



Heroes of the Fenian Triarchy



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A Day in the Fenian Triarchy

The muddy channels of Chiuta's Sea slowly carried Cormac's motley crew through the endless mass of reeds. They were making for the Bay to the west, a quick scramble to Iffud, and they would all be rich. The coolagh of Mac Cool, the whiskey taxmen, would not get fat from this load of Special Green, oh no. A song came to his lips, a wild song befitting the wild warrior poet that Cormac was, pictoa to the heart.

Cormac looked proudly on at the mixed batch that were his runners. Lon Nop and Nok Lol, henna-pasted Reedlanders that knew the ins and outs of the Sea like the back of their hands. Cormac's roguish cousin Finn, drunk as lord and strong as an ox, with an eerie calm in a fight. Obe the Singer at the stern with her bow, too pretty by half, with her feykissed eyes that never looked Cormac's way. That horned helm of hers would make a dragon shite onion. If only Bett would return, their druid companion and scout, they could make better time, assured of the clear.

Cormac heard the strain of Obe's bow being pulled, and grabbed his shillelagh; Finn lurched to his feet, grabbing the paddle out of Nok Lol's hands- without missing a beat Lon Nop handed his kinsman his paddle, picked up another, and kept paddling. Out of the haze of bugs ahead of them buzzed the off-putting form of Brokko, Bett's animal. Cormac never really did understand the wings... Brokko crashed to the deck at Cormac's feet, panting and badly wounded. Obe fired along the line of his return, and began the haunting song that indicated the commencement of battle. Cormac felt the red rage glaze over his eyes, clutched his wooden club, and began to sing in counter-tune. Though Obe might ignore him otherwise, in the dance of battle they were one.

A dark shape loomed out of the reeds; Obe fired, and Lon Nop spat a volley of darts from a tube produced from his sarong. Unable to control himself any longer, Cormac leaped from the boat, and clubbed the entity with an overhand strike. His victim fell before him, a stained and withered bog mummy, grinning senselessly in its preserved death.

"A good thing I have so many ancient friends," hissed a voice from everywhere and nowhere. Rising out of the bog came several more preserved corpses, and an ominous buzzing tone. "You should not have come here, this is my domain, foolish ones. The druid will replace my lost companion, and you five will make welcome additions..." Lon Nop screamed and chattered in the Old Tongue, and all Cormac could pick out was "...lizard witch..." He couldn't maneuver in the sucking swamp, and didn't see the floating form of a withered lizardfolk, adorned in

leathery trinkets topped by a pristine golden torc. Pain rushed through his body, from a mere touch. The last thing he heard was a keening song in his ear, so discordant compared to Obe's. The last thing he saw was the cloud of bats descending on the boat, and the muddy water of the Sea of Reeds claiming his body.

Races of the Triarchy

The following is a description of the major racial populations within the Fenian Triarchy. 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 studier 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 forms.*

Boggard

The boggards of the Fenian Triarchy have a reputation for surliness. Disliking both the walled cities of Greenwall and MacCool as well as the Chiuta-worshipping fishermen of the Reedlands, the tribes of boggards that dwell in the marshes maintain a near perfect dislike of every other community and race. Still, the loosely confederated towns and cities manage to keep the peace with the toadfolk, one way or another.

Boggards often trade herbs, papyrus, and found trinkets to towns in exchange for metal tools and jewelry, which the boggards do not make themselves. Sometimes the boggards are hired as mercenaries for exploration of sunken or flooded ruins, but their prices are usually so exorbitant that the practice is avoided unless necessary.

In the past, the Elemental Lords of the Sea of Reeds gave the boggards many gifts in return for their service. When the NewGod Wars ousted these elementals from the area, the local boggard clans lost much prestige and power. Some level of racial memory has allowed resentment for this fact to live on in the hearts of modern boggards.

Boggards especially resent the worship of Chiuta, the personification of the triumph of the new divine. When possible, boggard raiding parties will disturb the sunken graves of Chiutan adherents, which are found along the fringes of the floating villages. They would love dearly for a chance to destroy the small temples to Chiuta found in the center of these villages, but these are usu-

ally too well guarded to be reached easily.

Lacking an elemental presence, boggards try and cajole aid from pitifully small rituals to devils and demon lords. Boggard chiefs ritualistically dedicate public executions of weaker clan members to the demon lords in hopes of currying their favor. As of yet, the boggards do not have significant infernal power, but the powers of hell may utilize the boggards in their schemes at some point in the future.

Boggard Racial Characteristics

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

- **+2 Strength, +2 Constitution, -2 Intelligence:** Boggards are strong and hardy, but poorly educated and often considered a bit dense.
- **Medium:** Boggards are Medium creatures and have no bonuses or penalties due to their size.
- **Humanoid:** Boggards are humanoids of the boggard subtype.
- **Slow Speed:** Boggards have a base land speed of 20 feet., but they possess a swim speed of 30 feet.
- **Darkvision:** Boggards can see in the dark 60 ft.
- **Low-Light Vision:** In dim light, boggards can see twice as far as humans.
- **Hold Breath:** Boggards can hold their breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.
- **Sticky Tongue:** Boggards possess a sticky tongue that can be used as a secondary attack (see Boggard, Pathfinder Bestiary).
- **Swamp Stride:** Boggards can move through any natural difficult terrain at its normal speed while in the swamp.
- **Terrifying Croak:** Boggards can once per hour as a standard action emit a thunderous croak (see Boggard, Pathfinder Bestiary). The save DC is based on one-half your total hit dice.
- **Languages:** Boggards begin play speaking Boggard. Those with high Intelligence scores can choose from the following: Common, Draconic, Elven, or Sylvan.

Purple Duck Note: *According to my point count this boggard build clocks in at 12 RP. He is not a perfect translation of the Bestiary entry (notably he lacks racial skill bonuses) but he is a decent approximation of a boggard for player use.*

Traits

The following trait is available to boggard player characters from the Fenian Triarchy.

Gombeen Man: Your pack is often laden with half-burnt candles, tin trinkets, cornhusk dolls, and reproduction artifacts. You're willing to sell each of these "precious" items for outlandish prices. You receive a +1 on Appraise checks and a +3 bonus to your Bluff checks when trying to convince others that an item has far more worth than it really does.

Feykissed

Touched by the magic of the fey, either through the enchantment of the fairy's food or by fey blood in the veins, the feykissed walk between the lands of their human and fey kith.

The feykissed tend to be very popular in communities of humans or half-elves; their brightly colored hair and eyes are seen as attractive. Eligible feykissed are competed over fiercely by suitors - more than a few local songs speak of the clever, fast-talking young men that are lucky enough to win a feykissed bride.

By the same token, feykissed are somewhat less popular in Siobhan. The fey find them interesting distractions, but ultimately pity them for being duller versions of their fey kin. For this reason, feykissed are somewhat more prevalent in the communities of Greenwall and MacCool where they are sought after and envied.

Still, some feykissed are held as slaves or lovers by the fey. These "kept" (as they are called) are seen as particularly valuable prizes. The fey bind their kept to them with oaths and enchantments. Those who prove themselves loyal are often allowed a degree of autonomy, and sometimes even tend to their master's interests in distant lands.

Many feykissed feel a particular devotion towards Aleria. Her embodied elegance, her virtue, and her affinity for well-tended plants all resonate with the lovely feykissed. They tend to practice her religion quietly and somewhat jealously.

Feykissed Racial Characteristics

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

- **+2 Dexterity, +2 Charisma, -2 Strength:** Feykissed are known to be agile and beautiful, but relatively

weak.

- **Medium:** Feykissed are Medium creatures and have no bonuses or penalties due to their size.
- **Fey:** Feykissed are fey creatures.
- **Normal Speed:** Feykissed have a base speed of 30 feet.
- **Low-Light Vision:** In dim light, feykissed can see twice as far as humans.
- **Fey Damage Resistance:** Feykissed gain DR 5/cold iron.
- **Performer:** All feykissed treat Escape Artist and Perform as class skills.
- **Notice without Notice:** All feykissed gain a +2 racial bonus to Stealth and Perception.
- **Spell-Like Abilities:** A feykissed can use *charm person* once per day, using its character level as its caster

level.

- **Languages:** Feykissed begin play speaking Common and Sylvan. Those with high Intelligence scores can choose from the following: Aquan, Auran, Boggard, Draconic, Elven, Old Porphyran

Traits

The following trait is available for feykissed player characters from the Fenian Triarchy.

Keener: You have worked as a keener – a professional mourner – and have wailed in grief at many funerals for friends and strangers alike. You may make a Perform (sing) check to demoralize your opponent, as if you were using the Intimidate skill. Using Perform in this way is a standard action.



Settling Differences Without Drawing Blood

Grippli

The boggards are certainly no friends to the fey or lizard-folk clans that dwell amongst the swampy cities. Their general grumpiness is legendary. How odd, then, that their near cousins, the grippli, seem so amiable. Perhaps, in elder days, the boggards drove the grippli from their muddy nests due to their smaller size. Perhaps the boggards' inherent brutality made the gripplis decide that they wanted to choose another path.

The grippli get along well with the humans, half-elves and fey that dwell in the Reedlands. They are generally open and accepting to new forms of civilization. Despite their optimism, they have difficulty actually adapting to modern forms of living. Grippli are primitive in culture, and seem pleasantly baffled by advanced technological or governmental concepts. What they do adapt, they do poorly – in a mockery or imitation of a race they respect, but little understand.

That is not to say that the grippli are stupid. They are not. In fact, they possess a gentle, simple wisdom coupled with keen insight into the people around them. They can intuit who is and who isn't worthy of their trust – a gift they do not give quickly. Once a clan or culture has earned their trust, however, the grippli seem to delight in the new friendship and will not withdraw their faith without good reason.

Whereas the boggards of the Fenian Triarchy have retreated to the uttermost reaches of the moors, the grippli have eased up to the edge of the civilization. They stand, unwilling (or perhaps unwitting) to take the plunge to step within the circle of firelight. They are ready to step forward or backwards into a wholly new and unique position.

Grippli Racial Characteristics

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

- **+2 Dexterity, +2 Wisdom, -2 Strength:** Gripplis are nimble and alert, but spindly.
- **Small:** Gripplis are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
- **Grippli:** Grippli are humanoids with the boggard subtype.
- **Normal Speed:** Grippli have a base speed of 30 feet, a swim speed of 30 feet, and a base climb speed of 20 ft.

- **Darkvision:** Grippli can see in the dark up to 60 feet.
- **Children of Fen and Forest:** As grippli possess both a natural climb and swim speed, they gain a +8 racial bonus on all Climb and Swim checks.
- **Camouflage:** Gripplis receive a +4 racial bonus on Stealth checks in marshes and forested areas.
- **Glider:** Gripplis' aerodynamic bodies and thick webbing between the toes enable a falling grippli to treat the distance fallen as half the actual distance. The grippli can steer himself while falling, moving horizontally up to a number of feet equal to half the vertical distance fallen. The grippli cannot use this trait if it is wearing heavy armor, is carrying a heavy load, or is unable to react to the fall (such as being helpless).
- **Jumper:** Gripplis with this trait are always considered to have a running start when making Acrobatics checks to jump.
- **Swamp Stride (Ex):** A grippli can move through difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a grippli normally.
- **Toxic Skin (Ex):** Once per day as a swift action, a grippli can create a poison that can be applied to a weapon or delivered as a touch attack. Alternatively, the grippli can smear the poison on its own body as a standard action, affecting the first creature to hit it with an unarmed strike or natural weapon. The poison loses its potency after hour. The grippli is immune to its own poison. This racial trait replaces swamp stride and camouflage.
- **Weapon Familiarity:** Gripplis are proficient with nets.
- **Languages:** Gripplis speak Common and Boggard. Gripplis with high Intelligence scores can choose from the following: Draconic, Elven, Gnome, Goblin, Old Porphyrin, Sylvan.

Grippli Poison: Skin or weapon—contact or injury; *save* Fort DC 10 + 1/2 the grippli's Hit Dice plus its Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save.

Traits

The following trait is available to grippli player characters from the Fenian Triarchy.

Diluted Poison: Your time in the fens has diluted the natural poison you exude on the surface of your skin. The DC of your poison is decreased by 1 for injury uses and 2 for contact uses but the poison is long lasting when effective lasting an additional 2 rounds.

Half-Elf

The half-elves of the Fenian Triarchy are a notable and influential minority, having formed their own communities and institutions after several generations of breeding true with other half-elves. They get along easily with both the humans as well as the fey, and have had a history of arbitrating disputes between the disparate groups that find themselves in one another's company.

Half-elves have a culture of lightheartedness; they laugh easily and long. Though troubles are by no means unknown to them, they tend to accept bad news with a perfunctorily elaborate curse before continuing with their day. A half-elf is difficult to truly offend and, when insulted, will give as good as he can get. Even when under the influence of drink, half-elves tend to be friendly drunks.

Amongst the half-elves of the Triarchy, glibness and clever speech are among the highest virtues. The ability to banter easily and retort quickly is respected highly, and few will advance in their community that lack this ability. To practice this skill, young half-elves often congregate in public places for insult contests, where they entertain the public by throwing complicated gibes at each other.

Though they do not currently have any significant ties to an elven nation, having become homogeneous within the Triarchy, half-elves still celebrate some ancient elven holidays. This is done to honor their heritage, but also because the traditions have taken on a tone of public entertainment. Even humans, fey, and lizardfolk join in the celebrations with funny-sounding elven names. Most of the meaning of the customs and games has faded into obscurity, but few seem to care. The holidays have become traditions in their own right, and not something willingly changed or given up. The emergence of the nearby City-State of Iluriel, known to some secretive traders, has created a curious buzz among the Triarchy's half-elves.

Half-Elf Racial Characteristics

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

- **+2 to one ability score:** Half-elf characters gain a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- **Medium:** Half-elves are Medium creatures and have 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.
- **Adaptability:** Half-elves receive Skill Focus as a bonus feat at 1st level.
- **Attentive:** Half-elves receive a +2 racial bonus on Sense Motive checks.
- **Dreamspeaker:** Half-elves add a +1 bonus to the saving throw DCs of spells of the divination school and sleep effects they cast. In addition, half-elves with a Charisma score of 15 or higher may use *dream* once per day as a spell-like ability, using its character level as its caster level.
- **Elf Blood:** Half-elves count as both elves and humans for any effect related to race.
- **Keen Senses:** Half-elves receive a +2 racial bonus on Perception checks.
- **Multitalented:** Half-elves choose two favored classes at first level and gain +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. Those with high Intelligence scores can choose any language they want (except secret languages, such as Druidic).

Traits

The following trait is available to half-elf player characters from the Fenian Triarchy.

Craic-speaker: More than one evening you've gathered around the old watering hole and shared stories with your neighbors. You've learned many good stories and jokes and can engage people easily. You gain a +1 trait bonus to Diplomacy and Knowledge (local) checks.

Fiddle-de-dee: Troubles will pass, they always do, nothing is as bad as it seems. You gain a +2 trait bonus to saves vs. fear.

Humans

The aboriginal Porphyra humans of the Fenian Triarchy tend to be brown skinned and dark haired. Some dye their hair red with henna, but the cost of importing it makes this cosmetic a luxury. Many men, particularly warriors, employ elaborate woad tattoos to shock and frighten their foes.

Native humans have their largest population in the Reedlands, where they tend to the fishing craft practiced by their fathers and father's father. These folk tend to eschew the industrial and urbanizing drive held by the landed humans, and prefer the open fields of reeds and brackish currents. For several generations, the Reedlands have been marginalized by the larger national and international politics of landed humans, but a renaissance of sorts has been going on in the Reedlands. A sunken temple from the pre-Calling era has brought many would-be adventurers and treasure hunters to the Reedlands, along with the wealth and protection that adventuring types entail. This has led to an upsurge in the native garments and language of the native humans; it is a common sight to see a sarong wearing, Old Porphyran speaking boatman strolling the streets these days.

The wealthiest and most respected Reedlanders make homes out of ancient, mostly sunken and dilapidated temples and flat-topped pyramids. These do not offer a high degree of protection, but do have a sense of fading grandeur which seems to appeal to their sensibilities. More common Reedlanders make temporary homes on floating platforms of strung-together logs.

In the City of Boats, the Lady's Pyramid offers not only the only solid moorings to be had, but mysteries. The pyramid has never been completely explored, and only the antechambers have been excavated. Ancient pictograms promise both physical and spiritual punishment for those who venture deeper into the structure, but no one has yet made the pictograms hold true to their promise. The elders of the City of Boats are reticent to allow adventurers to pry deeper, but the recent successful finds in other sunken temples have prompted them to consider allowing an expedition within.

Native humans are devout followers of Chiuta, the first human to become a goddess in Porphyra's history. They think of her as one of their own number, which gives them an understandable level of loyalty towards She Who Takes and Gives. Every morning at dawn, the Reedlands are full of chants and intonations to Chiuta as whole villages of fishermen descend into the waters of the river to ritualistically bathe and begin their day.

Landed humans outnumber native in Greenwall, the

capital of the Triarchy. These humans mix well with the motley races that dwell in that moss-covered fortress, often interbreeding with them. Whisky is the big commodity for humans of the Greenwall. Each major family has a distillery and a rivalry with the other breweries. Children are raised harvesting barley and sweeping the distillery floors of malt. The rivalries are friendly enough, but most nights in Greenwall are punctuated with noisy brawls between two clansmen insisting that their whisky is superior to the others.

Myketa is the official patron deity of Greenwall, as the Patient Lady blessed the soldiers of the fortress while they battled the elemental forces of the Sea of Reeds. However, the city has not known war for a long time, and the humans of the capital are not particularly devout. In fact, worship of Chiuta is growing within the city and threatens to replace Myketa's worship.

The highest concentration of landed humans is in the port city of MacCool. These humans eschew the "primitive" traditions of the native humans, preferring styles of clothing that include breeches and dyed linen shirts. The humans of MacCool tend to be lighter of skin, since their labors typically do not take them out of doors.

MacCool is an important city for the Fenian Triarchy, as imports and exports flow through the gates of that city. The humans of that city ensure that trade is not interrupted. Their mercantile acumen is unrivaled and is rumored to be able to whittle down even the most pugnacious hagglers. Considering the flow of trade, the folk of MacCool also tend to be the most well informed regarding the news of the world. Dropping a piece of weighty information to their less-informed neighbors is among the chief delights of the humans of MacCool.

Because of their distaste for the native humans, the folk of MacCool are not inclined to the worship of Chiuta. Temples to Myketa are common, and many maintain small shrines to Aleria in their personal gardens. However, as they are a port town, the city offers several pantheistic or agnostic places of worship, so that devotees of other gods may perform their rites while visiting.

Human Racial Characteristics

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

- **+2 to One Ability Score:** Human characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

- **Medium:** Humans are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Humans have a base speed of 30 feet.
- **Bonus Feat:** Humans select one extra feat at 1st level.
- **Heart of the Marsh:** Humans born within the Fenian Triarchy suffer no penalties to Acrobatics or Stealth check while in bogs. They can cross hedgerows in just 2 rounds and they may make Survival checks to detect quicksand when charging or running.
- **Skilled:** Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.
- **Languages:** Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Rafter's Chant

Chiuta! Chiuta! Chiuta!
 Ahk-ey Chank! Ank-ey Nahk!
 Targh al-moh, Targh al-sheikh-
 Ard al-targh musta-sheikh!
 Cha, na, targ, na, ard, na, cha...
 (Repeat)

Chiuta, Chiuta, Chiuta
 Push me hard! Push me well!
 Water is mother, water is king-
 Earth like water, greatest ruler
 Earth to water, bow down basely...
 Go by water, go by earth...
 (Repeat)

Traits

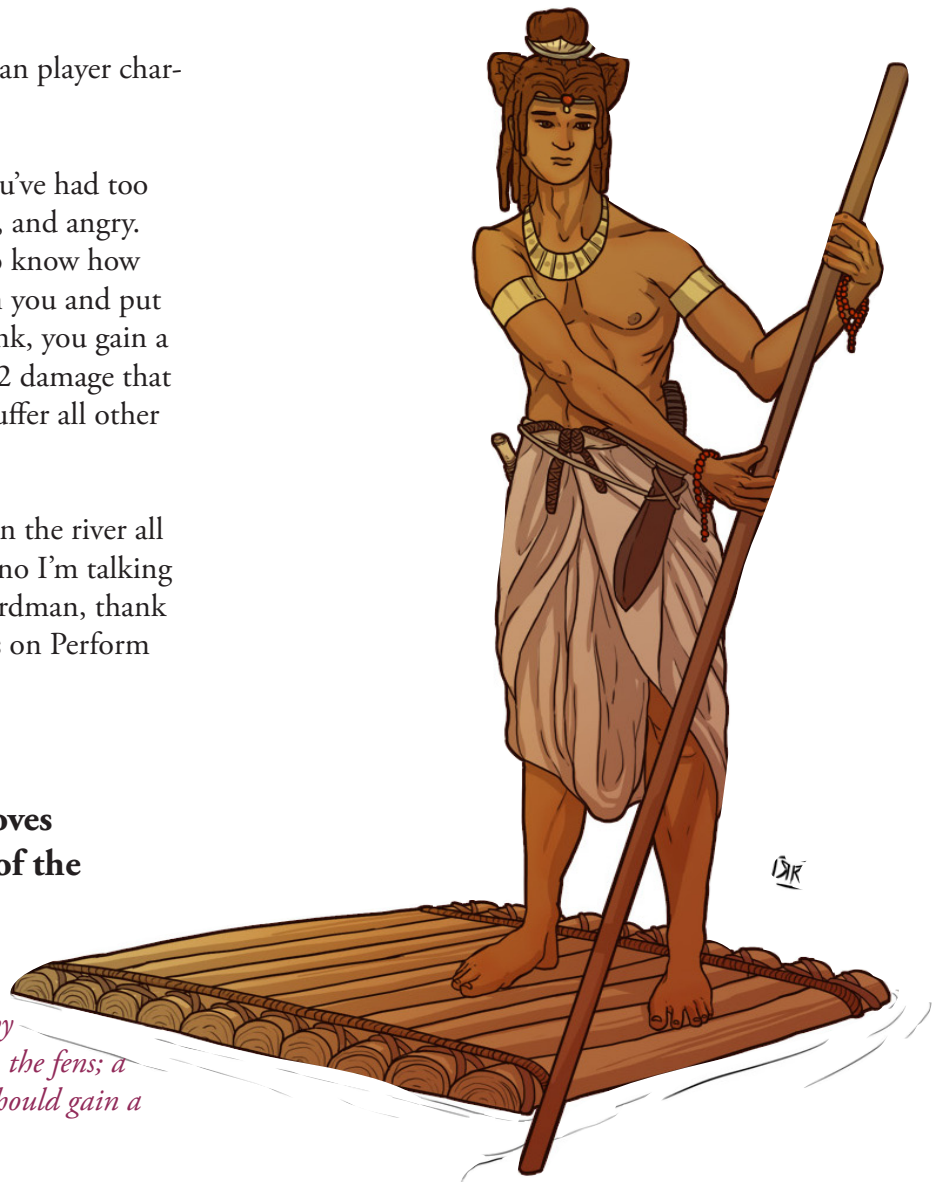
The following traits are available for human player characters from the Fenian Triarchy.

Angry Drunk: Everyone knows when you've had too much to drink: you become loud, unruly, and angry. You've been in enough drunken brawls to know how to fight when the effects of alcohol are on you and put your wild swings to good use. When drunk, you gain a +1 bonus to damage rolls instead of the -2 damage that being drunk normally confers. You still suffer all other penalties of fighting while drunk.

Teller of Fish-Stories: There I was, out on the river all by myself, and I see the biggest fish. No, no I'm talking the size of a crocodile. No, it wasn't a lizardman, thank you very much! You gain a +2 trait bonus on Perform (comedy) and Perform (oratory).

A Native Reedlander Moves Through the Swampland of the Fenian Triarchy

Purple Duck Note: Reedlanders swear by the Rafter's Chant to unstuck their boat in the fens; a player who can recite it without looking should gain a +2 circumstance bonus to get unstuck.



Lizardfolk

Dwelling in mud huts and stick wigwams, the lizardfolk make up the distance between the cities of the Fenian Triarchy. Lacking the numbers of the other races, lizardfolk define themselves by their worthiness in war and their mastery of the wilds.

Lizardfolk have fairly good relations with the humans of the Reedlands, and will often trade beaver pelts or crocodile hides for fish. They also trade for magical favors, as the human towns tend to boast more magic-users than the lizardfolk villages. Lizardfolk, by contrast, tend to distrust the fey of Siobhan and find them a little too magical. Too many lizardfolk have fallen prey to the fey's practical jokes, and they do not like to feel mocked.

Of all the other races, though, lizardfolk have the most complex relationship with the boggards. Boggard and lizardfolk do not like each other, nor do they trade or do business with each other. Tribes of lizardfolk and clans of boggards have, from time to time, made war on each other, raiding each other's villages for hostages. Recently, however, the boggards have sued for peace. Though they find this move intensely suspicious, the lizardfolk shamans have counseled a policy of non-aggression. For the moment, the two people are at truce.

Lizardfolk will sell their services as trackers and pathfinders across the marshlands, and have a good reputation for this service. City-dwellers will pay high prices for a lizardfolk guide when they need to journey out into the fens.

Lizardfolk Racial Characteristics

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

- **+2 Constitution, +2 Wisdom, -2 Intelligence:** Lizardfolk are brawny and wary, but dim-witted.
- **Medium:** Lizardfolk are Medium creatures that have no bonuses or penalties due to their size.
- **Normal Speed:** Lizardfolk have a base speed of 30 ft. on land. They also have a swim speed of 30 ft., can move in water without making Swim checks, and always treat Swim as a class skill.
- **Hold Breath:** Lizardfolk can hold their breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.
- **Natural Attacks:** Lizardfolk possess a bite and two claws that can be used as natural attacks. The bite deals 1d3 points of damage, while the claws deal 1d4 points of damage. These are considered primary

attacks, or secondary attacks if the lizardfolk wields a manufactured weapon.

- **Tail Balance:** Lizardfolk receive a +4 racial bonus on Acrobatics checks when balancing.
- **Thick Scales:** Lizardfolk have a +2 natural armor bonus.
- **Languages:** Lizardfolk begin play speaking Common and Draconic. Lizardfolk with high Intelligence scores can choose from the following: Aquan, Boggard, Goblin, Old Porphyrans, or Sylvan.

Traits

The following trait is available to lizardfolk player characters from the Fenian Triarchy.

Shillelagh Fighter: You are trained in the use of the popular blackthorn wood cudgels, called shillelaghs. You are able to strike crippling blows with them. When using Power Attack with a one-handed club that you are wielding two-handed, your bonus to damage increases by 100% instead of 50%.



Government of the Triarchy

The Fenian Triarchy is a region united by place more than cultural identity, legislation, or common history. The city states within the Sea of Reeds are autonomous, though they have formed a fairly functional working relationship with each other. Like siblings, they may engage harshly with each other from time to time, but woe betide any outside power who attempts to do the same. If the City of Boats is threatened from outside the Triarchy, that city can rely on full support from Greenwall, MacCool, and Siobhan.

Each province of the Reedlands hosts a number of clans who hold basic political power and influence in their region. These clans are mostly rooted in ancient families, but new clans can be brought into existence by a consolidation of wealth and land-holdings (a recent example of this can be seen with Clan O’Ghul, formed three years ago with the marriage of Petra O’Ghul to the somewhat dimwitted son of Trade Lord Ogden). Clans have an enormous amount of power within their own borders. Clans pass and enforce their own laws and taxes and dispense their own justice. When clans bump heads, however, they must seek the arbitration of the Council.

Each clan elects a number of lords (based on the clan’s population) to serve on the Council of Lords (referred to simply as ‘the Council’ in most instances). The Council deals with conflicts between the clans – and make no mistake, the clans deal with plenty of conflicts, both petty and serious. The council arbitrates fishing rights, arguments over proprietary whisky brewing techniques, and territorial disputes.

Lordship in the Triarchy is a non-hereditary title granted to an elected official for four years. Lords attend the Council to campaign for their clan’s interests and level grievances against other clans. There is no limit to the number of terms a lord may serve as a representative of their clan. As such, many lords have served very long stints on the Council and have become something of institutions in their own right. For an instance, Lord Flok of Clan Erie has served twenty-seven consecutive terms; the venerable half-elf has seen numerous triarchs rise and fall.

Each lord is faced with the fairly weighty task of pleasing their clan constituents. Those that fail to please fail to retain their tenure. As such, a good deal of a lord’s time is spent in campaigning for his title and position. This is done with promises, favors, rounds of free drinks, and good old fashioned bribery. If the Fenian Triarchy is somewhat suspicious of hereditary claims to power and wary of tyrants, they honestly seem to enjoy the

kickbacks and economy generated by age-old political machines.

The largest political machinist in the Sea of Reeds is the high lord of the land: the Triarch of the Green, the Triarch of the Fens, the Lord Protector of Sanctuary and the Reedlands. The Council of Lords elects the triarch from their own ranks. The triarch wields the only sort of political power that spans across clans and cities. At the triarch’s pleasure, lords serve on the Council – the triarch can dismiss members of the Council by executive order. Moreover, the triarch has the ability to step in and make legislative judgments, redistribute land or property, and administer justice “in such times as ye clans themselves haveth no clear consensus” – that is, if the triarch finds a clan’s power wanting in a particular region of the triarchy, he can take over basic administration of their territory.

Clans in the Triarchy are, however, fiercely independent and have not historically taken to this level of micromanagement well. Every time a triarch has tried to exercise this level of power, they have not only been voted out of office by a vote of no confidence, but they have found themselves hanged and buried in the bog. Modern triarchs have, therefore, shunned the greatest extent of their executive power.

The triarch serves for a six year term. Unlike clan lords, though, he is constrained to a single term. However, the triarch is often chosen from lords of Clan Coolagh, the largest and most ambitious clan of MacCool. As such, there has been somewhat consistent policy from the seat of the triarch for the past three decades.

Finnegan Sleveyne of Clan Coolagh, the current triarch is, like his most recent predecessors, the Portmaster of MacCool. Finnegan is a grim, somewhat laconic half-elf with little patience for stuff and nonsense. It’s even said that he does not drink. Many clan lords respect triarch Sleveyne’s ability to further his policies, but a few are concerned about the imperialist designs of his clan and the extent the stern half-elf is willing to stretch his arm. Whisky in large quantities has been a good deterrent to past triarchs with large aspirations; what is to stop this one?

Purple Duck Note: *Useful as an alternative form of treasure, a **political favor** can be used to free a companion from jail, enter a restricted area, look at sealed ecclesiastic or secular records, speak to a political prisoner, etc. Similar to a boon from an NPC, political favors is currency in the halls of power, and are transferable between clans, factions, and even nations.*



Settlements of the Fenian Triarchy

There are four major settlements within the Fenian Triarchy. Numerous temporary and permanent villages also exist within the Greenlands, Reedlands, and Sanctuary however they are too small to warrant detailed descriptions.

Purple Duck Note: *This section features a number of new settlement qualities and government types that were created by a Otherverses Games and published by Skortched Urf Studios for Cityscapes - New Settlement Options. You will find these items in parchment sidebar.*

Greenwall

"What's your name, love?" Quentin cooed, stepping up beside the red-haired prostitute with just a bit too much makeup.

"Oh, love is it?" she replied coyly. "It's always love until you spend yourself, then it's just 'like.'"

He spun a silver coin across the back of his knuckles and mocked surprise. "You wound me, lady! I thought your tongue would be as honey, but tis as bitter as –"

Quentin broke off suddenly as the window behind the whore exploded into a glass storm. Two men came crashing through it and landed with a crunch on the flagstones. One, a half-elf with bright pink hair, was trapped in a headlock by a fierce leprechaun in a red coat.

"Take it back!" the leprechaun snorted and punched the half-elf in the nose.

"Never!"

"Take it back!" Another punch.

"Never! Clan Emmitt's whisky is a bunch of weak hog's piss!"

"Take it back!"

"Never!"

Quentin started and turned, but the prostitute had already ran away from the brawling men. He sighed, and stepped through the now open window. He needed a drink.

Greenwall

CN Large city

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

Qualities defensible, guilds, holy site, prosperous. strategic location

Danger +10

DEMOGRAPHICS

Government council

Population 17,000 (6,100 half-elves, 5,500 humans,

3,300 feykissed, 1,200 assorted fey, 900 elves)

Notable NPCs

Rohbert Hegarty, Captain of the Greenwall Guard (LN male human cavalier 5)

Finnegan Slevey, Triarch of Green, (CG male human aristocrat 8)

Kerrin Doyle, Voice of Myketa, (NG female cleric 9)

Notable Brewers: Fergus Spencer, Collin Emmitt, Obbid Oban, Myk O'dell

MARKETPLACE

Base Value 11,200 gp; **Purchase Limit** 65,000 gp;

Spellcasting 9th

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

Greenwall is the capital of the Fenian Triarchy. That is to say, Greenwall is the ceremonial seat of the triarch himself and contains the House of the Council. It is also the largest city within the bounds of the Triarchy, as well as the best defended. However, the Triarchy is such a loose coalition that few other residents of other cities will admit that they even have a capital city, much less that the capital lies outside of their own border stones.

Greenwall is a fort town. Built during the NewGod Wars, Greenwall is a testament to the fact that there is - though scarce and hard won - stone in the swampy realm. The stone blocks are carved with spells of protection, which hold the walls together and deter the use of siege magic against it. Moss covers the old walls now, and the constant rains and mists coming in from the sea cause the ramparts to continually shine with dampness.

Without any current conflict to call on the city's defenses, Greenwall is an open, lively, and friendly to visitors. Merchants can do a good business turning over items from distant corners of Porphyra. Of course, the major trade in Greenwall is in whisky. Each clan and major family in the city owns a still and bottles their own particular variation of the brew. A small discussion on the big names in whisky follows below.

Given the fact that they are wealthy and well fed, the citizens feel little need for aggression or trouble making. Certainly there are drunken brawls (with frequency), but truly violent crime is relatively low. When trouble does arise, Greenwall has several armed constabulary to deal with the issue.

First, the Council has approved measures to pay for soldiers - the Greenwall Guard - out of the common coffers. The Greenwall Guard's primary mission is actually to protect the House of the Council, but by default have been "loaned out" to positions at the docks, in the

markets, along Whisky Street, and other necessary areas. The Greenwall Guard makes sure that visitors behave themselves while in the city and that no local takes a drunken slur too far.

Second, each clan lord brings a personal retinue to protect his person, family, quarters, and interests. This personal guard is loyal to the lord and his clan, and not necessarily the city itself. When a clan is large enough to elect several lords for the Council, that clan has a physically large armed presence in Greenwall. At times, merchant princes from other lands have balked at lords having small personal armies inside the gates of a city, but the Greenlanders don't seem to think of it as a problem. If one lord wants to get rowdy, the various other lords' personal guards will be quick to quell the trouble.

At times, the Greenwall Guard and various clan armies have butted heads over jurisdiction. Indeed, there isn't a consensus on hierarchy. Does the Greenwall guardsman outrank a clan guardsman? Does a clan's captain have the ability to conscript members of the Greenwall Guard? These questions eventually seem to work themselves out, but the situations that evolve out of the disagreements are often interesting.

Another factor that sets the Greenlanders apart from their rural Reedlander cousins is their worship of Myketa. First dedicated when the city was a fortress in the NewGod Wars, Myketa is the nominal patron of that city. Her church is the largest structure within the city (save the triarch's keep itself), and her likenesses are prominent. However, invocations and sacrifices to that deity have become rarer in the past decade or so. Chiuta worship is becoming popular among humans in the city

Defensible (quality): The settlement is strategically situated to make it easier to defend, giving its inhabitants confidence and making the settlement a major local trade hub. (Corruption +1; Crime +1; Economy +2; Society -1.)

Guilds (quality): A variety of trade and mercantile guilds control the town's industry and trade. These guilds are highly specialized (a printer's guild, an eggler's guild, a swordsmith's guild, a diamond cutter's guild, etc), and usually semi-hereditary, with children following their parents into the guild. (Corruption +1; Economy +1; Lore -1).

(who claim that Chiuta is the goddess of all humanity) and is slowly encroaching on space usually reserved for Myketa.

City of Boats

Though her father had spoken soft words of waking to her earlier, it was the horn that woke Aylima. Every morning it sounded across the dark waters, calling the faithful to prayer. If Father would be annoyed at her not rising when first woken, he would be downright angry at her missing morning devotionals. So, with a great sigh, she rolled herself from her sleeping mat and out into the waters around her raft-home. She splashed silently like an otter and moved with long, graceful strides to join her family in the reedy shallows. She swam behind her sister in line for anointment. When it came to her turn, she stepped forward into a waterfall of river water cascading down over her head. "Chiuta wash me clean," she intoned, in time with her father, "so that I might be like you." She then splashed forward to join her sister.

Just then, some outlanders paddled past on a round-bottom boat. Aylima squished up her nose as she stared at them pass. "Father," she asked. "Did they not hear the horn? It's time for prayer..."

"Our prayers have been answered, daughter," the older man said, his demeanor suddenly shifting from reserved to bright and funny-faced.

"Ho there, my friends," Aylima's father called, suddenly switching from Old Porphyran to Common. "Looking for temples? I can show you the way through the reeds! Cheap!"

City of Boats

N Small city

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

Qualities holy site, insular, magical polyglot, magically attuned, untamed

Danger +5

DEMOGRAPHICS

Government theocracy

Population 7,000 (3,500 humans, 2,200 glippi, 1,000 boggards, 1,000 lizardmen, 300 assorted fey)

Notable NPCs

Halima Hal, Vate of Chiuta (N female feykissed cleric 6, vate of chiuta 3)

Gor'rup R'uup, First of the folk of the Three Faced Moon (NE male gripli cleric 8)

Wikka Kal, Convener of the Sisterhood of Dawn (N female human druid 9)

Tomahka Tyw'wyn, Clan Chief of the Tyw'wyn (NG

MARKETPLACE

Base Value 4,800 gp; **Purchase Value** 30,000 gp; **Spell-casting** 9th

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

The City of Boats is, if you will pardon the pun, the backwater of the Fenian Triarchy. The native Porphyrians that dwell there are neither technologically or socially advanced. They dwell in and near the ruins of ancient structures whose purposes, much less the techniques of their making, are lost to them. The City of Boats is adrift on ancient waters, a floating “city” consisting of wooden platforms, rafts, and shipwrecks.

The people of the city are like the crabs they pluck from the mud: they scuttle from shell to shell and move with the tides. Much of their time is bent towards subsistence fishing. If there are surplus fish (particularly during the spring and autumn seasons, when certain migratory patterns make for good catches), the Reedlanders may trade with the Greenlanders for lumber; a precious commodity needed to repair their rafts.

The other major Reedlander export is magic. A tradition of shamanistic wizardry, called Esh a Gaag (“The Road” or “The Way” in Old Porphyrian), has persisted since ancient times alongside several mystic druid orders (discussed below). Despite some inter-cabal rivalry, the City of Boats has a flourishing magical community. Spell trading is easy and common there, and papyrus scrolls are made and sold in great number. Spell services, moreover, are relatively inexpensive considering the competence of the magic users. Many Greenlanders will make the journey out into the Reedlands for the trickier magical practices - divinations, healings, anti-curses, jinxes, pregnancy and fertility spells, etc.

There are two major druidic orders centered primarily in the City of Boats, both of relatively equal size and influence. The first is the Folk of the Three Faced Moon, who worship Chiuta as the reflection of the moon in the water. Many of their sacred rituals are done at night in the deeper waters of the Sea of Reeds. The Folk of the Three Faced Moon are viewed with suspicion by the local Vate of Chiuta, who spread rumors of grisly sacrifices and thieving practices performed by the cabal. (It’s believed by those in the know that the rivalry between the Chiutan clergy and this particular sect arose from a lover’s quarrel between Gralp the Faithful and archdruid Alorp White Eyes.)

The other major order of druids is the Sisterhood of

Theocracy (government): The settlement is ruled by its patron faith: secular and theological power are one and the same here. Priests, clerics and oracles decide every facet of life in the settlement. Double the modifiers for the settlement’s alignment. The settlement gains any one of the following qualities as a ‘bonus’ quality: Desecrate/Hallow, Holy Site, Pious, Racial Encalve, Racially Intolerant, Unholy Site.

Magical Polyglot (quality): The settlement is blessed with a magical aura that allows all sentient creatures within its borders to understand one another as if they shared a common language. This permanent magical effect is similar to the tongues spell, and has no effect on written language, only the words spoken by the settlement’s inhabitants. (Economy +1; Lore +1; Society +1).

Untamed (quality): The area around the settlement is still mostly untainted, unclaimed wilderness. This settlement may be a remote logging village, a trading post sprung up around a desert oasis or a small mountain keep, for instance. When rolling for random encounters within the settlement, instead of using an urban random encounter chart solely, alternate between the urban encounter chart and the wilderness encounter chart (or chart) most appropriate to the surrounding terrain. (Danger rating applies to both encounter charts).

Dawn, a female only sect. These women descend naked into the river and coat themselves in intricate costumes of peaty mud. Their tenets preach rigorous internal discipline for the purposes of ascending into a higher form of being. Their mystical practices consist of mock challenges which the sect members ritualistically overcome, representing their own internal struggles. As the druids grow in power, they use their abilities of shapechanging and polymorphing to represent their metamorphosis into more enlightened entities.

Running through these magical practices is a thread of deep religious observance to the goddess Chiuta, She Who Takes and Gives. Chiuta rose from amongst the Reedlanders, and both clergy and laymen invoke her favor in all aspects of their lives. She is simultaneously an eminent divine figure, a folk hero, and a saint to the

Reedlanders. Every morning, conch horns are sounded to call the City of Boats to ceremonial bathing in the river coupled with morning prayers to Chiuta.

As such, the faithful from elsewhere in Porphyra sometimes travel to the City of Boats in pilgrimage. These pilgrims are housed and hosted by the church of Chiuta. Though the church houses the pilgrims for free, they sell (at exorbitant prices) painted ceramic urns to them for the purpose of carrying river water back to their homelands.

The only solid structure in the City of Boats is the uppermost crest of the Lady's Pyramid – an ancient structure whose depths have never been fully explored. Clan Tyw'wn, who controls the territory around the pyramid, has never allowed for an excavation – religious warnings in ancient scripts warn against doing so. However, the riches that have been borne from recent excavations of other sunken structures have begun to tempt the clan's lords into making some sort of decision on the matter.

MacCool

Geoff pulled into the MacCool port and could already see that he had picked the wrong day for trading. Ships waited in the bay for space at the docks, and crowds were being herded outside of the gates by a fierce harbor-warden, whose long red hair streamed down her back.

Speaking a few words of magic, Geoff leapt over the side of his ship Windscorn and walked across the choppy green waters. Pressing his way through the crowd of boats, Geoff called out to the fiery haired official: "How long is the wait? Should I put up with waiting, or circle back around the islands and see what I can put off in the south?"

The harbor-warden turned her head and laughed. "Back around south? Good luck! Is that yours out there?" She gestured towards the Windscorn. "You'll never unload in Abelour or Melbourne. Might as well wait, my friend, if you want to turn your hold into coin!"

Grimacing, Geoff gave the "Might as well wait" signal to his first mate as he himself pulled himself up onto solid land. Even from outside the wall, he heard the hawkers crying.

"Whisky! Green Special Whisky! Twenty years old!"

"Tobacco from Calopia! Calopian tobacco here!"

"Gotch'er empty spell books, blank scrolls, finest quality! Ink will hold for years! Water resistant scrolls right here! Empty spell books!"

Geoff decided he might as well go in and change his coins. If the Coin Changers Guild was going to bed him like a whore, he might as well get it over with.

MacCool

LN Small city

Corruption +1; **Crime** +4; **Economy** +6; **Law** -1; **Lore** -2; **Society** +5

Qualities guilds, legendary marketplace, prosperous, strategic location

Danger +5

DEMOGRAPHICS

Government council

Population 7,000 (5,000 humans, 700 feytouched, 500 gripli, 300 lizardfolk, 500 other assorted races)

Notable NPCs

Kark Krallak, Guildmaster of the Coin (LN male dwarf wizards 8)

Shella Malloy, Harbor Warden (LG female feykissed bard 6)

Barrett O'Barret, Captain of the Guard (N male human fighter 5)

MARKETPLACE

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

Spellcasting 6th

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

If Greenwall is the drunken head of the realm and the City of Boats is the murky heart, MacCool is its smiling face. Located conveniently on the delta near a major waterway, MacCool is situated to receive not only goods from neighboring Iffud and Furlands, but from the other cities of the Triarchy. It is a gateway to deeper into the foreboding Sea of Reeds and out into wide Porphyra.

The second largest city of the realm, MacCool is both ethnically, religiously, and historically dissimilar from much of the rest of the Triarchy. Admittedly, each of the cities and providences of the Triarchy are fairly disparate from the other, but in some ways MacCool resembles other nations of Porphyra more than it does other cities in its own nation. Perhaps it makes sense: MacCool deals with such an influx of foreigners, it gathers traits (language, gods, coin) from other nations. Or, perhaps, MacCool deliberately eschews the more curious customs of its nation in order to welcome international guests more easily.

The folk of MacCool are proud of their multiculturalism. They tend to view the other regions of the Triarchy as backwater dumps while simultaneously idealizing "anywhere but here." Various imported customs enjoy their time in vogue before being replaced with the latest fashions from Mount Xoa or Iluriel. Truth be told, though MacCool sees itself as sophisticated, they are

often seen as somewhat ridiculous by visitors. The trends they emulate are often several months (or years!) out of date, and sometimes display a crucial misunderstanding of the finer points.

That said, MacCool is a major port city that enjoys good custom. The folk of MacCool are shrewd salespeople who have grown rich from their trading. Many guilds operate within the bounds of the city and regulate trade through tariffs and guild fees. Of these, seven – called the Seven Major Guilds, or simply “the Big Seven” – are of paramount import.

The Big Seven include: The Notary Guild (who controls all lawyers and notaries in the city), the Finishers (who dye imported cloth, and are the sole exporters of rare swamp dyes), the Lamb’s Guild (wool manufacturers), the Silk Guild (who control both silk imports as well as poisons and toxins), the Specialists (a medical guild made up of physicians, pharmacists, alchemists and apothecaries), the Furriers (who export the beaver and otter pelts found in the marshes) and the Coin Chang-

Legendary Marketplace (quality): The settlement is justly famed for its markets: almost anything may be for sale here! The settlement’s Base Value and Purchase Limits are treated as if the settlement was one size category larger. In the case of a Metropolis with the Legendary Marketplace quality, double the settlement’s Base Value and Purchase Limit. (Economy +2, Crime +2).

Racially Tolerant (quality): The settlement welcomes all races to their lands for the benefit of trade. This openness attracts both merchants and criminals alike. (Crime +2; Economy +1; Society +1)

ers Guild (who regulate the exchange rates for different coins that pass through MacCool).

Of these, the Coin Changers Guild is undoubtedly the most powerful. Their ability to set exchange rates effectively controls what nations can and cannot trade in MacCool. For the most part, these exchange rates are some of the best in Porphyra, which entices a lot of traders to make the journey out towards the Sea of Reeds. They do, however, hold an effective weapon against trading companies who fail to please them – a weapon which has been used expertly to cement their position.

Siobhan

In the distance, fireworks exploded and were mirrored in the dark waters around the island. The illumination showed a fantastic sight: a glistening castle surrounded by clouds, giant mushrooms fashioned into watchtowers, trees carved into the shapes of beautiful people.

Grimpy leaned over the railing of the boat and shook his head as the bursts of light showed him the wonderland of Siobhan. “Gods be good,” he said. “Why can’t we be headed over there? Looks not half bad, it does.”

Elsin glanced up from the length of rigging he was coiling. “Nay, nay. We never go to Sanctuary.”

“But why? Sure, I’ve heard the stories. People go disappearing, people go wandering out into the swamp under enchantment, people be eaten by the fey folk...but it can’t all be true, now, can it?”

Another crackling fiery flower burst over the waters, showing the twisting towers glittering with gems.

“So says the moth,” Elsin replied.

“What’d you call me?”

“A moth.”

Grimpy spat. “A moth? Have you tapped a keg? That’s the strangest insult I heard spit from your lips in a month.”

“It’s because you’re acting like a moth. You’re a moth and that over there,” Elsin said, pointing at the spindly towers of the cloudy castle, “is the candle. Moths think the candle’s beautiful and fly towards it and get all burned up. Just like you want to.”

Elsin went back to the prow of the ship. “Watch while you can. We’ll be past them in a few minutes, and won’t be coming back this way again.”

Siobhan

CG Small town

Corruption -2; **Crime** -1; **Economy** +0; **Law** +1; **Lore** +3; **Society** +3

Qualities eldritch, insular

Danger +13

DEMOGRAPHICS

Government utopian experiment

Population 2,000 (1,500 assorted fey, 500 feytouched)

Notable NPCs

The Changeling (CE female changeling witch 9)

The Dancing Lord (CG male half-elf bard 8)

The Thistlehair (CN male feytouched sorcerer 9)

MARKETPLACE

Base Value 1,000 gp; **Purchase Value** 5,000 gp; **Spell-casting** 4th

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

Fey dwell on the scattering of islands called Sanctuary. Whereas the rest of the Fenian Triarchy is a swampy fen, the islands of Sanctuary are lush and beautiful. The archipelago's crowning jewel is a verdant, mountainous island blessed with lush deciduous forests (enchanted to act as evergreens) with a beautiful city set on a hill. Both the island and the city thereon is named Siobhan.

Siobhan is walled by white stone. The blocks of the white wall are impossibly large, carved by an ancient people before the fey settled on the island. A perpetual cloud of mist hangs about the city, giving the appearance that the city stands in the clouds.

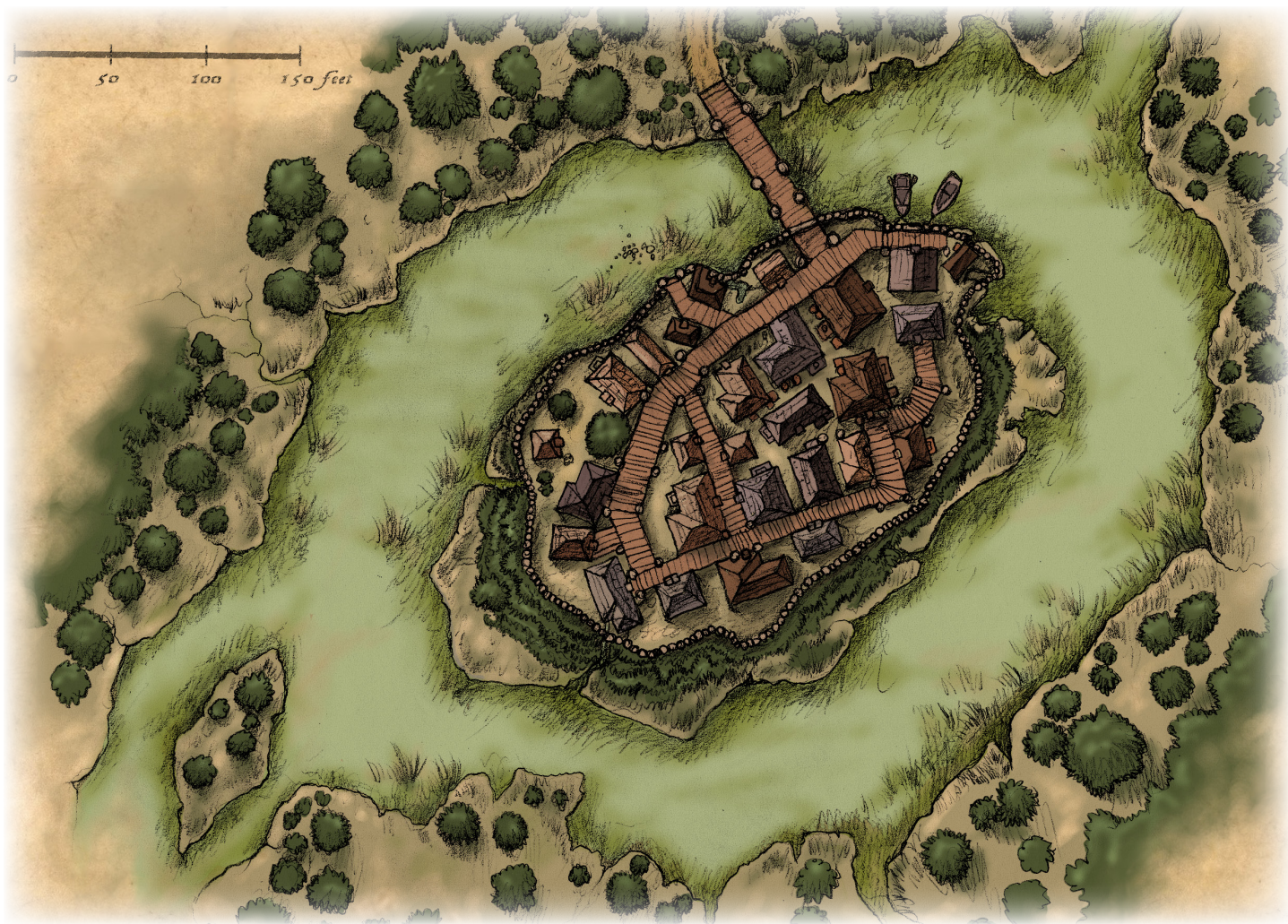
Siobhan is ideal living for the various breeds of fey. Large trees, enchanted with magic mouths and eyes to express their sentience, shelter tiny fey in their branches. Gigantic mushrooms of all descriptions are hollowed out by ground-dwelling fey into doors to the labyrinthine passages under the hill. Beautiful castles are sunk underneath lakes to house aquatic fey.

Much of the city is laden with permanent enchant-

ments – *faerie fire* continually glows in glass baubles that serve as street lamps, haunting music can be heard echoing the alleys, and flags will wave where no breeze blows. This can be dizzying for visitors unused to magic. Of course, much of Siobhan can be difficult for visitors.

It is a well-known and oft repeated rumor that mortals (particularly humans) that visit Sanctuary have a habit of going missing. People in the Fenian Triarchy call it “Walking the green.” The fey themselves are silent on the subject. Everyone who has worked up the courage to ask for an answer from them on the subject has ended up walking the green themselves.

What precisely is going on in Siobhan that seems so hazardous for visitors is unknown. Are the fey in a conspiracy against mortals? Is there something malevolent hiding under the fairy tale exterior of the city? Is there some hidden danger to mortals in the area the fey are unaware of? Are the disappearances truly coincidences overblown by rumor and supposition? The only way to get a clear answer is, perhaps, to walk the green yourself.



A Typical Village in the Fenian Triarchy

Eldritch (quality): The town has a strange and unnatural air, and is a haunt for sorcerers and oracles. (Lore +2; danger +13; spellcasting by +2 levels when casting Divination or Necromancy spells only).

Utopian Experiment (government): This idealistic settlement was founded upon lofty ideals. In theory at least, all members of the community have a voice in its government, and a settlement council meets to ensure the ideals of the community are followed. (Society +2; Lore +1; Corruption -2, Crime -1).

Purple Duck Note: *While lamenting the lack of new settlement qualities over on the 4 Winds Fantasy Gaming fan page at facebook, Thomas Baumbach indicated that he had made a few and sent them over. They are shared below.*

Settlement Qualities

Bloated Beuracracy: This settlement has a ruling class or government that is notorious for petty squabbles and endless bickering, making law enforcement difficult. (Law -2, Corruption +2)

Landlocked: Far from reliable trade routes or waterways, this settlement is self-supporting and has little contact with the outside world. (Economy -2, Corruption +2)

Military: The presence of a strong, stable military force provides security, but deters new settlers. (Law +1, Society -1)

Strict Morals: Whether devout religion or a heavy-handed police force, the populace of this settlement respects rights and laws. (Crime -1, Society +1)

Quiet: The settlement keeps to itself, and its citizens pride themselves on how infrequent trouble strikes. (Crime -1, Law -1, Society +2)

Settlement Disadvantages

Abandoned: Once a great city, a center of commerce and culture, is now largely abandoned, possibly as a result of catastrophe or war. (Crime +2, Law -1, Economy -2, Lore +1)

Overgrown: The settlement has grown beyond its means, usually away from reliable trade routes. (Economy -1, Crime +1)

Class Options

The following is a list of optional archetypes, class features and prestige classes available to characters from the Fenian Triarchy.

Warrior Poet (Barbarian Archetype)

The folk of the Fenian Triarchy laud many virtues, but few as greatly as being well-spoken. The gift of gab is highly regarded, and those who can construct beautiful words are given great fame within the Triarchy. Even fighters and savage barbarians are given to quoting lines of epic poetry. In fact, some barbarians find that their furious rage serves as an inspiration. Several notable folk heroes have been both berserking barbarians and beautiful poets.

Skills: Perform (Cha) and Knowledge (all) (Int) are class skills for a warrior poet.

Inspiring Blow: When the warrior poet confirms a critical hit, he may perform a swift action to compose a particularly powerful piece of poetry. All allies that can hear and understand the warrior poet gain a +1 morale bonus against fear effects and a +1 competence bonus on attack and damage rolls for 1 round. At 5th level, and every six barbarian levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. This ability replaces fast movement and uncanny dodge.

Uncanny Dodge: At 5th level, the barbarian gains the uncanny dodge ability. This replaces the improved uncanny dodge ability that is normally gained at this level.

Litany of Deeds: At 7th level, the warrior poet has memorized the lore of battles, heroes, and great deeds. He can take 10 on any Knowledge skill check that he has ranks in. A barbarian can choose not to take 10 and instead roll normally. In addition, once per day, the barbarian can take 20 on any Knowledge skill check as a standard action. He can use this ability one additional time per day for every five levels, to a maximum of three times per day at 17th level. This ability replaces damage reduction.

Rage Powers: The following rage powers compliment the warrior poet archetype: boasting taunt, intimidating glare, terrifying howl

Talecroaker Rubblet

Burrrrip, Burrrp, crk crrr-ik! Hear my fierce song of the swamp, ye drylanders! Here my war-ode, and tremble! My song and my blade will cleave your heart and your skull, and you shall not stand before my beautiful rage! Burrrrip, Burrrp, crk crrr-ik!

TALECROAKER RUBBLET (CR 6; 2,400 XP)

Male boggard barbarian (warrior poet) 7

NG Medium humanoid (boggard)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSES

AC 15, touch 11, flat-footed 15

(+4 armor, +1 deflection)

hp 72 (7d12+21)

Fort +8, **Ref** +2, **Will** +3

Defensive Abilities trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft., swim 30 ft.

Melee mwk cold iron morningstar +11/+6 (1d8+4), tongue +5 touch (sticky tongue)

Ranged throwing axe +7 (1d6+3)

Special Attacks inspiring blow, rage (19 rounds/day), rage powers (boasting taunt, intimidating glare, renewed vigor), terrifying croak

STATISTICS

Str 17, **Dex** 10, **Con** 16, **Int** 6, **Wis** 12, **Cha** 14

Base Atk +7; **CMB** +10 (+12 to sunder); **CMD** 20 (22 vs. sunder)

Feats Improved Sunder, Power Attack, Skill Focus (Intimidate), Weapon Focus (morningstar)

Skills Knowledge (nature) +4, Intimidate +11, Perform (oratory) +9, Survival +8

Languages boggard

SQ hold breath, litany of deeds, swamp stride

Combat Gear *oil of magic weapon, fairy ointment, potion of shield of faith*, alchemical fire (3); **Gear** +1 studded leather armor, ring of protection +1, *torc of the general*, throwing axe (2), book of tales and poems.

SPECIAL ABILITIES

Hold Breath (Ex) A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

Sticky Tongue (Ex) A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the

boggard and takes a –2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

Swamp Stride (Ex) A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

Terrifying Croak (Su) Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a DC 17 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

Otherworld Druid (Druid Archetype)

The world of the fey is a different world than those of other creatures. By venturing under hills, through hidden moonlit glades, or into strange caverns, the druid can enter this world. Though normally a champion of the natural world, the otherworld druid becomes a master of the fey realms that exist just parallel to the world walked by mortal men.

Nature Bond (Ex): When choosing a nature bond, the otherworld druid also chooses between a cleric domain and an animal companion. However, the druid must choose from either the Charm (Lust), Luck (Curse, Fate), or Madness (Insanity) domains, which are available to him.

If the druid chooses an animal companion, the animal he chooses gains both the Fey Animal and Young templates, as fey animals tend to be more diminutive and more magical than normal animals.

Wild Shape (Su): When an otherworld druid takes the shape of animals, they have the shining eyes and soft glow of the fey. At 6th level, the druid's wild shape ability continues to function as if casting *beast shape I*, with the following additions:

- **Fey Blood:** In addition to its normal creature type,

the animal counts as a fey.

- **+2 Dexterity:** Which stacks with any extant Dexterity bonus from the size of the creature.
- **Damage Reduction:** Gain DR 5/cold iron.
- **Fairy-Flight:** Thin gossamer wings sprout from the animal's back. Unless the animal flies better, the animal gains a Fly speed of 1-1/2 times the animal's land speed (good maneuverability), rounded down to the nearest multiple of 5 feet.

This ability replaces the druid's ability to wild shape as if casting *beast shape II* as well as the ability to take the shape of a Small elemental.

At 8th level, the druid can wild shape into Large and Tiny animals, as if casting *beast shape II*. He may apply the same template above to the animals that he wild shapes into. He may take the form of a plant creature, functioning as *plant shape I*, as normal. The druid still does not have the ability to take the shape of an elemental.

At 10th level, the druid can wild shape into a Large plant creature, as if using *plant shape II*. The druid can also take the shape of Huge or Diminutive animals, with the following additions:

- **Fey Blood:** In addition to its normal creature type, the animal counts as a fey.
- **+4 Dexterity:** Which stacks with any extant Dexterity bonus from the size of the creature.
- **Damage Reduction:** Gain DR 10/cold iron.
- **Fairy-Flight:** Thin gossamer wings sprout from the animal's back. Unless the animal flies better, the animal gains a Fly speed of 1-1/2 times the animal's land speed (good maneuverability), rounded down to the nearest multiple of 5 feet.
- **Spell Resistance:** The animal gains Spell Resistance equal to the druid's HD + 11.

The druid still does not have the ability to take the shape of an elemental.

At 12th level, the druid can wild shape into a Huge plant creature, as if using *plant shape III*.

Otherworldly Sight (Su): At 9th level, the druid can constantly see invisibility, as if the spell was cast permanently upon him. This ability replaces venom immunity.

Otherworldly Body (Ex): At 13th level, an otherworld druid gains DR 3/cold iron, increasing to DR 4/cold iron at 16th level and DR 5/cold iron at 19th level. This ability replaces a thousand faces.

Fey Animal Template

"Fey animal" is an inherited or acquired template that can be added to a living, corporeal animal (referred to hereafter as the base creature). A fey animal uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +1.

Type: Creature type changes to fey. It gains the augmented subtype. Do not recalculate Hit Dice, Base Attack Bonus, skills, or saves.

Alignment: Any chaotic.

Armor Class: A fey creature's natural armor bonus increases by +1.

Special Qualities and Defenses: A fey animal gains darkvision 60 feet and low-light vision if it didn't already possess it. It also gains DR 5/cold iron (DR 10/cold iron if it has 11 or more Hit Dice) and SR equal to its CR + 11.

Speed: All of the fey creature's movement speeds increase by 10 feet.

Special Attacks: A fey animal gains the special attack described below. Save DCs are equal to 10 + 1/2 the fey animal's Hit Dice + the fey animal's Charisma modifier.

- **Death Curse (Su):** When a creature slays a fey animal, the slayer is cursed with ill luck unless it makes a successful Will saving throw to resist the curse. If it fails to resist, the victim takes a -2 penalty on all attack rolls, ability checks, skill checks, and saving throws until the curse is removed. The total penalty from multiple fey animal death curses stacks, but the multiple death curses count as a single curse overall for the purposes of removing its effects. A fey creature can see this curse on a creature as an angry red halo around the victim's head.

Spell-Like Abilities: A fey animal has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, an ability is usable 1/day. The CL equals the fey animal's CR.

HD	Spell-Like Abilities
1-3	<i>charm person, faerie fire</i>
4-6	<i>fly (3/day), tree shape</i>
7-9	<i>charm monster, hallucinatory terrain</i>
10-13	<i>polymorph (3/day), summon nature's ally IV</i>
14-16	<i>feeblemind, transport via plants</i>
17 or higher	<i>mass charm monster, summon nature's ally VIII</i>

Abilities: Dex +4, Int +10 (to a maximum score of 12),

Wis +2, Cha +4.

Skills: A fey animal gains a +4 racial bonus on Bluff and Stealth checks, and has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Its racial class skills are Acrobatics, Bluff, Climb, Diplomacy, Fly, Knowledge (nature), Perception, Sense Motive, Stealth, and Swim.

Languages: Fey animals speak Sylvan plus one other language common to the region.

Alisonsius, Otherworldly Druid

The lights are brighter, or dimmer, or both, in the swamp, where the ground is wetter, and the water thicker.

Alisonius (CR 5; 1,600 XP)

Female half-elf druid (otherworld druid) 6

CN Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +13

DEFENSE

AC 15, touch 10, flat-footed 15

(+5 armor)

hp 36 (6d8+6)

Fort +5, **Ref** +2, **Will** +7; +4 vs. fey and plant-targeted effects

OFFENSE

Speed 20 ft. (30 without living armor)

Melee dreamstone spear +4 (1d8/x3)

Ranged spear +4 (1d8/x3)

Special Attacks wildshape (2/day)

Druids Spells Prepared (CL 6th; concentration +8)

3rd – *plant growth*, *spike growth* (R, DC 15)

2nd – *aspect of the bear*^{APG}, *flame blade*, *heat metal* (W [object]; DC 14), *pox pustules*^{APG} (F, DC 14)

1st – *bird's eye view*, *burning disarm*^{APG} (R; DC 13), *charm animal* (W; DC 13), *cure light wounds*

0th (at-will) – *alleviate*, *analyze fertility*, *detect magic*, *detect poison*

STATISTICS

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

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

Feats Improved Initiative, Combat Casting, Natural Spell, Skill Focus (Craft [alchemy])

Skills Craft (alchemy) +14, Handle Animal +10, Knowledge (geography) +11, Knowledge (nature) +13, Perception +13, Sense Motive +4, Spellcraft +11; **Racial Modifiers** +2 Perception, +2 Sense Motive; **ACP** -4

Languages Common, Boggard, Druidic, Elven, Sylvan

SQ dreamspeaker, nature bond (fey, young crocodile - Chompy), nature sense, trackless step, wild empathy +7, woodland stride

Combat Gear 2 spears, *brooch of shielding*, *fairy oint-*

ment, *wand of cure light wounds*; **Gear** dreamstone spear (see *Godmetals of Porphyra*), mwk medium living armor, blood bowl, bronze sickle, ceremonial robes, druid horn, holly and mistletoe, *phylactery of faithfulness*, spell component pouch, gemstones (worth 299 gp)

Chompy, Young, Fey Crocodile

Alisonius's animal companion

CN Small fey (augmented animal)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 23, touch 16, flat-footed 18

(+5 Dex, +7 natural, +1 size)

hp 45 (6d8+18)

Fort +6, **Ref** +10, **Will** +4; +4 vs. enchantment

Defensive Abilities evasion; **DR** 5/cold iron; **SR** 16 (based on druid's CR)

OFFENSE

Speed 30 ft., swim 40 ft., sprint

Melee bite +8 (1d8+3 plus grab) or tail slap +8 (1d10+4)

Special Attacks death curse (W, DC 11), death roll (1d8+4 plus trip)

Spell-Like Abilities (CL 6th; concentration +4)

3/day – *fly*

1/day – *charm person* (W, DC 9), *faerie fire*, *tree shape*

STATISTICS

Str 16, **Dex** 21, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 22 (26 vs. trip)

Feats Improved Natural Attack (bite), Skill Focus (Perception), Toughness

Skills Bluff +11, Fly +16, Knowledge (nature) +9, Perception +14, Sense Motive +11, Stealth +22, Swim +11;

Racial Modifiers +4 Bluff, +4 Stealth

SQ hold breath, link, share spells, tricks (bonus 3)

Languages Boggard, Sylvan

SPECIAL ABILITIES

Death Curse (Su) When a creature slays Chompy or another fey animal, the slayer is cursed with ill luck unless it makes a successful Will saving throw to resist the curse. If it fails to resist, the victim takes a -2 penalty on all attack rolls, ability checks, skill checks, and saving throws until the curse is removed. The total penalty from multiple fey animal death curses stacks, but the multiple death curses count as a single curse overall for the purposes of removing its effects. A fey creature can see this curse on a creature as an angry red halo around the victim's head.

Death Roll (Ex) When grappling a foe of its size or

smaller, chompy can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. Chompy inflicts its bite damage and knocks the creature prone. If successful, chompy maintains its grapple.

Hold Breath (Ex) Chompy can hold its breath for 56 rounds before it risks drowning.

Sprint (Ex) Once per minute chompy may sprint, increasing its land speed to 50 feet for 1 round.

Additional Ranger Traps

The trapper ranger is a common variant in the Fenian Triarchy. With traps buoyed by empty whisky barrels and disguised with reeds and fen ferns, rangers make the marshlands even more treacherous than normal.

Sludge Trap (Ex or Su)

Effects: The trap expels a measure of swamp sludge and bog rot, which covers the creature that triggers it. The creature is nauseated unless they pass a Fortitude save, in which case they are merely sickened.

Flashbang Trap (Ex or Su)

Effects: When triggered, the trap explodes with a loud bang and flash of light. The creature that triggered the trap must pass a Fortitude save or become blind and deafened for a number of rounds equal to the Ranger's level. If the Fortitude save is successful, the target is only dazzled for a number of rounds equal to the Ranger's level.

Wild Huntsman (Ranger; Feykissed)

The Wild Huntsman is an archetype of the ranger class, available to feykissed rangers.

Many legends in the Fenian Triarchy speak with hushed whispers of the terrible wild hunts brought down on those who somehow slight the fey or the spirits of the wild. These legends have basis in fact. Some feykissed have spent so much time in the green that their lives blur away from the villages and cities of their human kin. They come to sympathize more with the things of the wild, forgetting their old ties. When, therefore, the fishing boats paddle to yet-unfished pools and the axes come to ancient trees, the wild huntsman is filled with the just wrath of the green.

Alignment: Huntsman cannot be of good alignment.

Favored Enemy: The Wild Huntsman usually selects humanoid (human) as his first favored enemy, though they will tailor this choice depending on what nearby civilized population has the highest density.

Favored Terrain: At 3rd level, when a wild huntsman chooses a favored terrain, he cannot choose urban as the terrain type. Furthermore, at 8th level and every five levels thereafter, when he chooses a new favorite terrain type, he cannot choose the urban terrain type. This ability alters the favored terrain class feature.

Pursuing Step: The ranger can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The ranger provokes attacks of opportunity as normal during this movement. This ability may be used 2 times per day at 6th level, with an additional use every 3 levels, with a maximum of 6 times per day at 18th level. This ability replaces the combat style feat gained at 6th level.

Haunting Hunting Song: At 8th level, the wild huntsman can blow a terrifying note on a hunting horn, or even just scream an inhuman howl, which terrifies those who are brave enough to engage the huntsman.

A haunting hunting song requires a move action to activate and is an audible, mind-affecting ability; however, it is not language dependent. All enemies that can hear the haunting hunting song within 30 ft. of the ranger become shaken. The song cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. The effect lasts a number of rounds equal to the ranger's Wisdom modifier (minimum 1). A ranger can perform a haunting hunting song a number of times per day equal to his Wisdom modifier (minimum 1). This ability replaces the ranger's 2nd favored terrain.

Improved Hunter's Bond: At 17th level, her hunter's bond ability improves. If the ranger has chosen a bond with her companions, she can grant her allies a bonus against her declared quarry. Whenever she has declared a quarry and grants her allies a bonus against her favored enemy of the same type as the quarry, she may also grant ½ of her insight bonus to attack against her quarry to her companions, as well as allow her companions to automatically confirm critical hits against the quarry.

If the ranger has chosen a bond with an animal, the animal gains the unseelie creature template (see below). This ability replaces the hide in plain sight ability.

Unseelie Creature Template

Unseelie creatures are evil beings that oppose the seelie. Though these strange creatures are native to the Ethereal Plane, they rely on the verdant material plane for most of their needs.

Seelie creatures that turn toward selfishness or sinful acts are cast out of the Seelie Realm. Such beings become unseelie and must live out their lives in the Material World. This practice has resulted in generations of embittered unseelie creatures, all of which are now native to the Materials Plane. They defile forests and fields in hopes of destroying all areas where the seelie creatures can find safe harbour.

“Unseelie creature” is an inherited template that can be added to any living, intelligent, evil creature. An unseelie creature retains all the base creature’s statistics and special abilities except as noted below.

Type/Subtype: Unseelie creatures gain the evil subtype and are considered to be of the fey type for any effects that target fey. They are still affected by effects that target their original type.

Defenses/Qualities: It gains darkvision 60 ft., cold resistance 5, DR 5/silver, and the following special qualities.

Unseelie Pact (Ex): An unseelie creature that becomes wholly neutral or good loses the unseelie template, but retains the evil subtype.

Unseelie Sight (Ex): An unseelie creature using its invisibility spell-like ability can see other unseelie creatures using the same ability.

Special Abilities: An unseelie creature gains the following:

Spell-Like Abilities: An unseelie creature possesses the following spell-like abilities. The creature uses its Hit Dice as its caster level, and the save DCs are Charisma-based.

At-will - *invisibility*

3/day - *ghost sound*, *silent image*

1/day - *alter self*, *darkness*, *magic mouth*, *sleep*

Yatej Skullmoon

I could have smelled the stink of the city on you from a mile away. You shouldn't have come here, townsman.

Yatej Skullmoon (CR 16; 76,800 XP)

Feykissed ranger (wild huntsman) 17

NE Medium fey

Init +9; **Senses** low-light vision; Perception +22

DEFENSE

AC 26, touch 19, flat-footed 21

(+9 armor, +1 deflection, +5 Dex, +2 natural)

hp 127 (17d10+34)

Fort +15, **Ref** +20, **Will** +10;

Defensive Abilities improved evasion; **DR** 5/cold iron

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +18/+13/+8/+3 (1d8/x3)

Ranged +2 *huntsman longbow* +22/+18/+12/+8 (1d8+2/19–20/x3)

Special Attacks favored enemy (boggards +2, humans +6, plants +2, undead +4)

Spell-Like Abilities (CL 17th, concentration +17)

1/day—*charm person* (W, DC 11)

STATISTICS

Str 11, **Dex** 20, **Con** 15, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +17; **CMB** +17; **CMD** 32

Feats Combat Reflexes, Endurance, Improved Critical (longbow), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Vital Strike

Skills Escape Artist +23, Handle Animal +20, Intimidate +20, Knowledge (nature) +21, Perception +22, Stealth +26, Survival +20, Swim +19; **Racial Modifiers** +2 Perception, +2 Stealth; Escape Artist and Perform are class skills

Languages Common, Boggard, Sylvan

SQ camouflage, favored terrain (swamps +4, water +2), improved hunter's bond (unseelie badger animal companion), quarry, swift tracker, track +8, weapon familiarity, wild empathy +17, woodland stride

Combat Gear +2 *huntsman longbow*, *greater hushing arrow* (6); *potion of resist energy [acid]* (3), *potion of resist energy [cold]* (3), *potion of water breathing* (2), *potion of water walking* (2), *potion of good hope*, *potion of reduce person*; **Other Gear** +3 *mithral breastplate*, 60 arrows, *cloak of resistance* +3, *efficient quiver* with 60 arrows, *amulet of natural armor* +2, *boots of levitation*, *ring of protection* +1, *handy haversack*, 908 gp

Elowis, Unseelie Badger

Yatej Skullmoon's unseelie animal companion

NE Medium animal (evil, fey)

Init +4; **Senses** low-light vision, scent, unseelie sight;

Perception +1

DEFENSE

AC 24, touch 14, flat-footed 20

(+4 Dex, +10 natural)

hp 114 (12d8+60)

Fort +13, **Ref** +12, **Will** +7; +4 vs. enchantment

Defensive Abilities evasion; **DR** 5/silver

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +14 (1d8+4), 2 claws +13 (1d4+4)

Special Attacks rage (as a barbarian for 31 rounds per day)

Spell-Like Abilities (CL 12th; concentration +12)

3/day—*ghost sound* (W disbelief, DC 10), *silent image* (W disbelief, DC 11)

1/day—*alter self*, *darkness*, *magic mouth* (W [object], DC 11), *sleep* (W, DC 11)

At-will—*invisibility*

STATISTICS

Str 18, **Dex** 19, **Con** 20, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 27 (31 vs. trip)

Feats Improved Natural Attack (bite), Iron Will, Skill Focus (Perception, Stealth), Toughness, Weapon Focus (bite)

Skills Climb +12, Perception +13, Stealth +16

SQ link, share spells, tricks (attack [any creature], come, defend, down, guard, seek, stay), unseelie pact

Whisky Runner (Rogue Archetype)

Whisky production is a big business. The passion with which people talk about and drink whisky creates a high demand, which is filled both by legitimate and illegitimate means. The whisky runner is a rogue who specializes in moving whisky down the rivers. Moreover, the whisky runner has stuck his nose in a cup of the pure once or twice, and has developed a special taste for the stuff. When drunk, he becomes a storm of drunken fury.

Drunken Boxing: The whisky runner has been without a proper weapon enough times in his life that he has learned how to rely on his fists. He gains Improved Unarmed Combat as a bonus feat. This ability replaces trapfinding.

Drunk Fighting: At 3rd level, a whisky runner can drink a tankard of ale or strong alcohol (preferably

whisky) and gain one temporary drunk point. The act of drinking a tankard of ale or a shot of liquor (or a potion) is a standard action that does not provoke attacks of opportunity. The rogue can have a maximum number of drunk points equal to 1 plus one additional point for every two levels thereafter (5th, 7th, and so on). These drunk points last for 1 hour or until spent, whichever is shorter. As long as he has at least 1 drunk point, the rogue can spend 1 drunk point as a swift action to gain a +1 bonus to a dirty trick or a grapple combat maneuver. At 9th level, this bonus increases to a +2. At 15th level, this bonus increases to +4.

At 6th level, the rogue can spend 1 drunk point as a swift action to act as if he had the Catch Off-guard or Throw Anything feats for one round.

At 12th level, the rogue can spend 1 drunk point as a swift action to act as if he had the Improvised Weapon Mastery feat for one round, even if he does not meet the feat's prerequisites. This ability replaces trap sense.

Rogue Talents: The following rogue talents compliment the whisky runner archetype: combat trick (improved dirty trick, greater dirty trick), underhanded, and iron guts.

Fendrick MaKallan

I'll tellya when I had enough, and I will tellya—because there won't be any left! Damn! Then I'll have to go back to work...

Fendrick MaKallan (CR 3; 800 XP)

Human rogue (whisky runner) 4th

NE Medium humanoid (human, elf)

Init +2; **Senses** Perception +7

DEFENSES

AC 14, touch 12, flat-footed 12

(+2 armor, +2 Dex)

hp (4d8+4)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee unarmed strike +6 (1d3+3)

Ranged mwk shortbow +6 (1d6/x3)

Special Attacks drunk fighting, sneak attack +2d6

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +6 (+8 dirty trick); **CMD** 18 (20 vs. dirty trick)

Feats Attuned to the Wild (swamp), Combat Expertise,

Improved Dirty Trick, Improved Unarmed Combat, Racial Heritage (elf)

Skills Acrobatics +9, Appraise +8, Craft (whisky) +8, Disguise +6, Escape Artist +9, Knowledge (local) +8, Perception +7, Profession (smuggler) +7, Stealth +9, Swim +10

SQ heart in the marsh, rogue talent (combat trick [improved dirty trick], surprise attack)

Languages Common, Elven

Combat Gear Two mini whiskey kegs, earplugs; **Gear** bullseye lantern [2 flasks of oil], chalk, chalkboard, compass, disguise kit, *elixir of swimming*, *feather token* (swan boat), lichen (camouflage), map case (coded locations), mwk leather armor, mwk shortbow [20 arrows] mwk still, mwk swimmer's kit, 205 gp in hidden loot.



Pretending to be Part-Lepruchaun is Less Embarrassing than Part-Elf.

Cunning-folk (Wilder Method)

In the small villages or communities of the Reedlands, the people are often deprived of legitimate medical care. Local apothecaries and folk-healers, called cunning-folk, sometimes fill this role. The most talented cunning-folk are actually wilders who channel their desire to help their community into their simple remedies.

Cunning-folk's Surge

Wild Surge and Psychic Enervation: For the cunning-folk wilder, the rush of emotion is at its highest when her companions and allies are threatened or harmed. Sometimes, however, her desire to help her friends manifests as a sympathetic pain. A cunning-folk wilder overcome by psychic enervation is sickened until the end of her next turn and loses a number of hit points equal to her manifester level (the increase in manifester level from her wild surge does not increase the number of hit points lost).

Surge Bond: The cunning-folk wilder gains the Open Minded feat as a bonus feat.

Improved Surge Bond: At 5th level, cunning-folk wilder gains the Invigorating Aura ability.

Invigorating Aura (Ex): A cunning-folk wilder's desire to heal her allies invigorates and protects them from harm. Beginning at 5th level, a wilder bestows 5 temporary hit points to an ally within 10 feet whenever she activates her wild surge. These temporary hit points last for the duration of the cunning-folk wilder's surging euphoria. Every four levels beyond 5th (9th, 13th, and 17th level), these temporary hit points increase by 5 (to 10 at 9th level, etc.).

Gregor Ser, Clan Isheldo

"Pregnant are you? No worries, no worries. We'll just make sure everything's alright. Hmmm, yes, I feel him. He's...he's healthy. Yes, a he. Sorry, did you want it to be a surprise? Oh, and what's this? He's strong! Your child will be a great warrior, lass."

Gregor Ser (CR 4; 1,200 XP)

Male human wilder (cunning folk) 5th

CN Medium humanoid (human)

Init +2; **Senses** Perception +2

DEFENSE

AC 17, touch 13, flat-footed 14
(+4 armor, +2 Dex, +1dodge)

hp 37 (5d8+11)

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

Defensive Abilities elude attack (+1)

Weakness psychic enervation 15%

OFFENSE

Speed 30 ft

Melee mwk boar spear +2 (1d8-1; brace)

Ranged surge blast +4 touch (2d6)

Special Attacks surging euphoria +1

Wilder Powers Known (ML 5th; concentration +9)

2nd—*cleanse body*

1st—*fortify*, *mind thrust* (W; DC 15), *thicken skin*

Wild Surge +2; **Power Points** 35

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 13

Feats Alertness, Enervation Fortitude, Open Minded, Psicrystal Affinity (Hero, Chyp), Psionic Body

Skills Autohypnosis +8, Craft (alchemy) +9, Diplomacy +12, Heal +8, Knowledge (psionic) +9, Perception +2, Sense Motive +10, Spellcraft +9

SQ heart in the marsh, surge bond (invigorating aura, Open Minded)

Languages Common, Elven

Combat Gear *psionic tattoo of body adjustment*; **Gear** alchemist's lab (in home), backpack, belt pouch (42 gp, 5 sp), *cloak of resistance* +1, mwk boar spear, mwk lamellar (leather), healer's kit, leeching kit, troll slayer's kit

Chyp, Psicrystal (CR --)

CN Diminutive construct

Init +2; **Senses** sighted 40 ft., Perception +4

DEFENSE

AC 18, touch 16, flat-footed 16

(+2 Dex, +2 natural, +4 size)

hp 17

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

Defensive Abilities construct traits, improved evasion;

Hardness 8

OFFENSE

Speed 30 ft., climb 20 ft.

Melee —

Space 1 ft.; **Reach** 0 ft.

Special Attacks deliver touch powers

STATISTICS

Str 1, **Dex** 15, **Con** —v, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** -9; **CMD** +3

Feats —

Skills Autohypnosis +5, Climb +3, Craft (alchemy) +4, Diplomacy +5, Heal +5, Knowledge (psionics) +5, Perception +4, Sense Motive +5, Stealth +19

Personality Hero

SQ self-propulsion, share powers, sighted, telepathic speech

Bog Witch (Witch Archetype)

In ancient days, bodies were given to the elementals that dwelt in the bogs. Digging in the moors of the Fenian Triarchy will often turn up the mummified bog bodies. Yet digging in the moors is only done at the peril of the bog witches, who haunt those cold, damp lands. The mummies are sacred to them, and tell the witches ancient secrets.

Bog Mummy: A bog witch keeps one of the extracted bog mummies with them at all times, listening to its ancient whispers. The bog mummy is merely a remarkably well-preserved dead body, its skin blackened by submersion in the swamp. Given the difficulty of concealing and carrying a dead body, the bog witch may only keep the mummy's head or the chosen mummy may be that of a child.

The bog mummy stores spells and behaves in most ways as if it were the witch's familiar. However, it differs from familiars in a few ways, outlined below.

Bog Mummy Descriptions

All bog mummies have special abilities (or impart abilities to their masters) depending on the master's level, as shown on the table on the next page. The abilities are cumulative.

Bog Mummy Basics

A bog mummy is an undead creature. The bog mummy lacks the ability to move itself. It can speak, but only to its master.

Hit Dice: For the purpose of effects relating to Hit Dice, use the master's character level.

Hit Points: Though he is not alive, nor can he fight, the bog mummy has hit points for the purpose of tracking how much physical abuse it can take before its remnant spirit departs. The bog mummy has half the master's total hit points (not including temporary hit points), rounded down, regardless of its hit dice.

Saving Throws: The bog mummy is immune to any effect that calls for a Will or Fortitude saving throw. However, the bog mummy always fails its Reflex save, unless it is carried by its master. In this case, the mummy is treated like an item, relying on its master's Reflex save.

Bog Mummy Statistics

Master Class Level	Intelligence	Special
1st-2nd	10	Alertness, Speak with Master, Share Spells, Store Spells, Extra Language
3rd-4th	11	Knowledge Bonus +2
5th-6th	12	
7th-8th	13	Knowledge Bonus +3
9th-10th	14	Scry on bog mummy
11th-12th	15	Knowledge Bonus +4
13th-14th	16	
15th-16th	17	Knowledge Bonus +5
17th-18th	18	
19th-20th	18	Knowledge Bonus +6

Bog Mummy Ability Descriptions

Intelligence: The bog mummy is considered intelligent and aware. It remembers most of its life experiences, as if it were the subject of the speak with dead spell. As it travels with the witch, it grows in intellect and learns more from their mutual journey.

Alertness: Bog mummies watch out for their masters. If they are within speaking distance to their mummy, the witch gains the benefit of the Alertness feat.

Speak with Master: The bog mummy speaks with unheard whispers directly to its witch master. No one but the witch can hear the mummy's words, but it can carry on lengthy conversations either on subjects past or present.

Share Spells and Store Spells: A bog mummy can share and store spells as if it were a witch's familiar.

Extra Language: The bog mummy teaches the witch the language that it spoke in life. The witch gains one extra language.

Knowledge Bonus: The bog mummy has one kind of lore in which it specializes. At level 3, the mummy can add a +2 bonus to one type of Knowledge test (chosen when the mummy is acquired) made by the witch, as long as the mummy is within 30 feet. This bonus increases by 1 every four levels.

Scry on Bog Mummy: This ability is identical to the 'Scry on Familiar' power that a witch's familiar gains.

A bog mummy replaces the witch's familiar ability.

Bog Creature Empathy (Ex): A bog witch can influence the attitude of swamp-dwelling animals as well as fey creatures native to swamps as if using wild empathy. The bog witch uses her witch level as her druid level for this ability. If the bog witch has wild empathy from another class, her witch levels stack with the other class's levels to determine her wild empathy bonus for these kinds of creatures. This ability replaces the witch's 1st-level hex.

Feed on Fear (Su): Like the will o' wisps that haunt the moors, the bog witch can feed on fear. Every time a creature within 60 ft. fails a Will save against a fear effect, the bog witch can restore 1d6 hit points per five witch levels on herself as a free action. So, if a level 14 witch were to successfully cast cause fear against a foe within 60 ft., she could gain +2d6 HP as a free action. The witch can only feed on the fear of a target once per 24 hour period. This ability replaces the witch's 10th level hex.

The Bog Witch can select the following hex:

Bog Swarm (Su): You may call a swarm of rats, spiders, or bats, as if you cast the spell *summon swarm*. Calling these swarms requires the witch to make a DC 10 Perform (singing) check. Success means that a swarm of animals appears, though they are under no obligation to obey the caster. Failure indicates that no swarms show up, and the check cannot be tried again for an hour. The Perform DC increases by +5 for each time the swarms have been called up within a 24-hour period.

Hexes: The following witch hexes compliment the bog witch archetype: swamp hag, blight, water lung, brew potion

Major Hexes: The following major witch hexes compliment the bog witch archetype: hidden home, witch's brew

Algerethi Dampheart

Who's that? Who's there? My eyes aren't so sharp anymore. Ah, it's you child. Need some more of my "remedies," eh? Heh heh heh. My bog body said that you were going to be back. Well, come into my hut and let's talk business.

Algerethi Dampheart (CR 8; 4,800 XP)

Female lizardfolk witch (bog witch) 9

LE Medium humanoid (lizardfolk)

Init +5; **Senses** Perception +3

DEFENSE

AC 16, touch 12, flat-footed 15

(+1 armor, +1 deflection, +1 Dex, +3 natural)

hp 61 (9d6+27)

Fort +6, **Ref** +4, **Will** +7

Defensive Abilities hold breath

OFFENSE

Speed 30 ft.

Melee bite +2 (1d4-1), 2 claws +2 (1d3-1) or staff +2 (1d6-1), bite -3 (1d4-1), 2 claws -3 (1d3-1)

Special Attacks hex (evil eye, slumber; W, DC 18)

Witch Spells Prepared (CL 9th; concentration +12)

5th—*baleful polymorph* (F+W, DC 17)

4th—*cape of wasps*, *secure shelter*

3rd—*bestow curse* (W, DC 15), *excruciating deformation* (F, DC 15), *nature's exile* (W, DC 15), *rain of frogs*

2nd—*detect thoughts* (W, DC 14), *false life*, *hold person* (x3) (W, DC 14)

1st—*cure light wounds* (x4), *obscuring mist*

0th (at-will)—*dancing lights*, *detect magic*, *guidance*, *stabilize*

Patron water

STATISTICS

Str 8, **Dex** 12, **Con** 16, **Int** 17, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 13

Feats Alertness, Brew Potion, Enlarge Spell, Extra Hex, Improved Initiative, Piercing Spell, Skill Focus (Craft [alchemy])

Skills Acrobatics +1 (+5 to balance), Craft (alchemy) +25, Heal +13, Knowledge (arcana) +15, Knowledge (nature) +15, Perception +3, Sense Motive +3, Spellcraft +15; **Racial Modifiers** +4 Acrobatics to balance

SQ bog creature empathy +10, bog mummy, hex (cauldron, evil eye, skinchanger, slumber, swamp witch, ward)

Languages Aquan, Boggard, Common, Draconic, Old Porphyrin, Sylvan

Combat Gear *grey bag of tricks*; **Gear** *amulet of natural armor* +1, belt pouch (3 emeralds worth 150 gp each), *bracers of armor* +1, quarterstaff, *ring of protection* +1, healing kit

Bog Mummy

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 10, touch 10, flat-footed 10

hp 30

Ref +4

OFFENSE

Special Attacks feed on fear

Spells Known

5th—*baleful polymorph*, *dominate person*

4th—*cape of wasps*, *control water*, *divination*, *secure shelter*, *vermin shape II*

3rd—*bestow curse*, *excruciating deformation*, *nature's exile*, *rain of frogs*, *water breathing*

2nd—*detect thoughts*, *false life*, *hold person*, *slipstream*, *summon swarm*

1st—*beguiling gift*, *cause fear*, *charm person*, *chill touch*, *cure light wounds*, *curse water*, *fumbletongue*, *mage armor*, *obscuring mist*, *ray of enfeeblement*, *reduce person*

0th—all 0th spells

STATISTICS

Str —, **Dex** —, **Con** —, **Int** 14, **Wis** —, **Cha** —

SQ knowledge (arcana) +3, scry on mummy, share spells, speak with master

Languages Old Porphyrin

New Hex

Mimicry (Ex): The witch's voice changes to that of another person or even an animal. The witch can make a Bluff check opposed by the listener's Sense Motive. The witch gains a bonus on this Bluff check equal to ½ her witch level.

Bogmist (Su): The witch can create an effect identical to *obscuring mist* as long as she is within a swampy or wet environment.

Algrethi Dampheart and Her Bog Mummy



The Taseck (New Vitalist Method)

The word taseck is derived from an archaic word meaning chief, or even great chief. The taseck is a charismatic war-band leader, able to not only keep his men together in the midst of danger and the thick of battle, but also make them fight all the harder. The strategy of the taseck's war-band is to strike first and hard - to win the day before the enemy truly knows what is happening. Although the tradition of the taseck and its oral history had been on the decline, in recent years there have been a surge in folks interested in learning the ways of the taseck.

Taseck Power: A taseck vitalist adds *lesser endorphin surge* to his list of powers known. This does not count against his number of powers known.

Taseck's Touch: A taseck vitalist of 2nd level who utilizes transfer wounds grants the target a morale bonus to their Strength and Constitution equal to half his class level. This bonus lasts a number of rounds equal to the vitalist's Wisdom modifier (minimum 1) and does not stack with any other Morale bonus.

After the bonus wears off, the target is fatigued.

Taseck's Pulse: As a free action, taseck of 6th level may project a pulse to all members of his collective by spending one power point, granting them +1 damage bonus for one round. Every three vitalist levels thereafter, this bonus increases by 1.

Swift Aid: A taseck of 8th level may, as an immediate action and by expending his psionic focus, grant a member of his collective a +1 insight bonus to attack rolls that lasts until the beginning of the target's next turn. This insight bonus increases by +1 every four vitalist levels thereafter.

Taseck's Expertise: Upon achieving 11th level, anytime a Taseck manifests *endorphin surge*, the power gains two additional augment options:

If you spend 4 additional power points, this power affects Dexterity as well as Strength and Constitution when manifested or...

If you spend 4 additional power points, barbarians (and any other class that has Rage Powers) may utilize their Rage Powers as though the Endorphin Surge was their own rage. If they do so, they are fatigued afterwards as if their own rage had ended.

In addition, the Taseck may trade a 1-3 level power known for a Rage Power Or one 4-6 level power known for two Rage Powers. This may be done when the Taseck increases in level. Once traded, Rage Powers may not be traded back. The Taseck may always use these abilities while under the effect of *endorphin surge* (or it's Lesser counterpart) or while in a psychc frenzy (see below).

Master Taseck: A Taseck of 20th level can, as a full-round action and by expending his psionic focus, put one member of the collective into a psychic frenzy. This grants immunity to mind affecting effects, DR 5, a +10 Inherent Bonus to Str and Con, and the benefits of Power attack (if they already have this feat and use it for max damage, they may double their base damage) for the duration (1 minute). When this psychic frenzy ends the target is exhausted. The Taseck can use this ability once every 10 minutes.

Taseck Method Powers

Inspire: Grant a +1 morale bonus to the attacks of a collective member

Rally Grant a +2 bonus to resist fear to a collective member.

Victorin Yewbow, Clan Erie

"Up, clansmen! Today we will sing a new song! We will sing a song of blood! We will sing a song of death! Let your shields be as bells, your swords as drums! Forward, forward, into a song of glory!"

Victorin Yewbow (CR 10; 9,600 XP)

Male half-elf vitalist 11

LN Medium humanoid (elf, human)

Init +6; **Senses** low-light vision, health sense; Perception+25

DEFENSE

AC 17, touch 12, flat-footed 15

(+5 armor, +2 Dex)

hp 52 (11d6+11)

Fort +8, **Ref** +5, **Will** +12

OFFENSE

Speed 35 ft.

Melee touch steal health +5 (15; heals vitalist)

Ranged touch steal health +7 (15; heals vitalist)

Special Attacks pulse +1 damage, taseck's expertise (*endorphin surge*), taseck's touch

Vitalist Powers Known (ML 11th; concentration +16)

6th—*cleanse spirit*

5th—*psionic revivify*

4th—*physical acceleration*

3rd—*endorphin surge*

2nd—*animal affinity*

1st—*lesser endorphin surge, natural healing, thicken skin*

0th (at-will)—*detect psionics, induce pain, inspire*

Method taseck; **Power Points** 133

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 20, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 17

Feats Alertness, Combat Manifestation, Echoing Power, Expanded Collective, Extra Transfer, Improved Initiative, Skill Focus (Heal)

Skills Heal +25, Perception +25, Sense Motive +25;

Racial Modifiers +2 Perception, +2 Sense Motive

SQ collective (7 members), collective healing, dream-speaker, knacks, medic powers, multitallented, request aid, spirit of many, swift aid (+1 attack), telepathy (collective), transfer wounds (10/day; 4d6)

Languages Common, Elven, Old Porphyran

Combat Gear 3 *psionic tattoos of mend body, cognizance crystal* (3 PP), *dagger (cognizance crystal* [1 PP]); **Gear** belt pouch (15 gp, 12 sp, 4 cp, emerald [100 gp], *head-band of inspired wisdom* +2, +1 *quickness chain shirt*

Vate of Chiuta (Prestige Class)

The word vate is an old Reedlander word for ‘prophet’. Within the Fenian Triarchy, the term is only applied to those elder clerics who worship the river goddess. It is said the first vate were Chiuta’s companions when she first rose as a goddess. Witnessing the miracle, they pledged themselves to Chiuta’s service and strove to live and die in the river. Their order has been maintained through the years as the young and devout, who have lived by Chiuta’s will and mercy, come to prove themselves in the waters of tribulation.

The vate of Chiuta find a philosophical solace in worshipping a goddess that grants both weal and woe. The river gives bounties and is the lifeblood of the land; however, its floods and storms also ruin lives and property. The vate make peace with this and internalize that life, itself, is a balance of loss and gain.

As they continue to worship Chiuta, the vate spend more and more time in her waters. As young adherents, they have certainly performed countless hours of worship while partially submerged. As they advance, the rituals demand they submerge completely, for very long periods. In time, vate of Chiuta can leave behind the surface altogether.

Hit Die: d8

Requirements

To qualify to become a Vate of Chiuta, a character must fulfill all the following criteria:

Faith: Must worship Chiuta.

Skills: Knowledge (religion) 4 ranks, Spellcraft 4 ranks

Special: Channel energy class feature

Spells: Able to cast 3rd level divine spells.

Vate of Chiuta

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+1	Channel Energy, Adherent of She Who Takes and Gives	+1 level of divine spellcasting class
2	+1	+1	+1	+1	Buried in the River-Rising in the River	+1 level of divine spellcasting class
3	+1	+1	+1	+2	Blessing of Gills	+1 level of divine spellcasting class
4	+2	+2	+2	+2	-	+1 level of divine spellcasting class
5	+2	+2	+2	+3	Freedom of the River	+1 level of divine spellcasting class

Class Skills

The Vate of Chiuta class skills (and the key ability for each skill) are Diplomacy (Cha), Fly (Dex), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int) and Swim (Str).

Skill Ranks at Each Level: 4 + Int Modifier.

Class Features

The following are class features of the vate of Chiuta.

Weapon and Armor Proficiency: A vate of Chiuta gains no additional weapon or armor proficiencies.

Channel Energy (Su): The Vate of Chiuta’s class levels stacks with levels in any other class that grants the channel energy ability.

Adherent of She Who Takes and Gives (Su): This ability changes the way that a character channels energy. At the beginning of each day, the vate must choose whether to channel positive or negative energy. Once made, that decisions cannot be changed for the rest of the day. If the character can spontaneously cast cure or inflict spells, this choice influences what sort of spontaneous spells they cast for the day.

Buried in the River-Rising in the River (Su): At 2nd level, if a vate of Chiuta is killed, he may automatically *reincarnates* (as the spell) 1 day later. The vate appears in a safe location within 1 mile of his previous body. At will, for the next 7 days, he can sense the presence of his remains as if using *locate object* as a spell-like ability. If he is killed during these 7 days, he remains dead and does

not reincarnate. This ability does not function if the vate is slain by a death effect. A vate cannot be raised from the dead or resurrected, though he can be reincarnated.

Blessing of Gills (Su): At 3rd level, the vate can breathe under water normally, as if continually affected by the spell water breathing.

Freedom of the River (Su): At 5th level, the vate can move and attack normally while underwater, as if he was continually affected by the spell freedom of movement.

Sorandi Raaok, Clan Ininside

"Braap braap up brothers and sisters! The horn is sounding! Let us go into the river to pray and cleanse ourselves for the new day! Let us go into the river and remember who made us, who sustains us, and who takes us in death! Braap braap!"

Sorandi Raaok (CR 6; 2,400 XP)

Female gripli cleric of Chiuta 5/vate of Chiuta 2
CN Small humanoid (boggard)

Init +0; **Senses** darkvision 60 ft., Perception +9

Aura chaotic

DEFENSE

AC 14, touch 11, flat-footed 14
(+2 armor, +1 natural, +1 size)

hp (7d8+14)

hp 49 (7d8+14+5)

Fort +7, **Ref** +2, **Will** +9

Defensive Abilities buried in the river—rising in the river

OFFENSE

Speed 30 ft., climb 20 ft., swim 30 ft.

Melee mwk heavy mace +5 (1d6)

Ranged +1 light underwater crossbow +6 (1d6+1/19-20)

Special Attacks channel positive or negative energy 4/day (W, DC 14; 4d6), gentle rest (7/day), toxic skin, wooden fists (1d2+2 plus poison; 7 rounds)

Cleric Spells Known (CL 7th; concentration +11)

4th—*control plants*^D (W, DC 18), *control water*, *divine power*

3rd—*magic circle against law*, *plant growth*^D, *sacred bond*, *water breathing*

2nd—*barkskin*^D, *enthrall* (W, DC 16), *lesser restoration*, *resist energy*, *weapon of awe*

1st—*bless*, *entangle*^D (R, DC 15), *inflict light wounds* (W, DC 15) [x4]

0th (at-will)—*bleed*, *create water*, *detect magic*, *stabilize*

Domains Plant, Repose; **D** domain spell

STATISTICS

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

Base Atk +4; **CMB** +3; **CMD** 13

Feats Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (light crossbow)

Skills Climb +8, Diplomacy +8, Knowledge (religion) +10, Spellcraft +10, Stealth +4 (+8 in forest or swamp), Swim +8; **Racial Modifiers** +8 Climb, +4 Stealth in forest or swamp, +8 Swim

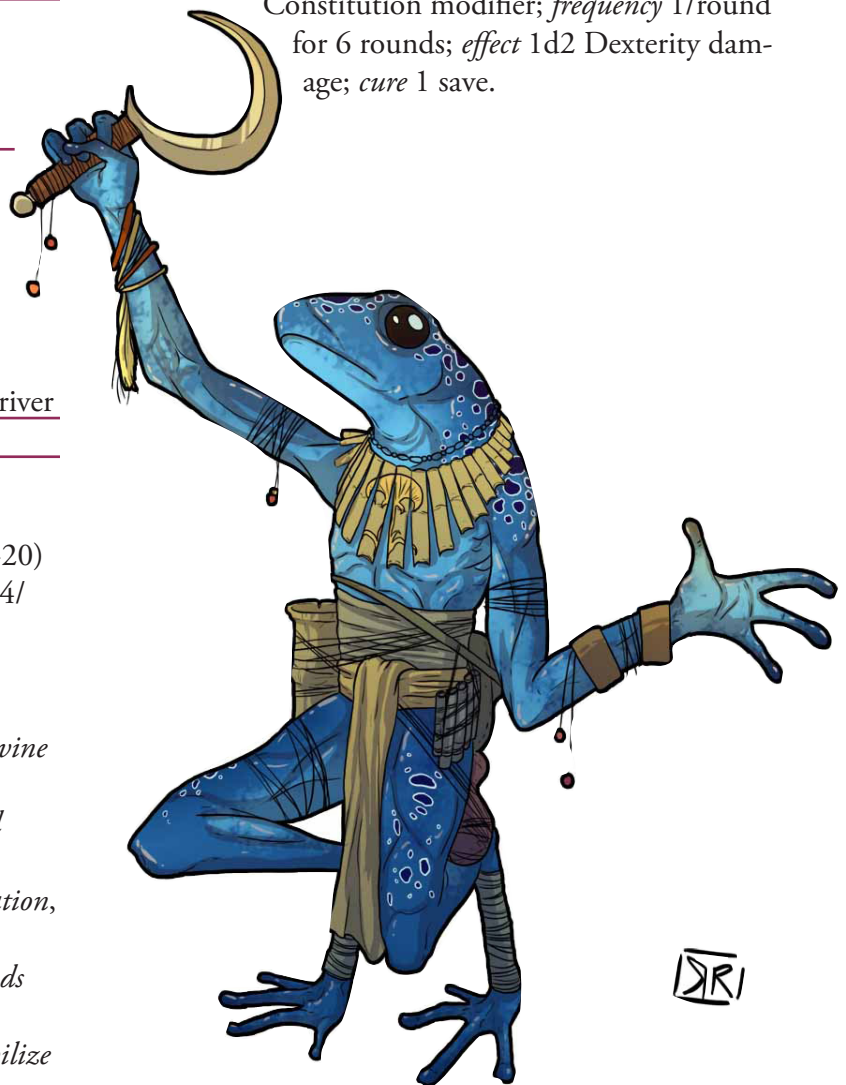
SQ adherent of she who takes and gives, glider, jumper, swamp stride, weapon familiarity

Languages Boggard, Common

Combat Gear 2 potions of cure moderate wounds; **Gear** amulet of natural armor +1, bracers of armor +2, mwk heavy mace, +1 light underwater crossbow, 3 bottles of Lakewood whiskey, bronze sickle, pair of golden bracelets (200 gp), 3 ioun torches, 2 emeralds, belt pouch (37 gp, 12 sp, 4 cp).

SPECIAL ABILITIES

Grippli Poison (Ex) Skin or weapon—contact or injury; save Fort DC 10 + 1/2 the gripli's Hit Dice plus its Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save.



Sorandi Raaok, Vate of Chiuta

Feats

These feats were first discovered and practiced by the races of the Fenian Triarchy. They have since spread to other lands of Porphyra.

Bog Commando

Fighting one lizardman in the swamp is like being surrounded by a horde of them.

Prerequisites: Lizardfolk, Survival 5 ranks

Benefit: You are considered to be flanking an opponent if you are positioned opposite an unoccupied space in a body of water. That is, an unoccupied space of watery terrain that is opposite of your opponent counts as an ally for the purposes of flanking.

Child of the Swamp

I'm telling you he was right there. You all saw him...

Prerequisites: Base attack bonus +12, Bog Commando

Benefit: You are a master of hiding in the Sea of Reeds; your skin is crusted with mud and your hair is braided with seaweeds. While you are in any swamp, you can use the Stealth skill to hide, even while being observed.

Sarong Flash

Hey, no one wants to see that!

Prerequisites: Cha 15, Combat Expertise

Benefit: You can demoralize opponents using Perform (Comedy) rather than the Intimidate skill. Furthermore, when you use Perform (Comedy) to demoralize an opponent, you may do so as a move action that provokes an attack of opportunity.

Will o' Wisp Repositioning

Watch it, you're headed for the quicksand!

Prerequisites: Base attack bonus +7, Combat Expertise, Improved Repositioning, Int 13+

Benefit: With a glittering whirl of your weapon, you can force your opponents into the proverbial fire. When performing a Repositioning Maneuver, you may move a foe into a space that is intrinsically dangerous, such as a trap or a lava flow.

Normal: Creatures moved by a reposition cannot be moved into an intrinsically dangerous space.

Herbalism

The Fenian Triarchy is teeming with exotic plant life. The druids, hedge witches, and clerics of Chiuta have been experimenting and breeding new strains of plants

since the end of the NewGod wars. Their secret gardens are renowned among sages and chirurgeons as sources of wondrous healing. The various herbs listed below are cultivated by druids and clerics.

One of the chief virtues of herbs is that they can cure injuries that are normally beyond the limited healing powers of non-spellcasters. Other herbs have properties that make them useful in rituals or spells. The drawback of herbs is that they can have negative side effects; while a cure spell floods the body of the patient with the panacea of positive energy, an herb can introduce poisons or cause an allergic reaction.

Most herbs have an entry for side effects, such as needing a Fortitude save to avoid nausea.

Herbs are generally used with the Heal skill, although some require Knowledge (nature) or Spellcraft instead. If the Heal check is failed, then the herb gives no benefits to the user, but the user may still suffer the side effects.

Amerlath

This lotus-like flower can be pulped and distilled into an elixir that extends life. If a character of venerable age drinks a dose of amerlath each day, he will live to the maximum for his race +2d20 years. Amerlath's powers are a secret, reserved only for the greatest and wisest, for in the past swamps have been torn apart and ruined by greedy mortals looking for amerlath.

MECHANICS

Duration 1 day

Use Heal DC 10; **Side Effects** Fortitude save (DC 10) to avoid doubling of physical penalties due to old age (–6 to Str, Dex and Con)

Cost 100 gp; **Search** Perception DC 30

Asrino Moss

This yellow-green moss grows on the trunks of some trees. It serves as an excellent dressing for wounds and poultices. Asrino moss gives no benefit when used on its own, but does give the user a +2 bonus to saving throws to avoid side effects from other herbs that are applied as poultices.

MECHANICS

Duration 1 hour

Use Heal DC --; **Side Effects** None.

Cost 1 gp; **Search** Perception DC 20

Black Holly

The fabled black holly is prized by evil druids. It grows overlooking graveyards and other dark places – tainted

hollows in the wood, or plague pits. Any druidic spell that has a Divine Focus can be cast using black holly. The spell gains the Evil descriptor and the DC of any saving throw against the spell is increased by +4. A piece of black holly can only be used once. This herb must be cut with a bronze sickle.

MECHANICS

Duration 1d4 days

Use Heal DC – ; **Side Effects** Fortitude save (DC 15 + the level of the spell) to avoid gaining one negative level

Cost 500 gp; **Search** Perception DC 25

Cael Fungus

Cael fungus grows under rocks near rivers and streams. It is a sticky bluish fuzz. When crushed into a paste and applied to the eyes, cael fungus can cure blindness, as per the *remove blindness/deafness* spell.

MECHANICS

Duration instantaneous

Use Heal DC 25; **Side Effects** The process causes agonising pain for 1d6 days; the patient must make a Will save (DC 20) or be sickened for this time

Cost 50 gp; **Search** Perception DC 18

Carrow

Carrow is an orange fruit. It is bitter and almost inedible, but the juice of the carrow can be rubbed into the skin to ease the pain of tired muscles and twisted limbs. An application of carrow juice can restore an exhausted character to merely fatigued within 10 minutes.

MECHANICS

Duration instantaneous

Use Heal DC 10; **Side Effects** Fortitude save (DC 5) to avoid 1d4 rounds of being nauseated

Cost 1 gp; **Search** Perception DC 15

Dinith

Dinith is a small fern that grows in swampy woodlands. A brew made from dinith protects against possession but does so at the cost of anchoring the character's spirit very firmly to the Material World. Anyone who drinks a dinith brew has a +2 bonus to Will saves against *magic jar*, *dominate person* and similar mind-controlling effects.

MECHANICS

Duration 1 hour

Use Heal DC 25; **Side Effects** The user cannot benefit from morale or sacred bonuses for one hour

Cost 25 gp; **Search** Perception DC 20

Evenfold

Evenfold is one of the rarest healing herbs known to the druids. When boiled and inhaled, the vapours can cure almost any ill – it functions identically to a *break enchantment* spell. Correctly preparing evenfold is very difficult, and the herb is so rare that only the most skilled druids are permitted to handle it by druidic law.

MECHANICS

Duration instantaneous

Use Heal DC 30; **Side Effects** none

Cost 750 gp; **Search** Perception DC 40

Fenfoil

Fenfoil is a sickly-looking weed that grows in swamps. It oozes a thick, slimy sludge when bruised – this slime is an excellent treatment for injuries caused by acid. A poultice of fenfoil cures 1d6+5 points of damage caused by an acid attack.

MECHANICS

Duration instantaneous

Use Heal DC 10; **Side Effects** Will save (DC 10) to avoid being sickened for one hour

Cost 25 gp; **Search** Perception DC 15

Firethorn

Firethorn is a rare bush that grows where druids have hurled *fire seeds* in the past. It is a distinctive bright red-orange in colour, making it easy to find. When firethorn is added as an extra material component to a druidic spell that inflicts fire damage, it increases the saving throw DC of the spell by +2. However, firethorn seeds have a tendency to burst into flames when used in this manner – the druid must make a Spellcraft check (DC 10 + the level of the spell) or take 1d6 points of fire damage when the seeds explode in his hand.

MECHANICS

Duration instantaneous

Use Heal DC –; **Side Effects** explosion (see above)

Cost 25 gp; **Search** Perception DC 12

Heatherschild

Heatherschild is a form of miniature golden heather, as if the plant was a work of art made by tiny goldsmiths and craftsman. It is quite beautiful. A tea made of heatherschild calms and focuses the mind. It gives a +4 bonus to concentration checks and a +2 bonus to Will saves; however, if the character is attacked or involved in combat, the tea in his system sours and the bonuses become penalties as the character's focus dissolves to be replaced

by jittery nerves.

MECHANICS

Duration 1 day

Use Knowledge (nature) DC 16; **Side Effects** none

Cost 10 gp; **Search** Perception DC 15

Hollyberry

The hollyberry is one of the most sacred plants to the druids and this form of hollyberry grows only in the most holy groves and secret places of the druid. When used in the proper manner, it infuses all the druid's spells with all the power of the wild. The druid's caster level is increased by three when he casts a spell using hollyberries as an additional material component. Holly may only be used in this fashion once each season – if the druid breaks this restriction, he must use an atonement to regain his standing in nature.

MECHANICS

Duration 1 spell

Use Heal DC –; **Side Effects** none

Cost 250 gp; **Search** Perception DC – (groves only)

Insoline

Insoline is a silvery reed that grows along riverbeds. A bandage or poultice made of stripped insoline leaves works wonders when applied to burns. A poultice of insoline cures 1d6+5 points of damage caused by a fire attack.

MECHANICS

Duration instantaneous

Use Heal DC 10; **Side Effects** Will save (DC 10) to avoid being sickened for one hour

Cost 25 gp; **Search** Perception DC 15

Jerrik-Leaf

This jagged leaf is a potent purgative – not only does it completely empty the body of pretty much anything eaten in the past few days, it also helps the patient throw off the effects of any lingering spells. A brew of jerrik-leaf takes an hour to prepare, and this time cannot be reduced. The patient is automatically exhausted and nauseated for 1d4 hours after drinking the brew but the duration of any spells or effects active on him is reduced by half.

MECHANICS

Duration instantaneous

Use Heal DC 20; **Side Effects** Fortitude save (DC 15) to avoid doubling the time exhausted and nauseated

Cost 200 gp; **Search** Perception DC 20

Jollity

The buttercup-yellow herb known as jollity is a common ingredient in many peasant dishes but it also has curative properties. When properly prepared, eating jollity gives a +1 circumstance bonus to all saving throws against disease.

MECHANICS

Duration 1 day

Use Heal DC 11; **Side Effects** none

Cost – gp; **Search** Perception DC 10

Lamellas

This rare herb improves the user's natural armour. Regular doses of lamellas toughen the skin greatly. It needs sunlight to work – the user may not wear any sort of armour or heavy clothing and gain the benefits of lamellas. The character must take one dose of properly prepared lamellas each day – if he misses a dose, his natural armour bonus drops back down to normal. After a month of using lamellas daily, the character gains a +1 bonus to natural armour; this bonus increases each month, to a maximum bonus of +5.

MECHANICS

Duration 1 day

Use Knowledge (nature) DC 16; **Side Effects** Fortitude save (DC 15) to avoid -2 Dexterity penalty for 1 day

Cost 100 gp; **Search** Perception DC 12

Marshwash

Marshwash is an oil prepared by straining muddy water through a special weave of certain reeds and stalks that grow along the edge of the marsh. When the oil is rubbed into the limbs and joints of a character, it greatly increases their flexibility. This gives a +4 bonus to Escape Artist checks for four hours. However, the character's Strength is reduced by 2 for the same duration.

MECHANICS

Duration 4 hours

Use Heal DC 12; **Side Effects** –2 penalty to Strength

Cost 10 gp; **Search** Perception DC 10

Otterstail

The otterstail herb is most commonly found near streams and lakes. It can be turned into a surprisingly tasty and nutritious soup, although the name is less than appetising. Otterstail soup cuts the rest time required to get rid of fatigue from the normal eight hours to merely six.

MECHANICS

Duration 1 day

Use Heal DC –; **Side Effects** none

Cost 10 gp; **Search** Perception DC 5

Saren's Gift

Saren's gift is a rare reddish flower that grows where the fey have walked. When mixed with certain oils and pure water at midnight, it forms a salve that temporarily increases the creature's Charisma. A properly prepared dose of Saren's gift acts as an *eagle's splendor* spell for one hour – the bonus Charisma is applied only to basic Charisma checks and skill checks, and does not increase Charisma-based supernatural abilities or spells. If the salve is prepared improperly, it becomes mildly acidic, dealing 1d4 points of acid damage and not enhancing Charisma at all.

MECHANICS

Duration 1 hour

Use Knowledge (nature) DC 13; **Side Effects** none

Cost 50 gp; **Search** Perception DC 13

Silverleaf

Silverleaf thrives in wet conditions – like a weed it can grow in almost any terrain. A bandage or poultice made of silverleaf is a potent balm for wounds caused by electricity. A poultice of silverleaf cures 1d6+5 points of damage caused by an electricity attack.

MECHANICS

Duration instantaneous

Use Heal DC 10; **Side Effects** Will save (DC 10) to avoid being sickened for one hour

Cost 2 gp; **Search** Perception DC 15

Spells

The following spells were created, discovered or mastered within the Fenian Triarchy. Some spells below are usable by an hedge witch. A hedge witch is the witch class created by 4 Winds Fantasy Gaming in Paths of Power.

Alleviate

School conjuration (healing); **Level** cleric 0, druid 0, hedge witch 0

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration instantaneous

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

Alleviate ends a sickened condition for the creature touched. The target cannot be affected again by the same thing that initially sickened them for 24 hours.

Analyze Fertility

School divination; **Level** cleric 0, druid 0, hedge witch 0, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one living creature touched

Duration instantaneous

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

Through casting this spell, you gain instant insight into the reproductive capabilities of the target. You can identify problems such as impotence, sterility, or infertility, and can determine when a female is most fertile. The spell also reveals if the subject is under the influences of any magical or herbal means of blocking conception.

Animal Trick

School enchantment (compulsion) [mind-affecting] ;

Level bard 0, druid 0, ranger 1 , sorcerer/wizard 0, summoner 0

Casting Time 1 standard action

Components V, S, M (a lock of hair from a dog or cat)

Range touch

Target animal touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

You command an animal to perform a single trick. Make a Spellcraft check instead of a Handle Animal check to determine what you can command the animal to do. You gain a +5 bonus to this check.

This spell only works on an animal that does not feel threatened by you. Also, the animal can only perform one trick at a time.

Bird's Eye View

School divination; **Level** druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a bird's feather)

Range personal

Target you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You can see everything within your current normal range of vision as if viewing from directly above your current location. Outdoors, your viewpoint can be anywhere from 10 to 100 feet off the ground. Indoors, the point of reference is limited by the height of the ceiling, and you cannot see beyond the room you are currently in. You can see enemies hiding behind walls, crates, barrels, wagons, and the like, removing all combat penalties for enemies being behind cover, but you cannot see anyone or anything that is hidden underneath something or hidden by magic (such as invisibility). The spell also grants you a +10 bonus to Perception checks when attempting to spot hiding creatures (the Perception DC is equal to the Stealth check of the creature trying to hide).

Create Seelie Henge

School abjuration [good]; **Level** druid 3, hedge witch 3, sorcerer/wizard 4, witch 3

Casting Time 1 full-round action

Components V, S, M/DF (six stones with silver runic inscriptions worth 100 gp)

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

Area 10-ft.-radius circle

Duration 8 hours

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

The caster summons a henge of stone – a circle of giant carved stones – into the area. The stones each weigh several hundred pounds and stand from 4 ft. to 7 ft. tall. The spell cannot be cast in such a way that the stones of the henge crush or harm anything in the area.

Those within the henge gain the benefits of protection from evil and evil summoned creatures cannot enter the henge, as if a magic circle against evil was cast within the area bordered by the stones. However, the henge cannot trap or bind a called creature in the same way a magic circle against evil can; it merely excludes those already summoned.

In addition to these benefits, those who rest within the henge for eight hours gain three times their character level in hit points. This counts as natural healing, and has no effect on effects requiring magical healing to cure.

Create Unseelie Henge

School abjuration [evil]; **Level** druid 3, hedge witch 3, sorcerer/wizard 4, witch 3

Casting Time 1 full-round action

Components V, S, M/DF (six stones with silver runic inscriptions worth 100 gp)

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

Area 10-ft.-radius circle

Duration 8 hours

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

This spell functions like *create seelie henge*, with the exception that it confers benefits to those within the border of the stones as though protection against good and magic circle against good had been cast within the area.

Circle of Cold Iron

School abjuration; **Level** hedge witch 2, inquisitor 2, paladin 2, summoner 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (a piece of cold iron)

Range touch

Area 10-ft.-radius emanation from touched creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

This spell functions in a manner similar to *magic circle against evil*, except it excludes or traps a creature with damage reduction/cold iron. In addition, the *benefits of protection against evil* applies against creatures with damage reduction/cold iron.

Mire

School transmutation; **Level** druid 3, hedge witch 3, ranger 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Area 100-ft.-radius circle, centered on you; see text

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell transforms an environment into a swampy mire. The area becomes full of mud, tangled vines and vegetation, and puddles of fetid water. The caster is not in control of what features appear where, nor can they cause direct damage with any transformed features.

The mire counts as hampered terrain, and each square moved into counts as two squares. Creatures under the effects of *freedom of movement* can move through this area normally.

A Fey-kissed Druid Creates a Seelie Henge



Obscure Road

School illusion (glamer); **Level** cleric 3, druid 2, hedge witch 2, rook 2, sorcerer/wizard 3, witch 3

Casting Time 10 minutes; see text

Components V, S

Range 1 mile/level

Area 1-mile-radius circle/level; see text

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell raises mists, flickering shadows, and flashes of foxfire in a large area. By themselves, none of these

manifestations create much difficulty for travelers, but taken together they can baffle pathfinders and mislead the unwary. The DC for Survival checks to avoid getting lost in the area of the spell is raised by 4.

To cast the spell, the caster must walk in a circle around the center of the spell for 10 minutes, chanting and ritualistically obscuring the area.

Find the Path instantly cuts through the illusion created by this spell and negates any penalties imposed by it.

Phantom Jack o' Lantern

School abjuration; **Level** witch 4, summoner 4

Casting Time 1 standard action

Components V, S

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

Effect one summoned creature

Duration special, see text

Saving Throw none; **Spell Resistance** no

This spell summons a small, misshapen turnip with a macabre smile cut into it called a jack o' lantern. This jack o' lantern exists both in the material and ethereal planes simultaneously. The phantom jack o' lantern floats in the air and will accompany you at no more than your normal speed per round. You can command the jack o' lantern's movements with a move action. If not otherwise directed, it will maintain a constant 5 feet between itself and you. The phantom jack o' lantern will follow the caster for 10 minutes per caster level before disappearing. A phantom jack o' lantern can be targeted by attacks: he has an effective AC of 20 and has HP 5.

As a free action, the caster can command the jack o' lantern to light, which causes a candle to light within it, radiating a soft glow with a 10 foot radius around the jack o' lantern. At this point, the duration of the spell becomes Concentration.

All ethereal creatures within the glow of the phantom jack o' lantern become visible and substantial, allowing creatures in the Material Plane to target and attack them, and vice versa.

Summon Tendriculos

School conjuration (summoning); **Level** druid 4, summoner 4

Casting Time 1 round

Components V, S

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

Effect one summoned creature

Duration special, see text

Saving Throw none; **Spell Resistance** no

This spell summons a tendriculos to your side to do your bidding. This spell functions similar to the *summon monster* spell. If cast in a swampy environment, the tendriculos remains summoned for 1 round per level. If not in a swampy environment, it remains for 1 round per 2 caster levels.

Wondrous Items and Artifacts

The following are wondrous items that can be found within the Fenian Triarchy

Fairy Flag

Aura moderate (enchantment); **CL** 12th

Slot none; **Price** 19,800 gp; **Weight** 3 lbs.

DESCRIPTION

This ancient heirloom, currently owned by the imperialist Coolaghs, is said to be an item of prophesy. It is said that the flag will preside over the victory of three great wars, and whoever has the flag flying will surely obtain victory. For this reason, the flag has carefully kept by the Coolaghs for use when the time is right.

In truth, the flag does have some magic about it. When unfurled, allies to the flag's bearer will gain a +4 morale bonus on attack and damage rolls, saves, and skill checks. The bonus lasts for up to one week per use. However, the magic of the flag fades after it is used 3 times.

CONSTRUCTION

Requirements Craft Wondrous Item, *heroism*; **Cost** 9,900 gp

Fairy Ointment

Aura faint divination; **CL** 2nd

Slot none; **Price** 150 gp; **Weight** —

DESCRIPTION

A character rubbing this ointment on their eyes is imbued with the ability to see invisible creatures of the fey subtype, as if benefiting from the *see invisibility* spell. This power only applies to fey creatures and does not aid against invisible creatures of other types.

It is a well-known fact that fey creatures loathe this ointment and go out of their way to harm those who carry and use it.

CONSTRUCTION

Requirements Craft Wondrous Item, *see invisibility*; **Cost** 75 gp

Torc of the General

Aura faint illusion; **CL** 1st

Slot neck; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

This braided gold torc is worn at the throat and can resize itself as to fit any creature. When worn, the wearer can alter and project their voice.

Using the torc, the wearer can amplify their voice to speak to crowds. While speaking, each person in a large

area can hear the wearer clearly.

Furthermore, the wearer can project his voice to certain areas, so as to specifically speak to one group. This is done as if using the spell *ventriloquism*; the wearer cannot project his voice further than 1 mile away and this ability can be used three times per day..

Using the powers of this torc, a general can give battle commands to any unit on a battlefield, either communicating to the entire field at once, or projecting his commands to individuals or groups.

CONSTRUCTION

Requirements Craft Wondrous Item, *vocal alteration*, *ventriloquism*; **Cost** 1,000 gp

Psionic Ioun Stones

These strange ioun stones found in the Lady's Pyramid resonate psionically and will only work properly for characters who can manifest psionic powers.

Red Jasper (Ioun Stone)

Aura strong (varied); **CL** 12th

Slot —; **Price** 30,000 gp; **Weight** —

DESCRIPTION

This stone grants the owner +1 manifester level to all psionic powers manifested

Flawed: This stone grants a +1 manifester level and a –2 penalty to the wearer's primary casting ability score (Wisdom for vitalists, Charisma for wilders, and so on).

Price 25,000 gp

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 15,000 gp

Lapis Shard (Ioun Stone)

Aura moderate transmutation; **CL** 12th

Slot none; **Price** 10,000 gp; **Weight** —.

DESCRIPTION

This stone grants you the Mental Leap feat.

Cracked: Wearer only gains ½ the bonus offered by the Mental Leap feat. **Price** 5,000 gp.

Flawed: This stone grants the wearer the Mental Leap feat. Anything that would make the wearer fatigued instead makes him sickened. Anything that would make the wearer exhausted instead makes him nauseated.

Price 8,000 gp.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 5,000 gp

Minor Artifacts

Blue Woad Tattoo Ink

Aura strong (all disciplines); **ML** 20th

Slot none; **Weight** 1/2 lbs.

DESCRIPTION

Contained in a crystalline case about the size of a human hand are ancient needles and a supply of blue woad tattoo ink. A diagram etched into the surface of the case's lid shows a pattern of whorls tattooed onto the scaly flesh of a lizardman.

A character with Scribe Tattoo can scribe a tattoo with this ink onto the flesh of a manifester. Scribing this tattoo takes one day. There is only enough ink to create a blue woad tattoo on one creature of Small or Medium size.

A blue woad tattoo is a tattoo that takes up as much skin on the body as 5 psionic tattoos, thus reducing the number of tattoos that a creature can have to 15. Like psionic tattoos, the bearer of this tattoo can change the appearance of the tattoo and shift it to other spaces on his body. Unlike other tattoos, it is not expended when used, and will remain on the character's body until willingly transferred to another host.

Three times per day, the bearer of the blue woad tattoo may apply one the metapsionic feats listed below to any psionic tattoo that he expends. He may only apply one metapsionic feat at a time. Applying these metapsionic feats requires that he pay the increased power point cost and expend his psionic focus, per the description of the feat. As always, you cannot spend more power points on any power than your manifester level. A manifester may not apply these metapsionic feats to powers that he manifests, only to psionic tattoos expended from his body.

The blue woad tattoos can apply the following metapsionic feats: Empower Power, Enlarge Power, Extend Power

DESTRUCTION

Blue woad tattoo ink can be destroyed by the touch of a psion-killer. Any psionic tattoo created by this ink is destroyed when the wearer dies.

Helm of the Huntsman

Aura strong transmutation; **CL** 20th

Slot head; **Weight** 3 lbs.

DESCRIPTION

No tale tells who made this chilling bone and leather helm. The helm of the huntsman is shaped like a brown leather helm with iron rivets trailing down the back of

the hood. It has a face guard shaped like the skull of a stag with great antlers.

Though it is not known who made this helm, it is clear what the purpose of the helm is: to hunt down and kill creatures. Firstly, this helm grants 100% protection against gaze attacks. The wearer of this helm is treated as if having the bleeding critical feat, even if he does not meet the prerequisites. Furthermore, anytime the wearer of the Helm of the Huntsman damages a creature, the wearer gains a bonus of +10 to all Survival checks to track that creature for the rest of the day, as phantom blood trails visible only to the wearer lead to his quarry. Lastly, if the wearer is a ranger, any weapon the wearer wields is counted as having the keen property against the wearer's favored enemies.

DESTRUCTION

If the wearer of the helm is killed by any member of the deer family, a celestial stag will come to bear it away.



Helm of the Huntsman

Princess's Bauble

Aura strong (evocation [light]); **CL** 20th

Slot none; **Weight** —

DESCRIPTION

This opaque glass sphere, about the size of an egg, would almost be a curiosity if it weren't for its key functionality of identifying true royalty. In most hands, it is cold and dark. Despite apparently being made of glass, it is nigh unbreakable.

However, when someone holds the bauble that truly belongs to a noble line, such as someone who has the Trait: Lost Nobility, a Drow Noble, or cleric of the Nobility domain, the bauble glows with light, as per the *Light* spell. The bauble then animates and begins to float and follow the royal.

The bauble will obey the royal's command, going

wherever it is commanded. At their command, it can cast *light* at will. Additionally, five times per day, the bauble can cast *faerie fire*.

However, the bauble will only display loyalty to persons of noble blood, and will obey no one else's command. If touched by a non-noble, it immediately stops animating and goes dark.

A noble in possession of the glowing orb will gain a +2 to his Leadership score if he has the Leadership feat.

DESTRUCTION

If a beggar that is the unrecognized bastard of a noble is given the *bauble* as charity, it will turn into a bag of 2d6 x 10 gp instead.

Psionic Powers

The following psionic powers were first developed by practitioners of the taseck method.

Endorphin Surge, Lesser

Discipline Psychometabolism; **Level** Psion/Wilder 1, Psychic Warrior 1, Vitalist 1

Display Visual

Manifesting Time 1 standard action

Range Personal

Target You

Duration 2 round (D)

Power Points 1

As per *endorphin surge*, except you are fatigued at the end of the rage.

Augment: For 2 power points you may increase the duration by 2 rounds.

Inspire

Discipline Psychometabolism; **Level** Taseck 0

Manifesting Time 1 standard action

Display Auditory

Range 30 ft.

Target One living creature

Duration 1 minute

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

Power Points Psionic focus or 1

You grant one member of your collective a +1 morale bonus to attacks for 1 minute.

Rally

Discipline Telepathy [Mind-Affecting]; **Level** Taseck 0

Manifesting Time 1 standard action

Display Auditory

Range 30 ft.

Target One living creature

Duration 1 minute

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

Power Points Psionic focus or 1

You grant one member of your collective a +2 bonus to saves against fear for 1 minute.

Common Equipment Available

“Aye, this is a one stop shop, lad! We’ve got whisky from Greenwall, fairy-wrought weapons from Siobahn, papyrus scrolls from the City of Boats, herbs gathered from the Sea of Reeds, and the latest imports come in from MacCool! Come in, come in! Look around.”

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.

Adventuring Gear		
Item	Price	Weight
Air Bladder	1 sp	1/2 lb.
Alchemist’s kit	40 gp	24 lbs.
Area Map	50 gp	2 lbs.
Backpack, common	2 gp	2 lbs.
Bandages (LL)	2 gp	1/2 lb.
Bard’s kit	41 gp	33-1/2 lbs.
Barrel	1 sp	5 lbs.
Basket	4 sp	1 lb.
Bedroll	1 sp	5 lbs.
Beltpouch	1 gp	1/2 lb.
Blanket	5 sp	3 lbs.
Block and tackle	5 gp	5 lbs.
Blue book (Greenwall)	5 gp	1 lb.
Blue book (MacCool)	5 gp	1 lb.
Bottle	2 gp	1 lb.
Branding kit (Ink)	10 gp	10 lbs.

Bucket	5 sp	2 lbs.
Buoy, common	5 sp	16 lbs.
Buoy, superior	10 gp	30 lbs.
Camouflage netting	20 gp	5 lbs.
Candle	1 cp	—
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.
Chirurgeon’s kit	400 gp	4 lbs.
Cleric’s kit	16 gp	32 lbs.
Coffee pot	3 gp	4 lbs.
Compass	10 gp	1/2 lb.
Cooking kit	3 gp	16 lbs.
Crowbar	2 gp	5 lbs.
Druid’s kit	14 gp	44 lbs.
Entertainer’s kit	5 sp	3 lbs.
Fake footprint shoes	5 gp	2 lbs.
False-bottomed chest	52 gp	25 lbs.
False-bottomed cup	1 gp	—
Familiar satchel	25 gp	6 lbs.
Fighter’s kit	9 gp	29 lbs.
Finger Blade (LL)	5 sp	—
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	—
Folding chair	2 gp	10 lbs.
Folding pole	2 sp	10 lbs.
Folding table	10 gp	20 lbs.
Fowler’s trap (LL)	20 gp	5 lbs.
Gambler’s kit, common	75 gp	5 lbs.
Gambler’s kit, cheating	300 gp	5 lbs.
Gear maintenance kit	5 gp	2 lbs.
Grappling hook, common	1 gp	4 lbs.
Grooming kit	1 gp	2 lbs.

Hammock	1 sp	3 lbs.
Hedge witch's kit	22 gp	22 lbs.
Hip Flask	1 gp	1/2 lbs
Holy symbol, wooden	1 gp	—
Holy symbol, iron	5 gp	1 lb.
Holy symbol, silver	25 gp	1 lb.
Holy symbol, flask	+10 gp	—
Holy symbol, tattoo	100 gp	—
Holy text (Aleria's Almanac)	25 gp	5 lbs.
Holy text (Scrolls of the Floods)	10 gp	3 lbs.
Holy text (The Words of Waiting)	45 gp	12 lbs.
Hooded lantern	7 gp	2 lbs.
Ink	8 gp	—
Inkpen	1 sp	—
Iron vial	1 sp	1 lb.
Journal	10 gp	1 lb.
Jug	3 cp	9 lbs.
Lamp	1 sp	1 lb.
Leather straps	5 gp	6 lbs.
Lock, simple	20 gp	1 lb.
Lock, average	40 gp	1 lb.
Lock, good	80 gp	1 lb.
Manacles, common	15 gp	2 lbs.
Mess kit	2 sp	1 lb.
Mirror	10 gp	1/2 lb.
Mug/tankard	2 cp	1 lb.
Oil	1 sp	1 lb.
Oracle's kit	9 gp	29 lbs.
Parchment (sheet)	2 sp	—
Perfume/cologne	5 gp	—
Pitcher	2 cp	5 lbs.
Pole	5 cp	8 lbs.
Pot, common	8 sp	4 lbs.
Ranger's kit	9 gp	28 lbs.
Rogue's kit	50 gp	37 lbs.
Rook's kit	58 gp	27 lbs.
Rope (50 ft.)	1 gp	10 lbs.
Sack	1 sp	1/2 lb.
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	—
Shovel, common	2 gp	8 lbs.
Signal horn	1 gp	2 lbs.
Skillet, common	8 sp	4 lbs.
Snorkel, common	5 sp	—
Snorkel, masterwork	5 gp	—
Soap	1 cp	1/2 lb.
Sorcerer's kit	8 gp	19 lbs.
Stationary	1 gp	—
Sting or twine (50 ft.)	1 cp	1/2 lbs.
Summoner's kit	8 gp	19 lbs.
Survival kit, common	5 gp	4 lbs.
Survival kit, masterwork	50 gp	5 lbs.
Swarmsuit	20 gp	10 lbs.
Tattoo	1 cp-200 gp	—
Tattoo kit, steel (Ink)	20 gp	1 lb.
Replacement needles	2 gp	—
Tattoo ink, basic palette (Ink)	2 gp	1/2 lb.
Tattoo ink, black (Ink)	1 gp	1/2 lb.
Teapot	1 sp	1 lb.
Tent, small	10 gp	20 lbs.
Tent, medium	15 gp	30 lbs.
Thurible	50 gp	3 lbs.
Traveler's dictionary (Boggard)	50 gp	2 lbs.
Traveler's dictionary (Draconic)	50 gp	2 lbs.
Traveler's dictionary (Elven)	50 gp	2 lbs.
Traveler's dictionary (Old Porphyrans)	50	2 lbs.
Traveler's dictionary (Sylvan)	50	2 lbs.
Vial	1 gp	1 lb.
Vitalist's kit	58 gp	20 lbs.
Waterproof bag	5 sp	1/2 lbs.
Waterproof lantern	+5 gp	—
Waterskin	1 gp	4 lbs.
Whetstone	2 cp	—

Wilder's kit	8 gp	19 lbs.
Witch's kit	21 gp	21 lbs.
Wrist sheath	1 gp	1 lb.

Tools and Skill Kits		
Item	Price	Weight
Abacus	2 gp	2 lbs.
Alchemist's lab	200 gp	40 lbs.
Alchemy crafting kit	25 gp	50 lbs.
Antidote kit	100 gp	3 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	1/2 lb.
Bagpipes (LL)	25 gp	2 lbs.
Blood bowl	1 gp	1 lb.
Boline (PoP)	5 gp	1/2 lb.
Bronze sickle	15 gp	2 lb.
Cauldron (PoP)	1 gp	8 lbs.
Disguise kit	50 gp	8 lbs.
Druid horn	10 gp	6 lb.
Drum (LL)	2 gp+	2+ lbs.
Dulcian (LL)	25 gp	5 lbs.
Dulcimer (LL)	25 gp	5 lbs.
Fiddle (LL)	25 gp	1 lb.
Flute (LL)	1 gp	—
Footprint book	50 gp	3 lbs.
Forger's kit	200 gp	6 lbs.
Formula book	15 gp	3 lbs.
Grimoire (PoP)	15 gp	3 lbs.
Harp, handheld (LL)	15 gp	1 lb.
Healer's kit	50 gp	1 lb.
Hurdy-gurdy (LL)	15 gp	5 lbs.
Leeching kit	5 gp	5 lbs.
Lyre (LL)	10 gp	1/2 lb.
Mapmaker's kit	10 gp	2 lbs.
Masterwork tool	50 gp	1 lb.
Merchant's scale	2 gp	1 lb.
Midwife's kit	10 gp	2 lbs.
Pan-pipe (LL)	9 sp	—
Recorder (LL)	15 gp	1 lb.
Sacrificial dagger	10 gp	1 lb.
Spell component pouch	5 gp	2 lbs.

Spellbook	15 gp	3 lbs.
Surgeon's tools	20 gp	5 lbs.
Thieves' tools, common	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lbs.
Veterinarian's kit	25 gp	1 lb.

Animals, Mounts, and Related Gear		
Pets and Familiars		
Item	Price	Weight
Bat	5 gp	1 lb.
Cat	3 cp	8 lbs.
Centipede, house	1 cp	3 oz.
Crab	20 gp	5-7 lbs.
Dog, lap	15 gp	5 lbs.
Donkey rat	1 gp	50 lbs.
Dox	8 gp	12 lbs.
Goat	6 gp	50 lbs.
Lizard	5 cp	2 oz.
Octopus	25 gp	2 lbs.
Otter	20 gp	10 lbs.
Pig	10 gp	100-300 lbs.
Rabbit	2 gp	3 lbs.
Rat	1 cp	1 lb.
Rat, Dire	5 gp	50 lbs.
Raven	2 gp	3 lbs.
Snake, constrictor	5 gp	60 lbs.
Snake, viper	5 gp	10 oz.
Spider	25 gp	8 oz.
Stirge	20 gp	1 lb.
Toad	2 cp	7 oz.
Turtle	3 gp	4 lbs.
Guard and Hunting Animals		
Item	Price	Weight
Cat, small	100 gp	100 lbs.
Dog, guard	25 gp	25 lbs.
Hawk	18 gp	2 lbs.
Stirge	20 gp	1 lb.
Farm and Work Animals		
Item	Price	Weight
Cattle	50 gp	1,500 lbs.
Chicken	1 gp	6 lbs.

Donkey or mule	8 gp	600-800 lbs.
Duck	2 gp	3 lbs.
Goat	6 gp	50 lbs.
Pig	20 gp	100-300 lbs.
Sheep	20 gp	150 lbs.
Mounts		
Item	Price	Weight
Dog, Riding	150 gp	50 lbs.
Horse, light	75 gp	900 lbs.
Pony	30 gp	800 gp
Animal Related Gear		
Item	Price	Weight
Animal Harness	2 gp	2 lbs.
Bit and bridle	2 gp	1 lb.
Cage, Diminutive or Fine	1 gp	2 lbs.
Cage, Tiny	2 gp	5 lbs.
Cage, Small or Medium	15 gp	60 lbs.
Feed (per day)	5 cp	10 lbs.
Saddle, riding	10 gp	25 lbs.
Saddlebags	4 gp	8 lbs.
Stabling (per day)	5 sp	—

Transport		
Land Transport	Price	Price of Passage (per mile)
Cart	15 gp	1 cp
Wagon, light	50 gp	2 cp
Wagon, medium	75 gp	2 cp
Sea Transport	Price	Price of Passage (per mile)
Canoe, dugout (POP)	25	2 cp
Junk	15,000 gp	1 sp
Keelboat	3,000 gp	1 sp
Raft	—	1 cp
Rowboat	50 gp	2 cp
Sailing Ship	10,000 gp	2 sp
Ship's Boat	500 gp	2 cp

Clothing		
Item	Cost	Weight
Artisan's outfit	1 gp	4 lbs.

Cleats	5 gp	2 lbs.
Cleric's vestments	5 gp	6 lbs.
Ceremonial Robes	10 gp	8 lb.
Diving suit	10 gp	2 lbs.
Entertainer's outfit	3 gp	4 lbs.
Explorer's outfit	10 gp	8 lbs.
Hat	varies	1/2-2 lbs.
Jewelry	varies	varies
Kilt	2 sp	1 lb.
Monster mask	varies	1 lb.
Noble's outfit	75 gp	10 lbs.
Patchwork cloak	5 gp	1/2 lbs.
Peasant's outfit	1 sp	2 lbs.
Pickpocket's outfit	5 gp	3 lbs.
Scarf	5 gp	1/2 lbs.
Scholar's outfit	5 gp	6 lbs.
Tear-away clothing	+5 gp	—
Traveler's outfit	1 gp	5 lbs.
Wig	varies	1/2 lb – 4 lbs.

Entertainment		
Item	Price	Weight
Ball (2 in.)	8 cp	—
Ball (5 in.)	2 sp	—
Ball (10 in.)	6 gp	1 lb.
Cards	1 sp-100 gp	1 lb.
Cards, marked	1 gp	1 lb.
Loaded dice, average	10 gp	—

Trade Goods	
Item	Price
Charcoal (20 lbs.)	3 cp
Fish (1 lb.)	5 sp
Otter pelt (1 lb.)	2 gp
Peat (20 lbs.)	3 cp
Papyrus (1 lb.)	1 gp

Food and Drink		
Item	Price	Weight
Bread	2 cp	1/2 lb.
Bufo (jug)	1 gp	2 lbs.

Caviar	50 gp	—
Cheese	1 sp	1/2 lb.
Coffee (cup)	1 cp	1/2 lb.
Haggis	1 sp	1-1/2 lbs.
Meals, poor (per day)	1 sp	—
Meals, common (per day)	3 sp	—
Meals, good (per day)	5 sp	—
Meat (fish)	2 sp	1/2 lb.
Meat (other)	5 sp	1/2 lb.
Milk	5 cp	1/2 lb.
Street meat	1 cp	1/2 lb.
Tea	2 cp-4 cp	1/2 lb.
Whisky		
Jim Rustle's Blended (dram)	1 cp	—
Jim Rustle's Blended (bottle)	4 sp	1 lb.
Kinchie (dram)	4 cp	—
Kinchie (bottle)	9 sp	1 lb.
Lakewood (dram)	5 sp	—
Lakewood (bottle)	50 gp	1 lb.
Long Lost Brother's Nog (dram)	4 cp	—
Long Lost Brother's Nog (bottle)	8 sp	1 lb.
Special Green (dram)	2 cp	—
Special Green (bottle)	5 sp	1 lb.
Watered Down Blended Whisky (dram)	1 cp	—
Watered Down Blended Whisky (bottle)	1 sp	1 lb.

Lodging and Services	
Item	Price
Bath (public)	2 sp-1 gp
Companion	5 cp-10 gp
Doctor	1 gp
Hireling (untrained)	1 sp per day
Hireling (trained)	3 sp per day
Inn stay (poor)	2 sp
Inn stay (common)	5 sp

Inn stay (good)	2 gp
Inn suite (small)	4 gp
Laundry	1 sp
Messenger	2 cp per mile
Scribe (text)	1 gp
Scribe (map)	10 gp
Spellcasting (divine)	caster level x spell level x 10 gp
Spellcasting (arcane)	caster level x spell level x 15 gp

Alchemical Remedies

Item	Price	Weight
Alchemist's kindness	1 gp	—
Antiplague	50 gp	—
Antitoxin	50 gp	—
Smelling Salts	25 gp	—
Soothe Syrup	25 gp	—
Vermin Repellent	5 gp	—

Alchemical Tools

Item	Cost	Weight
Defoliant	30 gp	—
Scent cloak	20 gp	2 lbs.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tindertwig	1 gp	—
Water Purification Sponge	25 gp	1 lb.
Weapon blanch (cold iron)	20 gp	1/2 lb.
Weapon blanch (silver)	5 gp	1/2 lb.

Alchemical Weapons

Item	Cost	Weight
Acid	10 gp	1 lb.
Alchemist's fire	20 gp	1 lb.
Fuse grenade	100 gp	1 lb.
Holy water	25 gp	1 lb.
Liquid ice	40 gp	2 lbs.
Tangleburn bag	150 gp	5 lbs.
Tanglefoot bag	50 gp	4 lbs.

Herbalism Items	
Item	Cost
Amerlath	100 gp
Asrino moss	1 gp
Black holly	500 gp
Cael fungus	50 gp
Carrow	1 gp
Dinith	25 gp
Evenfolk	750 gp
Fenfoil	25 gp
Firethorn	25 gp
Heatherschild	10 gp
Hollyberry	250 gp
Insoline	25 gp
Jerrik-leag	200 gp
Jollity	— gp
Lamellas	100 gp
Marshwash	10 gp
Otterstail	10 gp
Saren's gift	50 gp
Silverleaf	2 gp

Special Materials	
Item	Price
Alchemical Silver	varies
Cold Iron	varies
Darkwood	varies
Eel Hide	varies
Whipwood	varies

New Items

Below is a selection of new mundane items common in the Fenian Triarchy.

Blood Bowl: This stone bowl is used to catch the blood from sacrifices, or to contain offerings to the spirits. Not having a stone bowl increases the DC of any Spellcraft or Knowledge (religion) checks relating to the sacrifice by +2.

Bronze Sickle: A bronze sickle is a ritually purified and blessed sickle – the metal for the blade is mined in the spring, it is forged in the summer, sharpened in the autumn and blooded in the winter. Only a bronze sickle can be used to harvest true mistletoe and black holly.

Ceremonial Robes: Ceremonial robes differ for each ceremony. Druids are great believers in symbols and sympathetic magic. Robes for the spring solstice are white and studded with the first buds of spring. The winter robes are heavy furs, marked with the antlers of a stag or the skull of a wolf. Having proper ceremonial robes gives a +2 sacred bonus to Knowledge (religion) checks.

Druid Horn: A druid horn is used to summon druids to the sacred grove or ritual circle. By tradition, only the master of a circle may sound a druid horn. This means that the noise of a druid horn being blown out of season is a clear signal to any druids within hearing that some terrible event has occurred. Furthermore, the noise of a druid horn carries into the Otherworld, so it can be heard over a distance of many miles. Some adventuring druids carry druid horns, for use in emergencies.

Hedge Witch's Kit: This kit include a backpack, a bedroll, a belt pouch, a broom, a flint and steel, ink, an inkpen, an iron pot, a mess kit, soap, a spell component pouch, torches (10), trail rations (5 days), a waterskin. This kit does not include a grimoire or a cauldron because a hedge witch is presented with these tools when she reaches 2nd level and does not need to purchase them.

Living Armour: Living armour is a mesh of vines and fungal growths that wrap around the druid's body. It is a springy, resilient substance, although it is not especially tough. A druid must take care of his living armour by casting plant growth on it once per day. If the spell is not cast on the armour, it must feed on the druid's blood, dealing 2d6 points of damage each day. Living armour has its own hit point total. Any damage dealt to the druid is split equally between the druid and the living armour. If the living armour is reduced to 0 hit points, it gains the broken condition until the next day when plant growth is cast on it (or when it drains blood from the wearer). Cure spells can restore hit points to the armour as normal. Light living armour has 20 hit points, while Medium living armour has 40 hit points.

Rook's Kit: This kit includes a backpack, a bedroll, a belt pouch, a disguise kit, an iron pot, a mess kit, soap, torches (10), trail rations (5 days), and a waterskin.

New Armor

	Cost	Armour Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Light armour								
Light living	100 gp	+3	+3	−1	20%	30 ft.	20 ft.	20 lb.
Medium armour								
Medium living	250 gp	+5	+2	−4	30%	20 ft.	15 ft.	40 lb.

Sacrificial Dagger: A sacrificial dagger is a dagger with wickedly sharp and serrated barbs that widen any wounds inflicted by the blade. It is rather unbalanced (−2 to attack) but any damage dealt by the dagger is increased by one.

Vitalist's Kit: This kit includes a backpack, a bedroll, a belt pouch, a healer's kit, an iron pot, a mess kit, soap, torches (10), trail rations (5 days), and a waterskin.

Wilder's Kit: This kit includes a backpack, a bedroll, a belt pouch, an iron pot, a mess kit, soap, torches (10), trail rations (5 days), and a waterskin.

The Whisky

There are currently five distilleries legally operating within the Fenian Triarchy. Each produces its own brand of whisky.

Jim Rustle's Blended – Produced by Clan Emmet – This whisky is blended (a technique typically eschewed by purists), resulting in a very smooth and enjoyable taste. Jim Rustle's is often given to children or pregnant women as a “light” alternative.

Kinchie – Produced by Clan Arthen – Kinchie is a developed taste. Smokey to both taste and scent, with an explosive mouth-feel, drinking Kinchie is like licking the inside of a chimney.

Lakewood – Produced by Clan Innside – Once called the “King of Whiskies,” Lakewood no longer has quite the popularity that it once did. Clan Innside has tried to reduce prices to increase sales, but the once-prestigious brand no longer is the exclusive brand for triarchs and lords. Those who still enjoy this straw-colored expression describe it as rich and sweet, and hold that three drops of pure water bring forth a delicate bouquet of honeysuckle, elderberry, grass clippings, and loam.

Long Lost Brother's Nog – Produced by Clan Kimpso and Merrow, jointly – This particularly potent expression from two Siobhan clans is aged in port casks for twenty years. Non-fey who dare to drink this velvety liquor are nearly instantly reduced to a mildly hallucinogenic state. Fey who enjoy it describe it as having orange and chocolate notes, with a scent of rose and sandalwood.

Special Green – Produced by Clan MaKallan – This whisky is undeniably one of the most popular and reasonably priced whiskies available. Its green hue being its most noticeable feature, the whisky is drinkable and mellow. It contains notes of honey and clover. True whisky connoisseurs generally avoid MaKallan's brew, though, citing its uninteresting palate and short aging process.

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