armor shock troops whose thundering charges inspire fear in those who would arouse the wrath of Azag-Ithiel.

Hit Die: d10.

Requirements

To qualify to become a hulking marauder, a character must fulfill all the following criteria:

Base Attack Bonus: +5.

Feats: Power Attack.

Race: Half-ogre.

Skills: Acrobatics 5 ranks, Intimidate 5 ranks.

Class Skills

The hulking marauder's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Perception (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int Modifier

Class Features

The following are class features of the hulking marauder.

Weapon and Armor Proficiency: A hulking marauder is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Rage (Ex): At 1st level, a hulking marauder learns to channel his bloodlust into a powerful source of energy. This functions as the barbarian ability of the same name. A hulking marauder's class levels stack with any other classes granting this ability for determining the effects of rage powers and the number of rounds per day the marauder can rage.

Swift Charge (Ex): At 1st level, so long as a hulking marauder's speed is not being reduced by armor or encumbrance, he may move up to three times his speed when making a charge.

Rage Power (Ex): At 2nd, 5th, and 8th level, a hulking marauder receives a barbarian rage power for which he qualifies, adding his hulking marauder level to his barbarian level to determine access.

Uncanny Dodge (Ex): At 2nd level, a hulking marauder cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A hulking marauder with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a hulking marauder already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Armor Training (Ex): At 3rd level, a hulking marauder gains armor training, as the fighter ability. At 7th level, he gains armor training 2 and heavy armor proficiency.

Table: Hulking Marauder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Rage, swift charge
2nd	+2	+1	+1	+1	Rage power, uncanny dodge
3rd	+3	+2	+1	+1	Armor training 1, indomitable resolve
4th	+4	+3	+1	+1	Overwhelming charge
5th	+5	+3	+2	+2	Rage power
6th	+6	+4	+2	+2	Improved uncanny dodge
7th	+7	+5	+2	+2	Armor training 2
8th	+8	+6	+3	+3	Rage power
9th	+9	+6	+3	+3	Greater rage
10th	+10	+7	+3	+3	Hurling onslaught

Indomitable Resolve (Ex): At 3rd level, a hulking marauder becomes immune to fear (magical or otherwise).

Overwhelming Charge (Ex): At 5th level, when a hulking marauder hits with a melee attack at the end of a charge, he may spend a swift action to automatically score a critical threat. He must still confirm the critical hit as normal. He can use this ability a number of times per day equal to 1/2 his hulking marauder level.

Improved Uncanny Dodge (Ex): At 6th level, a hulking marauder can no longer be flanked. This defense denies a rogue the ability to sneak attack the marauder by flanking him, unless the attacker has at least four more rogue levels than the target has hulking marauder levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Greater Rage (Ex): At 9th level, a hulking marauder gains greater rage; this works like the barbarian ability of the same name.

Hurling Onslaught (Ex): At 10th level, when using the charge action, a hulking marauder can instead make a full attack or vital strike at the end of a charge.

Chandar Sog (CR 9; XP 6,400)

Female half-ogre ranger 5/hulking marauder 5

CG Medium humanoid (giant, human)

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +1

Defense

AC 16, touch 15, flat-footed 15

(+6 armor, -1 Dex, +1 natural)

hp 79 (10d10+20)

Fort +9, **Ref** +5, **Will** +6

Defensive Abilities uncanny dodge; **Immune** fear

Offense

Speed 30 ft.

Melee +1 halberd +16/+11 (1d10+7/x3)

Special Attacks favored enemy (giants +4, humans +2), frenzy 1/day, rage (14 rounds/day), indomitable charge 2/day, rage power (steady foothold, knockback), swift charge

Spells Prepared (CL 2nd; concentration +3)

1st—*compel hostility* (W-DC 12), *hunter's howl*

Statistics

Str 19, **Dex** 8, **Con** 15, **Int** 11, **Wis** 12, **Cha** 8

Base Ark +10; **CMB** +13; **CMD** 22

Feats Dazzling Display, Improved Initiative, Iron Will, Power Attack, Shatter Defenses, Weapon Focus (halberd)

Skills Acrobatics +3, Climb +13, Craft (trap) +8, Intimidate +9, Knowledge (nature) +8, Survival +9 (+11 track);

Racial Modifiers +2 Climb, +2 Intimidate; **ACP** -1

Languages Common, Giant

SQ armor training 1, favored terrain (forest +2), hunter's bond (companions), track +2, wild empathy +4

Combat Gear *potion of cure moderate wounds*; **Gear** *belt of giant strength* +2, +1 halberd, +2 chain shirt, handy haversack; **Coins** 40 gp

Lithic Guardian (Prestige Class)

The first lithic guardians were half-ogres who sought to defend their mountain homes from invasion. Channeling the raw essence of the earth, they augmented the strength of their animal companions with the blessing of stone. Such animal companions possessed tough, rocky exteriors, as if they had been hewn from the very mountains they protected.

Druids and rangers alike heed the call of the lithic guardian, swearing their lives to protecting land and inhabitants alike. For these guardians, the blessing of stone deepens the connection of their animal companion with the very land they are sworn to defend.

Hit Die: d8.

Requirements

To qualify to become a lithic guardian, a character must fulfill all the following criteria:

Feats: Lithic Summons.

Skills: Handle Animal 5 ranks, Knowledge (nature) 5 ranks.

Special: Animal companion class feature.

Spells: Must be able to cast *summon nature's ally*.

Class Skills

The lithic guardian's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Heal (Wis), Knowledge (nature), Spellcraft (Int), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int Modifier

Class Features

The following are class features of the lithic guardian.

Weapon and Armor Proficiency: Lithic guardians gain no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a lithic guardian gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If she had more than one divine spellcasting class before becoming a lithic guardian, she must decide to which class she adds the new level for the purpose of determining spells per day.

Lithic Companion (Ex): At 1st level, a lithic guardian's class levels stack with levels in all classes that grant an animal companion for the purpose of determining his animal companion's abilities.

Stoneform (Su): A lithic guardian can instill one of her animal companions with the might of stone as a standard action that doesn't provoke attacks of opportunity. An animal companion so transformed gains the lithic creature template and becomes a magical beast for the purposes of determining which spells affect it. The effect lasts for 1 hour per lithic guardian level, or until your animal companion changes back (a free action). This

duration does not need to be consecutive, but it must be spent in 1-hour increments. The lithic guardian must be within 30 feet of her animal companion and have line of sight in order to use this ability. If she has multiple animal companions, only one such animal companion can be affected by this ability at a time; if she uses this ability a second time, the previous transformation effect ends immediately.

Favor of Stone (Ex): As a lithic guardian gains levels, she augments her animal companion. At 2nd level, and then again every 2 levels thereafter (up to 8th level), a lithic guardian grants her animal companion a favor of stone. The animal companion gains the benefits granted by favors of stone only while in stoneform, and some of these favors require the lithic guardian or animal companion to take an action first. Unless otherwise noted, she cannot select an individual favor more than once.

Earth Glide (Ex): While in stoneform, the lithic guardian's animal companion gains a burrow speed equal to its base speed. At 7th level, her animal companion gains the earth glide universal monster ability. She must be at least 4th level to grant your companion this favor.

Forceful Maneuvers (Ex): The lithic guardian's animal companion adds half her lithic guardian class level on all CMB checks and to its CMD.

Freeze (Ex): The lithic guardian's animal companion can hold itself so still it appears to be an inanimate ob-

Table: Lithic Guardian

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+1	+0	+1	Lithic companion, stoneform	—
2nd	+1	+1	+1	+1	Favor of stone	+1 level of divine spellcasting class
3rd	+2	+2	+1	+2	Companion DR 1/—, Earthborn exemplar (1/day)	+1 level of divine spellcasting class
4th	+3	+3	+1	+3	Favor of stone	+1 level of divine spellcasting class
5th	+3	+3	+2	+3	Companion DR 2/—, Earthborn exemplar (2/day)	—
6th	+4	+4	+2	+4	Favor of stone	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Companion DR 3/—, Earthborn exemplar (3/day)	+1 level of divine spellcasting class
8th	+6	+6	+3	+6	Favor of stone	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Companion DR 4/—, Earthborn exemplar (4/day)	—
10th	+7	+7	+3	+7	Apotheosis of stone, favor of stone.	+1 level of divine spellcasting class

ject, either a statue or rock formation. It can take 20 on its Stealth check to hide in plain sight as a stone statue or rock formation. She must be at least 4th level to grant her animal companion this favor.

Improved Natural Armor (Ex): While in stoneform, the lithic guardian's animal companion's rocky hide thickens, giving it a +2 bonus to its natural armor. She can grant this favor up to three times.

Increased Damage Reduction (Ex): The lithic guardian's animal companion's damage reduction from this class increases by 1/—. The lithic guardian can grant this favor up to two times. Its effects stack. She must be at least 6th level to grant her animal companion this favor.

Powerful Wings (Ex): The lithic guardian's animal companion can use its Strength modifier instead of its Dexterity modifier when making Fly checks. In addition, the animal companion is treated as one size category larger when determining its size for the purposes of determining the force of wind necessary to be checked or blown away.

Powerful Leap (Ex): While in stoneform, the lithic guardian's animal companion can use its Strength modifier instead of its Dexterity modifier when making Acrobatics checks to jump. In addition, it always counts as having a running start when making jump checks using Strength.

Retributive Guardian (Ex): Once per round the lithic guardian's animal companion can make an attack of opportunity against an enemy it threatens when that enemy confirms a critical hit against an adjacent ally. The lithic guardian must be at least 4th level and must have granted her animal companion the vigilant protector favor prior to selecting retributive guardian.

Spiked Hide (Ex): The lithic guardian's animal companion's hide grows thick, rigid spikes. These act like armor spikes. Any creature attacking the animal companion with natural weapons takes 1 point of piercing damage for each attack that hits. The animal companion's spikes are treated as a single secondary natural weapon and deal 1d4 points of damage.

Staunch Resilience (Ex): The lithic guardian's animal companion is immune to bleed damage and poison. She must have granted her animal companion the unyielding fortitude favor prior to selecting staunch resilience.

Stone Core (Ex): The internal anatomy of the lithic guardian's animal companion furthers its transformation to pure stone, reducing the chance of grave injuries. When a critical hit or sneak attack is scored on her animal companion, the chance that the critical hit or sneak attack is negated and damage is instead dealt normally

increases to 50%. This does not stack with similar abilities that negate critical hits and sneak attacks (such as fortification armor). The lithic guardian can grant this favor up to two times; the effects stack. The guardian must be at least 4th level to grant her animal companion this favor.

Tremorsense (Ex): While in stoneform, the lithic guardian's animal companion gains tremorsense out to a range of 30 feet. She must be at least 8th level to grant her animal companion this favor.

Unyielding Fortitude (Ex): While in stoneform, the lithic guardian's animal companion is immune to the sickened and nauseated conditions.

Vigilant Protector (Ex): The lithic guardian's animal companion can select one ally as a swift action. While it is adjacent to this ally and fighting defensively, the animal companion forsakes the dodge bonus from fighting defensively, instead granting the selected ally a +2 circumstance bonus to AC for 1 round. At 6th level, and again at 10th level, this circumstance bonus increases by an additional +2.

Damage Reduction (Ex): At 3rd level, the lithic guardian's animal companion gains damage reduction. Subtract 1 from the damage the animal companion takes each time it is dealt damage from a weapon or natural attack. At 5th level, and every two lithic guardian levels thereafter (7th and 9th level), this damage reduction rises by 1 point.

Earthborn Exemplar (Su): At 3rd level, the lithic guardian can spend a standard action. Once per day, the lithic guardian may spend a standard action to grant herself the blessing of earth. The lithic guardian gains a +2 bonus to her natural armor bonus and suffers a -2 penalty to her Dexterity. The effect lasts for 1 minute per lithic guardian level, or until she chooses to change back (a free action). A lithic guardian can use this ability an additional time per day at 5th level and every two levels thereafter, for a total of 4 times at 9th level.

At 5th level, when the lithic guardian uses blessing of earth, she gains the use of a single favor of stone she has granted her animal companion, chosen when she uses this ability. She must meet any requirements of that favor in order to grant it to herself. If the lithic guardian uses blessing of earth a second time, the previous favor is immediately replaced. At 9th level, the lithic guardian gains the use of a second favor of stone whenever she uses blessing of earth.

Apotheosis of Stone (Su): At 10th level, the lithic guardian completes the transformation of her animal companion into the embodiment of the earth. She immediately grants her animal companion two favors of stone. Additionally, the lithic guardian's animal companion can remain in stoneform indefinitely.

Nega (CR 7; XP 3,200)

Female taddol hunter 5/lithic guardian 3

N Medium humanoid (elf, giant)

Init +2; **Senses** low-light vision; Perception +11

Defense

AC 18, touch 13, flat-footed 15

(+5 armor, +3 Dex)

hp 63 (8d8+24)

Fort +7, **Ref** +8, **Will** +6; +4 vs. disease, poison

Offense

Speed 30 ft.

Melee mwk battleaxe +7 (1d8+1/x3)

Ranged +1 *composite longbow* (+1 Str) +10 (1d8+2/x3)

Special Attacks earthborn exemplar 1/day

Spells Known (CL 7th; concentration +7)

3rd (1/day)—greater animal aspect, summon nature's ally, *venomous bolt*

2nd (5/day)—*arrow eruption*, *barkskin*, *cat's grace*, *ricochet shot*, *summon nature's ally II*

1st (6/day)—*abundant ammunition*, *aspect of the falcon*, *cure light wounds*, *gravity bow*, *summon minor ally*, *summon nature's ally I*

0th (at-will)—*detect magic*, *detect poison*, *guidance*, *light*, *resistance*, *stabilize*

Statistics

Str 12, **Dex** 16, **Con** 16, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 20

Feats Augment Summoning, Coordinated Shot, Lithic Summons, Point Blank Shot, Precise Shot, Spell Focus (conjuration)

Skills Handle Animal +7, Knowledge (nature) +7, Perception +11, Stealth +10, Survival +10 (+12 track);

Racial Modifiers +4 Perception; **ACP** -1

Languages Common, Taddol

SQ animal companion (eagle), animal focus 5 minutes/day, favor of stone (powerful wings, stone core), hunter tactics, improved empathic link, mountaineer, multitasked, nature training, stoneform, track +2, wild empathy +4, woodland stride

Combat Gear 2 tanglefoot bags; **Gear** 20 arrows, +1 chain shirt, +1 *composite longbow* (+1 Str), *cloak of resistance* +1, *eyes of the eagle*, mwk battleaxe

Maeg (Eagle Companion, Stoneform)

N Small magical beast (augmented animal, earth)

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

Defense

AC 22, touch 13, flat-footed 20

(+2 Dex, +9 natural, +1 size)

hp 51 (6d8+24)

Fort +7, **Ref** +7, **Will** +4

Defensive Abilities devotion, evasion, light fortification, stone core

Offense

Speed 10 ft., fly 70 ft. (clumsy)

Melee bite +7 (1d4+1), 2 talons +7 (1d4+1)

Special Attacks earth mastery

Statistics

Str 12, **Dex** 14, **Con** 18, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +4; **CMD** 18

Feats Toughness, Skill Focus (Perception), Weapon Finesse

Skills Fly -2, Perception +11, Stealth +14

SQ link, powerful wings, share spells

Tricks aiding attack, combat trained, distracting attack, second chance strike



Crystalline Chemist (Alchemist; Forgeborn)

Even as the Kynnyrarnith expanded their production at the Runeforges by accepting outsiders into their ranks, the Tyrneazea keep their guild techniques a closely-guarded secret. Masters of their craft, they augment both their bodies and their bombs with crystalline alchemy.

Fragmentation Bombs: At 2nd level, a crystalline chemist gains fragmentation bomb as a bonus discovery, even if she does not meet the prerequisites. At 4th level, and every four levels thereafter, the additional piercing damage increases by +1 per die. This ability replaces throw anything and poison use.

Admixture Bombs (Ex): At 2nd level, when a crystalline chemist creates a bomb using the fragmentation bomb discovery, she can also choose to modify the bomb using a second discovery. This ability replaces poison resistance +2 and +4.

Still Mind (Ex): At 3rd level, a crystalline chemist gains still mind, as the monk ability of the same name. This ability replaces swift alchemy.

Crystalline Armor (Su): At 6th level, whenever a crystalline chemist uses her mutagen, she also gains an additional +4 bonus to her natural armor, but she gains vulnerability to sonic damage. This ability replaces swift poisoning.

Focused Impact (Ex): At 8th level, whenever a crystalline chemist uses a discovery to modify a bomb she creates, the DC for any secondary effect (e.g., deafened, staggered, etc.) caused by any bombs she throws are increased by +2. This ability replaces poison resistance +6 and poison immunity.

Kyrtanyr Athemyr (CR 5; XP 1,600)

Male furnace elf alchemist (crystalline chemist) 6

LG Medium humanoid (elf)

Init +1; **Senses** low-light vision; Perception +2

Defense

AC 14, touch 11, flat-footed 13

(+3 armor, +1 Dex)

hp 36 (6d8+6)

Fort +6, **Ref** +6, **Will** +4; +4 vs. enchantment

Immune sleep

Offense

Speed 30 ft.

Melee +1 warhammer +4 (1d4-1, 19-20)

Ranged bomb 14/day (3d6+4 acid plus 9 piercing; R-DC 17)

Extracts Prepared (CL 6th; concentration +10)

2nd—*adhesive blood* (R-DC 16), *invisibility*, *protection from arrows*, *vomit swarm*

1st—*adhesive spittle* (R-DC 15), *bomber's eye*, *cure light wounds*, *shield*, *urban grace*

Spell-Like Abilities (CL 6th; concentration +10)

1/day—*comprehend languages*, *detect magic*, *detect poison*, *read magic*

Statistics

Str 8, **Dex** 12, **Con** 12, **Int** 18, **Wis** 14, **Cha** 11

Base Atk +4; **CMB** +3; **CMD** 14

Feats Brew Potion, Extra Bombs (x2), Point Blank Shot

Skills Appraise +13 (+15 metal, gemstones), Craft (alchemy) +13, Craft (weapons) +13 (+15 metal, stone), Disable Device +11, Knowledge (engineering) +11, Profession (blacksmith) +11 (+13 metal, stone), Spellcraft +13, Use Magic Device +9

Languages Common, Draconic, Elven, Goblin, Gnome, Tengu

SQ admixture bombs, alchemy (alchemy crafting +6, identify potions), discoveries (acid bombs, extend potion, fragmentation bombs, precise bombs), elven magic, mutagen (+4/-2, +6 natural, vulnerable to sonic, 60 minutes), still mind, weapon familiarity

Combat Gear *potions of (enlarge person [2], reduce person [2], bear's endurance, cure moderate wounds*, resist energy (fire)); **Gear** formula book, +1 leather armor, potion belt, spell component pouch, +1 warhammer; Coins 35 gp

Fist of the Word (Ranger Archetype)

The legion of Azag-Ithiel, the Fists of the Word are predominantly made up of half-orcs, though forgeborn, taddols, and others with either elven or orcish blood find their way into their ranks. Learning to master both traditional elven and orcish weapons, the fists carry on an ancient legacy of determination and pride.

Skills: At 1st level, a fist of the word adds Diplomacy, Knowledge (local), and Sense Motive to his list of class skills and removes Knowledge (dungeoneering) and Knowledge (geography) from his list of class skills.

Military Discipline: A fist of the word counts his ranger level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack. This ability replaces wild empathy.

Hunter's Bond (Ex): At 4th level, when a fist of the word gains the hunter's bond ability, he must choose to bond with his companions.

Martial Adaptability (Ex): At 7th level, the fist of the word can change each combat feat he possesses that applies to a specific weapon (e.g., Weapon Focus) to instead apply to a different weapon for 1 minute per class level. He can use this ability a number of times per day equal to 1/2 his ranger level + his Wisdom modifier. This ability replaces woodland stride.

Racial Weapon Training (Ex): At 11th level, a fist of the word receives extended martial training in weapons from either the elven or orcish racial weapon groups, as noted below. Whenever he attacks with a weapon from the selected group, he gains a +1 bonus on attack and damage rolls.

When the fist of the word reaches 19th level, he receives training in the racial weapon group he did not choose at 10th level. He gains a +1 bonus on attack and damage rolls with weapons in this group, and the bonuses granted by his previous selected increase by +1 each.

Elven: composite longbow, composite shortbow, longbow, longsword, rapier, shortbow, composite shortbow, and any weapon with the word "elven" in its name.

Orcish: falchion, greataxe, and any weapon with the word "orc" in its name.

This replaces quarry and improved quarry.

Greater Bond (Ex): At 12th level, the fist of the word's bond with his allies improves. When he spends a move action to activate his hunter's bond ability, he grants his allies his full favored enemy bonus instead of just half. This ability replaces camouflage.

Birannon Manbeard (CR 3; XP 800)

Male half-elf ranger (fist of the word) 4

LN Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +0

Defense

AC 17, touch 11, flat-footed 16

(+6 armor, +1 Dex)

hp 34 (4d10+8)

Fort +6, **Ref** +5, **Will** +1

Offense

Speed 30 ft.

Melee mwk greataxe +10 (1d12+6/x3)

Ranged mwk longbow +5 (1d8/x3)

Special Attacks favored enemy (outsider [water] +2)

Statistics

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** 19

Feats Endurance, Power Attack, Pushing Assault, Skill Focus (Sense Motive), Weapon Focus (greataxe)

Skills Climb +8, Diplomacy +6 (+10 gather information), Intimidate +6, Knowledge (local) +10, Sense Motive +10, Survival +7, Swim +8; **Racial Modifiers** +2 Knowledge (local), Knowledge (history) is a class skill;

ACP -3

Languages Common, Elven, Giant

SQ favored terrain (mountain +2), hunter's bond (companions), military discipline, multitalented, track +2

Combat Gear *potion of cure moderate wounds*, *potion of resist energy (cold)*; **Gear** 20 arrows, backpack, mwk battle axe, mwk breastplate, mwk longbow; **Coins** 3 gp

Shieldsworn Sentinel (Bard Archetype)

Shieldsworn sentinels dedicate themselves to the people of Azag-Ithiel directly, not to its government. They form strong ties with those they watch over, becoming highly respected and valued members of those communities.

Bardic Performance: A shieldsworn sentinel gains the following bardic performances.

Quell Emotions (Sp): At 1st level, a shieldsworn sentinel can use her performance to pacify one or more creatures, preventing them from acting in an aggressive manner. This effect functions as a *calm emotions* spell that lasts as long as the target can hear her performance. Each creature must be within 60 feet, able to both see and hear the shieldsworn sentinel, and capable of paying attention to her. The shieldsworn sentinel must also be able to see the creatures affected. For every three levels a shieldsworn sentinel has attained beyond 6th, she can target one additional creature with this ability. The shieldsworn sentinel cannot target herself with this ability. A Will saving throw (DC 10 + 1/2 the shieldsworn sentinel hit dice's + his Cha modifier) negates the effect. A creature who successfully saves is immune to this performance for 24 hours. Quell emotions is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible components. This ability replaces fascinate.

A shieldsworn sentinel can use the *suggestion* or *mass suggestion* performances on any creature currently affected by her quell emotions performance. This ability alters the standard *suggestion* and *mass suggestion* bardic performance ability.

Mighty Shield (Ex): At 1st level, a shieldsworn sentinel gains Shield Focus as a bonus feat.

A shieldsworn sentinel deals more damage with a shield bash than a normal person would, as shown below on *Table: Shieldsworn Sentinel Shield Damage*. This ability replaces bardic knowledge.

Table: Shieldsworn Sentinel Shield Damage

Level	Light Shield (Dam)			Heavy Shield (Dam)		
	S	M	L	S	M	L
1st–4th	1d3	1d4	1d6	1d4	1d6	1d8
5th–9th	1d6	1d6	1d8	1d6	1d8	2d6
10th–14th	1d8	1d8	1d10	1d8	1d10	2d8
15th–19th	1d10	1d10	2d6	1d10	2d6	3d6
20th	2d6	2d6	2d8	2d6	2d8	3d8

Bonus Feat: At 2nd level, and every 4 levels thereafter, a shieldsworn sentinel may select a bonus feat. These feats must be taken from the following list: Improved Shield Bash, and Two Weapon Fighting. At 6th level, the following feats are added to the list: Covering Defense, and Shield Slam. At 10th level, the following feats are added to the list: Greater Shield Focus, and Shield Master. At 14th level, the following feats are added to the list: Bashing Finish, and Greater Shield Specialization. A shieldsworn sentinel need not meet the normal or class- or level-based prerequisites for these bonus feats. This ability replaces versatile performance and well-versed.

Sworn Community (Ex): At 3rd level, the shieldsworn sentinel swears to defend and uphold the laws of a community. This works like the favored community ability of the urban ranger archetype, except the fist of the word gains a bonus on initiative checks and Diplomacy, Knowledge (local), Perception, and Sense Motive skill checks.

At 7th level, and every four levels thereafter, a fist of the word swears himself to another community. In addition, at each such interval, the initiative bonus and skill bonus in any one sworn community (including the one just selected, if so desired), increases by +2. This ability replaces inspire competence.

Arcane Bond (Ex): At 6th level, a shieldsworn sentinel gains the arcane bond ability as a wizard, using a shield

as her bonded item. She may not choose a familiar or other type of bonded item. She may use the hand holding her bonded shield for somatic components. This ability replaces lore master.

Arcane Armor (Ex): At 10th and 16th level, a shieldsworn sentinel gains increased armor proficiency. This works like the arcane armor ability of the arcane duelist bard archetype, except the shieldsworn sentinel incurs a chance of arcane spell failure if she is wearing medium or heavy armor and not wielding a shield. This ability replaces jack of all trades.

Zargagg the Deft (CR 2; XP 200)

Female half-orc bard (shieldsworn sentinel) 3

CG Medium humanoid (orc, elf)

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

Defense

AC 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

hp 23 (3d8+6)

Fort +2, **Ref** +4, **Will** -2; +2 vs. enchantment

Defensive Abilities orc ferocity; **Immune** sleep

Offense

Speed 30 ft.

Melee mwk greataxe +6 (1d8+3/x3)

Special Attacks bardic performance 10/day (countersong, distraction, inspire courage, quell emotions (W-DC 13))

Spells Known (CL 3rd; concentration +5)

1st (4/day)—*anticipate peril*, *beguiling gift* (W-DC 14), *compel hostility* (W-DC 14), *summon monster I*

0th (at-will)—*haunted fey aspect*, *mage hand*, *read magic*, *sift*, *summon musical instrument*, *unwitting ally* (W-DC 12)

Statistics

Str 16, **Dex** 13, **Con** 12, **Int** 13, **Wis** 6, **Cha** 15

Base Atk +2; **CMB** +5 (+7 sunder); **CMD** 16

Feats Improved Shield Bash, Missile Shield, Toughness, Shield Focus

Skills Acrobatics +5, Climb +7, Craft (armor) +7, Diplomacy +8, Knowledge (local) +8, Perform (oratory) +8, Sleight of Hand +4, Use Magic Device +8; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local); **ACP** -2

Languages Common, Elven, Giant, Orc

SQ sworn community (Khambir), weapon familiarity

Combat Gear *potion of cure light wounds*; **Gear** mwk chain shirt, mwk heavy steel shield, mwk battleaxe

Student of the Forge (Fighter Archetype)

Those Sworn to the Flame, the forgeborn Kynnyrarnith work the Runeorges of Low'Enath. Seeking to reinvigorate their art, they have recently welcomed new blood into their ranks. These students of the forge learn the forgeborn way of smithing, instilling objects with magical augmentations through sheer force of will.

Bonus Feats: A student of the forge may choose Skill Focus (Craft) or any item creation feat, in addition to combat feats, as bonus feats.

Foundry Adept (Ex): Starting at 2nd level, a student of the forge gains a +1 bonus on Craft skill checks to create arms, armor, and other items forged from metal. This bonus increases by +1 for every 4 levels beyond 2nd. This ability replaces bravery.

Armor Training (Ex): At 3rd level, a student of the forge gains armor training as normal, but only when wearing armor that he has personally crafted.

Master of the Forge (Ex): At 5th level, a student of the forge receives Master Blacksmith and Master Craftsman as bonus feats, even if he does not meet the requirements. This ability replaces weapon training 1.

Instinctive Craftsman (Ex): At 9th level, when a student of the forge crafts a magic item (except a potion, a spell-trigger item, or a spell-completion item), he may ignore one spell prerequisite without increasing the creation DC. He can ignore an additional spell prerequisite at 13th and 17th levels. This ability replaces weapon training 2.

Forgemaster (Ex): At 20th level, each combat feat a student of the forge possesses that applies to a specific weapon (e.g., Weapon Specialization) can be used with any weapon he has personally crafted. This ability replaces weapon mastery.

Erkkratha Negrettik (CR 4; XP 1,200)

Male kobold fighter (student of the forge) 5
LE Small humanoid (reptilian)

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

Defense

AC 23, touch 14, flat-footed 20

(+6 armor, +3 Dex, +1 natural, +2 shield, +1 size)

hp 37 (5d10+5)

Fort +5, **Ref** +4, **Will** +3

Offense

Speed 20 ft. (30 ft. without armor)

Melee mwk punching dagger +5 (1d3-1/x3)

Ranged +1 *dragon pistol* +10 (1d6/x4); scatter

Statistics

Str 8, **Dex** 17, **Con** 12, **Int** 14, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +3 (+7 vs. trip); **CMD** 16

Feat Amateur Gunslinger, Exotic Weapon Proficiency (firearms), Gunsmithing, Master Blacksmith, Master Craftsman, Point Blank Shot, Skill Focus (Craft [weapon]), Weapon Focus (dragon pistol)

Skills Craft (alchemy) +10, Craft (armor) +10 (+11 metal), Craft (weapon) +13 (+14 metal), Stealth +15;

Racial Modifiers Perception and Stealth are class skills.

Languages Common, Draconic, Elven, Orc

SQ armor training 1 (constructed only), swarming, swift as shadows

Combat Gear *potion of cure light wounds*, *potion of true strike* (2); **Gear** *bandages of rapid recovery*, black powder (30 doses), +1 *dragon pistol*, gunslinger kit's, mwk heavy steel shield, *key of lock jamming*, pellets (30 handfulls), +1 *scale mail*; **Coins** 38 gp



Feats

The following feats were created, discovered or mastered within Azag-Ithiel, the Newlands.

Cunning Sniper (Combat)

Your ranged attacks are especially dangerous to unsuspecting prey.

Prerequisites: Wis 13, Point-Blank Shot, Precise Shot, Weapon Focus with selected weapon, Stealth 6 ranks.

Benefit: Select a weapon from the bow or crossbow fighter weapon groups. While sniping, the critical multiplier with the selected weapon becomes 19-20/x3. This effect does not stack with any other effect that expands the threat range of a weapon.

Draconic Sight

The primordial blood that flows within your veins strengthens your senses, allowing you to detect even that which you cannot see.

Prerequisites: Draconic Aspect, character level 10th, kobold.

Benefit: You gain blindsense with a range of 5 feet. This distance increases by 5 feet every 5th level after, to a maximum range of 15 feet at 20th level.

Elven Resilience

Pure strength of will bolsters your defenses against enchantments.

Prerequisites: Wis 13, elven immunities racial trait, elf.

Benefit: You receive a +4 racial saving throw bonus against enchantment spells and effects. This replaces the normal bonus from the elven immunities racial trait.

Normal: The eleven immunities trait normally grants a +2 racial saving throw bonus against enchantment spells and effects.

Extra Primal Pool

Your mastery over the primal elements grows, allowing you to tap into your powers more often.

Prerequisites: Primal pool class feature

Benefit: Your primal pool increases by 2 charges.

Special: You can gain this feat multiple times. Its effects stack.

Forceful Rage

The sheer force of your resolve presses you to greater heights of fury.

Prerequisites: Cha 13, rage class feature, half-ogre.

Benefit: You may attempt to enter a rage even if fa-

tigued. Doing so requires a DC 15 Charisma check.

Success allows you to enter a rage as normal, though you still suffer the penalties for being fatigued. You may use this ability more once per day; each additional attempt increases the DC by +5.

Half-Orc Weapon Mastery (Combat)

In your hands, the weapons of both your elven and orcish forbears are equally deadly.

Prerequisites: Elven Battle Training, Orc Weapon Expertise.

Benefit: The bonuses you receive from Elven Battle Training now extend to traditional orcish weapons (falchions, greataxes, and any weapon with the word “orc” in its name). In addition, any benefits you receive from Orc Weapon Expertise extend to any weapon you wield that has “elvish” in its name so long as you are actually proficient with that weapon.

Improved Two-Weapon Defense (Combat)

In your hands, a weapon is nearly as capable of deflecting attacks as a strong shield.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Defense, base attack bonus +6.

Benefit: When attacks with two weapons, you can forgo your first off-hand attack to increase your shield bonus granted by Two-Weapon Defense to +3 (+4 when you are fighting defensively or using the total defense action).

Lithic Summons

Creatures you summon are as resilient as the earth itself.

Prerequisites: Augment Summoning, Spell Focus (conjururation), ability to cast *summon nature's ally*.

Benefit: When casting a *summon nature's ally* spell, you may apply the lithic creature template to applicable creatures.

Master Blacksmith

Long hours laboring at the forge have earned you remarkable skill as a blacksmith.

Prerequisites: Craft (armor) or Craft (weapons) 5 ranks.

Benefit: You receive a +1 bonus on Craft (armor) and Craft (weapons) checks, and you may craft masterwork materials with ease. You do not increase the Craft DC when creating a masterwork item forged made of metal, though you must still pay for the materials as normal. Furthermore, when you make items made of metal using a forge, use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost

by 10 to determine its sp cost).

Pack Mentality (Combat)

The threatening presence of your allies allows your own attacks to strike with more force.

Prerequisites: Int 13, Combat Expertise, Gang Up, base attack bonus +4.

Benefit: When you are fighting in melee, you gain a +1 circumstance bonus to attack and damage rolls against that opponent for each of your allies adjacent to and threatening that opponent.

Polearm Defense (Combat)

Your training allows you the offensive power of a polearm while maintaining the defense granted by your buckler.

Prerequisites: Dex 15, Polearm Precision, Weapon Finesse, Weapon Focus with selected weapon.

Benefit: When wielding the selected buckler and a polearm two-handed as outlined in Polearm Precision, you can choose to take a -1 penalty on melee attack rolls and combat maneuver checks in order to retain a +1 shield bonus to your Armor Class when attacking. When your base attack bonus reaches +5, and every +5 thereafter, the penalty increases by -1 and the maximum shield bonus increases by +1, but cannot exceed the buckler's combined innate shield bonus and enhancement bonus. You can only choose to use this feat when you declare that you are making an attack or full-attack action with the selected polearm. The effects of this feat last until your next turn.

Polearm Precision (Combat)

The weight of your polearm's haft transforms into powerful strikes as your attacks lash out with ferocious speed.

Prerequisites: Dex 13, Weapon Finesse, Weapon Focus with selected weapon.

Benefit: Select a weapon from the polearm fighter weapon group. When you wield the selected weapon two-handed while simultaneously wielding a buckler, you can use your Dexterity modifier instead of your Strength modifier on melee attack and damage rolls.

Primal Spell (Metamagic)

You wrest power from the world around you to intensify your spells.

Benefit: You can cast spells as if you were expending a primal charge.

Level Increase: +1 (a primal spell uses up a slot one level higher than the spell's actual level).

Skill Virtuosity

A breadth of training and honing of your abilities yields even greater rewards.

Prerequisites: Focused study racial trait, half-elf.

Benefit: The numeric bonuses you receive from any appropriate feats you possess increase by 50%, rounded down. These bonuses apply to any of the following feats you possess: Acrobatic, Alertness, Animal Affinity, Athletic, Deceitful, Deft Hands, Magical Aptitude, Persuasive, Prodigy, Self-Sufficient, Skill Focus, and Stealthy.

Special: If you receive a bonus to the same skill from two different feats (e.g., Skill Focus [Acrobatics] and Acrobatic), you only apply the bonus from this feat once.

Sly Strike (Tengu)

Your movements are almost faster than they eye can follow as a critical hit leaves your opponent open to a debilitating strike.

Prerequisites: Int 13, Combat Expertise, Improved Dirty Trick, base attack bonus +9, natural weapon racial trait, tengu.

Benefit: You receive a +2 bonus on checks made to attempt a dirty trick with your natural attacks. This bonus stacks with the bonuses granted by Greater Dirty Trick and Improved Dirty Trick. Furthermore, when you confirm a critical hit with your beak or claw attack, you may make a dirty trick combat maneuver against that target as a swift action.

Special: You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Reposition Strike, Sly Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

Steady Balance (Taddol)

Your body, toughened by years traversing the mountainous terrain of your home, acts on its own in times of desperation.

Prerequisites: Con 13, mountaineer racial trait, taddol.

Benefit: When you fail a Climb check or an Acrobatics check to cross narrow or slippery surfaces by 5 or more, you may reroll that skill check as an immediate action with a bonus equal to your Constitution modifier. You may use this ability a number of times equal to one-half your character level (minimum 1).

Toppling Chain (Combat)

Sturdy links of chain pull your foe into a disadvantageous position even as you send them tumbling to the ground.

Prerequisites: Int 13, Combat Expertise, Improved Re-position, Improved Trip, base attack bonus +6.

Benefit: If you successfully use a weapon from the flail fighter weapon group to trip a foe your size or smaller, you may have the target land prone in any square adjacent to its original square. At base attack bonus +11 and +16 you treat yourself as one size category larger for the purpose of determining what size foes you can affect with this ability (up to two size categories larger at base attack bonus +16). Just as with the reposition combat maneuver, you cannot force an opponent into a space that is intrinsically dangerous.

Twin Strike (Combat)

Your quick strikes allow you to capitalize on your opponents' mistakes.

Prerequisites: Combat Reflexes, Improved Two-Weapon Fighting, Vicious Charge, base attack bonus +8.

Benefit: When making an attack of opportunity, you may attack with both your primary and secondary weapons. The penalties for attacking with two weapons apply normally. This counts as two separate attacks of opportunity. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from a high Strength bonus apply to each weapon, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage Reduction and resistances apply separately to each weapon.

Unearthly Perception

Your highly-tuned senses easily discern details that would elude others.

Prerequisites: Alertness or Skill Focus (Perception), Perception 6 ranks.

Benefit: Once per round, when you intentionally examine an area, you can roll your Perception check twice and take the higher result. You may not use this ability whenever you are granted an immediate Perception check (such as with the Trap Spotter rogue talent).

Unerring Strike (Combat)

Even against obscured foes, your ability to inflict grievous wounds is without equal.

Prerequisites: Wis 13, Blind Fight, Improved Blind Fight, Shadow Strike, Perception 15 ranks.

Benefit: You can deal precision damage, such as sneak

attack damage, against targets with total concealment.

Vicious Charge (Combat)

You throw the full force of your momentum into a brutal attack from both your weapons.

Prerequisites: Two-Weapon Fighting, base attack bonus +2.

Benefit: When making a charge attack, you may attack with both your primary and secondary weapons. Each attack is made at your highest attack bonus with a +1 bonus on the attack roll. Both of your attacks must target the same creature. You still take a -2 penalty to your AC until the start of your next turn, and the penalties for attacking with two weapons apply normally.

Wicked Sniper (Combat)

You take great pleasure from wounding your foes as you strike from the shadows.

Prerequisites: Wis 13, Cunning Sniper, Point-Blank Shot, Precise Shot, Weapon Focus with selected weapon, Stealth 9 ranks.

Benefit: You deal an additional 2d6 points of precision damage while sniping. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

Special: If you have the sneak attack class feature, the precision damage counts as extra sneak attack dice for the purpose of any class features, feats, or rogue talents you may possess.

Spells

The following spells were created, discovered or mastered within Azag-Ithiel. Many of the spells below are usable by a primordial mystic, which appears as new a base class in this book.

Acid Burst

School: evocation [acid]; **Level:** magus 2, primordial mystic 2, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

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

Area: 5-ft.-radius burst

Duration: instantaneous

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

You hurl a spherical mass of acid which explodes upon reaching its destination, dealing 1d4 points of acid damage per caster level (maximum 5d4) to every creature in the area.

If you expend a primal charge as part of casting this spell, creatures who failed their Reflex save take a -2 penalty to their AC for 1d4 rounds as the acid clings to their bodies. A creature so affected can end this penalty by spending a move action to scrape off the acid or by washing it off with at least 1 gallon of liquid.

Acidic Tentacle

School: conjuration (creation) [acid]; **Level:** druid 3, primordial mystic 3, sorcerer/wizard 3, summoner 2

Casting Time: 1 standard action

Components: V, S

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

Effect: 10-ft.-by-10-ft. tentacle, 15 ft. tall

Duration: 1 round/level (D)

Saving Throw: Reflex half and see below; **Spell Resistance:** no

Upon casting this spell, a stony tentacle bursts up out of the ground. This tentacle occupies a 10-foot square and reaches up to a height of 15 feet. A creature that occupies a square from which the tentacle emerges must make a Reflex saving throw to jump to safety in the nearest open space or suffer 4d6 points of acid damage. Rocky debris fills all squares adjacent to the tentacle, which are considered difficult terrain.

The *acidic tentacle* has a slam attack with a reach of 10 feet, inflicting 1d6 + 6 points of damage plus an additional 1 point of acid damage per caster level (maximum

+10). Its attack bonus uses your caster level in place of its base attack bonus, with a +4 bonus for its Strength score (19), and a +1 for being large.

If you expend a primal charge as part of casting this spell, a creature who takes damage from the *acidic tentacle*'s slam attack must make a Fortitude save or be knocked prone. The *acidic tentacle* cannot make attacks of opportunity.

Burning Diversion

School: evocation [fire]; **Level:** magus 2, primordial mystic 2, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: one creature

Duration: instantaneous

Saving Throw: Fortitude partial; **Spell Resistance:** yes

Your melee touch attack deals 1d4 points of fire damage per caster level (maximum 5d4). Additionally, the *burning diversion* detonates on contact in a burst of intense light. A creature who takes damage from this spell must make a Fortitude save or becomes dazzled for 1d4 rounds.



If you expend a primal charge as part of casting this spell, a creature that fails its saving throw is also flat-footed against the next attack before the beginning of your next turn.

Caustic Rain

School: conjuration (creation) [acid]; **Level:** druid 6, magus 6, primordial mystic 6, sorcerer/wizard 6, witch 6
Casting Time: 1 standard action
Components: V, S, DF
Range: long (400 ft. + 40 ft./level)
Area: cylinder (30-ft.-radius, 20 ft. high)
Duration: instantaneous and 1 round/level (D)
Saving Throw: Fortitude partial, see text; **Spell Resistance:** yes

This spell creates a downpour of acidic rain that deals 4d6 acid damage + 1 point per caster level to all creatures in the area. Creatures in the area must make a Fortitude save or be sickened. The sickened condition lasts as long as the creature remains in the area and for 2d4 rounds after it leaves. A creature that succeeds on its save but remains in the area must continue to save each round on your turn.

Any creature that moves into or starts its turn in the area takes 2d6 points of acid damage as the acid continues to fall.

If you expend a primal charge as part of casting this spell, creatures caught in the *caustic rain* when it is conjured must make an additional Fortitude save or take 1d4 points of Constitution damage. Creatures who fail their Fortitude save against the sickened condition take a -4 penalty to this save.

Conflagration

School: evocation [fire]; **Level:** magus 5, primordial mystic 5, sorcerer/wizard 5, witch 6
Casting Time: 1 standard action
Components: V, S
Range: 30 ft.
Area: cone-shaped burst
Duration: instantaneous
Saving Throw: Reflex half; **Spell Resistance:** yes

A cone of searing fire originates from your hand. Creatures caught in *conflagration's* area take 1d6 points of fire damage per caster level and catch fire (maximum 15d6). A successful Reflex save halves this damage. Creatures that fail this save catch fire.

If you expend a primal charge as part of casting this

spell, *conflagration* ignores up to hardness 20 when damaging unattended objects.

Downburst

School: evocation [air]; **Level:** cleric/oracle 6, druid 6, primordial mystic 6, sorcerer/wizard 6, witch 6
Casting Time: 1 standard action
Components: V, S, M/DF (a pinion feather)
Range: 15 ft
Area: a 15-ft.-radius spread, centered on you
Duration: instantaneous
Saving Throw: Fortitude partial; **Spell Resistance:** yes

You surround yourself with a miniature windstorm that shrieks and howls before erupting outwards to buffet you.

A creature caught within the area takes 3d6 points of piercing damage is subject to a bull rush attempt. To determine if the target is pushed back, make a combat maneuver check against each creature in the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence modifier (wizard), Wisdom modifier (cleric or druid), or Charisma modifier (primordial mystic, oracle, or sorcerer) in place of your Strength or Dexterity modifier. You can bull rush creatures of any size, not just those one size category larger than your own. A successful saving throw negates the movement.

If you expend a primal charge as part of casting this spell, you may shield one creature per caster level within the area from both the damage and bull rush effect, though any creature you bull rush into or through a protected creature's space affects them normally.

Earthen Might

School: transmutation [earth]; **Level:** druid 1, primordial mystic 1
Casting Time: 1 standard action
Components: V, S
Range: touch
Target: living creature touched
Duration: 1 minute/level
Saving Throw: none; **Spell Resistance:** yes (harmless)

A creature affected by *earthen might* gains a +1 enhancement bonus on combat maneuver checks. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +6 at 18th level.

If you expend a primal charge as part of casting this spell, the target's size increases for 1 round per level, as though subject to an *enlarge person* spell.

Elemental Shield

School: abjuration [acid, cold, electricity, or fire]; **Level:** druid 4, primordial mystic 4, sorcerer/wizard 4

Casting Time: 1 immediate action

Components: V, S

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

Target: one creature

Duration: instantaneous

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

Choose one energy type: acid, cold, electricity, or fire. You grant a creature within range resist energy 10 against the chosen energy type against a single source of energy damage within 1 round. The value of this energy resistance increases to 20 points at 10th level and 30 points at 14th level. When you cast this spell to protect against acid, cold, electricity, or fire damage, it is a spell of that type.

If you expend a primal charge as part of casting this spell, the target retains an amount of the resisted energy. The first time the target hits a creature, it deals an additional amount of the chosen energy damage equal to one-half the amount of damage prevented by this spell (minimum 1).

Enduring Vitriol

School: conjuration (creation) [acid]; **Level:** magus 5, primordial mystic 5, sorcerer/wizard 5

Casting Time: 1 standard action

Components: V, S

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

Effect: ray

Duration: instantaneous and 4 rounds

Saving Throw: Reflex partial; **Spell Resistance:** yes

You fire a stream of acid from your hand. You must make a successful ranged touch attack to hit. A creature struck by the ray takes 1d6 points of acid damage per two caster levels (maximum 7d6). A creature that makes a successful Reflex takes only 4d6 points of acid damage.

Every round on your turn, the acid, unless neutralized, deals an additional 4d6 points of damage.

If you expend a primal charge as part of casting this spell, the additional acid damage splashes to hit nearby creatures. Every round on your turn, when the target of the ray takes additional damage, a wave of acid erupts from your target, dealing 2d6 points of acid damage to all adjacent creatures (a successful Reflex save halves this damage).

Fiery Furrow

School: conjuration (creation) [fire]; **Level:** primordial mystic 3, sorcerer/wizard 3, summoner 3

Casting Time: 1 standard action

Components: V, S

Range: 30 ft.

Area: a 10-ft. wide path, up to 30 ft. long

Duration: instantaneous

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

A wave of fire surges from your hands, churning the ground and leaving behind rough troughs of smoldering ash. For the remaining duration of the spell, the entire area is difficult terrain. Any creature occupying the area or who later moves into the *fiery furrow* takes 2d6 fire damage and must make a Reflex saving throw to avoid falling prone.

If you expend a primal charge as part of casting this spell, creatures that fall prone in a *fiery furrow* take 1d6 points of fire damage.

Freezing Blast

School: evocation [cold]; **Level:** magus 3, primordial mystic 3, sorcerer/wizard 3

Casting Time: 1 standard action

Components: V, S

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

Target: one creature or object

Duration: instantaneous

Saving Throw: Reflex half, see text; **Spell Resistance:** yes

You hurl a globe of ice at an enemy, dealing 1d6 points of cold damage per caster level (maximum 5d6). The globe of ice shatters when it reaches its target, dealing 2 points of cold damage per caster level (maximum 10) to each creature within 10 feet of the primary target. Both the primary and secondary targets can make a Reflex save for half damage.

If you expend a primal charge as part of casting this spell, any creature that takes damage from a *freezing blast* is slowed (as the spell) for 1 round. A successful Fortitude save negates this effect.

Frozen Scythe

School: conjuration (creation) [cold]; **Level:** primordial mystic 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time: 1 standard action

Components: V, S

Range: 0 ft.

Effect: one ice weapon

Duration: 1 minute/level (D)

Saving Throw: none; **Spell Resistance:** yes

You create a +1 *scythe* or *sickle* out of ice (you are considered proficient with this scythe). The weapon deals 1 point of cold damage per 2 caster levels (maximum +5) in addition to its normal damage. Like an *icicle dagger*, if the conjured weapon leaves your hand for more than 1 round, it melts and the spell ends.

If you expend a primal charge as part of casting this spell, it gains the power to sap the strength of your foes. Each creature you strike with this weapon takes a -2 penalty on attack rolls for 1d4 rounds. A Fortitude save reduces this to just 1 round. Whether or not the save is successful, a creature cannot be the target of this ability again for 1 day.

Ghostly Forge

School: conjuration (creation); **Level:** sorcerer/wizard 3

Casting Time: 10 minutes

Components: V, S, F (a miniature iron anvil created in a rune forge)

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

Effect: spectral forge, up to one 5-ft.-cube per level (S)

Duration: 1 hour/level (D)

Saving Throw: none; **Spell Resistance:** no

Forming a link with a rune forge within Low'Enath, you conjure a quasi-real forge, containing basic equipment and non-masterwork tools. The phantom forge cannot be conjured so that it occupies the same space as another creature or object. It can only be used by you or by the one person for whom you specifically designate when conjuring the forge. You can grant another creature the ability to interact with the forge per four caster levels.

Each 5-foot-section of the forge has hardness 0 and 7 hit points + 1 hit point per caster level. A section of the forge who hit points drop to 0, that section disappears. For every two sections of the forge destroyed, the phantom forge can accommodate one fewer worker.

You may choose a single Craft skill when conjuring the phantom forge. All creatures using the forge gain a +1 bonus on the chosen Craft check. This bonus increases by +1 for every three caster levels beyond 5th (to a maximum of +6 at 20th level).

This spell is intended for furnace elves.

Glacial Field

School: conjuration (creation) [cold]; **Level:** druid 6, primordial mystic 6

Casting Time: 1 standard action

Components: V, S, DF

Range: long (400 ft. + 40 ft./level)

Area: 40-ft.-radius-spread

Duration: 1 round/level

Saving Throw: Reflex partial (see text); **Spell Resistance:** see text

This spell functions like *entangle*, except grasping tendrils of ice wrap around those who enter the area. Your movement is not impeded by this field, nor does it attempt to entangle you.

As a standard action, you can speak a command word to detonate the *glacial field*, causing 1d6 points of cold damage per caster level (maximum 15d6) to creatures and unattended objects in the cylinder. Creatures that are entangled by the ice when the *glacial field* detonates remain entangled for 2d4 rounds, though each round at the end of their turn they may attempt new saving throws to end the entangled effect.

If you expend a primal charge as part of casting this spell, once per round you can choose to detonate a single 10-ft.-by-10-ft. section of the field at a time.

Lethargy

School: evocation [cold]; **Level:** magus 5, primordial mystic 5, sorcerer/wizard 5

Casting Time: 1 standard action

Components: V, S, M (a length of cold iron chain worth 100 gp)

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

Effect: one or more rays

Duration: instantaneous and 1 round/level (see below)

Saving Throw: Will partial; **Spell Resistance:** yes

You hurl chilling bolts at your enemies. You may fire two rays, plus one additional ray for every five levels beyond 9th (to a maximum of four rays at 19th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of cold damage, and each target who takes damage must make a successful Will save or be slowed, as the spell *slow*.

The rays may be fired at the same or different targets, but all must be aimed at targets within 30 feet of each other and fired simultaneously. A creature hit by multiple rays takes a -2 penalty to the Will save against *slow* for each hit after the first.

If you expend a primal charge as part of casting this spell, targets who save against the *slow* effect moves at half its normal speed (round down to the next 5-foot increment) for 1d4 rounds.

Lightning Flare

School: evocation [electricity]; **Level:** magus 2, primordial mystic 2, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S, M (a copper rod)

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

Effect: ray

Duration: instantaneous and 1 round/level; see text

Saving Throw: Fort negates (blinding only); **Spell Resistance:** yes

You must succeed on a ranged touch attack to strike your target. On a successful hit, you deal 1d6 points of lightning damage per two caster levels (maximum 5d6). A creature struck by this ray must save or be blinded for 1d4 rounds. Each round at the end of its turn, the target may attempt a new saving throw to end the blindness effect. A creature who has light blindness, light sensitivity, or is otherwise vulnerable to light takes a -4 penalty to its save.

If you expend a primal charge as part of casting this spell, the ray detonates upon successfully damaging your target. Each creature adjacent to the explosion must save against blindness as the original target.

Peal of Thunder

School: transmutation [air, sonic]; **Level:** bard 5, magus 5, primordial mystic 5

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: see text

You gain the temporary ability to deliver a blast of thunder to your foe. Your next single attack roll (if it is made before the end of the next round) deals an additional 1 point of sonic damage per caster level (maximum +15). If the attacker has spell resistance, it applies against this damage.

If you expend a primal charge as part of casting this spell, the resonation is enough to stun your opponent. If you successfully hit a creature with this attack, it must make a Fortitude save or be stunned for 1 round.

Pillar of Fire

School: evocation; **Level:** primordial mystic 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S

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

Area: 5-ft.-radius burst

Duration: instantaneous, see text

Saving Throw: Reflex negate; **Spell Resistance:** yes

With a wave of your hand, a *pillar of fire* erupts from the ground, dealing 1d4 points of fire damage per caster level (maximum 5d4) to all creatures in the area.

If you expend a primal charge as part of casting this spell, the *pillar of fire* leaves behind a thick column of smoke that dissipates within 1 round. A creature that begins its turn in the area takes a -1 penalty on attack rolls for 1 round.

Shattering Strike

School: evocation; **Level:** magus 4, oracle 4, primordial mystic 4, sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: creature or object touched

Duration: concentration + 1 round/level

Saving Throw: Fort partial, see text ; **Spell Resistance:** yes

When you cast this spell, ice encases your hand. You must succeed on a melee touch attack to touch the target. The target takes 1d6 points of damage per two caster levels of cold damage. If the target's Fortitude saving throw succeeds, it instead takes 2d6 points of cold damage plus 1 point per caster level.

Your strike continues to travel through your target in a line reaching 30 feet. Each creature in the line takes 2d6 points of cold damage plus 1 point of damage per caster level (a successful Reflex save halves the damage).

If you expend a primal charge as part of casting this spell, instead of your strike continuing in a 30-foot line through your initial target, it shatters, dealing damage in a 15-foot cone.

Stoneclub

School: conjuration (creation) [earth]; **Level:** primordial mystic 4, sorcerer/wizard 4, summoner 4, witch 4

Casting Time: 1 standard action

Components: V, S

Range: 0 ft.

Effect: one stone weapon

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object); **Spell**

Resistance: yes (harmless, object)

You create + 1 *corrosive club* or *greatclub* out of stone (you are considered proficient with this weapon). The weapon deals damage as if it were two size categories larger. If the conjured weapon leaves your hand for more than 1 round, it crumbles to dust and the spell ends.

If you expend a primal charge as part of casting this spell, the conjured weapon ignores up to 5 points of hardness when damaging objects.

Storm Shield

School: abjuration [electricity, force]; **Level:** magus 3, primordial mystic 3, sorcerer/wizard 3

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 minute/level or until discharged (D)

This spell creates a shield of swirling wind that hovers in front of you, negating *magic missile* attacks directed at you. The shield also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks. If the opponent's attack misses you by 4 or less, the attack strikes the shield instead. The shield has hardness 0 and 30 hit points. If the shield is destroyed, the spell discharges, dealing 2d4 points of force damage and an additional 1d6 points of electricity damage per two caster levels (maximum 5d6) to one creature adjacent to you. If the adjacent creature (typically the attacker) has spell resistance, it applies against this damage.

If you expend a primal charge as part of casting this spell, you can instead direct the damage dealt by the shield when it discharges to a single creature within 30 feet.

Summon Clay Golem

School: conjuration (summoning); **Level:** cleric/oracle 8, primordial mystic 6, sorcerer/wizard 8, summoner 6, witch 8

Casting Time: 1 round

Components: V, S, F/DF (a lump of clay)

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

Effect: one summoned creature

Duration: 1 round/level (D)

Saving Throw: none; **Spell Resistance:** no

This spell functions as *summon monster VIII*, except you summon a clay golem. The golem willingly aids you in battle. Whenever the clay golem suffers a critical hit, you must make a DC 20 Spellcraft check to maintain control. If this check fails, your control fails and the elemental spirit within the clay golem immediately goes berserk. You may attempt to reestablish control over the golem by making a Spellcraft check as a standard action. The DC for this check is 25 + 1 per round that the clay golem has been berserk. You can only have one *summon clay golem* spell in effect. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Tempest's Swiftess

School: transmutation [air]; **Level:** magus 4, primordial mystic 4

Casting Time: 1 swift action

Components: V

Range: personal

Target: you

Duration: see text

Until the end of your turn, you gain a + 10-foot bonus to your speed, your movement speed is not reduced by wearing armor or carrying a medium load, and your movement during this round does not provoke attacks of opportunity.

If you expend a primal charge as part of casting this spell, you may walk on air (as the *air walk* spell). If you are not standing on a solid by the end of the round, you immediately fall to the ground.

Thundering Blast

School: evocation [electricity]; **Level:** primordial mystic 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S

Range: 15 ft.

Area: cone-shaped burst

Duration: instantaneous; see text

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

Tendrils of lightning surge from your hand. Any creature in the area takes 1d4 points of electricity damage and an additional 1 point of sonic damage per caster level (maximum +5).

If you expend a primal charge as part of casting this spell, a creature that fails its Reflex save against the spell must also succeed at a Fortitude save or be sickened, and possibly deafened. Each creature is affected according to its HD.

3 HD or less: The creature is deafened and sickened for 24d rounds, then sickened for 1d4 rounds.

4 or 5 HD: The creature is deafened and sickened for 1 round, then sickened for 1d4 rounds.

6 or more HD: The creature is sickened for 1 round.

Tidal Thrust

School: evocation [water]; **Level:** druid 1, magus 1, primordial mystic 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: creature or object touched

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes

Your melee touch attack deals 1d6 points of nonlethal damage per level (maximum 5d6). Creatures that are vulnerable to water suffer lethal damage instead.

If you expend a primal charge as part of casting this spell, make a bull rush combat maneuver against the target as a free action, using your caster level in place of your Combat Maneuver Bonus, and your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. You do not provoke attacks of opportunity for making this combat maneuver.

Wildfire

School: evocation [fire]; **Level:** druid 6, primordial mystic 6, sorcerer/wizard 6

Casting Time: 1 standard action

Components: V, S, M/DF (a glass vial containing oil)

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

Area: 20-ft.-burst

Duration: instantaneous and one round per level

Saving Throw: Reflex partial; **Spell Resistance:** yes

You generate a patch of wildfire, which erupts dealing 1d6 points of fire damage per two caster levels (maximum 10d6) to every creature in the area. The *wildfire* clings to the ground, persisting for a number of rounds equal to your level.

Creatures that move into or remain in the *wildfire* take

a number of points of fire damage equal to 1d6 + 1 per caster level (maximum +15) damage. A creature can take this damage only one per round. Flammable objects in or adjacent to the *wildfire* catch fire.

Once per round as a move action, you can direct the *wildfire* to move up to 20 feet.

If you expend a primal charge as part of casting this spell, you can direct the *wildfire* to move up to 20 feet as a move action, or up to 40 feet as a standard action.

Wings of Fire

School: evocation; **Level:** druid 4, primordial mystic 4

Casting Time: 1 standard action

Components: V, S, DF

Range: 0 ft.

Effect: two wings of fire

Duration: 1 min./level (D)

Saving Throw: none; **Spell Resistance:** yes

A pair of blazing wings grow from your back, granting you two wing buffet attacks. Attacks with these *wings of fire* are secondary melee touch attacks. The wings deal 1d4 points of fire damage + 1 point per two caster levels (maximum +10). Since the *wings of fire* are immaterial, your Strength modifier does not apply to the damage. An attack made with the *wings of fire* can ignite combustible materials such as parchment, stary, dry sticks, and cloth.

If you expend a primal charge as part of casting this spell, you can draw the *wings of fire* around you as an immediate action. You gain resist fire 20 until the end of the turn, at which time the *wings of fire* turn to ash. While holding your wings around yourself in this manner, you cannot use them to make attacks.

Primal Charges

Several spells introduced in this book, as well as some class abilities, work by expending primal charges. A primal charge represents the caster's affinity with the natural world, either through a deep and personal connection or a scholarly understanding of nature's splendor.

The only class that innately has access to primal charges is the primal mystic, introduced in this book. There are, however, several ways to attain a pool of primal charges, available to both arcane and divine casters.

Specific spells gain extra effects when powered by the expenditure of a primal charge. Unless specified otherwise, so long as you have a primal charge available, you can expend a primal charge as a free action when cast-

ing any applicable spell or spell-like ability or using any appropriate ability. Expending a primal charge to power a spell, class feature, or any other ability only modifies a single effect.

Lithic Creature (CR +1)

Lithic creatures are literally creatures of the earth, born of powerful magic and the roughness of stone. Lithic creatures are most often found in the high peaks of mountain, rock-strewn highlands, and deep, craggy caves. Once a lithic creature has found an area in which to live, it becomes fiercely territorial against those that would threaten both itself and the land itself.

Creating a Lithic Creature

“*Lithic creature*” is an inherited template that can be added to any Huge or smaller corporeal animal or vermin creature (referred to hereafter as the base creature). This template cannot be applied to a creature with the air, cold, or fire subtype. A lithic creature uses all the base creature’s statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Size and Type: A lithic creature multiplies its weight by 8, as if the creature’s size category has increased by 1 step. The creature gains the earth subtype. If applied to a creature with the animal or vermin type, the creature’s type changes to magical beast. Do not recalculate its Hit Dice, base attack bonus, saves, or skill points.

Armor Class: The lithic creature’s natural armor increases by +4.

Speed: Lithic creatures reduce their base speed and fly speed by 10 feet (minimum of 10 feet) and maneuverability decreases by two grades (minimum of clumsy).

Special Abilities: A lithic creature gains the following special abilities.

Earth Mastery (Ex): A lithic creature gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If the opponent is airborne or waterborne, the lithic creature takes a -4 penalty on attack and damage rolls.

Light Fortification (Ex): Whenever a sneak attack or critical hit is scored against a lithic creature, there is a 25% chance the extra damage is negated and damage is rolled normally.

Ability Scores: Dex -4 (minimum 1), Con +4.

Rumble Tumbler (CR 5; XP 1,600)

Male lithic otyugh

N Large magical beast (earth)

Init -2; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +14

Defense

AC 21, touch 9, flat-footed 21

(+12 natural, -1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +3, **Will** +3

Immune disease

Offense

Speed 30 ft.

Melee bite +11 (1d8+6 plus disease), 2 tentacles +7 (1d6+3 plus grab)

Space 10 ft; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+3)

Statistics

Str 22, **Dex** 6, **Con** 19, **Int** 9, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 19 (21 vs. trip)

Feats Ability Focus (disease), Stealthy, Weapon Focus (tentacle)

Skills Escape Artist +0, Perception +14, Stealth -4 (+4 in lair); Racial Modifiers +4 Perception +8 Stealth in lair

Languages Common

Ecology

Environment mountains

Organization solitary, pair, or cluster (3-4)

Treasure standard

Special Abilities

Disease (Ex) Filth fever; Bite—injury; *save* Fortitude DC 18; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based; the diseases carried by otyughs are modified by their unique and magical physiology so the DCs are calculated and do not use standard disease DCs.

Wondrous Items

The following are wondrous items than can be found within Azag-Ithiel.

Hammer of Unmaking

Aura moderate evocation; **CL** 7th

Slot weapon; **Price** 16,000 gp; **Weight** 2 lbs.

Description

This +2 *cold iron light hammer* has a claw at the back of its head, like a household tool, but is finished in in a rough steel coating. Nails pierce its heavy wooden handle. When a *hammer of unmaking* hits a target, it reduces that target's armor bonus by 2, instead of the damage bonus given by its magic enhancement. It does no bonus damage against a target with no armor bonus. Lost armor bonuses can be restored by *mending* or *make whole* on the appropriate item. A *hammer of unmaking* also ignores 2 points of hardness of any target that it strikes.

Construction

Requirements Craft Magic Arms and Armor, *break, shatter*; **Cost** 8,000 gp

Magical Ostrakon

Small shards of glazed pottery, ostraca are common, one-use magic items similar to scrolls but more adaptable to changing situations in their field of use. They are generally constructed from sacred jars and vessels from temples that have broken or become otherwise unusable. After being blessed by a priest, they are sold to various practitioners in the general public. They resemble the ballots used in Azag-Ithiel's free elections.

Ballot Ostrakon

Aura faint enchantment; **CL** 3rd

Slot none; **Price** 900 gp; **Weight** —

Description

These ostraca are found in sets of 1d6+2, and are typically used to exclude unwanted members of society. If the true name of the target is written on the ostrakon as a full-round action, they are afflicted as if by *command* (drop, flee) and *doom*, making a single DC 12 Will save for all effects. For every ballot ostrakon beyond the first used, the DC of the save is increased by 1; the effect is calculated after all ballot ostraca have been used.

Construction

Requirements Craft Wondrous Item, any one teamwork feat, *command, doom*; **Cost** 450 gp

Dream Ostrakon

Aura moderate divination; **CL** 9th

Slot none; **Price** 1,800 gp; **Weight** —

Description

This ostrakon is activated immediately after waking, where the spellcaster inscribes a spell that is available to them upon it, in 1 minute. The Scribe Scroll feat is not needed, though expensive material components are required and expended normally.

Construction

Requirements Craft Wondrous Item, Scribe Scroll, *dream*; **Cost** 900 gp

Medical Ostrakon

Aura faint conjuration; **CL** 3rd

Slot none; **Price** 900 gp; **Weight** —

Description

This ostrakon is used to modify healing spells to specific applications. Spending a full-round action allows the spellcaster to convert one memorized or known conjuration (healing) spell to another of the same or lower level, and cast it. These are especially useful to oracles, to access conjuration (healing) spells not on their Spells Known list.

Construction

Requirements Craft Wondrous Item, any two (healing) spells; **Cost** 450 gp

Metamagic Rod, Primal

Aura strong (no school); **CL** 17th; **Weight** 5 lbs.

Price varies by specific type

- *Lesser energizing metamagic rod* 3,000 gp
- *Energizing metamagic rod* 11,000 gp
- *Greater energizing metamagic rod* 24,500 gp

Description

The wielder can cast up to three spells per day with the benefit of a primal charge, as though using the primal spell feat.

Construction

Requirements Craft Rod, Primal Spell

Cost varies by specific type

- *Lesser energizing metamagic rod* 1,500 gp
- *Energizing metamagic rod* 5,500 gp
- *Greater piercing metamagic rod* 12,250 gp

Runeforge Anvil

Aura moderate conjuration; **CL** 8th

Slot none; **Price** 11,100 gp; **Weight** 100 lbs.

Description

This weighty anvil is engraved with sinuous runes. Once

per day on command, the holder can summon forth a spectral furnace and all its accoutrements, as per the *ghost forge* spell. Any creature assisting an appropriate Craft check using the aid another action grants +4 bonus instead of the standard +2.

Construction

Requirements Craft Wondrous Item, *ghost forge*; **Cost** 5,550 gp

Ring of Primal Mastery

Aura moderate evocation; **CL** 10th

Slot ring; **Price** 14,000 gp; **Weight** —

Description

This ring is made of one of four types of gemstones (topaz, onyx, garnet, and aquamarine), linking its wearer to one of the primal elements: air, earth, fire, and water, respectively. This ring allows a wearer with a primal pool to store up to 4 primal charges in the ring as a swift action. These charges remain in the ring until used. The wearer can use these primal charges normally, or can spend them in each of the following ways, with different a slightly different effect based on the material of the ring.

As long as there is at least one primal charge stored in the ring, the wearer can expend 1 primal charge stored in the ring to gain a +5 competence bonus to the skill with that elemental attunement: Acrobatics (fire), Climb (earth), Fly (air), or Swim (water). The wearer can take 10 with this skill.

As a free action while casting a spell on the primordial mystic spell list with a metamagic feat, the wearer can expend 2 primal charges stored in the ring to cast the spell without increasing the casting time.

Construction

Requirements Forge Ring, the creator must have the primal pool class feature; **Cost** 7,000 gp

Sooty Bellows

Aura faint abjuration; **CL** 3rd

Slot none; **Price** 18,000 gp; **Weight** 5 lbs.

Description

A *sooty bellows* is a heavy leather bellows as used in forges, tooled with images of furnace elves at their work. Its possessor gains +2 to Craft checks accomplished by means of fire, and gains fire resistance 5.

As a standard action, the owner of a *sooty bellows* can create a 5-foot-radius cloud of smoke. This power has a range of 30 feet. Creatures inside the cloud take a –2 penalty on attack rolls and Perception skill checks for as long as they remain inside and for 1 round after exiting

the cloud. Creatures inside the cloud gain concealment from attacks made by opponents that are not adjacent to them. This power can be used three times per day.

Construction

Requirements *ball of smoke*, *resist energy*, creator must have 5 ranks of Craft (armor); **Cost** 9,000 gp

Common Equipment Available

Most of the items below can be found in the Pathfinder® Roleplaying Game: Ultimate Equipment book. However we have also included some items from Luven Lightfingers Gear and Weapon Shop (LL), Inkantations (Ink), and Paths of Power (PoP). Following the tables are a number of additional items that are new to this book or from non-referenced sources.

Adventuring Gear

Item	Cost	Weight
Alchemist's kit	40 gp	24 lbs. ²
Altar cloth, cotton (LL)	10 gp	1 lb.
Altar cloth, silk (LL)	20 gp	1 lb.
Animal glue	5 sp	1/2 lb.
Area map	50 gp	2 lbs.
Aspergill, gold (LL)	20 gp	3 lbs.
Aspergill, silver (LL)	15 gp	3 lbs.
Astrolabe	1,000 gp	6 lbs.
Axe, hatchet (LL)	4 gp	4 lbs.
Axe, woodsman's (LL)	7 gp	8 lbs.
Backpack, common	2 gp	2 lbs. ¹
Backpack, masterwork	50 gp	4 lbs. ¹
Bandolier	5 sp	—
Barbarian's kit	9 gp	26 lbs. ²
Bard's kit	41 gp	33-1/2 lbs. ²
Barrel	2 gp	30 lbs.
Basket	4 sp	1 lb.
Bedroll	1 sp	5 lbs. ¹
Bell	1 gp	—
Bell net	2 gp	2 lbs.
Belt pouch	1 gp	1/2 lb. ¹
Blanket	5 sp	3 lbs. ¹
Book of letters	50 gp	3 lbs.
Bottle	2 gp	1 lb.
Bucket	5 sp	2 lbs.
Bullseye lantern	12 gp	3 lbs.
Butterfly net	5 gp	2 lbs. ¹

Camouflage netting	20 gp	5 lbs.
Campsite kit	12 gp	80 lbs.
Candle	1 cp	—
Candlestick	1 cp	1/2 lb.
Canoe paddle (PoP)	5 gp	1 lb.
Canteen	2 gp	1 lb.
Canvas (sq. yd.)	1 sp	1 lb.
Chain (10 ft.)	30 gp	2 lbs.
Chalk	1 cp	—
Chalkboard	1 gp	2 lbs.
Chest, small	2 gp	25 lbs.
Chest, medium	5 gp	50 lbs.
Chest, large	10 gp	100 lbs.
Chest, huge	25 gp	250 lbs.
Chirurgeon's kit	400 gp	4 lbs.
Chronicler's kit	40 gp	4-1/2 lbs.
Clay	1 sp	1 lb.
Cleric's kit	16 gp	32 lbs. ²
Coffee pot	3 gp	4 lbs.
Coffin, common	10 gp	30 lbs. ¹
Coffin, ornate	100 gp	50 lbs. ¹
Compass	10 gp	1/2 lb.
Cooking kit	3 gp	16 lbs.
Cot	1 gp	30 lbs. ¹
Crowbar	2 gp	5 lbs.
Cypher books	150 gp	2 lbs.
Druid's kit	14 gp	44 lbs. ²
Ear trumpet	5 gp	2 lbs.
Entertainer's kit	5 sp	3 lbs.
Face paint (LL)	5 gp	1 lb.
Face paint, war paint (LL)	2 gp	1 lb.
Fake footprint shoes	5 gp	2 lbs.
Familiar satchel	25 gp	6 lbs.
Fighter's kit	9 gp	29 lbs. ²
Filter hood	10 gp	4 lbs. ¹
Firegrate (LL)	5 gp	5 lbs.
Firewood (per day)	1 cp	20 lbs.
Fishhook	1 sp	—
Fishing kit	5 sp	3 lbs.
Fishing net	4 gp	5 lbs.
Fish trap (LL)	15 gp	4 lbs.
Flask	3 cp	1-1/2 lbs.
Flint and steel	1 gp	—

Fowlers' trap (LL)	20 gp	5 lbs.
Frost giant hunter's kit	305 gp	35 lbs.
Gear maintenance kit	5 gp	2 lbs.
Grappling hook, common	1 gp	4 lbs.
Grooming kit	1 gp	2 lbs. ¹
Gunslinger's kit	26 gp	31 lbs.
Gunsmith's kit	15 gp	2 lbs.
Hammer	5 sp	2 lbs.
Hammock	1 sp	3 lbs. ¹
Hand saw (LL)	10 gp	3 lbs.
Helmet candle	2 gp	4 lbs.
Hip flask	1 gp	1/2 lb. ¹
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Holy symbol, gold	100 gp	1 lb.
Holy symbol, platinum	500 gp	1 lb.
Holy text, Martyr's Song	20 gp	2 lbs.
Holy text, Record of Freedom	40 gp	3 lbs.
Holy text, Splinter of Artifice	35 gp	3 lbs.
Holy text, Renewing Pyre	55 gp	6 lbs.
Hourglass (6 seconds)	10 gp	—
Hourglass (1 minute)	20 gp	1/2 lb.
Hourglass (1 hour)	25 gp	1 lb.
Incense (LL)	5 gp+	—
Ink	8 gp	—
Inkpen	1 sp	—
Journal	10 gp	1 lb.
Jug	3 cp	9 lbs.
Ladder	2 sp	20 lbs.
Lamp	1 sp	1 lb.
Leather straps (PoP)	5 gp	6 lbs.
Lock, simple	20 gp	1 lb.
Lock, average	40 gp	1 lb.
Lock, good	80 gp	1 lb.
Lock, superior	150 gp	1 lb.
Magnet	5 sp	1/2 lb.
Magnifying glass	100 gp	—
Magus's kit	22 gp	31 lbs. ²
Miner's pick	3 gp	10 lbs.
Mirror	10 gp	1/2 lb.
Mug/tankard	2 cp	1 lb.

Oil	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Perfume/cologne	5 gp	—
Pitcher	2 cp	5 lbs.
Piton	1 sp	1/2 lb.
Portable bridge	200 gp	60 lbs.
Pot, common	8 sp	4 lbs.
Pot, mithral	1,001 gp	2 lbs.
Powder	1 cp	1/2 lb.
Powder horn	3 gp	1 lb.
Prosthetic (arm)	10 gp	3 lbs. ¹
Prosthetic (foot)	1 gp	2 lbs. ¹
Prosthetic (hand)	1 gp	1 lb. ¹
Prosthetic (leg)	20 gp	6 lbs. ¹
Ranger's kit	9 gp	28 lbs. ²
Riding kit, common	16 gp	54 lbs.
Riding kit, exotic mount	36 gp	59 lbs.
Rogue's kit	50 gp	37 lbs. ²
Rope (50 ft.)	1 gp	10 lbs.
Sack	1 sp	1/2 lb. ¹
Saw	4 cp	2 lbs.
Scrivener's kit	2 gp	1 lb.
Scroll box	5 gp	1 lb.
Scroll case	1 gp	1/2 lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Shaving kit	15 sp	1/2 lb.
Shovel, common	2 gp	8 lbs.
Shovel, folding	10 gp	12 lbs.
Signal horn	1 gp	2 lbs. ¹
Signal whistle	8 sp	—
Signet ring	5 gp	—
Silk rope	10 gp	5 lbs.
Skillet, common	8 sp	4 lbs.
Skillet, mithral	1,001 gp	2 lbs.
Sledge	1 gp	10 lbs.
Smoked goggles	10 gp	—
Soap	1 cp	1/2 lb.
Spyglass	1,000 gp	1 lb.
Stationery	1 gp	—
Stove can	10 gp	1 lb.
Summoner's kit	8 gp	19 lbs. ²

Survival kit, common	5 gp	4 lbs.
Survival kit, masterwork	50 gp	5 lbs.
Teapot	1 sp	1 lb.
Tent, small	10 gp	20 lbs. ¹
Tent, medium	15 gp	30 lbs. ¹
Tent, large	30 gp	40 lbs. ¹
Torch	1 cp	1 lb.
Traveler's dictionary	50 gp	2 lbs.
Troll slayer's kit	30 sp	17 lbs.
Vial	1gp	—
Water clock	1,000 gp	200 lbs.
Waterproof bag	5 sp	1/2 lb.
Waterskin	1 gp	4 lbs. ¹
Weapon cord	1 sp	—
Whetstone	2 cp	1 lb.
Wire	5 gp	1/2 lb.
Wizard's kit	21 gp	21 lbs. ²

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

² These items weigh approximately three-quarters this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Tools and Skill Kits

Item	Cost	Weight
Abacus	2 gp	2 lbs.
Alchemist's lab	200 gp	40 lbs.
Alchemy crafting kit	25 gp	50 lbs.
Anvil	5 gp	10–100 lbs.
Artisan's tools, common	5 gp	5 lbs.
Artisan's tools, masterwork	55 gp	5 lbs.
Athame (PoP)	5 gp	½ lb.
Bear trap	2 gp	10 lbs.
Bellows	1 gp	3 lbs.
Climber's kit	80 gp	5 lbs.*
Footprint book	50 gp	3 lbs.
Formula book	15 gp	3 lbs.
Healer's kit	50 gp	1 lb.
Leeching kit	5 gp	5 lbs.
Make-up kit (PoP)	15 gp	1 lb.
Massage oil (PoP)	10 gp	—
Mapmaker's kit	10 gp	2 lbs.

Masterwork tool	50 gp	1 lb.
Musical instrument, common	5 gp	3 lbs.*
Musical instrument, masterwork	100 gp	3 lbs.*
Musical Instruments, specific		
Bell, Brass (LL)	10 gp	½ lbs.
Bodhran (LL)	3 gp	½ lbs.
Clappers (LL)	2 gp	½ lbs.
Dulcimer (LL)	25 gp	5 lbs.
Drum (LL)	2 gp+	2+ lbs.
Elven Shawm (LL)	20 gp	—
Flute (LL)	1 gp	—
Gemshorn (LL)	5 sp	—
Hurdy-gurdy (LL)	15 gp	5 lbs.
Lute (LL)	10 gp	1 lb.
Mandolin (LL)	15 gp	½ lbs.
Psaltery (LL)	10 gp	1 lb.
Recorder (LL)	15 gp	1 lb.
Trumpet (LL)	20 gp	2 lbs.
Piercing kit (INK)	20 gp	1 lb.
Portable alchemist's lab	75 gp	20 lbs.
Portrait book	10 gp	3 lbs.
Spell component pouch	5 gp	2 lbs.
Spellbook	15 gp	3 lbs.
Stretcher	1 gp	10 lbs.
Surgeon's tools	20 gp	5 lbs.*
Symptom kit	25 gp	5 lbs.
Tattoo toolkit, gold (INK)	100 gp	1 lb.
Replacement gold needles (INK)	10 gp	—
Tattoo ink, advanced palette (INK)	5 gp	½ lb.
Tattoo ink, basic palette (INK)	2 gp	½ lb.
Tattoo ink, black (INK)	1 gp	½ lb.
Thieves' tools, common	30 gp	1 lb.
Traveling formula book	10 gp	1 lb.
Traveling spellbook	10 gp	1 lb.
Veterinarian's kit	10 gp	20 lbs.

* These items weigh one-quarter this amount when made for Small characters.

Pets and Familiars

Animal	Price	Weight
Badger	15 gp	20 lbs.
Cat, hunting	100 gp	100 lbs.
Fox	8 gp	12 lbs.
Goat	6 gp	50 lbs.
Owl	10 gp	1–3 lbs.
Pig	10 gp	100–300 lbs.
Rabbit	2 gp	3 lbs.
Raccoon	5 gp	7 lbs.
Raven	2 gp	3 lbs.
Weasel	2 gp	8 oz.

Guard and Hunting Animals

Animal	Price	Weight
Dog, guard	25 gp	25 lbs.
Falcon	40 gp	2 lbs.
Hawk	18 gp	2 lbs.
Owl	20 gp	4 lbs.
Pseudodragon	200 gp	7 lbs.

Farm and Work Animals

Animal	Price	Weight
Cattle	50 gp	1,500 lbs.
Chicken	1 gp	6 lbs.
Duck	2 gp	3 lbs.
Goat	6 gp	50 lbs.
Llama	24 gp	450 lbs.
Pig	20 gp	100–300 lbs.
Sheep	20 gp	150 lbs.
Yak	24 gp	1,000 lbs.

Mounts

Animal	Price	Weight
Dog, riding	150 gp	50 lbs.
Griffon (combat trained)	8,000 gp	500 lbs.
Griffon egg	3,500 gp	10 lbs.
Hippogriff (combat trained)	5,000 gp	500 lbs.
Hippogriff egg	200 gp	10 lbs.
Horse		
Horse, heavy	200 gp	2,000 lbs.
Horse, heavy (combat trained)	300 gp	3,000 lbs.
Horse, light	75 gp	900 lbs.

Horse, light (combat trained)	110 gp	1,200 lbs.
Pony	30 gp	800 lbs.
Pony (combat trained)	45 gp	900 lbs.

Animal-Related Gear

Item	Price	Weight
Animal harness	2 gp	2 lbs.
Barding		
Medium creature	×2*	×1*
Large creature	×4*	×2*
Beast-training kit	15 gp	26 lbs.
Bird-training kit	17 gp	8 lbs.
Bit and bridle	2 gp	1 lb.
Barding stitches	50 gp	1 lb.
Cage		
Small or Medium	15 gp	60 lbs.
Large	30 gp	240 lbs.
Huge	60 gp	960 lbs.
Dandy brush	2 sp	2 lbs.
Falconry gauntlet	10 gp	1 lb.
Feed (per day)	5 cp	10 lbs.
Feed, Carnivore (per day)	5 cp	5 lbs.
Saddle		
Military	20 gp	30 lbs.
Pack	5 gp	15 lbs.
Riding	10 gp	25 lbs.
Saddle (exotic)		
Military	60 gp	40 lbs.
Pack	15 gp	20 lbs.
Riding	30 gp	30 lbs.
Saddlebags	4 gp	8 lbs.
Stabling (per day)	5 sp	—
Training sleeve	100 gp	5 lbs.

* Relative to similar armor for a Medium humanoid.

Transport

Land Transport	Price	Price per Mile
Canoe, birchbark (PoP)	25 gp	—
Canoe, elven (PoP)	1,000 gp	—
Cart	15 gp	1 cp
Wagon		
Wagon, light	50 gp	2 cp

Wagon, medium	75 gp	2 cp
Wagon, heavy	100 gp 3	cp
Sea Transport		
Keelboat	3,000 gp	1 sp
Sailing ship	10,000 gp	2 sp
Ship's boat	500 gp	2 cp

Clothing**

Item	Price	Weight
Artisan's outfit	1 gp	4 lbs.*
Brooch	Varies	—
Caul	10–100 gp	—
Cleats	5 gp	2 lbs.*
Cleric's vestments	5 gp	6 lbs.*
Cold-weather outfit	8 gp	7 lbs.*
Courtier's outfit	30 gp	6 lbs.*
Decorative trim	1 sp–50 gp	—
Entertainer's outfit	3 gp	4 lbs.*
Explorer's outfit	10 gp	8 lbs.*
Furs	12 gp	5 lbs.*
Hat	1 sp–50 gp	1/2 lb.*
Ice skates	1 gp	2 lbs.*
Jewelry	Varies	Varies
Noble's outfit	75 gp	10 lbs.*
Reinforced scarf	10 gp	1 lb.*
Reversible cloak	2 sp–100 gp	1 lb.*
Scarf	1 sp–5 gp	1/2 lb.*
Scholar's outfit	5 gp	6 lbs.*
Skis	5 gp	20 lbs.*
Snowshoes	5 gp	4 lbs.*
Traveler's outfit	1 gp	5 lbs.*

* These items weigh one-quarter this amount when made for Small characters.

** There are generally much better clothing choices in Luven Lightfinger's Gear and Treasure Shop.

Entertainment

Item	Price	Weight
Backgammon set (LL)	8 gp	2 lbs.
Billiards gear	5 sp	8 lbs.
Board game	1 sp–10 gp	2 lbs.
Cards	1 sp–100 gp	1 lb.
Chess set (LL)	20 gp	3 lbs.
Crossword	1 cp–1 sp	—

Dartboard set	5 sp	10 lbs.
Dice	1 sp	—
Dominos	1 sp–25 gp	1 lb.
Puzzle box	1 gp–1,000 gp	1 lb.–5 lbs.

Trade Goods

Price	Items
2 cp	Beans (1 lb.), cheese (1 lb.), chicken, potatoes (1 lb.), turnips (1 lb.)
3 cp	Charcoal (20 lbs.), peat (20 lbs.)
5 cp	Coal (20 lbs.), masonry stone (1 lb.), sugar (1 lb.)
1 sp	Iron (1 lb.)
5 sp	Copper (1 lb.), garlic (1 lb.), mustard (1 lb.), thin leather (1 sq. yard)
1 gp	Glass (1 lb.), goat, honey (1 lb.)
2 gp	Sheep
3 gp	Fox pelt, mink pelt, pig, thick leather (1 sq. yard)
4 gp	Ermine pelt
5 gp	Silver (1 lb.)
6 gp	Wool (1 lb. or 1 sq. yard)
10 gp	Cow, darkwood (1 lb.)
50 gp	Gold (1 lb.)
300 gp	Adamantine (1 lb.)
500 gp	Platinum (1 lb.)

Food and Drink

Item	Price	Weight
Absinthe (glass)	3 gp	—
Absinthe (bottle)	30 gp	1-1/2 lbs.
Ale (mug)	4 cp	1 lb.
Ale (gallon)	2 sp	8 lbs.
Bread	4 cp	1/2 lb.
Cheese	1 sp	1/2 lb.
Chocolate (bar)	5 gp	1/2 lb.
Coffee (cup)	1 cp	1/2 lb.
Gin (pint) (LL)	6 gp	1 lb.
Honey (jar)	1 gp	1/2 lb.
Ice cream	1 sp	—
Kahve (cup)	2 cp	1/2 lb.
Lager, elvish red (pint) (LL)	4 cp	1/2 lb.
Lager, elvish red (pitcher) (LL)	3 sp	2 lbs.

Mead (mug)	5 cp	1/2 lb.
Mead (gallon)	2 gp	8 lbs.
Meal, poor (per day)	1 sp	—
Meal, common (per day)	3 sp	—
Meal, good (per day)	5 sp	—
Meat	3 sp	1/2 lb.
Milk	5 cp	1/2 lb.
Orc trail rations	1 gp	1 lb.*
Stout, dire wolf (pint) (LL)	7 cp	1 lb.
Stout, dire wolf (pitcher) (LL)	5 sp	4 lbs.
Tea (cup)	2 cp	1/2 lb.
Trail rations	5 sp	1 lb.*
Travel cake mix	1 sp	1 lb.
Vodka (pint) (LL)	6 gp	1/2 lb.
Wandermeal (per day)	1 cp	1/2 lb.*
Yogurt	1 sp	1/2 lb.

* These items weigh one-quarter this amount when made for Small characters.

Lodging and Services

Item	Price
Bath (cold)	2 cp
Bath (hot)	6 cp
Bath (public)	2 sp–1 gp
Companion	5 cp–10 gp
Doctor	1 gp
Hireling (trained)	3 sp per day
Inn stay (common)	5 sp
Inn stay (good)	2 gp
Inn suite (small)	4 gp
Inn suite (average)	16 gp
Inn suite (luxurious)	32 gp+
Laundry	1 sp
Lawyer (novice)	5 sp
Lawyer (competent)	3 gp
Lawyer (experienced)	10 gp
Messenger	2 cp per mile
Nurse	7 sp
Scribe (text)	1 gp
Scribe (map)	10 gp
Spellcasting	caster level × spell level × 10 gp*

* See description.

Alchemical Remedies

Item	Price	Weight	Craft DC
Alchemist's kindness	1 gp	—	20
Antiplague	50 gp	—	25
Blood-boiling pill	75 gp	—	25
Essence of independence	80 gp	—	25
Frost ward gel	150 gp	1 lb.	25
Meditation tea	30 gp	—	20
Soothe syrup	25 gp	1/2 lb.	15
Troll oil	50 gp	1 lb.	30
Vapors of easy breath	75 gp	3 lbs.	25

Alchemical Tools

Item	Price	Weight	Craft DC
Alchemical cement	5 gp	2 lbs.	15
Alchemical glue	20 gp	1/2 lb.	20
Alchemical glue accelerant	25 gp	—	25
Alchemical solvent	20 gp	1/2 lb.	20
Armor ointment	30 gp	1 lb.	15
Blackfire clay	20 gp	10 lbs.	20
Bloodblock	25 gp	—	25
Casting plaster	5 sp	5 lbs.	—
Frightful war paint	300	1 lb.	30
Glowing ink	5 gp	—	15
Homunculus clay	2,250 gp	5 lbs.	30
Incense, calming (LL)	50 gp	—	20
Incense, concentration (LL)	50 gp	—	20
Imposing war paint	70 gp	1/2 lb.	25
Invisible ink (simple)	2 gp	—	15
Invisible ink (average)	10 gp	—	20
Instant fertilizer	20 gp	4 lbs.	20
Marker dye	15 gp	1 lb.	15
No glint (LL)	35 gp	½ lbs.	25
Nushadir	10 gp	1 lb.	20
Scent cloak	20 gp	2 lbs.	20
Shaman's paint	90 gp	1/2 lb.	20
Silence dust	60 gp	1 lb.	20
Smokestick	20 gp	1/2 lb.	20
Spirit of glass	35 gp	—	25
Sunrod	2 gp	1 lb.	25

Tindertwig	1 gp	—	25
Weapon blanch (adamantine)	100 gp	1/2 lb.	25

Alchemical Weapons

Item	Price	Weight	Craft DC
Acid	10 gp	1 lb.	15
Alchemist's fire	20 gp	1 lb.	15
Alkali flask	15 gp	1 lb.	15
Arrow, bleeding	160 gp	—	25
Arrow, durable	1 gp	—	25
Arrow, lodestone	10 gp	—	25
Arrow, trip	40 gp	—	25
Bottled lightning	40 gp	1 lb.	20
Burst jar	35 gp	1 lb.	25
Fuse grenade	100 gp	1 lb.	20
Holy water	25 gp	1 lb.	15
Liquid blade	40 gp	2 lbs.	25
Lyddric essence	20 gp	1 lb.	20
Pellet grenade, adamantine	150 gp	1 lb.	25
Shard gel	25 gp	1 lb.	25
Sneezing powder	60 gp	2 lb.	15
Shriek bomb	45 gp	1 lb.	20
Tangleburn bag	30 gp	5 lbs.	20
Tanglefoot bag	50 gp	4 lbs.	25
Thunderstone	30 gp	1 lb.	25

Arrow, Bleeding: This sharpened hollow tube looks like the narrow proboscis of some giant insect, but it actually comes from a carnivorous plant. A bleeding arrow deals normal damage when it hits a creature and deals 1 point of bleed damage. A critical hit does not multiply the bleed damage.

Arrow, Durable: These arrows are tightly wrapped in strands of alchemical glue. Durable arrows don't break with normal use, whether or not they hit their target; unless a durable arrow goes missing, an archer can retrieve and reuse it again and again. Durable arrows can be broken in other ways (such as deliberate snapping, hitting a fire elemental, and so on). A magical durable arrow with an enhancement bonus or magic weapon special ability applies these magical effects only the first time it is used—afterward, the durable arrow becomes

nonmagical, and it can be reused or imbued with magic again.

Arrow, Lodestone: This heavy iron arrowhead is sealed with an alchemical resin. Pulling a small string (a move action) breaks the seal and triggers a reaction in the arrowhead, greatly increasing its magnetic properties. You gain a +4 circumstance bonus on attack rolls when firing a lodestone arrow at a target wearing metal armor or a target made of metal, but the magnetized arrow deals only half damage on a successful hit. The increased magnetism fades 1 round after you activate a lodestone arrow, after which it becomes a normal arrow.

Arrow, Trip: This squat arrow has a large, bulbous metal tip that expands and flattens in flight. If you hit a creature with a trip arrow, the arrow deals no damage but performs a trip combat maneuver against the target with a Combat Maneuver Bonus of +5. For the purpose of determining Combat Maneuver Bonuses or penalties based on size, the arrow is treated as if it were the size of the creature it was designed for.

Barding Stitches: This thin, specially treated wire can be used to attach barding to creatures whose body types cannot normally accommodate armor, such as piscine, serpentine, and verminous animals, by delicately and thoroughly sewing the equipment directly to the creature's flesh. Equipping a creature with barding using barding stitches takes 10 times as long as the figures shown in the Pathfinder RPG Core Rulebook, and a successful DC 25 Heal check is required to attach or remove the stitches. The creature must be helpless or willing to be equipped with barding stitches, and must have at least a +1 natural armor bonus to AC. An armored creature with barding stitches takes a –2 penalty on Strength- and Dexterity-based skill checks (in addition to any penalties from the barding itself), Fortitude and Reflex saves, and saves against effects with the pain descriptor (these penalties stack). These penalties persist for as long as the creature is equipped with barding stitches.

Beast-Training Kit: This kit includes a dandy brush, training harness, training whip, whet bone, and 2 days' worth of carnivore feed. The weight of this kit can be reduced by 10 pounds by forgoing the carnivore feed.

Bird-Training Kit: This kit includes a falconry gauntlet, Tiny cage, training whip, and 2 days' worth of bird feed.

Blood-Boiling Pill: Swallowing this dark black-red pill causes your blood to heat up, granting you a +2 alchemical bonus on initiative checks and on saving throws against cold effects for 8 hours. However, any damage you take from bleed effects during this time is multiplied by 1-1/2 (rounded up).

Dandy Brush: This hard-bristled tool has a handle that slips over the wearer's hand, and is used by animal breeders, owners, and grooms to brush the animals in their care, loosening dirt and detritus from the creatures' coats and stimulating the skin so it produces the natural oils that keep them healthy and clean.

Essence of Independence: When ingested, this thin serum awakens your potential for independent action. If you are under the influence of a mindaffecting effect, you receive a new saving throw with a +4 alchemical bonus to break the effect (you can gain this benefit only once per day). If the serum is ingested by a bonded creature such as a familiar, animal companion, bonded mount, or homunculus, the creature ceases to be bound to its master's will for 10 minutes. It gains a +2 morale bonus on attack rolls, saving throws, skill checks, and ability checks, and becomes interested in finding its own way of doing things. Its attitude toward its master might change drastically during this time, depending on how the master has treated it in the past. As soon as the duration of this effect ends, the creature becomes bound to its master's will again.

Feed, Carnivore: Consisting of various kinds of raw meat that have been jerked, smoked, or salted for preservation, a day's worth of carnivore feed is adequate food for any Small or Medium meat-eating animal such as a tiger, bear, or dog. Larger carnivores might require up to 2 to 4 days' worth of carnivore feed per day.

Frightful War Paint: This bone-white paste makes your face appear skeletal and emotionless, like a visage of death itself. When you apply frightful war paint to yourself (or to a willing adjacent creature) as a full-round action, attempt a Disguise or Charisma check. Living creatures within 30 feet of the wearer must succeed at a Will save (DC equal to the result of your Disguise or Charisma check, maximum DC 20) or become shaken for 1d4 rounds. Blind creatures and creatures out of line of sight are unaffected. A creature that succeeds at its check becomes immune to this frightful war paint for 24 hours. Frightful war paint can be worn indefinitely, but

it contains quicksilver and realgar, which have deleterious mental effects. If you wear frightful war paint for more than 1 minute per day (whether as a single use of it or as multiple uses over several periods of time), you take 1 point of Constitution damage, plus 1 point of Wisdom damage for every minute you wear the paint that day after the first.

Frost Giant Hunter's Kit: This kit includes five bags of caltrops, a sarissa, and two tangleburn bags.

Homunculus Clay: This thick clay mixture comes in a jar stamped with a silhouette of whatever creature can be created using its contents. By adding a drop of blood to a scoop of homunculus clay, you can create a temporary homunculus that hardens and becomes fully animate in just 1 round. The character whose blood is used is treated as the homunculus's master. After 1 hour, a clay homunculus withers and dies, rapidly decaying into a viscous slime. The listed price is for a jar containing 3 doses of homunculus clay.

Imposing War Paint: This gritty red paste makes you appear as if you were covered in dried blood. When you apply imposing war paint as a full-round action, you gain a +4 alchemical bonus on Intimidate checks and the duration of any fear effects you create increases by 50% as long as you wear the war paint. Unfortunately, imposing war paint is made with realgar, which is toxic to living creatures. If you wear imposing war paint for more than 1 minute per day, you take 1 point of Constitution damage, plus 1 point of Constitution damage for every minute you wear the paint that day after the first.

Instant Fertilizer: This ruby-red earth can be sprinkled over a 5-foot patch of ground as a standard action that provokes attacks of opportunity. Noncreature plants and fungi in the area grow with alarming speed, and the ground becomes weedy, difficult terrain for non-plant creatures. Any non-plant creature in the square must succeed at a DC 15 Reflex save or it becomes entangled by the surging plants. Any plant creature in the affected square is healed of 1d6 points of damage.

Lyddric Essence: This enzyme is derived from a parasitic fungus that breaks down most organic tissue, and is especially destructive to plants and other fungi. A flask of lyddric essence can be used like a flask of acid, dealing normal acid damage to creatures not of the plant type. However, plant creatures, plants, and fungi targeted

with lyddric essence take 2d6 points of acid damage on a direct hit, or 2 points of acid splash damage if within 5 feet of where it hits.

Sarissa (Martial 2-Handed; 12 gp; 1d6 (S), 1d8 (M); Crit x3; Range —; Weight 12 lbs.; Type P; Special brace, reach, see text): This spearlike weapon is about 15 feet long. Its unwieldy length is counterbalanced by a heavy brass base. A sarissa provides extended reach—tripling your reach rather than doubling it. A Medium wielder would threaten spaces 10 to 15 feet away, but not adjacent squares or squares 5 to 10 feet away (as with a typical reach weapon). Because of its great length and weight, a sarissa can be used to attack foes in only one direction each round. You must select a cone each round before you make any attacks with the sarissa. The weapon threatens only foes within this cone and within its extended reach. You can't change the area you threaten with the sarissa until your next turn. While you carry the sarissa pointed upward (typical for overland movement), you threaten only squares in the sarissa's reach in a cone pointed upward.

Shaman's Paint: The ground carcasses of goldbelly stinkbugs give this paint its characteristic yellow hue. When applied as a full-round action, this fine paste makes your head glow as though with an unearthly halo. You gain a +2 alchemical bonus to your caster level for any spells you cast that target one or more of your allies. The quicksilver in shaman's paint is harmful to living creatures. If you wear shaman's paint for more than 1 minute per day, you take 1 point of Wisdom damage, plus 1 point of Wisdom damage for every minute you wear the paint that day after the first.

Shriek Bomb: This yellow ball of volatile resin has a hemp wick. Lighting the fuse is a move action; 1d3–1 rounds later (a result of 0 rounds takes place at the end of your turn), the shriek bomb explodes, dealing 2d6 points of sonic damage to creatures in a 10-foot radius burst (Fortitude DC 15 half). A shriek bomb can be thrown as a splash weapon with a range of 10 feet.

Silence Dust: This ashen powder can be thrown as a splash weapon, muffling all sound within a 15-foot-radius sphere centered on the point of impact. Perception checks to notice sound emanating from or passing through the cloud take a –10 penalty. Alternatively, applying a dose of silence dust to your feet as a standard action grants you a +5 circumstance bonus on Stealth

checks to avoid being heard while walking. The dust is effective for 1 minute before it disperses.

Spirit of Glass: This fiber is composed of tiny strands of razor-sharp glass laced with alchemical elements. Anyone who touches it finds her skin irritated by countless tiny abrasions. Though it causes only minor discomfort, it opens the skin enough for poison to seep through, allowing injury poisons to be delivered to the affected creature as if they were contact poisons. The abrasions last for 1 hour or until cleaned and treated with a successful DC 10 Heal check (a full-round action). Poisoners sometimes place spirit of glass in a target's wardrobe or amid her personal effects along with a rag soaked in poison. Spirit of glass is often mistaken for lint or loose cloth, though it and the abrasions it causes can be identified with a successful DC 15 Craft (alchemy) check or DC 17 Heal check. Spirit of glass can be used only once before it is expended.

Training Sleeve: This thick, heavily padded sleeve fits over the wearer's arm and serves as a target for animals being trained to attack. When used in conjunction with the Handle Animal skill to train an animal for a general purpose, this item grants the user a +5 competence bonus on her Handle Animal check to successfully combat train an animal.

Vapors of Easy Breath: This waxy ball of resin and herbs is stored in a large glass jar or other airtight container. When the jar is opened, it instantly evaporates into a soothing vapor that renders the lungs of any adjacent creatures resistant to inhaled poisons, diseases, and irritants such as choking smoke. Each creature within 5 feet of the jar when it is opened gains a +5 alchemical bonus on saving throws against such effects for the next 10 minutes. If already affected by an airborne affliction, an affected creature can immediately attempt another saving throw against the effect (with the +5 bonus); a creature can attempt only one such additional saving throw in a 24-hour period.

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