



Heroes of the Middle Kingdoms



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A Day in the Middle Kingdoms

Gerana's Dawn in the village of Domino, Geranland, the Middle Kingdoms. Too far from Thame to make pilgrimage, too small to have overmuch of a real celebration, a trio of tired luthiers play in pairs, while the other fetches cider, in an unending cycle of strumming and drinking. The music, by tradition, is not particularly loud, and forbids drums or high-pitched horns; the latter are too reminiscent of the battle-music of the 'southerners'.

But still, Domino celebrates in its rustic way. The people are tolerant, with little atheling blood in them. The new world, "Porphyra" has been good to them, and the World-that-Was remembered only in small scraps at the chapel and in a few odd quirky customs, like putting a cabbage on the roof on the Fourday after Gerana's Dawn, or flicking a coin into a flowing river. Oh, and others. A group of youths bound out of the Skill-way, bearing ribbons and toys, from the pitch-and-win and other games, all pulled out of the storage-barn for this very occasion: "Hear the voices call, toll-a-ree tay! Hear the people sing, Gerana's Dawn Day!"

The tournament is well under way, and the crowds are gathering to see the young would-be knights bash away at each other with wooden weapons and padded armor. The mayor makes a show of announcing the militia leader as 'King for the Day' (mostly because he had the only set of full-plate in the village) and the Widow Baumung as "Most High Sanctioned Wizard"- even though most were sure she was just a hedge witch. All was very proper- with only Merrit Goodwin to spoil the pageant with his drunken heckling. Worse every year, he openly flouted the mildly enforced Code of Four, slinging stones, putting buckets of water over doors, over-feeding the cook-fires, what have you. Son of the mostly-absent tax overseer or not, the people were in high mood today, and had a bit of wine themselves. He must needs watch himself, many whisper.

As if in counterpoint to that moment of frivolity, the local priest of Gerana, chubby Brother Silas, addresses the milling crowd, with the help of his 'housekeeper' Kalasa, a Pynian orphan with a great gift for music. "Hail Gerana, O people of Domino!" (And 'Hail Gerana!' comes the reply.) "Truth is Iron," ('Evil is Sand' muttered in return) "Gerana is with us. We know these things to be true. Gerana is Good, Gerana bestows Glory upon us. Gerana bids us obey those among us who are chosen to be the Nobility, Gerana is of the Earth, the soil beneath our feet." Acolytes with shovels clang them together. One of those odd customs, perhaps. "Gerana is served by the Archons of Heaven, and bids us to show Leadership, Heroism and Honor. All hail Gerana." (And 'Hail Gerana!' comes the reply, and a cheer- and a crackling 'bang', as a smuggled firework goes off; no doubt

as to its owner.)

Then, the 'King for the Day' and the 'Most High Sanctioned Wizardess' gallop up before the assembled people, on a truly enormous horse- Farmer Kenn's dray, no doubt. The 'King' gives the quintain a swat with his mace, ducking dexterously beneath the sand-bag, while the 'Wizardess' makes colored lights play over the villagers, who dutifully clap. "Now we shall have the reenactment of the Dire Race, when the villagers fled from the menace of the Elementalist invasion, to reach the safety of Gerana's Arms." The crowd is directed by the Widow's bouncing lights across Farmer Kenn's denuded hayfield, where, a hundred yards away, an idol of sorts sits; a giant hammer encircled by chains. A small cask sits atop it, with a Vinterrish stamp upon it. "The first villager to reach 'Gerana's Arms' shall be rewarded- a tun of Vinterrish 10-year brandy!" The words are no sooner out of his mouth than Merrit Goodwin bursts out of an outhouse near the Church-Armory and starts staggering in the direction of the idol. "Ha! Slug-a-beds! Iron-heads! That cask's mine, or I'm a Pynian tree-slug!"

No one moves. Brother Simon merely smiles and calls out in a clear voice, "Come, children. Come to sing of Gerana's bounty, in the field that gives its bounty every year- and every year from now on, it shall grow bountifully," He nods to Farmer Kenn, who nods back, and the two move toward the idol, far behind the drunken Merritt. The crown follows out of obedience, and the King and Wizardess catch up with the farmer and priest. By the time they get within ten yards of Merrit, he is clumsily jumping at the cask, cursing all Twenty-Seven of the gods in colorful fashion. "Louisa, if you wouldn't mind?" says the King, mildly, and the stout witch mutters a few words, causing a greenish, ghostly hand to float over to Merrit. It touches him, and his next leap easily reaches the cask. He greedily pulls it down, not noticing the slender wire from it, down the length of the 'hammer'. A pit opens up under him, ("A te a demhain leibh" the crowd murmurs; "As the World-that-Was demands," the priest intones,) and he falls 15 feet into mud. The idol falls atop him; he hardly screams. "Gabh mo leith, gabh mo mordach" the people call, louder, and the shovel-bearers rush up and work furiously.

"We are sorry, and we thank you for your sacrifice." The phrase in Common was said in unison. In no time at all, the field hardly looked molested. Farmer Kenn nodded, satisfied. "Haven't done that in a while, Honor to Earth" he said. Then, to the 'King' and the 'Wizardess'; "Guess I'll be needing my plow-horse. Glory to the Archons, but Gerana won't plant my field for me."

Races of the Middle Kingdoms

The Middle Kingdoms came from a world that had very few non-human citizens, for those races were considered nearly mythical there. As most of these were bestial and hostile, to be a humanoid and anything other than human was considered against the natural order. This was one of the reasons for Gerana's carrying the Kingdoms to Porphyra. Humans are the vast majority in The Middle Kingdoms, and other races are still, even after a thousand years, seen with wonder and suspicion. Ironically, in the transition of The Calling, The Middle Kingdoms gained a race new and unknown to all peoples of Porphyra- or anywhere else, apparently: the psionic cat-people who have come to call themselves the Qit'ar.

Athelings (Human Racial Variant)

There is still a core group, mostly rural, of humans that have passed down remembrances of the "World-That-Was" and are suspicious of the new planet they have joined. When the New Gods made the transition to Porphyra, all of the languages spoken by humanity were converted, even in the books and minds of the people, into the language known as 'Common', to facilitate the spreading of the various faiths. 'Athelings' stubbornly held on to a few phrases of the human language of the 'World-That-Was', but apart from that, refuse to speak anything other than the Common language thrust upon them, in grudging deference to their Goddess. 'Atheling', in that lost tongue, means 'nobleman'. Constant agitators for isolationism, athelings keep to themselves, for the most part, but still send representatives to local and national government in the Kingdoms to fight for their point of view. Individuals of that group also strike out into the larger world, to fight against threats imposed on them by 'the unwanted'- as they refer to the rest of Porphyra, or anyone from those lands.

Athelings have a large enough population in the Kingdoms to stay genetically viable, but it takes some work; the 'cleric' in their communities, often a ceremonial position, keeps detailed bloodlines, fragments of 'The Auld World', and bits of atheling lore, sparse as they are. Gerana's response to the Calling is seen as something between a betrayal and a judgment, and worship of the Arbitress is somewhat grudging among them- but enough to avoid Inquisitions from the Codion, except in a few notable uprisings. They have not accepted Rolterra's revolutionary doctrines as of yet, but inroads are being made within the more dissatisfied communities.

To most humanoids, especially non-humans, athelings look no different than the Landed human norm, but a DC 12 Knowledge (local) check can recognize their physical traits; somewhat shorter and more compact than their more cosmopolitan neighbors, large, typically bright green eyes, and almost comically snaggly teeth. The city term 'buck-toothed bumpkin' usually refers to athelings, though using the phrase to their face will almost guarantee subtle vandalism of one's goods- or person.

Atheling Racial Characteristics

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

- **+2 to One Ability Score, +1 Wisdom:** Atheling characters gain a +2 racial bonus to one ability score other than Wisdom and gain a +1 bonus to Wisdom bonus, to reflect their varied nature and their inherent suspicion.
- **Medium:** Athelings are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Athelings have a base speed of 30 feet.
- **Eye for Talent:** Athelings have great intuition for hidden potential. They gain a +2 racial bonus to Sense Motive checks. In addition, when they acquire an animal companion, bonded mount, cohort (human only) or familiar, that creature gains a +2 bonus to one ability score of the character's choice.
- **Heart of the Fields:** Humans born in rural areas are used to hard labor. They gain a racial bonus equal to half their character level to any one Craft or Profession skill, and once per day they may ignore an effect that would cause them to become fatigued or exhausted.
- **Skilled:** Athelings gain an additional skill rank at first level and one additional rank whenever they gain a level.
- **Languages:** Humans begin play speaking Common, and only Common, in a dialect that uses many words from the dead language of their home world. Apart from magical means or speaking Druidic, athelings must invest skill ranks in Linguistics to learn other languages, gaining one language for every two ranks invested.

Racial Traits

The following are race traits specifically for atheling player characters, who may take one race trait.

Gang the Auld Way: The old stories of the World-That-Was make it sound so perfect but you'll never tell the Unwanted about them. You gain Knowledge (history) as a class skill, and gain a +1 trait bonus to Bluff checks.

Duplicitous Peasant: "Yes, m'lord, yes m'lord- ooh what a lovely saddle..." As long as you don't wear medium or heavy armor, or an outfit worth more than 10 gp, you gain +1 to initiative and Stealth checks.

Xenophobia: You dislike what you don't trust, and you don't trust much. You gain a +1 trait bonus to saves vs. mind-affecting effects, except fear.

Avoodim

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

On Porphyra, avoodim appear fully grown in lonely places, to live out a century of testing before being 'recalled' to be measured again by the Archons of Heaven. In The Middle Kingdoms, avoodim fought like no other race in the NewGod Wars, and are present there in greater numbers than in most places other than The Holdfast of the Celestial Parishes. Most aspire to fit in with the dominant Church of Gerana, and are lauded by the Geranite clergy as object lessons of humility and striving to improve oneself. They are seen with no small amount of awe by common Midlanders, but they care

little for others' opinions in most cases. They have no problem associating with geraldites, and accede to the Code of Four only when ecclesiastically necessary.

Avoodim Racial Characteristics

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

- **+4 Constitution, -2 Dexterity, -2 Charisma:** The bodies of the avoodim are composed of all four elements, drawn from the Material and outer planes, thus they are very durable, (and stiff) but the Pain of their origin haunts them, and makes them melancholy.
- **Native Outsider:** Avoodims are outsiders with the native subtype.
- **Medium:** Avoodim are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Avoodim have a base speed of 30 ft.
- **Darkvision:** Avoodim can see in the dark up to 60 ft.
- **Celestial Resistance:** The avoodim's origin gives them acid resistance 5, cold resistance 5, and electricity resistance 5.
- **Eternal Despair:** The casting out of the avoodim has left the race with damaged psyches, constantly struggling against the wave of despair over what they have lost. Avoodim suffer -2 on saves vs. fear and despair effects. Also, once per day, when a natural 20 is rolled for a GM-directed skill check, ability check, saving throw or attack roll, the player must reroll. This choice is at the GM's discretion.
- **Forge of Heaven:** Avoodim prefer to create their own weapons, and gain a +2 bonus on all Craft or Profession checks to create objects from metal or stone.
- **Heavenly Hatred:** Avoodim resent most extraplanar beings, and gain an attack bonus of +1 against chaotic or evil outsiders such as proteans, yakshas, and demons.
- **Shared Agony:** An avood can let another taste the despair it constantly feels. They may use *doom* 1/day as a spell-like ability, with a caster level equal to the Hit Dice of the character.
- **Languages:** Avoodim characters start play speaking Common and Celestial. Avoodim with high intelligence can choose from the following: Abyssal, Aquan, Auran, Infernal, Ignan, and Terran.

Racial Traits

The following are race traits specifically for avoodim player characters, who may take one race trait.

Efreeti Finder: I can smell their evil stink—it takes me right to them. You gain a +2 bonus to Survival when tracking.

Daunting Dismay: That faithless scum will know the chill of my eye, and not forget it. Once per day you can use Intimidate to create a stronger demoralizing action, increasing the penalty to -3 and extending the duration by 1 round if successful.

Purple Duck Note: *More information on the avoodim can be found in Fehr's Ethnology: Avoodim, available from Purple Duck Games, including more class options, feats, alternative traits, and a sample character.*

Geralites (Archon-blooded Aasimar)

During the NewGod Wars that were waged from immediately after The Calling to AC 206, the presence of outsiders was common on Porphyra, and lawful good outsiders known as archons especially so in The Middle Kingdoms. Servants and soldiers dedicated to Gerana, the True Arbitress, these noble beings strode among men and worked closely alongside the desperate populace of the four lands, trying to stem the tide of Elementalist attackers that plagued the Landed territories in the first century of the NewGod Wars. The love Gerana had for her people, brought to a world of conflict, and the concern she felt in their trial was carried over into the archons that served Her, and relationships between those human-like outsiders and the citizenry and soldiers were many, as were their offspring. In the event known as the Great Departure, most all of the outsiders that served in the war effort returned to the Realms Beyond, leaving behind a great sadness at the regrettable death and destruction wrought, and the absence of those bright lights. The half-celestial first generation helped rebuild The Middle Kingdoms and other ravaged territories, and their gradually miscegenated ancestors have had their part to play, as well, in The Middle Kingdom's history.

The Geralite Edict in 419 AC gave recognition to this discrete group, shielding them from much of the anti-nonhuman racism that had arisen after the NewGod Wars in The Middle Kingdoms, though their proud display of open, bright flame (counter to The Fourth Code) still make geralites a racial group apart, somewhat envied for their celestial heritage, yet disparaged for their

flouting of The Code; their much longer (by a factor of 4) lifespans meaning they still hold the spirit of the War, regardless of the advances made in North-South peace. Many larger communities have a district near the Basilica called "Gerrytown" where geralites, avoodim, and other aasimar and even tieflings live and work.

Geralites Racial Characteristics

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

- **+2 Con, +2 Wis:** Descended from lawful good archon outsiders that lived and fought for two hundred years in The Middle Kingdoms, during the NewGod Wars, archon-blooded aasimars, known as 'geralites', are hardy warriors, infused with the wisdom of their ancestors.
- **Scion of Humanity:** The heavenly ancestry of the geralites is at least 800 years old, since the NewGod Wars, and their celestial background is rarely outwardly visible. They count as both outsider (native) and humanoid (human) for any effect relating to race, including feat prerequisites and spells affecting humanoids. They can pass for human without the Disguise skill
- **Medium:** Geralites are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Geralites have a base speed of 30 ft.
- **Darkvision:** Geralites can see in the dark up to 60 ft.
- **Celestial Resistance:** Geralites have acid resistance 5, cold resistance 5, and electricity resistance 5.
- **Flame of Heaven (Sp):** Geralite archon-blooded aasimars can use *continual flame* once per day as a spell-like ability (caster level equal to the geralite's class level)
- **Lawbringer:** Geralites have a +2 racial bonus on Intimidate and Sense Motive checks.
- **Languages:** Geralites begin play speaking Common. Geralites with high intelligence can choose from the following languages: Celestial, Catfolk, Draconic, Dwarven, Elven, Halfling and Sylvan.

Racial Traits

The following are race traits specifically for geralite player characters, who may take one race trait.

Chaos Anathemist: The Elemental Defiance is based on foul Chaos, I am convinced of it. You gain +1 on attack

rolls against targets proven to be chaotic, by means of monster knowledge, spell, organization, or self-declaration.

Good Influence: You possess an innate ability to motivate and inspire others to do the right thing. You gain a +1 trait bonus on Diplomacy checks when attempting to persuade a nongood creature to make a decision that benefits the cause of good, and when persuading a nonlawful creature to make a decision in line with the laws of the region. These bonuses stack if you attempt to persuade a nongood, nonlawful creature to take a lawful good action.

Lantern Spirit: Your celestial ancestor was a lantern archon for centuries before ascending to a higher rank. You feel a strange sense of nostalgia whenever you use your *continual flame* spell-like ability, and can use it as a move action instead of a standard action.

Keeper of the Holy Flame: The Law of Heaven bids me light the eternal flame, and no earthly power may quench it. You gain a +1 bonus to all saving throws in the round after you use your *continual flame* spell-like power.

Landed Humans

The population of The Middle Kingdoms, when it came to Porphyra, was approximately 2 million humans, with a few hidden demihumans and humanoids, and a 'stowaway' invasion force of between 5,000 and 10,000 qit'ar. With a population approaching 3 million at the present time, The Middle Kingdoms is indeed the largest nation on Porphyra, and the central bastion of Landed humanity. The isolationism of the atheling minority notwithstanding, there is so much variety in the Landed human type that no specific guidelines can be applied to their characteristics, and any character creation of a Landed human can use any combination of the Alternative Racial Traits or the Racial Subtypes that are offered.

The general physical type of Landed humans (with some admixture of Porphyran and Kayanoi blood) is light-skinned, with light to dark brown hair, and eyes of green, hazel and brown.

Qit'ar

Qit'ar, known by such nicknames as tiger-mutes, blade-cats and even the dark enemy, are a race more alien than most, as their presence is an accident, a fluke of war and the powerful magic that brought them to the world

they find themselves on –Porphyra– with their would-be targets, the peoples of The Middle Kingdoms. Qit'ar appear similar to catfolk, but are heavier, have short gray horns on their heads that glow when they manifest psionic powers (as a Display effect) and have more ape-like hands and feet. The name, 'qit'ar', is in the dialect of Old Porphyran spoken by their eventual martial enemy on that world, the zendiqi. The qit'ar communicate telepathically among themselves, and do not claim any particular racial name, but are content with the one they have been assigned. The name means 'remnant' in Old Porphyran, and is appropriate because the race has been separated from the larger group during a large-scale attack on Sanctus Templum. The 'qit'ar' were a slave race, engineered for warfare by a force known only as "The Masters" and sent against targets that were thought to be vulnerable to their skills. Since the shift that sent them from their place of origin, they have struggled to find a place, to be independent, and to rediscover what it is to be a race and a people of free will, being Qit'ar. They have telepathic identifying signatures among themselves, and choose a 'speaking name'; curiously, they frequently choose very feminine names, enjoying the sound and not caring about the meaning or gender-specificity.

Qit'ar Racial Characteristics

Qit'ar player characters are defined by class levels—they do not possess racial hit dice. All qit'ar player characters possess the following racial characteristics.

- **+2 to Strength:** The qit'ar value skill in combat, and are otherwise reluctant to specialize and neglect any part of their overall selves.
- **Psionic Catfolk:** Qit'ar are humanoids with the catfolk and psionic subtypes.
- **Medium:** Qit'ar are Medium creatures, with no penalties or bonuses due to their size.
- **Normal Speed:** Qit'ar have a base speed of 30 ft.
- **Loyal to the Self:** Self-discipline and alienness to the world give qit'ar a bonus of +2 to saves vs. mind-affecting spells and effects, and poison.
- **Naturally Psionic:** Qit'ar gain the Wild Talent feat as a bonus feat at 1st level. If they have levels in a psionic class, they gain Psionic Talent instead.
- **Qit'ar Psionics** Qit'ar can use each of the following psionic powers: *empathy*, *biofeedback*. Each can be used within the limits of the psionic points of the Wild Talent feat. If the qit'ar takes levels in a psionic class, he can use each 1/day instead. The manifester

level is equal to ½ hit dice. The DCs for these powers is equal to 10 + the power's level + the qit'ar's Wisdom modifier. The horns of a qit'ar pulse with a gray light when using these particular powers.

- **Savage Attack:** Qit'ar can use their horns, fangs, and claws in a combined grab-and-strike attack that does 1d6 points of piercing and slashing damage. This attack is only used if the qit'ar is unarmed, and holding nothing in either hand.
- **Servants of the Lash:** In their world of origin, the qit'ar were controlled and conditioned with electrified weapons (especially whips) and electricity-based spells. They are vulnerable to electricity attacks and take an extra 50% damage.
- **The Tools of War:** Qit'ar gain proficiency with a single type of weapon from the Simple, Martial, Exotic or Eastern categories. It does not provide the weapon to the character.
- **Psionic Aptitude:** When a qit'ar takes a level in a favored class, he can choose to gain an additional power point instead of a skill point or hit point.
- **Languages:** Qit'ar begin play speaking Common. They are also telepathic among their own race, to a range of 100 feet. Qit'ar with high intelligence can choose any languages that are not prohibited, such as Druidic.

Racial Traits

The following are race traits specifically for qit'ar player characters, who may take one race trait. Silent Ones may only take Surrender to Savagery from this list.

Feared Forest Fiend: Growl, growl, 'puny humans'! Believe the stories that Wendy will come and eat you! Any fear spell or effect you use against humans adds +1 to its save DC, and you gain +1 to Intimidate humans.

Powerful Mind: As a kit I could overwhelm my litter-mates, with the growl of my mind... You gain a bonus psionic power point at 1st level.

Surrender to Savagery: The tiger-mute fought in silence, rending the intruding orc limb from limb. You gain a +1 trait bonus to damage with your savage attack racial characteristic.

Purple Duck Note: *More information on the qit'ar can be found in Fehr's Ethnology: Qit'ar, available from Purple Duck Games, including more class options, feats, alternative traits, and a sample character.*

Silent Ones (Qit'ar Racial Variant)

With a large contingent of catfolk inhabiting the land of Hesteria (known as the Wall of Sleep) to the north, it has come to pass over the centuries that qit'ar and that race have interbred. They are physically similar, with smaller teeth and horns, darker coloring and more cat-like legs. They are somewhat different in worldview and mentality, and tend to float between the two societies, filling a niche somewhat akin to half-orcs or half-elves to humans. The qit'ar call them Silent Ones, as they lack psionics and racial telepathy; catfolk use that term also, as the half-breeds tend to be far more taciturn than the gregarious catfolk race.



Silent Ones Racial Characteristics

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

- **+2 Dexterity:** Silent ones value grace and agility in their actions and form.
- **Silent Ones:** Silent ones are humanoids with the catfolk subtype.
- **Medium:** Silent ones are Medium creatures, with no penalties or bonuses due to their size.
- **Normal Speed:** Silent ones have a base speed of 30 ft.
- **Dreamland Wanderer:** Silent ones are drawn to the High Nexus and the Wall of Sleep like moths to the flame, as those portals fulfill some need they possess. Silent Ones suffer a -1 penalty to saving throws vs. illusions and enchantments, but gain a +2 bonus to saving throws vs. transmutation and necromancy.
- **Cat's Luck (Ex):** Once per day when a silent one makes a Reflex saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.
- **Clever Cat:** Silent one's generally friendly disposition doesn't preclude craftiness. Some of them see social obstacles as games to be played and won. These catfolk receive a +2 racial bonus on Bluff, Diplomacy, and Sense Motive checks.
- **Savage Attack:** Silent ones can use their horns, fangs, and claws in a combined grab-and-strike attack that does 1d6 points of piercing and slashing damage. This attack is only used if the silent one is unarmed, and holding nothing in either hand.
- **The Tools of War:** Silent ones gain proficiency with a single type of weapon from the Simple, Martial, Exotic or Eastern categories. It does not provide the weapon to the character.
- **Languages:** Silent ones speak Catfolk as well as Common, a connection to their catfolk parent and community. They do not possess any telepathy.

Racial Traits

The following are race traits specifically for qit'ar player characters of the Silent One racial variant, who may take one race trait.

Mindfighter Resentment: Always with the wrinkled nose of disapproval from the blade cats, always the expectation from the unfurred, to Hells with them both! You

gain a +1 trait bonus to hit against beings with psionic powers.

Silent Stalker: It is a joke to the qit'ar, our silence, but no joke to the would-be bandits we hunt near the Wall. You gain a +1 bonus to Stealth checks, and Stealth is always a class skill for you.

Government of the Kingdoms

The Middle Kingdoms are a tight coalition of states slowly emerging from a dire period of necessary theocratic martial law. The Kingdoms are also in the process of transitioning away from strict feudalism and the system of serfdom, though that varies from kingdom to kingdom, and even within kingdoms. The fear of 'Reds', even though their cause may be only vaguely understood, has begun to change the ironclad hierarchy of serf, landsman, priest, mayor, lord, credon, king and Codion. The degree to which each component Kingdom may act independently of the secular and religious capital, Sanctus Templum, is the central issue of Middle Kingdom politics. As it stands currently, the kings of Vinterre, Geranland and Rotwald have internal control of their individual kingdoms, except for the properties of the church of Gerana and the clergy itself. Each kingdom must submit a tax to Sanctus Templum for the defense of the Realm, most of which goes to support the Serenity Guard of the Sands (the peacekeeping/watchdog force in the southern deserts) and for foreign missionaries in the rest of Porphyra. This tax, known as "The Codion's Coin" waxes and wanes as the favor of the monarch in question changes, and is, naturally, also manipulated by the native clergy of those kingdoms and balanced by the presence of hand-picked Piuman Geranite clerics, called "scribblers" by local priests for their constant record-keeping, to report back to the Iron Basilica. What has held the Four Kingdoms together has been the absence of military interference from Sanctus Templum in the three kingdoms, as custom (but not law) dictates that the only troops that may cross the borders of Pium into another kingdom are from the Codionic Barracks, that is to say, paladins. Embassies exist in Sanctus Templum from the other kingdoms, but communication is largely magical, through crystal balls, spells, and magical messengers, and economic interference is low, as well- depending on the particular whim of the sitting Codion. Should a particular High Servant of the True Arbitress want to build a new temple, all the kingdoms are expected to support it, one way or the other, or risk



subtle sanctions of clerical support, influence in the Iron Basilica, or even, some say, magical interference in the populace in the form of dreams and omens.

All of this is the status quo, the expected normal way of things in the eight hundred years since the Treaty of Siwath. But the normal way of things has been slowly, inexorably changing since that time, by the will of the True Arbitress, Gerana, Herself. Even as She took The Middle Kingdoms from the World-That-Was, She determined that the petty nature of Her people had to, at some point, change. Mistreatment of serfs by the rich, racism towards nonhumans, preference of Law over Good, all had to change- or She would remove the strength of Her hand over the nations. A good deal of Gerana's influence over the lower classes of The Middle Kingdoms has been supplanted by Rolterra, the Boundless One, goddess of Revolution and Time, without much resistance from Gerana Herself; one can only assume that there is some sort of compliance involved, but the ways of Goddesses are not for men to know. Ragged banners of red have been sprouting up like bloody weeds in backcountry marches, and hard-faced peasants still bow and smile, and pay taxes, but plot against Codion and country, ambushing nobles and sabotaging the mild efforts of Geranites to stem the tide of rebellion. Completely indoctrinated Rolterranean villages set up organized councils of deception, communication and regimented sabotage, and recruit or 'harvest' travelers that come through their zones of influence; even paladin patrols are not immune to their efforts, and are targeted for their ability to detect evil and destroy their leaders.

Central Government

The Theocracy of the High Codion: The city of Sanctus Templum, the Kingdom of Pium, the nation of The Middle Kingdoms, and the Church of Gerana, Lady Justice, all revolve around the High Servant of Gerana of the True Arbitress, the Codion. Elected by the sanctae credon of the Hall of Arbitration, the Codion is the interpreter of Gerana's will, the final say in all things of Her church, and, technically, of all things in The Middle Kingdoms. From the central bastion of the amazing Iron Basilica, the Codion sees high level clerics, rules on important laws from the constituent Kingdoms (for he must sign all laws into being!) and, depending on the individual Codion's personality, speaks to lesser citizens and beings. The credons of the Hall of Arbitration filter all interactions with the Codion, which creates a balancing act of involving the High Servant, or making it obvious that he is being avoided; the Codion will be

wroth if he finds out that he being kept "out of the loop" and has many tools to exert control over the Hall, the most popular being assignment of credons to distant, unpopular postings.

The specific wishes to action that a Codion puts in place are called Dictates; though uncommon, they are quickly communicated to all communities of any size and posted where all can see. This applies even to foreign churches, but the sitting cleric in a foreign church has some control over where the Dictate is posted- so as to avoid conflict with natives, if necessary. A follower of Gerana who reads a Dictate must obey it to the best of his ability or be shaken for an hour after a real non-compliant situation. This condition is renewed each time their non-compliance is pointed out in public. A lawful good being that is not a follower of Gerana is merely dazed for 1 minute in the same circumstances- and may be able to avoid the condition if they can point out reasons why their faith or philosophy would not comply with the Dictate. Those who enthusiastically obey Dictates can usually get friendly aid from Geranite clerics and citizens, free of charge. The Archbishops of the other Kingdoms; specifically the Archbishop of Westiron in Thame, the Abbot of Chapels in Belle Ville, and the Kirkmeister in Nachtburg must accept Dictates as they are presented, and see that they are obeyed correctly- sometimes a tricky job, when one wants to assert independence in their domain.

Finally, the tithing system known as "The Codion's Coin" represents 1/10th of the 1/10th that is typically collected from parishioners- a floating rate that can be increased by the sitting Codion based on conditions in The Middle Kingdoms, and even abroad. A major military campaign can raise the "Coin" to as much as 1/2 of 1/10th, but this can be balanced by the assignment of Kingdom troops to Codionic command, as seen below.

The Codionic Knights: The Palatinate Order of the Knights of the Code of Gerana, commonly known as the Codionic Knights, began as the official bodyguard of the High Servant of Gerana, the Codion, even in the eons before The Calling. A determined and dedicated company of paladins, and later cavaliers, fighters and others, the Codionic Knights were the elite corps of the Deist Alliance forces, and included many of their generals and military commanders. The Codionic Knights, under their leader, known as the Palatinate Commander inhabit the Codionic Barracks, connected directly to the Iron Basilica- with many passages to the chamber of the High Servant himself. The Barracks themselves are pa-

trolled by a small legion of hound archons, and double as trackers for the Knights- a specialty of these particular outsiders. Codionic Knights are often aloof and powerful, and occupy much of their efforts in securing levels of hierarchial order, and finding paths to glory without leaving the influential Halls of Arbitration.

One task of most Codionics that wish to serve Gerana comes in joining the Serenity Guard, the diplomat-soldiers that deal with overseeing the zendiqi desert-dwellers in the conquered nations to the south. Too varied to be detailed in an archetype or class, Serenity Guard are chosen for their skills, cool-headedness and bravery, and sometimes their small defiances against the Palatinate Commander, the sanctae credon, and the Codion himself. Ironically, this semi-exile often results in that Codionic Knight rising through the ranks to take higher positions himself, even that of the Palatinate Commander.

Finally, as official bodyguard of the Codion, Codionic Knights often have the High Servant's ear, and act as his arm in affairs that are close to his heart. It is these arms of the Codion that take his Dictates to the far-flung regions of Gerana's church, and often delight in inflicting his wrath upon wrongdoers that refuse to obey them. A full troop of twenty Knights is always in the Codion's presence, a number drawn from that troop, the Silenced Twenty, that gave their lives to save the Codion's in the Bloody Iron invasion of AC 88, when the Elementalists breached the Iron Basilica itself. In the city, two troops are deployed, and at least a company of Knights and Septarchs travel with him on the rare occasions that he leaves Sanctus Templum.

Purple Duck Note: *The Fourth Code (see Sanctus Templum, p. 19) is followed by the Codionic Knights quite strictly, and can apply to many magic items and circumstances they encounter. Another taboo for the Knights is mentioning the presence of Greencastle, once a defensive castle, now a ruin and a dark stain on the Knights of the Code, even to this day.*

Stables of the Seven Squires: Also attached to the Codionic Barracks are the 'Stables of the Seven Squires', the inhabitants within preferring the term "Septarchs". These belong to seven orders of cavaliers that are technically assigned to the Palatinate Order of the Codionic Knights, but serve many purposes, according to which of the seven orders the cavalier belongs to. The Stables is also home to the finest horseflesh that the Four Kingdoms can supply; every horse used by the Septarchs has

an additional hit point from the standard template of horse that they use. The seven orders (specially titled for their station) within the Stables, constituting about 600 cavaliers in all, are:

- *Gerana's Order of the Guard:* Tasked with protecting sanctae credon in their tasks and travels.
- *Gerana's Order of the Penitent:* General policing, especially of the Fourth Code.
- *Gerana's Order of the Scales:* Traveling judiciary, within the city and the surrounding communities; they maintain courthouses throughout The Middle Kingdoms.
- *Gerana's Order of the Seal:* Official 'secret police' of the Codionic Knights, in some opposition to the Purple Hands; they also maintain a tower staffed by reliquary bloodline sorcerers, under their strict supervision.
- *Gerana's Order of the Star:* Tasked with protecting lower level Geranite clerics, and supervising visiting clerics of other faiths.
- *Gerana's Order of the Tome:* Assistants and squires to the Codionic Knights, ready at a moment's notice. Also traditionally tasked with opposing genie-kin threats to the realm.

Geranland

A very traditional kingdom with a large minority of atheling humans, a shaky triangle of dominance exists in Geranland, which fancies itself the primordial heart of The Middle Kingdoms, Sanctus Templum notwithstanding. The long-standing dynasty of Kings (presently held by one Arturus the Bold, usually called Artie the Bald), the Archbishop of Westiron (typically head of the atheling nation) and the combined or fractious partnership of the cities of Weston, and Sowmoor, both of whom exist in the shadow of ancient and celebrated Thame. Ancient ruined castles dot the countryside, and not-so-ancient ones, reminders of the great invasion wedge that resulted in the Field of Bones and the loss of the cream of Gerana's Land's youth. Not so wealthy as Vinterre, not so pious as Pium, and not so determined as Rotwald, Geranland survives on tradition and knowing that it was once great, and could be so again. Luckily for the serfs of Geranland, this leaves them to do much as they wish, and lately they have been wishing to follow the charismatic leadership of "The Velvet Fist", Teller of the Rolterran underground out of Pium in the north. Villages carry out the ways of the past in much the way they have done since long before The Calling, which

is comforting to some, but detrimental to others, such as many nonhumans that are treated with coldness, in much of the Kingdom.

Pium

Apart from the labyrinthine bureaucracy and theological infighting that exists in the slightly decayed Church of Gerana and the control of the Holy Code, the day to day administration of Pium, and a significant portion of Sanctus Templum is in the hands of the Regent of Pium, a plain title that bequeaths a dangerous job with possibilities for both achievement, and the rigors of Inquisition. The Regent, currently a nervous individual named Marcus Gedacius, must answer to two masters- the Codion's Iron Council of Sanctae Credon, and the standing Palatinate Commander of the Codionic Knights. The first wishes for the correct observances and obediences of the people of Gerana's Anvil, and the second for the advantageous arrangement of estates and industries in the countryside, as the reward for most retired Codionic Knights is a county manor, served by serfs – in the true sense, as Pium exacts that tradition most closely to the old ways in the World-that-Was. The Regent of Pium's true, and often only power rests in the Purple Hands, a cadre of secret police that operate much differently than that term suggests, secret in that the two overpowering theocratic presences in Pium must not know the full extent of doings. The Hands engage in spying, monetary influence, information trading and even... shadier doings to balance the scales of power in Pium.

Rotwald

Always considered part of the frontier of The Middle Kingdoms, Rotwald has the majority of its people inhabiting the cities of Nachsburg, Vulfburg, and the port city of Klemt. King Groot von Stern in Nachsburg has minimal control in the other cities, and in towns like Dark Mill. In Rotwald, Silver talks, both in cash and in blades. Economic and protective support speaks volumes, making Rotwald something of a meritocracy; breeding and piety mean little if you can't earn your way. Rotwalders are largely unimpressed with the Codionic Knights and their pageantry, but take those that have proven themselves useful to heart, even if they are foreign to Rotwald. Trade guilds hold much of the power here, even militarily, as highly organized militia and patrols are part of membership of these influential brotherhoods. If one wants something done in Rotwald, it is best that you go about doing it yourself, or using your personal influence and power to get others to do it

for you. Serfdom is largely extinct in Rotwald, though indentured servitude is quite common, being the typical way for young folk to get a stake for a venture. In this regard, Rotwald is probably the least 'Lawful' territory in the Kingdoms.

Vinterre

Vinterre is a prosperous and pleasant kingdom to live in, after being most thoroughly ravaged in the NewGod Wars. Landowners have a lot of power in Vinterre, and greatly limit King Tonnerre's power outside of the capital of Belle Ville. "Many grapes for many gods" is a saying that explains much of the balance of political power in Vinterre, and even the powerful Iron Council of the Codion cannot argue with tithe revenue and the yearly donation of Vinterrish Sacramental wine for all of the chapels in the kingdoms. The Guild of Landsmen, a loose federation of landowner and farmers sits on almost equal status with the King, and both parties negotiate with the serf-peasants to woo them to one side or the other. The King in Belle Ville does control the military, and has a lot of sway with the Codionic Knights, and so can invoke "Protection of the Realm" to veto some actions, but is well advised not to abuse this power.

Northwest Vinterre is also the site of the ruined fortress of Greencastle, once the pride of the Codionic Knights, now a place forbidden to be mentioned or looked upon by their order. What happened there is the subject of song and rumor, but is definitely a hotbed of bandit activity. The clergy is strong, of course, and somewhat nervous about progressive ideas in Vinterre, making them as much of an unpredictable force as any in the Middle Kingdoms. The other cities of Vinterre, are run like minor city-states in their own right, Mazino being a primarily military town, and Senthe the playground of the idle rich, alarmingly close to the Forest of the Qit'ar.

Settlements of the Middle Kingdoms

Many of the settlement qualities are taken from *Cityscapes: New Settlement Options* by Skortched Urf Studios for the Pathfinder Roleplaying Game. Some are defined in previous publications, *Heroes of the Fenian Triarchy*, and *Heroes of the Siwathi Desert*. The Middle Kingdoms have been settled and civilized for a very long time, and settlement patterns are fairly fixed, with very few temporary camps and the like. Some villages were wiped out during the NewGod War and have not been resettled, or only partially settled, due to fear and superstition as to the manner of their deaths. Only partially settled ruins would be counted in the 'hamlet' category, as Midlanders prefer to live in communities of at least 100 people, also due to fears of attack or Elementalist reprisal. Technology level is quite low; industry is often suspect of elementalism, so using a forge, a water wheel, a mine, or a windmill without clerical approval and supervision is perilous. Outside of cities, agriculture and simple manufacturing is the mainstay of rural life.

Every community of 100 people or more possesses a cleric of at least 2nd level, and a rough rule-of-thumb is the presence of a classed character being present for every 50 persons in the community. Apart from the clerical leader, levels of classed characters are rarely higher than one level for every 100 people, so that a town of 500 people would have, at most, 10 classed characters, with a maximum level of 5, notwithstanding the GM's wishes according to the campaign.

The base starting attitude of communities in The Middle Kingdoms is indifferent, as the citizens still have a feeling of being surrounded by enemies, regardless of the time since The Calling. Having a divine caster or paladin aligned to Gerana improves that attitude to friendly; having more than half of a visiting group obvious nonhumans degrades that attitude to unfriendly. The presence of zendiqi or elemental-kin fosters a hostile attitude if detected, and a militia will quickly be gathered to drive such intruders away, with the call going out to any and all defenders that can be contacted.

New Governments and Qualities

These qualities and government types were created by Skortched Urf Studios and reprinted here.

Abstinent (Quality)

Restriction: Lawful communities only

The settlement religious or moral convictions force it

to deny some of the world's more common vices. The settlement prohibits a common vice: usually alcohol is prohibited, but other abstinent settlements might ban stronger drugs, tobacco, prostitution, or even 'indulgent' foods like fine pastries, meat, or similar.

Adjustments

Increase Corruption +2, Law +1. Decrease Society -2.

Abundant (Quality)

The settlement has access to extraordinary natural resources: rich farmland, a deep lake, excellent hunting grounds nearby or even a convenient source of magical sustenance. The local food surplus makes the settlement a major exporting hub, and increases the standard of living for its inhabitants.

Adjustments

Increase Economy +1. Reduce the purchase price of most forms of locally-grown food and livestock by 25% or more.

Artist's Colony (Quality)

The settlement is renowned for the excellence of its local artists, performers and craftsfolk.

Adjustments

Increase Economy +1, Society +1. Add the settlement's Economy modifier on all Craft checks, not just those made to earn a living.

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.

Adjustments

Increase Corruption +1, Crime +1, Economy +2. Decrease Society -1.

Good Roads (Quality)

The settlement has an extensive road network. These roads are well-maintained and allow for quick movement of troops and merchandise.

Adjustments

Increase Economy +2.

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.

Adjustments

Increase Corruption +1, Economy +1. Decrease Lore -1.

Military (Government)

The settlement is an armed garrison that exists solely to serve the military forces deployed there. It may be a massive military base and training complex, a wilderness fortress or a keep that patrols a major trade route, depending on its size. The settlement may even be an ordinary town or city that recently fell under military rule after a coup or uprising that led to the declaration of martial law.

Adjustments

Decrease Corruption -1, Society -1. Increase Law +3.

Plutocracy (Government)

The wealthiest and most influential merchants rule this settlement. Wealth is seen as a sign of good character, ethics and even divine favor. The poor have few, if any rights that the wealthy are bound to respect.

Adjustments

Increase Corruption +2, Crime +2, Economy +3. Decrease Society -2.

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.

Adjustments

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.

Trading Post (Quality)

The settlement's primary purpose is trade. Merchants and buyers from all over the world can be found within the settlement.

Adjustments

Double the Purchase Limit for the settlement.

Well Educated (Quality)

The settlement's inhabitants are incredibly well educated and known for their sharp wits.

Adjustments

Increase Lore +1, Society +1.

Belle Ville

The girl named Polia strode down the beautifully cobbled street, each stone a pleasant diagram of stone, a pleasure to walk on. Such a difference from the grubby, workaday countryside! And the music!

"The bells of Belle Ville are ringing, la la de dah, la la..."

Townfolk capered in the streets to the latest songs played on them most exciting instruments from overseas, interpreted by the most popular bards from the best-attended theaters and tavern-shows. Most were masked, a small badness in the otherwise strict atheling-dominated Church oversight. Lore said the masks conceal the real inner self, the selves of Midlanders from the World-that-Was, and should be doffed at Festival. Polia Aphielle, just come from the fields east of Senthe was nearly intoxicated by the beautiful bustle of the place. If only Marie were here!

"The folk of the new world are singing, ring, a-ring-ding dong."

Lumpish avoodim, grimly clumping around in a poor mirror of their fellow-men, no qit'ar... they were said to hate music of any sort. A group of half-clad garelites, their faces in ecstasy beneath their masks, dancing with ribbons around a pole animated by some magic, somewhere. Polia hardly knew where to look. Waves of spinning humanity, some in clerical garb, even, the pointed ears of temptingly taboo elves- and then the brassy notes of a herald's trumpet. Polia's heart caught in her throat, to see the royal procession of King Tonnerre.

"Hear, for the great lord's a-coming, clap, a-clap, clap clap..."

She touched her own shorn hair, under the peasant's scarf, just to feel the ridge Marie had left upon it. How strange it was! She longed to see someone like him here, she had heard that there were many, as guards, as servants, or even seers. Maybe if she went to one of the fine theaters; they would appreciate the dancing, and Belle Ville was supposed to have dancing so fine the genies stayed their hand and wept to see it, when they broke the doors on the Hall of a Thousand Steps... the procession was near, now, artists on horseback, doing all things that artists do- sculpting, painting, dancing, all on horseback! Who could have thought of such a thing! Only in Belle Ville, focused on entertaining the masses of humanity, made rich by the fertile land, the land that tried so hard to reject Marie and the others, so beautiful...

"Books are closing, hearts a dancing, tweedle-dee dee dee dee."

The King was carried in a sedan chair, surrounded by nine Scholars of the Practical Academy, their eyes and fingers moving as if to music, but Polia knew otherwise. Marie knew, and had told her about their moss-covered

sanctum, holding all the knowledge of one world gone, and half of the world, here, but not Marie's world. Rejected by them, but not by Polia. Polia knew from Marie that they were protecting the King from magic, but there was more than magic in the world...

"It's a pretty girl that waits for me..."

Polia slipped through the cordons of people, and most were glad to let her surge through, brushed by her body... she thought of Marie's kind eyes... and then she stood before the King's litter, borne by eight brindled-furred qit'ar. They stopped. She projected Marie's empathic signature, and they sprang as one at eight of the Scholar-bodyguards, leaving one to face Polia. Crossbows sang from rooftop emplacement, what may have been spells or some magical gadgetry went off- the needle-eyed mage, an atheling, by the look of him, raised his hands.

Polia pulled a ribbon, and her shift fell away. She was not naked, precisely, as her young body was covered in bizarre tattoos, made by claw and bark-juice, infused with power- but not any power the Scholars could detect: psionic power. Her sudden nakedness stilled the sniper's shots and the Scholar's spells for a split second. She swept her hands, one down each arm, and the crystalline rings of two tattoos slithered from her body and struck the Scholar-bodyguard, whose eyes had a second to widen before he was blasted from his feet by a nearly animate sound. She quickly stepped forward, and a quarrel slammed into her back.

The music stopped. Some people started to scream. Polia got to her knees. A man clambered out of the abandoned sedan chair- the qit'ar bearers were dying now, but the Scholars had not blocked her, not yet. She swiped her hands across her chest, and two writhing tattoos of flame slithered forward and engulfed the veiled chair, burning the man inside. As another, and another quarrel pierced Polia's flesh, she saw that the man, who was supposed to be the King, was thinner than the images of Tonnerre she had seen, and lacked his 'noble' jaw. An imposter. At the last she thought of Marie's handsome, feline face, his soft paws, his quiet voice, and a different music began, a music only Polia could hear.

Belle Ville

N metropolis

Corruption +7; **Crime** +6; **Economy** +13; **Law** +4;

Lore +6; **Society** +6

Qualities abundant, artist's colony, good roads, guilds, tourist attraction, well educated

Danger +10

Demographics

Government Plutocracy

Population 45,000 (40,000 humans, 2,000 qit'ar, 1,000 avoodim, 1,000 aasimar, 1,000 demi- and half-humans)

Notable NPCs

Aristocratic King King Tonerre XXII (LN human aristocrat 10)

Performing Superstar Chorister Benjamin D'arq (NG human bard 13)

Underworld Kingpin Marjorie Who-is-the-Killer (CN qit'ar psion 8)

Marketplace*

Base Value 19,200 gp; **Purchase Limit** 100,000 gp;

Spellcasting 8th; **Minor Items** all; **Medium Items** 4d4;

Major Items 3d4

*Food and livestock are 25% cheaper in Belle Ville, and all Craft checks add +13 in all circumstances.

Some say that beauty is as much the religion of "The Beautiful City" as is the faith of Gerana, and it is true that the hand of the Codion seems particularly light there, with a trend towards numerous small chapels instead of grand cathedrals. Belle Ville has always been vibrant and vital, making its wealth from the bounty of the incredibly fertile land surrounding it; the joy of the people at the gift of providence spills over into their attitude towards all things. Belle Ville possesses a tolerance seldom found in The Middle Kingdoms, perhaps as a result of the truly dark years it frequently found itself suffering during the NewGod Wars. The city was a common target of Elementalist raiders swooping in from the wastelands of Nor-du-Mag, hungry for provisions, supplies and vengeance, and the refugees driven before their fiery and chilling wrath found a home with the courageous Beliviens, with some of their descendants still living in the Mercy Quarter of the city, defying disapproval of those Midlanders who still dislike non-humans. King Tonerre XXII, of the sly and somewhat defiant Makee family, has avoided the worst of typical aristocratic decadence so far and enjoys the political games played with the Theocracy of Sanctus Templum, and his fellow-kings and regents. He knows that his vineyards and fields contain what they desire, his bards know more about their courts than they do, and that his scouts and contacts at Vinterre's borders ensure that they will sleep better at night. This has led to a certain obliviousness to the plight of ordinary citizens of all races, not a unique sin on the stage of any world.

Tonerre's court enthusiastically patronizes the arts, and the current darling is Benjamin D'arq, an emigrated member of the Bertoni Choristers and a superstar

in his own right- and especially in his own mind. The performing houses of The Seven Theaters are renowned the world over and trends there are quickly copied in many lands. Balancing the apparent frivolousness of The Seven Theaters is the Practical Academy of Vinterre, a remarkably independent institution of higher learning that fervently pursues a policy of attempting to educate the masses, as well as the aristocracy, and quietly rivals Thame in training mages of 'practical' pursuits, if the magical trinkets and items are often more decorative than functional. None make disparaging remarks when a Scholar of the Practical Academy is at hand, and quite a few magically-inclined bards in the Seven Theaters have made astounding contributions at the Academy; none that contribute are turned away- or at least that is official policy.

Trade is the uncrowned king of Belle Ville, as the prosperous city sees almost as much agricultural and artisanal production as the other major cities combined. The incredibly rich countryside is probably the most fertile in The Middle Kingdoms, and much of its bounty is processed in the Beautiful City- and even the stock-yards and meat-processing facilities are rather ahead of their time, constructed so as to not offend the citizen's sensibilities. King Tonnerre knows his way around the powerful guilds of Belle Ville, and knows how to suppress the criminal element, led by what is suspected to be a qit'ar malcontent from near Senthe- by paying her (a crimelord name Marjorie?) off in the age-old manner of protection money. Virtually anything that can be made in the Four Kingdoms, and quite a lot from outside of them can be found in Belle Ville, boasting of the finest markets in most of the East- provided that boasting is not heard in the Trade Consortium of Blix.

Nachtburg

The Lay of the Seven Lords
*So traveled they, the seven lords,
 seven days north from The Howling,
 To meet new wives at Port Kamaar,
 and so their hearts were singing.
 Lord Erik he had hair of flame,
 and heeded not the whispers,
 Lord Noerman was an atheling,
 had buck teeth like a beaver's.
 Lords Ulf and Wulf were twins alike,
 apart there was no telling,
 Lord Yacob was a great, stout man,
 his wife would be no weakling.
 Lord Gheorg was a pious soul,*

*prayed all day to Gerana,
 and wee Lord Mithavar so young,
 just like he'd left his mama.*

*Their prizes lay upon their chests,
 from Festivals aplenty-
 Ribbons, medals, scrolls of praise,
 they must have each got twenty.
 Their songs of pride through Rotwald Forest
 rang amidst the pines,
 Their brech-shildes glint in the odd sun's ray,
 no fear was in their minds.
 But Rotwald Forest's dark and deep,
 where no man's axe has touched it,
 And close the roots of all those trees,
 no ground fit for a ferret!
 When Noerman cried, "I see a stag!"
 they thought he was mistaken-
 He rode towards, his horse came back...
 alone, the Lord was taken...*

*Brave Gheorg left his horse and took
 his gilden chain and fetters,
 "Tis prayer that solves all!" so he cried,
 and was left there by his betters.
 They heard his cry, a minute past,
 brave Erik fled a-screaming,
 Yacob snatched from saddle clean-
 at twelve stone, quite unseeming!
 Ulf and Wulf stood back to back,
 like fighters born to slaughter,
 The other two thought bravery dull,
 and swords fit for the gutter.
 Twin cries rang out, twin howls, perhaps,
 and Noerman starts a-weeping.
 "Why, friend, such sadness!" Mith did say,
 "Your friends are naught but sleeping!"*

*And so the shadows gathered 'round,
 with heady smell like copper,
 Green eyes glinting in the dark,
 and growls that sound like laughter.
 "Friend Noerman!" Mithavar did say,
 "You six did like my story,
 Of women fair in far Kamaar,
 and came north to find glory.
 But wolfmen do like beds of silk,
 and money of the lordship,
 Your friends are of us, now, you know,
 and you know the bonds of friendship.*

*And my Lord, Nemyth Vaar, does say,
 'Betrayal is a blessing',
 Now, come and join us, atheling,
 you don't know what you're missing..."*

Nachtburg

NG metropolis

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

Qualities guilds, hunted*, insular, prosperous, superstitious, trading post

Danger +20

Demographics

Government Autocracy

Population 50,000 (45,000 humans, 500 avoodim, 2,500 elves, 1,000 gnomes, 1,000 fey and other races)

Notable NPCs

Cunning Burgmaster King Groot von Stern (N human rogue 5/ expert 4)

Werewolf Hunter Ferrael the Skinhunter (LG avoodim ranger 9)

Mysterious Guildmaster 'Queen o' the Forest' (N changeling druid 10)

Marketplace

Base Value 19,200 gp; **Purchase Limit** 300,000 gp;

Spellcasting 6th level; **Minor Items** all; **Medium Items** 4d4; **Major Items** 3d4

* When using urban random encounter tables, there is an initial 1 in 6 chance of encountering 1d6 lycanthropes, primarily werewolves, but any type or variant, such as monstrous lycanthropes (see the ENnie-nominated *Monsters of Porphyra*) is possible.

An undeniably dynamic city, Nachtburg seems by turns a provincial outpost and an economic powerhouse, controlled by powerful, semi-democratic guilds, and by the superstitions of a bygone age. Its name means "Night-town" in the dead language of the World-that-Was, for the nearly impenetrable darkness of the huge trees that dominate the landscape of the Kingdom of Rotwald. Other Midlanders call it "Wolf-town" or "The Howling", due to the very real issue of the presence of lycanthropes in the surrounding countryside, and even in the community proper. Werewolves and the like actually do operate in the city of Nachtburg, and there is a significant segment of the population that succors and sympathizes with them, a grave concern for the Geranite clergy and citizens that are not Rotwald natives. The origin of the 'skinwalkers' prevalence in Nachtburg and the larger

kingdom is thought to be tied to a shadowy pact made long, long ago, back on the World-that-Was, whereby those given over to the curse were able to defeat an evil far greater, and afterwards receive tolerance and acknowledged territory. King Groot will openly acknowledge that there are regions outside the city called 'Moonvales', vaguely defined as refuges for those adversely affected by "elementalist curses"; he also uses reference to the Moonvales and leftover elemental magic (the kingdom suffered fierce guerilla warfare from giants in the New-God Wars) to justify cadres of non-humans such as elves, gnomes and other fey in the city.

The grim avood known as Ferrael the Skinhunter is the Codion's envoy to Nachtburg, outside of the clergy proper, who are consistently Rotwald-born, and aligned with their peculiar beliefs. He has so far tolerated the nonconformity of the Nachtburgers, seeing the contributions of the nonhumans and management of the lycanthropes as more-or-less one. And no one can deny the economic power of the hardworking people of the kingdom, led by Groot's stewardship. The Guild of Lumberers is probably the largest, consisting of huge bearded men known by their indicative tartan; the Guild of Carpenters is equally powerful, economically, if not physically. The Sapper's Guild is a third party in this competition, a guild that takes food and other products from the forest (tree sap, mushrooms, etc.) in creative ways. Quirky behavior and even non-Geranite religions flit in and out of Nachtburg's scene, and many say the Queen O' the Forest has much to do with this, creating chaos and questioning of higher authority, and disobedience of the already very independent serfs. So far, it is only the skillful maneuvering of the Rogue-Prince himself, von Stern, that makes the whole shifty mess work-Gods forbid something should happen to him.

Nachtburg is also the closest metropolis in The Middle Kingdoms to the Southern Lands, scarcely three days' travel to Ghadab, and a week or so out of Kamhamal. This proximity results in some strange conditions in "The Howling", as Knights of the Serenity Guard have a large chapterhouse near von Stern's palace, and there are quite a lot of southern goods for sale, even food-houses that sell bhakta, camel-kebab, and Almuut tea. The tradesmen-citizens of Nachtburg see many strange things from around the Eastern continent, so perhaps it is not too unusual that they tolerate the skinchanger presence and tradition as much as they do. And a howl or two at that time of month makes any stuck-up Piuman sweat a little, so how bad could it be?

Port Kamaar

The Chimera's Child came into port just before dawn, known to be the best time to come in for various reasons: the day shift at customs and port security was still half-asleep, and the local Geranite clerical detachment were at their dawn observances, leaving only a few acolytes on punishment duty to oversee the docks. Captain Flynn Dielle had staggered his watches so that most of his sailors were awake and ready for anything, especially a run for the open sea. He even had a shifty Khilite priestess named Janni, if need be. Like all Khilites, she was enigmatic and said no more than she had to, but unlike most of those secretive priests she was beautiful, dusky-eyed, maybe a Ghadabi? She certainly didn't-

"Ho, the ship!" came the cry from the dock, barely ten yards from the bow where Flynn stood. Where had they come from so quickly? There were a good dozen of them, in bare iron armor and purple leather, cowled and helmeted. Kind of sloppy for Piumans, they were typically a fussy lot. And it had been a few years since the Child had been to Port Kamaar. Play nice now, Flynn.

"We're the Changeling, out of Aesik in the Seven Principalities," Now there's a faraway port. "We've come for a promised list of Geranite missionaries." A ridiculous manifest, if he wanted clerics, he'd go to the Pier of Missions at Anvil-Town itself, but he knew that the clergy here run around like castrated burrow-mauts when they hear any mention of Sanctus Templum. Should buy us enough time for the real cargo.

"Bila-akht, you shall meet those crying jackals in your foolish afterlife soon enough!" cried the apparent leader, and flung a small object from his robes at the deck of the Chimera's Child. "Hit the water!" Flynn yelled and dove reflexively in an arc towards the shore, thought matching action. The water was warm and slimy, and he felt, rather than saw the flash behind him; it was soundless, and he knew that they were up against more than mere cargo-jackers. These were daamati, Sandmen, fanatical saboteurs from the southern sands that hated all things northern. He pulled himself up to the dock level and slid his dirk into the ankle of a chortling thug, yanking him into the water with a grunt. The foredeck of the Child was burning, now, sailors diving into the water, shouts from all directions. Flynn dragged his rapier out of his scabbard, furious at the pack of fire-throwing idiots that were destroying his ship! And throw they did, engulfing the sail and wheel- Flynn stabbed another saboteur twice, gutting him like a fish. The daamati's strangely red eyes went wide, and then he collapsed in a pile of sand. Port guards were swarming the docks, now, and the villains that were only now turning to

face Flynn scattered like so much smoke, some into the water, many running directly into the oncoming guards, and a couple that took to the air like falcons- Gods, daamati can fly? Flynn thought, and saw one of the 'falcons' with white robes, not purple... Janni?

Flynn ran like the wind to the end of the dock, where the Sandmen were skirmishing with the dock security, to bolt along the shingle, following Janni's 'flight path'. The two Sandmen darted around her white form, which did not deviate from its path towards the older warehouses. Following her, Flynn jumped from to crate, to shed, to rooftop, as Janni dove low in a beeline for his position; Flynn leaped at the following daamati and latched on to one of them, who swore and slashed at him with a feather-handled knife. Taking a few cuts, Flynn rode the missile-like miscreant into a stack of lobster traps- and stood up in a pile of sand. Janni had the remaining Sandman in some kind of paralyzing spell- until a shadow stepped out of the darkness and ran the struggling operative through with a thin, dark blade. Flynn was ready to fight again, but Janni merely slapped the dust from her robe and said, "Flynn Dielle, meet Abu al Hul, known to most as The Terrifying One. He is the head of all daamati cells in Port Kamaar." The 'Terrifying One' smiled benignly, a rather fat, trimly bearded fellow in merchant's clothes. "He wishes passage to Ramadar, believe it or not, to avoid both the Elementalists and the Deists, and to try a third tactic- peace."

Flynn looked at the mild-looking spy a long time. A 'missionary' indeed.

"You owe me a new ship," was all he said.

Port Kamaar

LN small city

Corruption +0; **Crime** +1; **Economy** +2; **Law** +4; **Lore** +2; **Society** -3

Qualities defensible, rumormongering citizens, strategic location, trading post

Danger +5

Demographics

Government Military

Population 8,000 (7,000 humans, 1,000 other races, mostly transient sailors)

Notable NPCs

Aggressive Commander Captain Tain Matharek (LN human corsair 12)

Unctuous Spymaster Billy Bool (NE urisk inquisitor of Lyvalia 9)

Sandman Operative Malabar al-Mal (LN zendiqi alchemist 10)

Marketplace

Base Value 4,500 gp; **Purchase Limit** 50,000 gp; **Spell-casting** 6th; **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

Though ostensibly a well-fortified model of organized trade a tip-top naval organization, Port Kamaar is only slightly better-behaved than your average port city. Smuggling is modest but brisk, mostly in gems and artifacts and from the southern desert lands- as well as ferrying in ambitious thieves from the Western continent that have their eye on fleecing the fat, golden-robed clerics of Pium (or so they imagine). Tain Matharek runs a superficially orthodox Midlander fortress-city, but his heart is more on the open seas than the squabbling docks of a port-commerce town, and his hand is actually rather light, and his piety to Gerana not exactly premium. But he does know ships, and defence, and the comings and goings of pirates, and have kept the shores of The Middle Kingdoms free of them for a decade. The Iron Fleet makes Port Kamaar its home, and no less than 6 of the 30 ships-of-the-line are in the harbor at any given time, with their constituent rowdy and interesting crews. Trade ships taking Vinterrish wine, Granlander wheat, Piuman marble and Rotwalder lumber leave laden, and come back with textiles, iron, exotic meats and fish from foreign seas and shores.

The truth of Port Kamaar is that it is a poorly-disguised weak spot in the armor of The Middle Kingdoms, and spies, smugglers, and zendiqi Sandmen operatives have small but sophisticated networks here, and information and small goods fly about like flies in a barn- on a small enough scale that the authorities, when they can be bothered to deal with them, are satisfied with a petty thief or two. Should an actual Sandman be detected here, only Gerana knows what would happen; Malabar al-Mal is an expert at his trade, and not eager to end up a pile of sand on a magistrate's desk- no frothing zealot, he, but a keen judge of where to apply the knife, where to place the fire-bomb. Billy Bool, the seemingly silly but deadly earnest urisk spy-cum-cultist is not even known to authorities, living completely off the radar in the warehouse district, an ironic hero to the downtrodden non-humans that are subject to discrimination in that part of neo-Porphyra.

Religion in Port Kamaar is a complicated thing, as few credons visit and the parish is seen as a hardship duty for clerics of Gerana out of the noble families. Foreigners are allowed to visit the Gallery of the Twenty-Seven, where worship can be made to any of the gods of Porphyra, under the watchful eye of several jewel golems

instructed to discretion-but to hold their own counsel. The Gallery is a favorite place for shady characters to meet, and... discuss.

Sanctus Templum

“Sifting the Seven Stones” from *The Divine Record*; 2nd Preambles v. 1-16

1. And so the man who had the voice of Gerana in his head and the will of Gerana in his heart, though he knew not that which She was set out upon the Plain of Consilium. 2. His name, among the people that he had left was called Lapis, for once he set to do a thing, none could sway him from the task. 3. The Plain of Consilium stood near the sea, for the sea brings rain and pleasantness; it stood near the mountains, for the mountains bring the joys of the ground to Man. 4. Thus betwixt the two the Plain of Consilium lay, ripe for the good works of Lapis, with the voice of Gerana in his head, and the voice said: build. 5. But Lapis did ask unto his own human frailty, what shall the stone be that I shall build with? And what shall be that which is built? 6. And with Gerana's strength he did answer his own frailty; I shall sift the stones before me on the Plain of Consilium, and choose that which is best. 7. The first stone that he laid his hands on was sandstone, shaped by wind, shaped by water, and it did crumble before the fire. And Lapis did find the sandstone weak. 8. The second stone that he carved from the cliff was limestone, which Lapis did know well. But the knowing of the Divine was in him, and limestone was the stone of man, and not fit for the Divine. And Lapis did find the limestone base. 9. The third stone, green and brown, was copper. But Lapis did put it aside, saying “For the gateway shall be of this, not the house of the Divine. And Lapis did set the copper aside. 10. The fourth stone, gray and shining, was silver. But Lapis made a sign and said, “For the resistance of Evil is this stone made, not the house of the Divine,” And Lapis did keep the place of silver in his mind. 11. The fifth stone came from the waters, down the mountain, the stone of gold, lovely to see. And Lapis did say, “For the prosperity of Man is this stone made, not the house of the Divine,” And Lapis did place the gold in his clothing, and keep it as a treasure. 12. The sixth stone, taken from the sands of the mountain's feet, was white and beautiful, beautiful beyond saying, and Lapis did wish to build with it, to hold the beauty of the Voice and the Will. 13. But the Voice, the True Voice of Gerana said, “The House of the Divine is built not for One to contemplate Beauty, but for All to contemplate Truth.” 14. And Lapis was ashamed that he had held Beauty above Truth. 15. So Lapis did find the humble red stone of iron,

there on the plain, and set one strong stone upon another, and another. 16. And so the Iron Hall of Arbitration was built, stone upon stone, by the hand of a contrite Man, driven by the Will and the Voice, so that all (men) should find Truth.

Sanctus Templum

LG metropolis

Corruption +5; **Crime** +5; **Economy** +2#; **Law** +8;

Lore +7; **Society** +1

Qualities academic, abstinent (see below*), bureaucratic^, city of the dead, holy site, pious, royal accommodations

Danger +10

Demographics

Government Theocracy

Population 70,000 (65,000 humans, 2,000 avoodim, 2,000 aasimar, 1,000 dwarves and other demi- and half-humans)

Notable NPCs

Reclusive Pontiff Codion Vindictine VIII (LN human cleric of Gerana 18)

Secular Power Regent Marcus Gedacius (LN human psion 7/ summoner 7)

High Patron of the Throne-Shadow Deoron Stone [Alikar Atha] (NE ? rogue 9/cleric of Lyvalia 6)

Marketplace

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

Spellcasting 9th; **Minor Items** all; **Medium Items** 3d4;

Major Items 4d4

Luxury items cost an additional 10% due to inflation in Sanctus Templum.

^ This is a milder form of the ‘bureaucratic nightmare’ settlement disadvantage; penalties listed are half normal. Financial transactions require a DC 5 Diplomacy check, or suffer a 5 gp x level fine; a check of 1 or less will result in prosecution.

* *The Fourth Code*: It is custom, and very nearly law, to avoid casual use of the four elements. Thus, open fires, fountains or open water-carrying, personal fans, and loose stones (and slings) are taboo, and subject to harassment by the authorities.

Its name a fragment of a dead language, said to mean “Holy Temple”, Sanctus Templum has many other names, such as “The Golden Swamp”, “Hat-town” (in reference to competitively outlandish clerical headgear), “Gerana’s Anvil” or just “The Anvil”. Sanctus Templum was the wellspring of the Deist alliance during the

NewGod Wars, core of study of the Twenty-Seven Gods in those years and years to follow, and is now the administrative center of the church of Gerana, the True Arbitress, first among the New Gods; and last, and possibly least, the traditional capital city of all of The Middle Kingdoms, and secular capital of the Kingdom of Pium. Other cities may rival the size of Sanctus Templum, such as the decaying halls and towers of G’sho’laa’n’rr in Erkusaa, but none may challenge its world-spanning influence and power. Sanctus Templum contains the vast fortress of clerical might that is the Iron Basilica, home to the High Servant of the True Arbitress, the Codion Vindictine VIII himself, head of the hierarchical Church of Gerana and the traditional bureaucracy that administers all things associated with that position. Vindictine, fairly young at 63, is a Piuman through and through, and is rarely seen except on Godsdays services.

Much of Sanctus Templum is geared towards support of the large number of clerics that inhabit the Basilica, (close to 2,000) and paladins of various orders, primarily the Codionic Knights, under the command of the Palatinate Commander of the Codionic Barracks (more than 1,000, many of which are on mission at any given time). The pressure of so much Law and Good concentrated in one place can be hard to deal with for ordinary mortals; even the avoodim and geralites, coalesced or descended from the powers of Heaven itself sometimes find it overwhelming. The Fourth Code, for example, a rigorous semi-law that frowns on open displays of the four elements, waxes and wanes with the ecclesiastic mood, and makes for a strange sort of city, hiding stone (except that containing metal ore, like the Iron Basilica) behind vegetation, using magical lighting, carrying water in sealed containers and ducts, and the like. The constant influx of pilgrims, tribute, tithes, acolytes and ambassadors makes for difficulty maintaining order, and sometimes “The Golden Swamp” can seem just that, and with certain snakes within, as well.

The degree to which Lyvalian influence has become part of the reality of Sanctus Templum is difficult to determine, as only the most skilled Supplicants and Patrons are assigned this, most dangerous assignment. Who among the followers of the Whispering Councilor is highest, few know, and they have not been detected, as of yet. Many in the Church, even up to the rank of credon can hardly believe that there are infiltrators, many of whom must certainly be clerics masquerading as those of Lady Justice, herself. Such is the intricacy of the bureaucracy and the dependence on the infallibility of the Codion’s Council that most cannot even accept

the possibility, and blame any rumblings or problems as plots from Elementalists, and order new tightening of the Fourth Code, more inquisitions, and more witch hunts. Regent Gedacius' Purple Hands are doing their best to keep up appearances, but cracks are beginning to show, and Gedacius' eidolon cannot be everywhere at once- if he could only find the operative known as Deoron, he might be able to turn things around. Until then, the navel of the world will keep staring at itself, as Gerana's divine decision to let mortals make their own mistakes and 'learn' from them, creating the destiny of The City of Gold and Iron, Sanctus Templum.

Thame

The Royal Regiment of Geranland, out of the South Thame Garrison, stood two thousand strong on the low stream-bank in the north-west Geranish Moors, ten leagues south of Weston. They were nicknamed the "Grannies", a term bestowed on them by their Southern Corps allies in the long-ago days of the NewGod Wars, and a play on the Geranlander accent and the fact that no green recruits were in the Royal Regiment, only seasoned veterans. This maneuver was their first field action in a decade, as King Arturus had adopted them as his personal toy soldiers to drill with, making the Regiment a plum assignment for soldiers on their way to mustering out. This also made them, at least in the books in the School of Martial Endeavors in the Alabaster College, the most qualified non-clerical unit currently available in the realm. Their arms were a sheaf of blades bound by a belt, on a field of dark purple. A thousand yards from the stream on the other side stood half again as many armed men, clumped around two long, ragged red banners. The dawn had just come, and the two groups were too close to one another for either to ignore the other.

Every man of the Grannies had heard the reports; two troops of mounted paladins from the Border Guard were patrolling the western border when they came across a force coming north across the moors. A single squire, delayed from the skirmish with dysentery, was the sole survivor, managing to babble a few words before he perished: "red banner" and "boundless". Red banners the enemy had, but they were far from boundless. Three thousand apparently peasant troops, little cavalry, no artillery, no heavy armor; an organized regiment that could draw them into a pincer movement should carve them up nicely, and "Big Andy" would definitely stir them. The wagon-drawn bombard could throw twenty-pound iron shot five hundred yards with deadly accuracy, and it was the pride and joy of the Regiment's commander, Paulus Jerrel, deputy-mayor of Thame. "Big Andy" was drawn by armored oxen, and sur-

rounded by Jerrel's personal guard, including four abbots of Gerana; an impregnable, all-destroying core of power. Two companies of cavalry would form the ends of the pincers, two companies of archers to draw them forward, and heavy infantry as the enemy's "target", whereby "Big Andy" would smash them to bits. The Grannies were mobilized by reveille at dawn- Jerrel did not care if the rebels heard.

The irregulars of the opposition were already moving by the time the Regiment's center reached the stream, a long, widely-separated line with a cluster around each red banner- "Big Andy" did not have time to be floated across the small stream, and so the commander made his stand at the stream-bank, and prepared to fire- and fire they did. Right over the first wave of the attacking insurgents, who were moving at an amazing speed, unpredictably fast, to engage the unprepared pincers of the "trap", the cavalry that also had no time to ready their charge, overwhelmed as they were with fanatical priests bearing scythes- close to two thousand trained clerics, using a basic spell, shared by all to gain a speed advantage, and, even if wounded, to take out scores of Grannies with deadly channeling of negative energy. The heavy infantry surged forward, somewhat too late, under cover of the archer's deadly rain, only to meet a counter-fire from a reserve company of horse-born archers (not cavalry, as was thought) that staggered their charge. "Big Andy" fired but once more, before Deputy-Mayor-Commander called a panicked retreat. Half of the heavy infantry fell back to cover the retreat, which lead to the annihilation of the front line- adding to the rout of the cavalry and flight of the archer companies. Less than five hundred of the Royal Regiment escaped into the moors- less than half of that reached safety, falling prey to moors, beasts, and allies of the red-bannered enemy.

"Boundless!" they all cried..." was all the erstwhile Commander could repeat, for several hours in his delirium, on the surgeon-wagon retreating north.

Thame

LN metropolis

Corruption +5; **Crime** +4; **Economy** +6; **Law** +8; **Lore** +6; **Society** +2

Qualities academic, majestic, magically attuned, royal accommodations, strategic location, well educated

Danger +10

Demographics

Government Dynasty

Population 60,000 (55,000 humans, 3,000 elves, 2,000 halflings)

Notable NPCs

Diminished Monarch King Arturus the Bald (LG hu-

man aristocrat 2/fighter 8)

Scheming Archbishop Teomas a' Teomas (LN human cleric 12)

Shadowy Puppetmaster "The Velvet Fist" (LE ? oracle of Rolterra 12)

Marketplace

Base Value 20,800 gp; **Purchase Limit** 120,000 gp;

Spellcasting 9th; **Minor Items** all; **Medium Items** 4d4;

Major Items 3d4+1d8

*Luxury items cost an additional 10% due to inflation in Thame, but due to the prevalence of magic, major magic items cost 5% less.

Midlander tradition holds that Thame was the first community to build walls and call itself a city in what was to become The Middle Kingdoms. The atheling peasants that have their strongest enclaves in Geranland believe this as a core value in their worldview, and to say otherwise will find one shunned and interfered with in a particularly obnoxious manner in many villages, and even some neighborhoods in Thame. Magic is offhand here, casual, even, and the lowest street-mawker under the sweeping Three-Eyed Bridge possesses more skill in "the show" (as magic is nicknamed here) than in most trained would-be mages in Iffud or Avandrool. An exceptional record by the Guild of Firekillers (who have a certain leeway with water-use taboos) has preserved the ancient and beautiful towers and bridges of Thame, like the First King's Tower, Westiron Cathedral, and the Alabaster College of Thaumaturgy. The primary inhabitants of these truly magnificent edifices form a fascinating trinity that displays the classic interplay of magic, religion, and secular power.

Arturus, First of His Name, is not especially popular, being the younger brother of the heir who died in an unfortunate jousting "accident" - but such is the way of dynasties. Bald as an egg at 32, he has thrown his lot in with the atheling minority, vocal as they are, and trades much on the duties and nostalgia of tradition, causing the populace to say of him, "Artie sez iffen it ent broke-doncher fix it," Arturus is a fair commander of the military, and is known to ride to the hunt with his courtiers on many occasions- a great opportunity for advancement if one can swing it, though a poor time to be a stray cow or goat. The First King's Tower is kept free of official envoys from the church or the other Kingdoms, but not from the unofficial, to Arturus' ignorance. Archbishop Teomas is currently aligned with the king, via his cultural alliance with the athelings, though most courtiers and

Thamers see it as a marriage of convenience. Teomas enjoys whatever small independence he has from Sanctus Templum ("northern fanatics") and has been coaching Arturus to more and more isolationist policies, and suspicion of foreigners. Teomas' actual piety appears to be intact, with no contamination from either Rolterra or Lyvalia, but whether he has "the show" or the will to do something about the other two remains to be seen- some say that he needs convincing, even if it has to be staged for him.

Whoever holds the Apex Chair of the Alabaster College of Thaumaturgy (it is a yearly-elected position) dictates the direction of magical inquiry, production, and availability to the public and aristocracy, and the current Apex, Mimeetha Morga, is definitely pro-commerce, encouraging her magificers to crank out wands, rings, cloaks and potions as fast as would-be adventurers and warriors alike can buy them. The College is currently hotly bound in a debate as to whether to produce recreational and convenience items (magical hair-dryers, flying toys and the like) which has been criticized in the face of the increasingly unstable nature of The Middle Kingdoms and some of their neighbors, like fiddling while the city burns.

In the final analysis, Thame is a rather staid city, priding itself on tradition and prowess of the product of ages, and reluctant to change. Whether the Kingdoms and the outside world will tolerate that reluctance is another matter, and Thame may find itself even more isolated than its atheling folk would have wanted, whatever the outcome.

Additional Areas of Interest

The following sites in the Middle Kingdoms can provide additional opportunities for exploration and adventure.

The Field of Bones

A mass graveyard and midden covering a hundred square miles. It was the site of the first battle of the Elemental invasion, and was fiercely fought on both sides, decimating the Deist forces from Geranland and nearly exterminating those of Simoon. Though grave robbers have been known to plunder the place, survivors of that grim profession are few and far between, and most give it and the entire southwest corner of Geranland a wide berth.

The Forest of the Qit'ar

A large primordial forest on rocky land ignored by the

farmers of Vinterre, this mostly scrub pine forest has become the adopted home of the erstwhile attackers of The Middle Kingdoms, the enigmatic race of the qir'ar cat people. Deemed not worthy of Codionic purging, the Forest is home to other, stranger psionic beings and monsters, perhaps due to some strange phenomenon or the proximity of the High Nexus.

The Great Graveyard

Originally the ecclesiastic necropolis for sanctae credon, Codionic Knights, and Codions and Regents alike, the Great Graveyard expanded tenfold after being the site of the last great battle of the Elementalist invasions, as the Elementalist forces surprised Sanctus Templum itself by emerging through the High Nexus, nearly taking the capital of the Deist cause itself. Nearly as large as the Field of Bones, trespassing the Graveyard is a task not taken lightly, for many mysterious reasons.

The Great Quarry

An expansive stone quarry serviced by its own canal, all of the high grade ironstone that built the city of Sanctus Templum came from this series of hill-quarries and pits that are still in use today, supplying many different kinds of stone, and even some precious metals and gems from the stony Dome-Low hills, on the eastern edge of the Plain of Consilium. Private prospectors are not welcome, but some secret claims are still taken out in secluded corners of the Hills.

Greencastle

Once the pride of the Palatinate Command of the Codionic Knights, Greencastle was intended to be the focal point of a killing ground for Elementalists, drawing them like flies to be swatted by the awesome power of the Deist war machine. The garrison was slaughtered to a man, and the Elementalists made it to the gates of Belle Ville itself, sowing ruin on the way. The Codionic Knights refuse to acknowledge the existence of such a place, and it has become the proving ground for many a neophyte adventurer over the years, as it has been infested with bandits, humanoids, aberrations and the like for the nine hundred years since.

The High Nexus

Source of almost all river-water and much mystery, the High Nexus is a swirling, amorphous gateway that is the headwaters of the four Sen rivers in The Middle Kingdoms. Undoubtedly connected to the Elemental Plane

of Water, it must also have connections to other mysterious planes, as strange creatures occasionally emerge from its misty expanse- which is watched over by a large chapterhouse of the Riftwardens, a group that seems to exist in all spatial realities, as well as the Porphyran one.

Lake Kor

A beautiful, placid and well-treed inland freshwater Lake, Kor is the playground of the rich of The Middle Kingdoms, and it is only servants of these that can enjoy its shores, and that is while they serve those dignitaries. Lake Kor is officially not part of any of the four Kingdoms, and the Chateau of Peace, on a small island off the Rotwald shore is the meeting place of diplomats and kings to discuss the important issues of the confederation, often without Geranite interference.

Saltswamp

Three-quarters in Rotwald, the balance in Geranland, this large marshland is more of a no-man's land, with the inhabitants being those humanoids and near-humans that are not accepted in proper Midlander society. It is also known as a place where one can get things in and out of the Kingdoms without much attention, the hybrid mongrelmen who run flat-bottom boats being the best conduit for such transactions.

The Silent Monastery

Largest monastery in the four Kingdoms, the Silent Monastery sits upon a beautiful island in the center of Lake Gerana, in southern Pium. The paramount rule there is silence, and though any being can come to the island, the majority are Silent Brother monks. These monks are entrusted to be the incorruptible third party in Midlander affairs, and even the succession of Codions are legislated to obey their edicts, should it come to that.

The Westfall

Westfall is the mirror to The High Nexus, a portal vanishing into another dimension. What that dimension is, is a matter of debate that has baffled scholars and rift-guards alike, for nothing has been known to come back from the Westfall nexus, once it has entered. A small research colony is nearby, jokingly called 'Port Oblivion', and gets by on the mineral trade going to and from Nordu-Mag to Weston, which is fine if you can stand the howling of a dimensional abyss nearby.

Gerana's Dawn

The nation-spanning holiday and fete called Gerana's Dawn is the beginning of beginnings, the 1st day of Firstmonth, and the fresh, hopeful beginning to each new year, for the nation, for Deists, and for all people who wish order, peace, and hope. Though universal in The Middle Kingdoms, Gerana's Dawn is celebrated in many cities in many nations that are primarily Deist, as it stands as a reminder of the victory of the forces of the Gods against the decadent and cruel Elementalists that held sway so long ago. Gerana's Dawn is a day (or even three) of Tournament of Arms, Puzzles of Wit, Games of Skill, Music and Dancing (though, not too loud) and feast for all to share.

*So, heed the cry and its answer: "Hey, hey hey?"
"Gerana's Dawn Day!"*

The Tournament

A universal and beloved part of the Gerana's Dawn festival is the tournament, a contest of arms that harkens back to the victories of the NewGod Wars and the love of martial prowess felt by the people of The Middle Kingdoms from the influence of their patron goddess, Gerana. It need not be an affair of heavily armored knights thundering on destriers; even simple farm-folk will jump on a nag with a pot on their head and have fun- until they land on their behind. The tournament typically consists of four events, and awards the winner of each the 'prize of the day'; which can be anything from a cash prize commensurate with the campaign level, to a 'plot coupon', or maybe even a kiss from the fairest maiden of the community. The tournament is an important, anticipated occasion in the lives of all Midlanders, and momentous things often happen there.

Archery

Quite simply, the archery competition consists of firing longbows at a ringed target 100 ft. away; each competitor gets three shots, then the best three compete for the final prize of the day (in a city there will be a round of ten in between.) Attack rolls are made, and must hit a AC 15 or miss the target entirely- a miss eliminates the shooter. A natural '20' is a definitive bulls-eye, and automatically advances the shooter to the next round. Otherwise, score accuracy of shots by the respective attack rolls, adjusted by the regular modifiers. Magic bows are permitted, but spell enhancement is not, checked by tournament clerics.

Jousting

The knightly sport of jousting is a direct emulation of a military maneuver that served the Deist army well in the NewGod Wars. The jousting field, or 'list' is an open field at least 200 ft. long, with a railing separating two paths for the opposing jousters. The competitors, typically heavily armored and carrying a large shield and lance, charge towards each other and attempt to strike the opponent's shield so hard that he is unseated. Victorious jousters advance elimination style until two remain, who compete for the 'prize of the day'- considered to be the most important one of the entire tournament, if not the whole festival.

In game terms, competitors must have a combat-trained horse, be armored in an least +6 armor bonus, use a large shield and a lance- blunted for this competition so that it does bludgeoning, not piercing damage, and half of that being non-lethal. Any non-proficiency and armor check penalties must be applied where necessary. A DC 15 Ride check must be successfully made; failure means that the charge will miss, regardless, as the rider's horse was not properly controlled. The best Ride check gets initiative. The jouster selects a target below; center shield, left or right face- only a villain would aim at a competitor's face! A rider with Mounted Combat gets to adjust the roll for his shield hit by 1, as well. A d12 is rolled, and if the roll is within the selected target range, consult the table below:

Center Shield: Roll an attack roll against the defender's AC. If it hits, the rider must make a Reflex save vs. the attacker's attack roll or be thrown from his horse, taking 1d8 damage. A miss merely breaks the attacker's lance; a successful save breaks the attacker's lance and imposes the shaken condition on the defender for the next attack. If center shield is not selected but is rolled anyway, the defender gets +4 to his AC and Reflex saves.

Left Shield: Roll an attack roll against the defender's AC, with a +2 bonus. If it hits, the rider suffers a -4 penalty to his next Ride check, and -2 to his next Reflex save. If left shield is not selected but is rolled anyway, the defender suffers only -2/-1 on the next check and save.

Right Shield: Roll an attack against the defender's AC, with a +2 bonus. If it hits, the rider suffers a -4 penalty to his next Reflex save, and a -2 to his next Ride check. If right shield is not selected but is rolled anyway, the defender suffers only -2/-1 on the next save and check.

Face: If such an unfortunate strike were to occur, roll an attack against the defender's AC; on a hit, the attack does full damage, and is always counted as a potential

d12	Location
1-5	Center Shield
6-8	Left Shield
9-11	Right Shield
12	Face



Jousting Hit Locations

critical hit; confirmation with a lance does triple damage (though half is still nonlethal.) The defender must make two Reflex saves, one against each of the attacker's rolls, or be thrown from his horse, taking 1d8 damage. Most tournaments do not count this as a win, and disqualify the rider that made the helmet hit, and magically heal the victim, if he is still alive. Most, but not all... If a villainous jousting were to actually select a head shot, and make it, the confirmation for critical hit would be automatic, as if the attacker rolled a natural 20.

Melee

The melee is a competition of hand-borne arms, on foot, that varies widely in its form from Kingdom to Kingdom; the most consistent aspect is the use of weighted wooden weapons wrapped in cloth that simulate real arms but do only nonlethal damage. This is consistent, but not universal, for some out of the way places allow melee participants to use their own personal weapons! Some festivals set up a one-on-one playoff elimination schedule, while some allow all competitors to attack whomever they choose, all at the same time after the signal is given, with the last man standing the winner of

the prize of the day. A variant popular in the cities is the rule of three strikes; competitors are allowed three strikes against their opponent, with judges choosing the best performance and eliminating the weaker (this is simply a tally of damage dealt.) Further rules of conduct may exist at various venues, like forbidding tripping or other combat maneuvers, or using specially padded armor supplied by the tournament, both to protect the fighters and avoid their use of magically enhanced armor. Magical enhancement is typically forbidden, but some communities may allow the competitors themselves to cast spells on themselves only- when the aristocracy joins the melee, this restriction is very often overlooked, for them, anyway.

Pavo

The competition of 'Pavo' (said to refer to the tail of a peacock, favorite animal of a long-dead king) uses one or more quintains (see New Equipment, p.48) mounted in the tournament field. A mounted attack against Armor Class 15 to 19 (variable by target size, increasing the AC of 15 by 1 for every 4 levels) will strike the target, and a Reflex save of 10 to 14 avoids the sand-bag, which does 1d6 nonlethal damage. When used in a jousting competition, a gold in is often wired to the side of target, and a 20 scored on a charge with a lance will acquire this ring, which is typically of 10 gp value but can be of any value, even magical, if the tournament organizer so chooses. In the tournament, competitors typically get 10 passes, with the prize of the day going to the competitor that has the most amount of hits- ties going to the rider that has the least amount of damage.

Skill Games

Games of skill are also popular, and are run by local artisan's guilds, traveling minstrels or tinkers, or locals trying to have fun and make a coin or two. A copper coin gets 5 tokens, each token gets a play at a skill-game. Skill and ability DCs receive ribbons (red, white and blue) which can be cashed in for toys or food in other venues. Some Gerana's Dawn Festivals have scribes going about taking notes on the relative prize-to-expense progress of the competitors, and will arrange a "playoff" of the day's best accomplishments, to the enjoyment of the crowds. This usually takes the form of the "strong man" doing tests of dexterity, and the "quick man" showing his cross-discipline attempts at strength, or some other arrangement. The prize is often a pig or goat- which a generous winner will douse with oil for the children to chase through town and catch, to the glee of all.

Some typical games include:

Duck Shoot: 3 shots with a fixed hand-crossbow fired at a rotating wheel of painted tin ducks: ranged attack at AC 15; 1, 2 or 3 hits; proficiency applies.

Pound-a-bell: Hitting a hammer against a level to lift a weight against a bell 10' off the ground: DC 13/18/23 Strength ability check.

Rope Ladder Climb: The player must keep their balance while climbing an angled rope ladder that can pivot and invert the player. The player must climb the ladder and ring the bell three times: DC 13/18/23 Dexterity ability check.

Two and Seven: With nine knucklebones (six-sided dice), players try to roll all nine of his dice to the same number before the booth-owner does, three tries to a token. Side bets are often taken at these booths, a little shady to the minds of the attending lawful clerics.

Vigilance: Depending on the region, this can be three inverted placards of illustrations from The Divine Record (the Priest, The Paladin, or the Elementalist), or three cups with a four-colored bead beneath one of them; the target card or bead must be located after the targets are shifted. This can be played straight by the GM, or a simple Sense Motive vs. DC 20, three chances for a token.

Wheel of Fortune: More of a game of chance. Up to four tokens can be bet, on a wheel with 20 slots. A d20 is rolled for a winner, wins 5 times your bet. Clerics of Gerana get the full take on this booth, a lesson to be learned by those who think random chance can profit them! A lecture from the leading Geranite cleric closes this booth each night, a ritual scolding accepted by all.

The Wit-Puzzler's Circle

No less popular than the contests of arms is the Wit-Puzzler's Circle, open to all men and women of all ages, who can put up an entry fee of a pair of coppers. Adventurers at Festival are often excluded from the Circle because they never carry copper pieces- and what a lack of wit it would be to pay more! When a suitable field of competitors is assembled, the highest level attending bard or cleric, as adjudicator, will place the parchment-written riddles in the ritual iron pot, painted with question marks, and stir it with a the riddler's wand, a minor item supplied to every church of Gerana (see New Magic Items, see p.50). Each contestant uses the wand in turn to message his guess to the adjudicator, who rules on the answer. Some adjudicators will play out the decision with magic or other theatrics, to the entertainment of the people. If no one answers a riddle correctly, another

is chosen. If more than one Puzzler answers correctly, incorrect Puzzlers leave the circle until a sole winner is achieved- they then win the prize of the *riddler's wand*, and are expected to unleash a snapdragon fireworks show with the wand's power. The holder of the *riddler's wand* gains notoriety and some measure of admiration during the year, but is also expected to use its powers in case of an emergency, his proven wit being key in deciding what event would dictate an emergency. If a PC wins the wand, it is not likely to be full, missing 4d10-4 charges if the prize is gained. This can be an excellent starting point for an adventure, as the winner of the wand cannot leave the general vicinity – and it is likely that the community will assign the winner some task or quest which requires some powers of the wand, thus fulfilling the honor of the community, and draining the wand in the process. Once the wand's charges are used up, the PC can go on his way with a token of his victory (worth 1/10th CR encounter for its decorations and collectability, if sold).

Below are a selection of riddles to be used at a Wit-Puzzler's Circle, most are ancient, some are unique; to prevent casual spying, they are encoded for the GM's use; he is encouraged to find or create more as he wishes, for this or any other purpose. If the GM wishes, he can allow a PC to make a DC 20 Intelligence check to obtain a 'hint' as to the answer to the riddle. If a PC is in a Wit-Puzzler's Circle, there is a 1 in 20 chance of a NPC competitor knowing the answer each round, 1 in 12 for subsequent rounds.

1. *"Four hang, four sprang, two point the way, two to ward off dogs, one dangles after, always rather dirty. What am I?"*

Answer: xld

2. *"There is a house. One enters it blind and comes out seeing. What is it?"*

Answer: hxsllo

3. *"What we caught we threw away. What we didn't catch, we kept. What did we keep?"*

Answer: orxv

4. *"What hangs beneath a man's waist, and gets put in holes all the time?"*

Answer: pvb

5. *"At night they come without being fetched, and by day they are lost without being stolen. What are they?"*

Answer: hgzih

6. *"I never was, am always to be; no one ever saw me, nor ever will. And yet I am the confidence of all who live and breathe on the Porphyran ball."*

Answer: glnliild

7. *"There was a green house. Inside the green house there was a white house. Inside the white house there was a red house. Inside the red house there were lots of babies."*

Answer: dzgvinvolm

8. *"When it is quiet I sleep in a chest, when war comes I pound and shout; happily I stay within, you will die soon when I'm out."*

Answer: svzig

9. *"Servant of a lord, I shout so loud, yet speak no word; once I was a beast's defence, now I precede the charging lance."*

Answer: slim

10. *"Treasure taken from the woods, placed in my dwelling-place by those that fly; the ripping claw does love me well, like gold descended from the sky."*

Answer: slm vb

11. *"Servant to man, and lord in the sky; if he is not there, forsooth you will die- and also will die if you take his embrace, pain in your eyes if you look at his face."*

Answer: uriv

12. *"Mother to all, yet mother to none; giver of life, yet far from the sun; jailer in iron, freedom for good, where she came from's not the place where you stood."*

Answer: tvizmz

To decode the answers: A=Z, B=Y, C=X, D=W, E=V,
F=U, G=T, H=S, I=R, J=Q, K=P, L=O, M=N

Orders of Hierarchy

There is much intermingling of church and state within The Middle Kingdoms, and sometimes it seems that the two are so intertwined that there is no difference between them. This varies in degree from the four kingdoms, the most synchronicity being within Pium, where the Codionic Knights and the Holy Credonic Church of the Codion almost completely dominate the military arm of that kingdom, with only the Purple Hands, secret police of the Regent of Pium being outside their direct influence. Geranland is also quite dominated by ecclesiastic control, even though it does not share a border with Pium, with a seeming overabundance of clerics and rather informal monasteries dotting the countryside; the Archbishop in the Westiron Cathedal considers himself second in power to the Codion himself. It is well known that lesser sons that wish to avoid a dull life on the farm enthusiastically enter the priesthood with an aim to climb the ranks to the Iron Basilica of Arbitration. Vinterre is more the private domain of the Codionic Knights, with less interference from the Credonic Church. The Knights concern themselves little with the goings-on at the court in Belle Ville, or in the daily life of peasants and artisans of Vinterre, but in the establishment of strong Chapterhouses for their own Codionic orders, should the winds of change devolve the power of the Iron Basilica, as many of their higher ranks predict. Rotwald is the least influenced by the church of Gerana, due mostly to the difficulty in travel through that heavily forested realm, and the more mercantile attitude of the people and aristocracy. The prevalent phenomenon of lycanthropy also preoccupies the Rotwalders to a certain degree, and so lip service only is paid to the piety of Pium, with local clerics being almost exclusively natives of Rotwald, an agents of the Codionic Knights in short supply. Inquisitors and oracles allegiant to Gerana are somewhat more common, though, as long as they prove their worth to the utilitarian people of Rotwald.

Hierarchical orders in The Middle Kingdoms are awarded for services rendered to the state (as the GM dictates), through sheer monetary contribution cagily administered (with appropriate Diplomacy and/or Intimidate checks applied; a base of 10 for the lowest, adding 5 for each increasing rank is suggested) Holders of any order must possess at least one rank in Knowledge (nobility) for each rank of the hierarchy, and must possess each rank in turn, though they can be awarded or attempt each rank at the same time and ceremony. All abilities are considered supernatural (Su). Money without the successful check grants the order in name and

social standing only, but the check can be re-attempted every subsequent Gerana's Dawn, or other conclave of gathered dignitaries of more than 100 combined levels of paladin or cleric. Bestowing of orders is typically done at the Festival on Gerana's Dawn- to do otherwise is highly irregular, but is allowed in times of war or national stress. Social benefits include a +1/rank bonus to one's Leadership score, 2%/rank discount on items purchased within the recognizing area, and the right to use sanctioned heraldry and title, which bestow advantages (and disadvantages) among the population of an area, monaster and otherwise, that would recognize the rank.

Order	Min. Level	Fee (gp)	Skill Check	Benefit
Order of the Hammer	1	1,000	11	Social only
Archonsquire	3	3,000	15	+2 bravery, +1 to Wisdom and Strength-based skill checks
Knights of the Dawn	6	5,000	20	+2 hero points*
Named in the Record	11	10,000	25	+1 class skill, SR 11
Order of the Iron Horse	15	15,000	30	DR 2/chaos, this stacks with other Sources of DR

Table 1.1: Sanctae Credon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Channel energy, office of the Credon	—
2nd	+1	+1	+1	+1	Bless the people	+1 level of existing class
3rd	+1	+1	+1	+2	Defender of the faith +1/-1	+1 level of existing class
4th	+2	+1	+1	+2	Force of Law	+1 level of existing class
5th	+2	+2	+2	+3	Keymaster (channel energy bonus)	+1 level of existing class
6th	+3	+2	+2	+3	Defender of the faith +2/-2	+1 level of existing class
7th	+3	+2	+2	+4	Keymaster (constructs)	+1 level of existing class
8th	+4	+3	+3	+4	Chamberlain	+1 level of existing class
9th	+4	+3	+3	+5	Defender of the faith +3/-3, High Elector	—
10th	+5	+3	+3	+5	Codion Maximus	+1 levels of existing class

* If hero points are not available in your campaign, this rank grants a bonus feat. These points are one-time only, not affecting and unaffected by hero point maximums.
^ This increases by +1 per level gained after 11.

Class Options

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

Sanctae Credon (Prestige Class)

In a lawful, bureaucratic and civilized religion, there must be authorities above the rank-and-file clerics and paladins that symbolize and embody the need to be in control, and to be qualified and selected for one's position. Credons are the emblematic embodiment of that need, defenders of the faith and administrators of their ultimate hierarchy, the Codion (or Teller) and his edicts and decrees. The presence of the copper, silver or gold keys, often with an ornate miter on a cleric signify deference and, often, judgment of one's needs. Credons serve the public in many ways, performing church services and sometimes acting as chaplain to major military excursions. Sanctae credon that adventure are assumed to be "spreading the word", and may even do so in between crushing enemies of the faith.

Sanctae credon exist primarily in three faiths, in ascending order of importance: the Rolterrans, who have a relatively small bureaucracy headed by the Teller, their version of the Codion; the Thulians, faithful of Toma Thule, who prefer their credons to be paladins,

and Gerana, who has an extensive bureaucracy of sanctae credon (the ecclesiastic plural) throughout The Middle Kingdoms, small councils in foreign countries, and an entire section of Sanctus Templum in the Regency of Pium dominated by the sectarian administrators of the Divine Arbitress.

Hit Dice: d8

Requirements

To qualify as a credon, a character must fulfill the following criteria.

Alignment: any Lawful

Feat: Leadership

Skills: Knowledge (local or history) 7 ranks, Knowledge (religion) 7 ranks

Special: Must follow a lawful deity and must be able to channel energy 3d6

Class Skills

The credon's class skills (and the key ability for each) are Appraise (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana), Knowledge (history), Knowledge (local), Knowledge (nobility), Knowledge (planes), Perception (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Ranks at each Level: 4 + Int modifier.

Class Features

The following are class features of the sanctae credon prestige class.

Weapon and Armor Proficiencies: The credon gains no additional weapon and armor proficiencies.

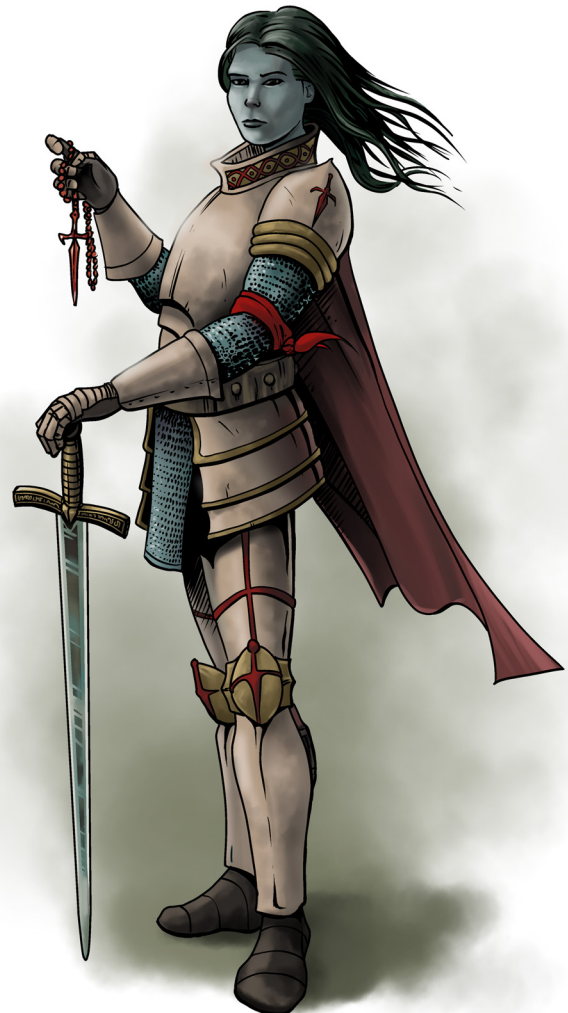
Channel Energy (Su): The sanctae credon's class level stacks with levels in any other class that grants the channel energy ability.

Office of the Credon (Ex): Upon joining the ranks of the sanctae credon, a permanent office is provided for the character, which is staffed by the 1st level followers provided for by their Leadership feat; their cohort becomes the chamberlain for this office, and many only adventure with the credon if they are within a reasonable distance from the community in which the office resides. This office is in any community that possesses a church of their deity, in a comfortable, defensible and

well-constructed building. The credon need not support it in any way, and in fact gains a 1,000 gp stipend at the 1st credon level and every level attained of credon until they become a chamberlain at 8th level. The sanctae credon can take 10 on any Diplomacy or Intimidate checks they make against followers of their deity. The badge for the office of credon is a copper key, which can act as a divine focus for the credon.

Bless the People (Su): At 2nd level, a credon's channel energy burst radius increases by 5 ft., and increases by 5 feet for every level of credon thereafter.

Defender of the Faith (Su): At 3rd level, a credon can elect to imbue his channeling with protective or punitive power, whereby instead of receiving channeled healing from positive energy instead affected creatures could gain a +1 sacred bonus to their Armor Class, and those that would normally suffer damage from negative energy instead suffer a -1 profane penalty to Armor Class. This effect last one minute per credon level. This bonus or penalty increases to 2 at 6th level and to 3 at 9th level.



Force of Law (Sp): At 4th level, a credon can speak an edict as swift action that invokes *forbid action* as a spell-like ability. When used by the sanctae credon this ability loses the language-dependant descriptor so that any targeted creature that is not mindless may be affected. This ability is usable a number of times per day equal to three plus the sanctae credon's Charisma modifier.

Keystmaster (Su): At 5th level, the sanctae credon receives a silver key as part of their badge of office, which adds their credon level to their channeling damage or healing.

A 7th level the sanctae credon receives the silver key's golden twin, which acts as a slotless *scarab of golembane* and prevents constructs from attacking the sanctae credon if not attack by him. This key has no benefit to others.

Chamberlain (Ex): At 8th level, a sanctae credon reaches the rank of chamberlain and gains a one-time stipend of 15,000 gp, which then suspends all income from his office. The sanctae credon may as a full-round action to take 20 on Appraise checks.

High Elector (Ex): At 9th level, those that become High Electors are eligible to assume the top authority as Codion, though they are ineligible to vote during the Enclosure, as the election for Codion is known. A sign of their incorruptible status is they may add ½ their credon level to all saving throws vs. mind-affecting effects.

Codion Maximus (Su): There can be only one Codion serving anyone given deity at a time, selected by the collective body of sanctae credon and drawn from the existing group of High Electors, after the passing of the previous Codion. His word is law and directive to all credons beneath him, and thus to the body of his church proper; he can issue a Dictate (see Theocracy of the High Codion) a number of times per year equal to his Charisma modifier. A Codion can remove the clerical powers of any member of his church through an hour-long ceremony (no saving throw), and can use *quest* on any mortal that professes allegiance to the same deity as they follow. The Codion of a given faith (though those not of Gerana may have a different title) must use *commune* at least once a week before at least 9 other credons, or lose his quest and excommunication power.

Sanctae Credon

"It is only the will of the Iron Basilica; strict adherence to the Code of Four and the precepts of The Divine Record is all that will hold back the darkness!"

Sanctae Silvano (CR 11; XP 12,800)

Male human cleric of Gerana 6/sanctae credon 6
LG Medium humanoid (human)

Init +0; **Senses** Perception +2

Defense

AC 24, touch 10, flat-footed 24

(+11 armor, +3 shield)

hp 69 (12d8+12)

Fort +8, **Ref** +6, **Will** +11

Offense

Speed 20 ft. (30 ft. without armor)

Melee +2 invigorating heavy mace +9 (1d8+3)

Special Attacks channel positive energy 6/day (W-DC 19, 6d6+6), defender of the faith +2/-2

Spell-Like Abilities (CL 6th; concentration +9)

6/day—*inspiring word*, *touch of glory*

4/day—*forbid action* (W-DC 12)

Spells Prepared (CL 11th; concentration +14)

6th—*quest*^D, *word of recall*

5th—*commune*, *hallow*, *righteous might*^D

4th—*dimensional anchor*, *dismissal* (W-DC 17), *discern lies*^D (W-DC 17), *order's wrath* (W-DC 17)

3th—*daylight*, *dispel magic*, *prayer*, *remove curse*, *searing light*^D, *speak with dead* (W-DC 16)

2nd—*align weapon*, *bless weapon*^D, *consecrate*, *gentle repose*, *owl's wisdom*, *spiritual weapon*

1st—*bless*, *divine favor*, *doom* (W-DC 14), *protection from chaos*, *protection from evil*, *shield of faith*^D

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

Domains Glory, Nobility; **D** domain spells

Statistics

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

Base Atk +7; **CMB** +10; **CMD** 20

Feats Extra Channel, Improved Channel, Improved Initiative, Lightning Reflexes, Selective Channel, Scribe Scroll, Skill Focus (Knowledge [religion])

Skills Knowledge (nobility) +15, Knowledge (religion) +21, Spellcraft +15

Languages Common

SQ aura, office of the credon (Valshol),

Combat Gear 3 *potions of resist energy* (20; cold, electricity, fire) **Gear** +5 *breastplate of acid resistance*, +2 *heavy steel shield*, +2 *invigorating heavy mace*, *cassock of the clergy*, *lenses of figment piercing*, 1 *digit of the primitus codion*

Codionic Knight (Paladin Archetype)

The Codionic Knights are the personal bodyguard and extended arm of the High Codion, head of the Church of Gerana in The Middle Kingdoms. A typically hereditary order, many generations of Kingdomers have served the Lady Arbitress and the Codion well. They are a close order, holding many secrets of the NewGod War within, and rarely truly trust those of other races, alignments, or even other orders. They enjoy carrying paperwork to identify their ecclesiastic and secular power when abroad, and take full advantage of diplomatic chains of command. Codionic Knights wear full helms resembling conical scrolls covered with script.

Make way for the Codion! (Ex) A Codionic Knight loses Diplomacy as a class skill, and gains Intimidate as a class skill. They may use Intimidate to influence behavior in 2 rounds, instead of 1 minute. They do not possess the aura of good.

Protect the Codion! (Su) A Codionic Knight may use *shield other* as a spell-like ability once per day at 3rd level, and once more per day for every three paladin levels. This replaces divine health.

Smash the Heretics! (Su) A Codionic Knight gains Power Attack as a bonus feat at 3rd level, and Cleave at 6th level. This replaces the mercies granted at those levels. When she reaches 9th level, she selects a 3rd level mercy, another at 12th level, adding 9th level mercies at 15th and 18th level.

Aura of Authority (Su) At 14th level, A Codionic Knight radiates a 30 ft. aura of menace that causes enemies to suffer a -2 penalty to AC, attack rolls, and saves for as long as they are in the aura. This replaces aura of faith.

Codionic Knight

"The weak-willed either hates the strong willed or falls in line. I mourn for their ignorance, but I'll not lose sleep. When I sleep, I stand guard over them, as well."

Scatha Copperhead (CR 8; XP 4,800)

Male dragonblood codionic knight paladin 9
LG medium humanoid (dragonblood)

Init +4; **Senses** darkvision 60 ft.; Perception +9

Aura courage (10 ft.), resolve (10 ft.), supervision (30 ft.)

Defense

AC 24, touch 10, flat-footed 24
(+9 armor, +3 shield, +2 natural)

hp 81 (9d10+27)

Fort +13, **Ref** +7, **Will** +7; +9 vs. poison

Immune fear, charm

Offense

Speed 20 ft. (in armor)

Melee +2 *called longsword* +15/+10 (1d8+5/19-20), cold iron dagger +12/+7 (1d4+3/19-20/x2)

Ranged +1 *returning hand axe* +13 (1d6+4/x2), cold iron dagger +12 (1d4+3/19-20/x2)

Special Attacks channel positive energy (W-DC 17, 5d6), smite evil 3/day (+3 attack and AC, +9 damage)

Spell-like Abilities (CL 9th; concentration +12)

At will—*detect evil*

3/day—*detect magic, shield other*

Spells Prepared (CL 6th, concentration +9)

2nd—*arcane lock, arrow of law*

1st—*alarm, divine favor, knight's calling*

Oath against Anarchy

Statistics

Str 16, **Dex** 10, **Con** 16, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +9; **CMB** +12; **CMD** 22

Feats Alertness, Cleave, Dragonhide, Eyes of the Dragon, Improved Initiative, Power Attack, Skill Focus (Sense Motive), Weapon Focus (longsword)

Skills Intimidate +6, Knowledge (nobility) +4, Knowledge (religion) +4, Perception +9, Sense Motive +9

Languages Common, Draconic

SQ aura, code of conduct, dragon-guile, gatecrasher, lay on hands (4d6, 7/day), mercy (shaken)

Gear +1 *champion full plate*, +1 *arrow-catching steel heavy shield*, +2 *called longsword*, +1 *returning hand axe*, *steelhand circle*, *cloak of resistance* +1, *wand of detect the faithful*, *potions of bull's strength*, *lesser restoration*, *shield of faith* +2, cold iron dagger, 35 gp

Scatha, a captain among the Codionic Knights, has climbed his way through the notoriously rigid ranks of those staid warriors to become one of their most trusted servants. Though he has not yet been given the privilege of guarding the Codion himself, Scatha hopes that his thief-finding skills and fervor in fighting lawlessness among the masses will get him recognized—so much so that he risks the temptation of recklessness, doubtless a side-effect of his draconic heritage. As it stands, his loyalty cannot be questioned, and it would be hard for Scatha to believe that it ever would. He is eagerly waiting for a big criminal case in which to prove himself, and thus rise through the ranks again.

Conscript (Fighter Archetype)

In times of war or the need of the liege, the practice of conscription is common. Most of these soldiers are barely trained and fit for little but mass unit attacks, but some take to the army life, though their presentation is somewhat unorthodox. They bring tools and abilities from different walks of life and approaches, but their flexibility and willingness to adapt to change are frequently welcomed.

Class Skills: At 1st level, a conscript fighter may choose 1 skill from the skill list, which then becomes a class skill, in addition to their fighter class skills.

Weapon and Armor Proficiencies: Conscript fighters are proficient with simple weapons, the melee weapon they start play with, and/or the ranged weapon they start play with.

Bonus Feats: At first level, a conscript gains a bonus feat of any type. At 4th level, and every even level thereafter, he gains a combat feat, listed as a “fighter bonus feat”. This modifies the fighter bonus feats ability normally gained by fighters.

Camp Skills (Ex): Starting at 2nd level, a fighter gains a bonus skill point per level. They gain another bonus skill point per at 6th level, and every four levels beyond 6th. This replaces bravery.

Conscript

“Loud-ones need all two leggers they can to fight. Win, good, but then I have to stay. Lose, bad, but no loud-ones to tell you what to do...”

Josetta (CR 2; XP 600)

Female silent one fighter (conscript) 3
LN Medium humanoid (catfolk)

Init +2; low-light vision, Perception +7

Defense

AC 19, touch 12, flat-footed 17
(+7 armor, +2 Dex)

hp 30 (3d10+9)

Fort +5, **Ref** +3, **Will** +2; -1 vs. enchantment/illusion, +2 vs. transmutation/necromancy

Defensive Abilities cat's luck

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee battleaxe +5 (1d8+2/x3) or dagger +6 (1d3+2/19-20/x2) or savage attack +5 (1d6+2)

Ranged composite longbow [Str +1] +6 (1d8+1/x3), dagger +5 (1d3+2/19-20/x2)

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 18 (20 vs. bull rush, grapple, overrun, reposition, trip)

Feats Feline Grace, Toughness, Weapon Focus (longbow)

Skills Knowledge (engineering) +6, Perception +7, Survival +7; **Racial Modifiers** +2 Bluff, +2 Diplomacy, +2 Sense Motive

Languages Common, Catfolk

SQ armor training 1

Combat Gear *feather token* (campsite), *potions of cure light wounds* (2); **Gear** +1 chainmail, battleaxe, composite longbow (Str +1) and 40 arrows, 2 daggers, fighter's kit, 20 gp

Flagellant (Cleric Archetype)

Those penitents making the pilgrimage to Sanctus Templum are often overcome with religious zeal, engaging in such activities as flogging, self-starvation and continuous chanting. Some are accepted as full-fledged clerics of Gerana, demonstrating to the insulated pious of The Holy City how sin can be destroyed from within, as well as without. Flagellants are sometimes used as shock troops in city defense, and the order has spread to other lands, indeed, to other religions.

Weapon and Armor Proficiency: In addition to simple weapons, flagellant clerics are proficient with whips, spiked chains, and scorpion whips; they receive Weapon Focus with one type as a bonus feat. They may wear only wooden armor and hide armor, receiving an extra -1 armor check penalty for wearing no quilting underneath.

Pain for Piety (Ex): Flagellant clerics whips themselves into a state of mortification of the body, forgoing wholeness for ecstasy. They gain DR 1/ magic at 1st level, increasing by one at 5th, 10th, 15th and 20th level. They do not gain channel energy until 3rd level, and it increases by 1d6 on every subsequent odd level, to a maximum of 9d6 at 19th level. This modifies and replaces channel energy.

Frenzied Chant (Su): Flagellant clerics can reach a state of holy rage, by narrowly focusing their divine power. They may only take 1 domain, but may rage as a barbarian, beginning at 3rd level, with their rage ability used at their cleric level -2. They may not apply any traits or

feats to this ability, and may not take rage powers.

Flagellant

"By my blood and heaven's wrath, you shall not stain these lands with the blood of the innocent, except for mine, and for that you will pay dearly!"

Rottael the Bloody (CR 4; XP 1,200)

Male avoodim cleric (flagellant) of Gerana 5

LG Medium humanoid (avoodim)

Init -1; **Senses** darkvision 60 ft.; Perception +3

Defense

AC 11, touch 10, flat-footed 11

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

hp 56 (5d8+30)

Fort +10, **Ref** +1, **Will** +8; -2 to saves vs. fear and despair

DR 2/magic, **Resist** acid 5, cold 5, electricity 5

Weakness eternal despair

Offense

Speed 30 ft.

Melee +1 *spiked chain* +10 (2d4+9)

Ranged mwk sling +3 (1d4+5)

Special Attacks rage (11 rounds/day), channel positive energy 4/day (W-DC 13, 2d6)

Spell-like Abilities (CL 5th; concentration +7)

4/day—*touch of good* +2

1/day—*doom* (W-DC 12)

Spells Prepared (CL 5th; concentration +7)

3rd—*chain of perdition*, *magic circle against evil*^P

2nd—*align weapon*^D(good only), *martyr's bargain*, *weapon of awe*

1st—*bless*, *divine favor*, *moment of greatness*, *protection from evil*^P

0th—*bleed* (W-DC 11), *guidance*, *resistance*, *virtue*

D domain spell; **Domain** Good

Base Statistics

When not raging, Rottael's statistics are **Str** 16, **Con** 16,

AC 13/12/13; **hp** 46, **Fort** +8, **Will** +7; **Melee** +1 *spiked chain* +8 (2d4+5); **CMB** +6; **CMD** 15

Statistics

Str 20, **Dex** 8, **Con** 20, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +8; **CMD** 17

Feats Diehard, Endurance, Toughness, Weapon Focus (spiked chain)

Skills Craft (weapon) +5, Intimidate +6, Knowledge (religion) +4

Languages Common, Celestial

SQ aura

Combat Gear *potion of bear's endurance*, *potion of bull's*

strength; **Other Gear** 20 bullets, *cloak of resistance* +1, *pearl of power* (1st), +1 *spiked chain*, hide armor, mwk sling, 2 vials antitoxin, turquoise-studded headband (160 gp)

Holy Fool (Cleric Archetype)

Clericism in The Middle Kingdoms, and elsewhere in churches with strong orthodoxy cannot, and often do not choose to suppress more humble forms of religious veneration and participation. Music is often a staid, rigidly regulated phenomenon that allows for no expression of the self.

To be a "fool for the gods" is to demonstrate the foolishness of materialism, orthodoxy, and pettiness that mars the complete contemplation of the divine. They amuse and shock, educate and humiliate, and enter a somehow purer state of mind than those with high minds and eyes on social standing. Any Perform skill is appropriate for a holy fool, though they tend slightly more to the oral traditions.

Class Skills: Holy fools gain the class skill Knowledge (religion). They do not start with any other Knowledge class skills.

Spells: A holy fool may select a cleric spell of equal level to add to each level of his spells known and cast as if it were a bard spell. He can change that single selected cleric spell each day. This replaces bardic knowledge.

Innocence (Ex): A holy fool of 3rd level or higher is focused on the absurdity of worldly life, and is less affected by the temptations of the world. They gain a bonus to their Will saves equal to ½ their level -2 (minimum 1). This replaces inspire competence.

Wise Madness: At 5th level, a holy fool gains access to the powers of a single domain or subdomain of a deity that he declares as his patron, using his character level -4 as his cleric level. This replaces lore master.

Stunning Performance (Su): A holy fool of 12th level can use his performance to create an effect equivalent to a *symbol of stunning*, once per day. This requires 7 consecutive rounds of bardic performance, though it does not require a material component. This replaces soothing performance.

Holy Fool

"Pop a weasel, jump around, bang a drum, and you'll be found! Who will find you, who can say, where were you on Calling Day?"

Stunned Vanamo (CR 11; XP 9,600)

Male half-elf bard (holy fool of Gerana) 12

LG Medium humanoid (elf, human)

Init +3; **Senses** low-light vision, Perception +20

DEFENSE

AC 20, touch 16, flat-footed 16

(+4 armor, +3 Dex, +1 Dodge, +2 deflection)

hp 69 (12d8+12)

Fort +6, **Ref** +11, **Will** +15

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1/mwk deceptive quarterstaff +12/+6 (1d6+2)

or +1/mwk deceptive quarterstaff +10/+10/+4

(1d6+2/1d6+1)

Ranged mwk sling +13/+7 (1d4+1)

Special Attacks aura of menace 8/day, bardic performance 33 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire courage +3, inspire greatness, stunning performance, suggestion), *touch of law* 6/day

Bard Spells Known (CL 12th; concentration +16, [c] = clerical spell)

4th (4/day)—*forgetful slumber* (W-DC 19), *hallucinatory terrain* (W-DC 18), *lesser planar ally*, *serenity*

3rd (5/day)—*confusion* (W-DC 18), *displacement*, *helping hand*, *remove curse*, *thundering drums* (F-DC 17)

2nd (6/day)—*alter self*, *blindness/deafness* (W-DC 16), *grace*, *hold person* (W-DC 17), *mad hallucination* (W-DC 16), *minor image* (W-16)

1st (6/day)—*anticipate peril*, *charm person* (W-DC16), *cure light wounds*, *remove fear*, *shield of faith*, *touch of gracelessness* (F-DC 15), *vanish*

0th (at-will)—*daze* (W-DC15), *guidance*, *mage hand*, *message*, *resistance*, *sift*, *unwitting ally* (W DC-15)

Domain Law (Archon)

STATISTICS

Str 13, **Dex** 16, **Con** 10, **Int** 8, **Wis** 16, **Cha** 18

Base Atk +9; **CMB** +10; **CMD** 26

Feats Dodge, Great Fortitude, Skill Focus (Bluff), Spell Focus (enchantment), Toughness, Two-Weapon Fighting, Weapon Focus (quarterstaff)

Skills Bluff +22, Knowledge (religion) +14, Perception +20, Perform (percussion) +21, Perform (sing) +22

Languages Common, Elven

SQ versatile performance (sing, percussion)

Combat Gear *potions of barkskin* (2) and *cure moderate wounds* (2); **Gear** +1/mwk deceptive quarterstaff, armor of insults, belt of incredible dexterity +4, major cloak of displacement, *pavrat's scarf*, rod of wonder, ring of protection +2, masterwork drum, masterwork sling and 20 bullets, 100 sp

Psychocenturion (Psionic Warrior archetype)

A more militarily oriented version of the protector archetype for the psychic warrior, the psychocenturion is built for combat, preferably in a military unit. Qit'ar psychocenturions in the NewGod Wars helped to forge bonds of military brotherhood between them and their would-be victims in The Middle Kingdoms that allowed future generations of qit'ar the right to be unmolested in the Forest of the Qit'ar, in northern Pium, a legacy for their people.

Hit Die: d10. This replaces the regular d8.

Class Skills: The psychocenturion removes Acrobatics (Dex) and adds Intimidate (Cha) to his list of class skills.

Path Restrictions: A psychocenturion must choose only from the following warrior paths: Brawling, Feral Warrior, Gladiator, Interceptor, Mind Knight or Weaponmaster.

Bonus Feats: A psychocenturion does not receive bonus feats at levels 1, 2, or 5, receiving them instead at levels 9, 11 and 12. This replaces secondary path and twisting paths. This grants him two bonus feats at 11th level instead of the one typically gained.

Shock Trooper (Ex): The martial resilience of psychocenturions makes them ideal for delivering an early death blow to the enemy. At 15th level, the psychocenturion gains DR 5/psionic. This replaces pathweaving.

Psychocenturion

"Even the sturdiest blades fall before She who is Strong."

Steelheart <She who is Strong> (CR 11; XP 12,800)

Male qit'ar psychic warrior (psychocenturion) 12

LN medium humanoid (catfolk, psionic)

Init +0; **Senses** Perception +19

Defense

AC 17, touch 10, flat-footed 17

(+7 armor)

hp 108 (12d10+38)

Fort +9, **Ref** +4, **Will** +8; +2 vs. mind-affecting, poison

Vulnerable electricity

Offense

Speed 30 ft.; speed of thought

Melee +1 *collision temple sword* +13/+8 (1d8+10/19-20),
savage attack +7 (1d6+1)

Special Attacks trance (+3 attack with a weapon)

Psi-Like Abilities (ML 12th; concentration +16)

1/day—*biofeedback*^A, *empathy*^A

A augmented

Powers Known (ML 12th; concentration
+16; 70 pp)

4th—*fold space*^A, *immovability*, *weapon of energy*

3rd—*danger sense*^A, *empathic feedback*^A (W-DC 17), *sharpened edge*

2nd—*animal affinity*, *body adjustment*, *psionic lion's charge*^A

1st—*burst*^A, *elfsight*,
empty mind^{AP}, *fortify*^A,
metaphysical weapon^P

Warrior Path weapon-
master; **P** path powers

Statistics

Str 16, **Dex** 10, **Con** 13,

Int 10, **Wis** 18, **Cha** 8

Base Atk +9; **CMB**

+12 (+16 sunder);

CMD 22 (26 vs.
sunder)

Feats Aligned

Attack (lawful), Fo-
cused Sunder, Ghost
Attack, Greater
Psionic Weapon,
Greater Sun-
der, Improved
Sunder, Power
Attack, Psionic
Body, Psionic
Talent, Psionic
Weapon, Speed
of Thought,
Toughness, Weap-
on Focus (temple
sword)

Skills Autohypnosis

+19, Climb +18, Knowledge

(nobility) +21, Perception +19, Swim +18; Path Skill +6
Knowledge (nobility)

SQ martial power, naturally psionic, psionic aptitude,
tool of war (temple sword)

Languages Common, telepathy 100 ft. (qi'tar only)

Combat Gear 3 *power stones of body adjustment*; **Gear**
+1 *breastplate*, +1 *collision temple sword*, other
gear (195 gp worth)



Rememberer (Druid Archetype)

The order of Druids of the Remembrance exist in the Middle Kingdoms as a legacy of the plane and world that the nation was wrested from by The Calling. This all-but-forgotten place is referred to as the World-That-Was, virtually wiped from the memory of its citizens by the trauma of The Calling. Rememberers are said to know its name, spoken of only in the Druidic tongue. Common among the atheling minority, they largely reject interaction with the new ecosystem of Porphyra, relying instead on fragments of contact with the World-That-Was, and a focus on the magical powers of Nature itself.

Memory Delve (Ex): At 2nd level, once per day per point of Wisdom modifier, you can retry any knowledge skill check you have made in the past minute, gaining an insight bonus on the check equal to your Wisdom modifier. This replaces woodland stride.

Nature Bond (Ex): Druids of the Remembrance cannot take an animal companion, instead choosing from the following domains: Air, Earth, Fire, Knowledge, Plant, Time, Water, and Weather.

Planar Empathy (Ex): A rememberer has a special rapport with summoned extraplanar creatures, who may have had contact with the World-That-Was. This ability functions just like a Diplomacy check made to improve the attitude of a creatures with the extraplanar subtype, adding their level to the d20 roll. This replaces wild empathy.

Remembering the Lost Home (Ex): Rememberers add the following class skills: Knowledge (history) and Knowledge (planes) to their list of class skills, and remove the Handle Animal skill.

Transcendent Spells: A rememberer focuses on the transcendence of the magical power of nature, rather than the vagaries of a particular ecosystem. They can, once per day, cast any one spell that the druid has memorized without that spell slot being used up. This replaces wild shape.

Spontaneous Domain Spells: Rememberers can channel stored spell energy into domain spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast a domain spell of the same level or lower. This replaces spontaneous casting.

Rememberer

"The World-that-was, the world-that-was... the memories and knowledge hae been passed down a me through all atheling since we were taken, the years we dinna ken. But we dinna forget, never."

Auld Gilferd (CR 6; XP 2,400)

Male atheling druid (rememberer) 7

N Medium humanoid (human)

Init +0; **Senses** Perception +10

Defense

AC 20, touch 10, flat-footed 20

(+10 armor)

hp 45 (7d8 +14)

Fort +8; **Ref** +3; **Will** +10; +4 vs. fey and plant-targeted affects

Offense

Speed 20 ft. (30 ft. without armor)

Melee +1 *defending quarterstaff* +5 (1d6)

Special Attacks lore keeper

Spell-Like Abilities (CL 7th; concentration +11)

7 rounds/day—*clairaudience/clairvoyance*

Spells Prepared (CL 7th; concentration +11)

4th—*air walk*, *divination*^D, *flame strike* (R-DC 19)

3rd—*call lightning* (R-DC 18), *speak with dead*^D, *speak with plants*, *stone shape*

2nd—*detect thoughts*^D (W-DC 16), *flaming sphere* (R-DC 17), *hold animal* (W-DC 16), *resist energy*, *tree shape*

1st—*comprehend languages*, *cure light wounds*, *endure elements*, *hide from animals*, *longstrider*, *produce flame*

0th (at-will)—*create water*, *guidance*, *mending*, *purify food and drink*

D domain spell; **Domain** Knowledge

Statistics

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

Base Atk +5; **CMB** +4; **CMD** 14

Feats Craft Wand, Endurance, Heavy Armor Proficiency, Self Sufficient, Spell Focus (evocation)

Skills Heal +18, Knowledge (dungeoneering) +8, Knowledge (geography, history, planes) +10, Knowledge (nature) +12, Perception +10, Profession (herbalist) +10, Sense Motive +13, Spellcraft +6, Survival +18, Swim +4

Languages Common, Druidic

SQ memory delve, nature sense, trackless step, planar empathy +7

Combat Gear *wands of obscuring mist & goodberry* [50 charges each], *potions of barksin & cure serious wounds*;

Other Gear +1 *dragonhide plate*, +1 *defending quarterstaff*

Sanctioned Wizard (Wizard Archetype)

Nations and entire cultures have prejudices and taboos that define their character. This avoidance affects the study of magic in that certain aspects of magical study are forbidden, with arrest, prison, or slavery being the punishment. Conversely, wizards that comply and support these taboos are rewarded and can hold high esteem with the ruling authority. In The Middle Kingdoms, elementally sanctioned wizards wear a white mantle to show their status over ‘hedge wizards’ who are subject to search and seizure at any given time.

Bonus Feat: A sanctioned wizard receives a bonus feat that he can take at any level he chooses.

Forbidden Magic: A sanctioned wizard may not inscribe in his spellbook any spells with the proscribed descriptors. He may possess scrolls or other magic items made with the proscribed descriptor, but if he casts or uses them, he loses all abilities of the sanctioned wizard, and may be subject to arrest if the act is discovered. Such items should be turned in to the proscribing authorities, who will always redeem them for full price on the spot, granting the wizard a one-time Diplomacy bonus equal to the caster level of the item per item turned in.

Mantle of Propriety (Su): Sanctioned wizards need to wear a badge to identify their legal status, typically taking the form of a piece of colored cloth, a mantle draped over the shoulders. While the sanctioned wizard wears it, it grants a +2 sacred/profane bonus to the wizard’s armor class. The mantle is also often attuned to a specific *arcane mark* trigger, so that the wizard can be identified or picked out of a crowd—this might simply be ‘magic’ but could be ‘charm’, ‘chaos’ or any others available. This replaces arcane bond.

Examples of Proscribed Descriptors:

- *Alchemical:* (acid), (electricity) – potions of all kinds would be taboo.
- *Ecclesiastical:* (chaotic), (lawful), (evil), (good) – in an atheistic society.
- *Elemental:* (air), (earth), (fire), (water) – typically a taboo against elementalism from a deist culture.
- *Freeform:* (creation), (polymorph) – a religious taboo against assuming altering divine creation.
- *Oppressive:* (compulsion), (scrying) – A society that highly values privacy.
- *Thought Control:* (compulsion), (mind-affecting) – a neo-democratic society, that prizes free will

Sanctioned Wizard

“Nope, just hang on a second here I have my badge somewhere in my robes here.”

Garvin Direscript (CR 4; XP 1,200)

Male dwarf* wizard 5 (sanctioned wizard)

LN Medium humanoid (dwarf)

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

Defenses

AC 14, touch 14, flat-footed 13; +4 vs. giants (+1 deflection, +1 Dex, +2 sacred)

hp 35 (5d6+15)

Fort +3, **Ref** +2, **Will** +5; +2 vs. poison, spells, and spell-like abilities

Offense

Speed 20 ft.

Melee +1 dwarven waraxe +3 (1d10+1/x3)

Special Attacks giant hunter, intense damage +2

Spell-Like Abilities (CL 5th; concentration +8)

6/day—*force missile* (1d4+2)

Spells Prepared (CL 5th; concentration +8)

3rd—*daylight*, *displacement*, *lightning bolt* (R-DC 16)

2nd—*darkness*, *invisibility*, *mirror image*, *shatter* (F-DC 15)

1st—*enlarge person*, *floating disk*, *magic missile*, *ray of enfeeblement* (F-DC 14), *shocking grasp*

0th (at will)—*dancing lights*, *detect magic*, *flare* (F-DC 13), *ray of frost*

School Evocation; **Opposition** Conjunction, Enchantment

Statistics

Str 10, **Dex** 12, **Con** 14, **Int** 16, **Wis** 13, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 13 (17 vs. bull rush, trip)

Feat Combat Casting, Craft Magic Arms and Armor, Martial Weapon Proficiency (dwarven waraxe), Scribe Scroll, Toughness

Skills Craft (weapons) +12, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (history) +10, Spellcraft +10, ; **Racial Modifiers** +2 to Craft items from stone or metal

Languages Catfolk, Common, Dwarven, Elven, Giant
SQ craftsman, rockstepper, forbidden magic (elemental), stability, weapon familiarity

Combat Gear 2 scrolls of *mage armor*, *potions of cure light wounds* & *sanctuary*; **Gear** +1 dwarven waraxe, ring of *protection* +1, backpack, badge of sanctioned magic, wizard’s kit, 25 gp

* Garvin is an emigrant from Nor-Du-Mag to the west.

Shackled Sorcerer (Sorcerer Archetype)

In The Middle Kingdoms, more than anywhere on Porphyra, elementalism is a damned, forbidden thing. Years of war in centuries past, though, infused the bloodline of elementals and genie-kin into the people of that nation, which sometimes manifest in sorcerous bloodlines. Citizens (or unwary visitors) that manifest attributes of the elemental or genie-type bloodlines (djinn, efreeti, marid, shaitan) or any of their wildblood mutations are subject to Shackling. A special magic item called a sorcerer's shackle is affixed to the bearer of the bloodline, and the possessor of the corresponding ring of the shackle therefore has control of that sorcerer, to be used for the good of the enslaving government.

Submit to the Shackle (Sp): The sorcerer's shackle stays on for life; its removal or destruction results in the death of the wearer. It grants several conditions. The sorcerer gains +2 to his effective Charisma, and +1 to his caster level for all known spells. He also suffers a -4 penalty to his effective Wisdom score, and is subject to the owner of the ring of the shackle; that person may use *quest* on the shackled sorcerer once per day, and gains SR 30 to any spells cast by the shackled sorcerer.

Shackled sorcerers may not take metamagic feats, nor may they take the Leadership feat.

A shackled sorcerer that somehow gains possession of his corresponding ring and puts it on goes subsequently mad, lowering his Wisdom score to 1 and becoming afflicted with a random insanity. All of his powers remain, however.

Shackled Sorcerer

"Dorri is obedient. Dorri will use the magic when she is told, But Dorri wonders what will happen if Dorri gets the magic ring that Master has..."

Dorri (CR 7; XP 3,200)

Female human sorcerer (shackled) 8

LN Medium humanoid (human)

Init +6; Senses Perception +2

Defense

AC 18, touch 14, flat-footed 14

(+4 armor, +2 Dex, +1 deflection, +1 dodge)

hp 44 (8d6+16)

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

Offense

Speed 30 ft.

Melee unarmed strike +5 (1d3+1)

Ranged ray of frost +6 touch (1d3)

Spell-Like Abilities (CL 9th; concentration +13)

8/day—*elemental ray* (1d6+5 electricity)

Spells Known (CL 9th; concentration +13)

4th (4/day)—*ball lightning* (R-DC 20)

3rd (6/day)—*fly*, *lightning bolt* (R-DC 19), *protection from energy*

2nd (7/day)—*mirror image*, *pilfering hand*, *scorching ray*

1st (7/day)—*burning hands* (R-DC 17), *enlarge person*, *identify*, *mage armor*, *magic missile*, *shield*

0th (at will)—*dancing lights*, *disrupt undead*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *resistance*

Bloodline elemental (air)

Statistics

Str 12, **Dex** 14, **Con** 14, **Int** 8, **Wis** 6, **Cha** 20

Base Atk +4; **CMB** +3; **CMD** 17

Feats Combat Casting, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Spell Focus (evocation)

Skills Fly +9, Knowledge (arcana) +10, Knowledge (planes) +10, Linguistics +3, Perception +2, Spellcraft +10, Use Magic Device +13

Languages Common, Auran, Draconic

SQ bloodline arcana, submit to the shackle

Gear *ring of protection* +1, *sorcerer's shackle*



Silent Brother (Monk Archetype)

Founded by those aides to the Codion, Regent, and Kings that demanded inviolable trust, the Silent Monastery is quiet, but not necessarily peaceful. Only those with a personality forceful enough to overcome enforced muteness may study here, with the expectation of service to The Middle Kingdoms as a whole, not necessarily to a particular ruler. Silent brothers may be found in other nations as well, in similar styles of service.

Bonus Languages: Silent Brothers are proficient in Sign language, in any language they can understand. With a Perception check equal to the distance in feet from the speaker, a silent brother can read lips.

Silent Command (Sp): At 3rd level, a silent brother can use *command* as a spell-like ability, once per day, with a caster level equal to his monk level; in this case, it is not language-dependent. At 11th level, the silent brother can use *greater command*. These spell-like abilities are delivered with sign language instead of a verbal component and the save DC is Wisdom-based. This replaces maneuver training and diamond body.

Imperturbable: At 2nd level, a silent brother may ignore the 1st penalty (-1) to attack, damage, or ability checks imposed by an outside force. This increases to 2nd penalty (-2) at 6th level, and 3rd penalty (-3) at 14th level. This replaces the bonus feats at those levels.

Vow: At 1st level, a silent brother must take a vow of silence (see *Pathfinder Roleplaying Game Ultimate Magic*), but increases his ki pool by 1 point for every 5 monk levels (minimum +1). If he breaks his vow, he loses all Silent Brother abilities until he can complete *atonement*. A silent brother is immune to any spell that specifically causes the target to utter sound (such as hideous laughter).

Silent Brother

“
”

Sister Grundy (CR 2; XP 600)

Female avood monk (silent brother) 3
LN Medium outsider (native)

Init +0; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 13, touch 12, flat-footed 11

(+1 armor, +2 Wis)

hp 20 (3d8+3)

Fort +4, **Ref** +3, **Will** +5; +2 vs. enchantment, -2 vs. fear and despair

Defensive Abilities evasion, imperturbable -1; **Resist** acid 5, cold 5, electricity 5

Weakness eternal despair

Offense

Speed 40 ft.

Melee unarmed strike +4 (1d6+2) or flurry of unarmed strikes +3/+3 (1d6+2)

Ranged sling +2 (1d4+2)

Spell-Like Ability (CL 3rd; concentration +2)

1/day—*command* (W-DC 13), *doom* (W-DC 10)

Special Attacks flurry of blows, heavenly hatred (+1 to hit proteans, yakshas, demons), stunning fist (1/day, F-DC 13)

Statistics

Str 14, **Dex** 11, **Con** 12, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 14

Feats Combat Reflexes, Deflect Arrows, Improved Unarmed Strike, Panther Style

Skills Climb +8, Knowledge (history) +7, Perception +8, Sense Motive +8, Swim +8; **Racial Modifiers** +2 to Craft or Profession checks to create stone or metal objects

SQ vow of silence

Languages Common, Celestial, Sign Language, Terran

Combat Gear 2 *potions of cure moderate wounds*, *potions of shield of faith*; **Gear** bracers of armor +1

Turnsleeve (Rogue Archetype)

Not every city tolerates a ‘thief’s guild’ or a ‘slum quarter’ where anything can be had for a price. In places where thievery is punished by mutilation or death (or worse) the thieves themselves become part of the citizenry. ‘Turnsleeves’ as they are known, for turning their dark inner clothing outward when opportunity knocks, provide services for themselves and others that cannot be gotten in their extremely straight-laced domains. They definitely do not stroll around in studded leathers festooned with knives...

Innocent by Day (Ex): A turnsleeve always maintains an outer affectation of forthright citizenry and useful work. They gain a +2 competence bonus to Disguise and Bluff, and gain a free rank at 1st level of a Profession of their choice. They maintain contacts in this profession and earn money so long as they spend one day per week

performing it. This replaces sneak attack at 1st level, gaining it instead at 3rd level, increasing by +1d6 on any subsequent odd levels, to a maximum of +9d6 at 19th level.

It Wasn't Me (Sp): A turnsleeve would rather not even be suspected, than dodge a near miss or a escape by the skin of his teeth. At 3rd level they may use *nondetection* as a spell-like ability once per day, with a caster level equal to their rogue level -2. This replaces evasion.

Rogue Talents: The following rogue talents complement the turnsleeve archetype: black market connections, convincing lie, quick disable, and underhanded.

Advanced Talents: The following rogue talents complement the turnsleeve archetype: hide in plain sight, rumormonger, and slippery mind.

Turnsleeve

"See anything you like? It's all good, if you like that sort of thing. That's a handsome matched jewelry set you have there, sir. Where did you say you were staying?"

Drielle Machee (CR 2; XP 600)

Male human rogue (turnsleeve) 3

LN Medium humanoid (human)

Init +7; **Senses** Perception +5

Defense

AC 18, touch 14, flat-footed 14

(+4 armor, +3 Dex, +1 dodge)

hp 20 (3d8+3)

Fort +1, **Ref** +6, **Will** +0

Defensive Abilities trap sense +1

Offense

Speed 30 ft.

Melee mwk short sword +6 (1d6+2/19-20) or dagger +5 (1d4+2/19-20)

Ranged dagger +5 (1d4+2/19-20)

Special Attacks sneak attack +1d6

Spell-like Abilities (CL 1st; concentration +2)

1/day—*nondetection*

Statistics

Str 14, **Dex** 17, **Con** 10, **Int** 12, **Wis** 8, **Cha** 13

Base Atk +2; **CMB** +4; **CMD** 18

Feats Deft Hands, Dodge, Improved Initiative

Skills Acrobatics +9, Bluff +9, Climb +7, Disable Device +9, Disguise +9, Escape Artist +7, Knowledge (local) +6, Perception +5, Profession (merchant) +3, Sense Motive +3, Sleight of Hand +10, Stealth +9

Languages Common, Dwarven, Giant

SQ rogue talents (black market connections), trapfinding +1

Combat Gear *potion of cure light wounds*; **Other Gear** +1 studded leather, dagger, mwk short sword, thieves' tools, 30 gp

Reliquary Bloodline (Sorcerer Bloodline)

Your family, at some point in the past, made a solemn vow to guard, protect and learn about a very powerful magic item, relic or artifact. This bonded your blood to it, and its great power has changed you so as to make you more fit for the job. Though it may be long forgotten what object you are destined to protect, its call sings in your blood and draws you to it, though many lesser items be used and discarded along the way. You will become the reliquary which will house and protect that object of power.

Class Skill: Knowledge (history)

Bonus Spells: *magic aura* (3rd), *arcane lock* (5th), *nondetection* (7th), *detect scrying* (9th), *secret chest* (11th), *legend lore* (13th), *teleport object* (15th), *discern location* (17th), *mage's disjunction* (19th)

Bonus Feats: Craft Wondrous Item, Craft Magic Arms and Armor, Cursed Item Detection, Forge Ring, Iron Will, Spell Focus (divination), Magical Aptitude, Selective Spell, Skill Focus (Spellcraft)

Bloodline Arcana: Whenever you cast a spell from a magic item, increase the DC to save from that spell by +1.

Bloodline Powers: Your bond to relics and items of power is such that you can coax more magical energy from all receptacles of magic, in your quest to guard and manipulate the ultimate artifact.

Empower Item (Sp): Starting at 1st level, once per day you can infuse a magic item with added power. Thus, a wand or staff will have an additional charge, a metamagic rod will perform an additional time per day, a potion will perform at +1 caster level, and any item will increase its skill bonus by +1. This additional power fades after 1 day, and, if charge-based, must be the first charge used by the magic item. An item with full charges can accept an additional one with this power.

Resist Magic (Su): At 3rd level, you gain spell resistance to the effects of magic items equal to 6 plus your caster

level, plus your Charisma modifier. At 7th level, and every 4 levels thereafter, you gain +1 to all saving throws vs. magic items' effects. You can suppress your spell resistance ability to receive beneficial effects as a swift action, and restore it the same way.

Meta-item (Su): At 9th level, you can apply metamagic feats to the abilities of wondrous magic items, applying each metamagic feat only once per item per day. This increases the time to use such items to 1 full round, the same as with metamagic feats applied to spells.

Bonded Relic (Su): At 15th level, you can bond with one magic item at a time to have complete knowledge of all of its attribute, quirks and drawbacks, and know exactly where it is, across the dimensions of time and space. You can always assume you have rolled a 20 with a concentration check with the item so bonded, and it will never cause a mishap to take place, if it is possible. That item gains hardness 10 (or adds 10 to its hardness, if it has such), and cannot be moved from its location unless you wish it (or you are dead, asleep or unconscious).

Keeper of Artifacts (Sp): At 20th level, you become the ultimate guardian for the unique, powerful fragments of the universe known as artifacts. You *detect magic* constantly, and can automatically differentiate minor and major artifacts within 30 ft., gaining the knowledge of their method of destruction with a DC 30 Knowledge (history) check. Magic items within 10 ft. of you, including those on your person, gain a spell resistance of 40, and your own base spell resistance increases to 11 + your caster level.

Inquisitions (Inquisitors)

Inquisitors may select a single domain at character creation, but they may also select inquisitions, a specialized domain-like set of abilities that are aligned with the portfolio of their selected deity. Below are some common inquisitions from The Middle Kingdoms- and from those who seek to invade them.

Crusade Inquisition

Domains: Glory, Liberation, Nobility, War

Those you oppose are the anathema of that which you believe in. You must not be stopped in your fight against their twisted plans.

Mantle against Anathema (Sp) You can use *protection from evil* or *protection from good* on yourself as a swift spell-like ability. You may use only one or the other,

chosen when the inquisition is chosen. You can use this ability for 1 round per level, and it may be used in 1 round intervals.

For the Goddess and Glory! (Su) At 8th level, you can, once per day, make a rallying cry as a free action that gives all allies within 60 ft. a +2 morale bonus on saving throws against fear, and a +1 morale bonus to attacks, for a number of rounds equal to their level.

Elemental Inquisition

Domains: Air, Earth, Fire, Water

The essential building blocks of the universe are a force not to be denied, and overshadow the petty interests of mortal life. You can work with and alongside the unstoppable forces of the Four.

Strike of the Four (Sp) As a standard action, you can unleash a dart of acid, cold, electricity or fire targeting any foe within 30 ft. as a ranged touch attack. This dart does 1d6 points of damage +1 point for every three inquisitor levels you possess. You can use this ability a number of times per day equal to 3 plus your Wisdom modifier.

Withstand the Four (Su) At 4th level, and again at 8th level, you gain resistance 2 to any two of the four element types. This stacks with any other sources of resistance to elemental damage.

Orthodoxy Inquisition

Domains: Artifice, Community, Knowledge, Rune

Uniformity is key to holding creation together, heresy and forbidden behavior must be stamped out wherever it is found. Mistakes are a sin, to avoid by all.

Suppress Heresy (Su) For a number of rounds per day equal to your level, you gain a bonus on damage rolls equal to the difference in alignment steps between you and your target. Thus a lawful good inquisitor would gain +4 to damage chaotic evil targets, or +1 to damage lawful neutral or neutral good targets. These rounds need not be used consecutively.

God Will Know His Own (Sp) At 8th level, you can radiate *confusion* (as the spell but centered only on yourself) twice per day, but are forbidden to attack those who make their save until the spell's duration has expired.

Feats

These feats were first discovered and practiced by the citizens of the Middle Kingdoms (and a few outsiders!). They have since spread to other lands of Porphyra. They are not limited to region or race except as noted.

Atheling Ancestry

Grandpappy's favorite saying: "Uton we sittan and nales don!"

Prerequisite: Human subtype

Benefit: You gain the Nostalgia and Suspicion racial traits, as outlined in the race description for Atheling.

Battalion Chaplain (Combat)

Live with the troops, fight with the troops, and fight like a fighter, not like a pasty incense-waver!

Prerequisites: War domain or the Tactics subdomain, base attack bonus +3

Benefit: Once per day, for a number of rounds equal to your cleric level, you are treated as though you have a teamwork feat possessed by an ally within 30 ft.

Battle Collective (Psionic)

During the initial clash of arms, your collective can include the first line of battle.

Prerequisite: Collective class feature, Expanded Collective feat

Benefit: You can, once per day, double the number of creatures in your collective for a number of rounds equal to your manifester level.

Special: You can take this feat up to three times, increasing the number of times per day that you can double your collective by one each time.

Condemnation (General)

Your craven evil is written on your face, as Gerana has seen every evil deed you have perpetrated!

Prerequisites: Detect evil class ability, Knowledge (religion) 3 ranks

Benefit: You may use his Knowledge (religion) bonus in place of his Intimidate bonus to use intimidation on evil creatures.

Cursed Item Detection

Your arcane prowess is so great that even cursed items fail to befuddle you.

Prerequisites: Spellcraft 5 ranks, ability to cast detect magic as a spell or spell-like ability.

Benefit: You gain a +2 bonus on checks made to identify the properties of magic items. In addition, you need only

exceed the DC of these checks by 5 in order to determine whether or not an item is cursed.

Normal: Unless the check made to identify a cursed item exceeds the DC by 10 or more, the item's curse cannot be detected.

Deist Militia

I may not look it, but I once seized sword and armor in defence of our land, new though it was to this benighted world.

Prerequisite: Landed human, may not have Simple Weapon Proficiency or Light Armor Proficiency

Benefit: The penalty for nonproficiency with weapons is halved (-2) and the penalty for nonproficiency with armor is reduced by 2.

Ecclesiastic Escort (Combat)

Gerana's devoted need not worry while my strong shield arm is ready.

Prerequisites: Must have a patron deity, Knowledge (religion) 1 rank

Benefit: Once per round, when an adjacent ally is attacked, you may use a immediate action to attempt the aid another action to improve an adjacent ally's AC, provided that ally has the same patron deity as you do.

Normal: Aid another is a standard action.

Living Reliquary

As physical beings of the metaphysical realms, you must store and keep this magical item of power within your holy body, to further the aims of the divine.

Prerequisite: Aasimar or Avoodim, Knowledge (religion) 1 rank, Spellcraft 1 rank

Benefit: You gain an extra ring slot. You can implant a ring into your physical body, through simple surgery. This third ring can be removed with a Heal check DC 10 (or if you die without such a check).

Material Plane Allegiance (General)

We were moved from our dying world to this one, and none will wrest this land from us again!

Prerequisites: Landed race

Benefit: You gain +1 to hit and damage creatures with the extraplanar subtype.

Negate Display (Psionic)

Silent, without flash or ripple, the rock lifted from the ground, and sped towards the enemies' front lines.

Prerequisite: Int 13

Benefit: You can eliminate all forms of display from your

psionic manifestations without making a concentration check.

Pilgrim's Passage (General)

I have travelled to the four Great Cathedrals, and worn the Chains of Penance at each; that counts for something.

Prerequisites: 1st level character, Knowledge (religion) 1 rank

Benefit: You gain an additional point of healing per character level when positive energy is channeled or a *cure* spell is cast upon you, and +2 sacred bonus to Diplomacy checks with divine spellcasters of your alignment.

Two-Handed Tattoo (Psionic)

With one's entire body as canvas, why limit oneself to one marvelous effect at a time?

Prerequisite: Wild Talent or Psionic Talent, manifester level 5th.

Benefit: Activating a psionic tattoo does not provoke attacks of opportunity against you, and you may activate two tattoos in the same round, as a full-round action.

Slave's Rage

Some elders say The Rage was part of how The Masters controlled our race, and we should reject it.

Prerequisite: Qit'ar, base attack bonus +1

Benefit: Once per day, if you take at least 4 points of electricity damage, you may use rage (as the barbarian class feature) in the next round. For every four levels past 1st, you may increase the number of rage rounds available by 1, provided you also take another 4 points of electrical damage per increase round of rage, to a maximum of 5 rounds at 17th level.

Sacred Synergy (Psionic)

The gods of the loud ones are strange, but they are real, and powerful—one would do well to respect them.

Prerequisite: Knowledge (religion) 1 rank, qit'ar

Benefit: Once per day, you can regain power points from a *cure* spell equal to the spell's level. When used in this way, the number of hit points regained is halved.

Half-breed Hardiness

The qit'ar suffer us half-breeds with ill grace, sometimes; but sometimes, we don't have to take it...

Prerequisite: Qit'ar, must not possess a psionic reserve

Benefit: You gain +2 racial bonus to all saves vs. psionic powers.

Psionic Powers

These powers are believed to be unique to the psionic race of qit'ar, brought accidentally to Porphyra during The Calling. Non-qit'ar who study with that race may be able to learn the techniques required to manifest them, at the GM's discretion. Many of these powers were developed specifically to combat human-based armies, even tailored to affect wizards, sorcerers and paladins, and not necessarily psionic defenders. Psionics are not well understood in The Middle Kingdoms, and the qit'ar do not go around advertising their unusual abilities, of the fact that some of them are tailored to combat the battle-lines of the forcefully-adopted land. Since the Elementalist forces rarely used or acknowledged psionics, and even suppressed them in some places (the Hinterlands of Kesh, for example), there is no particular animosity or taboo against psionics, though an edict from a suspicious credon, or even the Codion himself could change that.

Avoid Retribution

Discipline psychoportation

Level cryptic 2, gifted blade 2, psychic warrior 2, tactician 2

Display mental

Manifesting Time 1 standard action

Duration: 1 round/level

Range: personal

Target: you

Power Points: 3

This power allows the manifester to bleed his personal space into another's creatures, so that if he is adjacent to another creature and incurs an attack of opportunity, he can, once per round, redirect it to the other creature.

Augment: For every 4 additional power points you spend, you can redirect an additional attack of opportunity.

Deformed Impression

Discipline telepathy

Level dread 3, psion/wilder 3

Display auditory

Manifesting Time 1 standard action

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

Target 1 free-willed undead or living creature

Duration 1 round/level

Saving Throw Will negates; **Power Resistance:** Yes

Power Points 5

This power digs into the psyche of the target and radiates forth any flaw in the being's personality, magnifying it for all to see, as a visual distortion of their features and social vibe. The target suffers a -6 penalty to Charisma if they fail their saving throw. All abilities and effects affected by Charisma are lowered accordingly.

Exaggerate Forces

Discipline telepathy [battlefield]

Level dread 4, tactician 4, psychic warrior 4

Display mental and visual

Manifesting Time 1 standard action

Target one army

Duration 1 battle phase/level

Saving Throw none; **Power Resistance** no

Power Points 7

This power is manifested over an army you command. You add a +4 morale bonus to your Charisma and your army gains the fear special ability. When in effect, your forces are transformed to appear both greater in number and more fearsome in appearance. If your opponent uses the spellbreaker tactic, your army loses the fear special ability while that tactic is used.

Augment: For every 4 power points you spend, your Charisma bonus is increased by an additional 2 points.

Fastwave

Discipline psychokinesis [network]

Level aegis 1, gifted blade 1, marksman 1, psychic warrior 1, sighted seeker 1, tactician 1

Display mental

Manifesting Time 1 swift action

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

Target 1 creature

Duration 1 round/level or until discharged

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

Power Points 1

This power imbues a surge of kinetic energy to a target, giving it a +2 bonus to initiative count.

Augment: For every 2 additional power points spent the bonus to your initiative count increases by 1.

Frightening Infusion

Discipline psychometabolism

Level dread 6

Display Auditory and mental

Manifesting Time 1 round

Range personal

Target you

Duration 1 round/2 levels

Saving Throw see below; **Power Resistance** yes

Power Points 11

You are empowered with terror incarnate. When you strike a creature with a melee, ranged, or psionic attack, the creature must also make a Will save or become frightened for 2d6 rounds and if they make their save they are still shaken for 1d4 rounds.

Impede Arcane

Discipline telepathy

Level dread 3, psion/wilder 3, tactician 3

Display Mental and visual

Manifesting Time 1 standard action

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

Target 1 arcane spellcaster

Duration 1 round/level (D)

Saving Throw special; **Power Resistance** yes

Power Points 5

This power focuses on the part of the brain that accesses arcane magical energy, impeding them so that magic is harder for the caster to use. With a failed Will save, the arcane spellcaster's effective caster level is reduced by 1 for determining spell effects for the duration of the power; on a successful save it is only reduced for 1 round. This power does not affect spell-like abilities, divine spellcasting, or the ability to use magic items.

Augment: For every 2 additional power points you spend the DC to resist this power is increased by 1.

For every 4 additional power points you spend, the caster level is further reduced by 1.

Paranoid Prejudice

Discipline telepathy

Level cryptic 3, dread 3

Display Auditory and mental

Manifesting Time 1 standard action

Range Medium (100 ft. plus 10 ft./level)

Target 1 creature

Duration 1 minute/level

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

Power Points 5

The creature affected by this power grows suspicious and malicious towards all others around them. Their starting attitude with any other creature is considered to be

two steps worse (toward hostile) if they fail their saving throw.

Augment: For 2 power points you spend, you can affect another creature in range and the save DC is increased by 1.

Ride as One

Discipline psychometabolism

Level Psychic warrior 0, tactician 0

Display Mental

Manifesting Time 1 swift action

Range touch

Target you and your mount

Duration 1 minute (D)

Power Points psionic focus or 1

While riding your mount you gain the benefits of the Mounted Combat feat.

Spells

The following spells were created, discovered, or mastered within The Middle Kingdoms. Many are used only there, within the ecclesiastical society of the powerful and widespread Church of Gerana.

Aspect of the Horse

School transmutation (polymorph); **Level** cleric/oracle 2, druid 3, ranger 2

Casting Time 1 standard action

Components V, S, M (strand of horse hair)

Range personal

Target you

Duration 1 min. / level

When you cast this spell, you take on the aspect of a heavy warhorse. Your teeth grow large and square, your hair long, and your feet heavy and hoof-like, which can be used for defense. You gain a +4 enhancement bonus to Constitution, your base speed increases by 20 ft., and you add +4 to your CMD vs. trip. You become immune to fatigue for the duration of the spell.

Furthermore, when you are hit with an attack of opportunity, you may make a single attack with your hooves against the opponent that hit you as an immediate action. This attack uses your highest base attack bonus plus your Strength bonus, and deals 1d6 points of bludgeoning damage (if you are Medium; 1d4 points of damage if you are small) plus your Strength modifier on a successful hit.



Assess Ability

School divination; **Level** inquisitor 1, sorcerer/wizard 2*

Components V, S, M (an ink-filled quill)

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

Target 1 creature

Duration instantaneous

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

This divination spell reveals the ability scores and class levels (if any) or hit dice of the chosen target, including archetype choices, feats, and skill bonuses possessed.

*A rogue with the major magic rogue talent can cast this spell as if it were a 1st level spell.

Classify

School divination; **Level** cleric/oracle 2, inquisitor 1, ranger 1

Casting Time 1 standard action

Components V, S, M (a bit of hair or dung)

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

Target 1 creature/round

Duration 1 round/level

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

This spell is a magical manifestation of an identify mon-

sters skill check, giving information to the caster as if he obtained a result of 20 + his caster level on his check; a successful Will save denies the information to the caster, though he can make the attempt as many times as the duration of the spell, or target other creatures.

Codionic Ritual

School transmutation (earth, good); **Level** cleric/oracle 2, inquisitor 2, paladin 2
Casting Time 4 rounds
Components V, S, DF
Range creatures touched
Target 1 willing, living creature/round
Duration 1 hour

A specialty of the Geranite priesthood and the leader of their church, the Codion, this is a simplified version of the more long-lasting and time-consuming *ceremony* spell. Each effect below can be cast once during the four-round duration of the spell, and the caster must spend their turn endowing one of the effects, until all four are endowed and the ritual is completed. The effects can be endowed in any order, on different targets, or all the same:

- **Earth:** The subject can cast plant growth (enrichment) once.
- **Glory:** The subject receives +2 on a single Charisma-based check.
- **Good:** The subject gains a +1 sacred bonus on melee attack and damage rolls against evil-aligned foes.
- **Nobility:** The subject receives a +1 sacred bonus on attack and damage rolls with one weapon of her choice.

The codionic ritual may be applicable to other churches that have a strong priesthood, utilizing the four domains of their specific deity, and the boons outlined in the ceremony spell.

Librum Sanctus (Book of Saints)

School divination; **Level** cleric (only) 1, inquisitor 1
Casting Time 1 standard action
Components V, S, F (a church warrant)
Range personal
Target you
Duration 1 minute

This spell, quite simply, mimics the Use Magic Device skill, giving the caster a +10 bonus to an attempt to use

a scroll and treating them as though they possessed Use Magic Device as a class skill. A '1' on the Use Magic Device attempt always results in a mishap (2d6 damage) and destroys the warrant.

Mark of the Heretic

School transmutation; **Level** cleric/oracle 2, paladin 1
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. plus 5 ft./2 levels)
Target one creature/2 levels, no two of which can be more than 30 ft. apart
Effect creatures with neutral morals are counted as evil
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

This spell is used by clerics and paladins that do not wish to let those that scoff at the ways of justice to escape the wrath of their gods, simply because they are not totally committed to evil. A creature affected by *mark of the heretic* is affected by spells, class features, magic items, and special abilities as though they were evil, to a degree commensurate with the caster's level aura. Only creatures that are neutral, chaotic neutral, or lawful neutral are affected by this spell; they would then detect and be treated as though they were neutral evil, chaotic evil, or lawful evil- though their behavior need not change at all.

Mark of the Convert [Mark of the Weak]

School transmutation; **Level** antipaladin 1, cleric/oracle 2
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. plus 5 ft. / 2 levels)
Target one creature/2 levels, no two of which can be more than 30 ft. apart
Effect creatures with neutral morals are counted as good
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

The statistics above actually describe two spells, with the same effect but different purpose. *Mark of the weak* differs from *mark of the convert* only in that it is classified as an evil subtype spell. Otherwise, either form acts exactly like *mark of the heretic* but replacing 'good' with 'evil'.

Mark of the Obedient

School transmutation; **Level** cleric/oracle 2, paladin 1
Casting Time 1 standard action
Components V, S, DF

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

Target one creature/2 levels, no two of which can be more than 30 ft. apart

Effect creatures with neutral ethics are counted as lawful

Duration 1 hour/level

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

With the exceptions as noted under effect, *mark of the obedient* has the same effect as *mark of the heretic*, altering the effect of a creature's ethics from neutral to lawful.

Mark of the Free

School transmutation; **Level** antipaladin 1, cleric/oracle 2

Casting Time 1 standard action

Components V, S, DF

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

Target one creature/2 levels, no two of which can be more than 30 ft. apart

Effect creatures with neutral morals are counted as evil

Duration 1 hour/level

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

With the exceptions as noted under effect, *mark of the free* has the same effect as *mark of the heretic*, altering the effect of a creature's ethics from neutral to chaotic.

Martyr's Bargain

School transmutation (good); **Level** cleric 2, paladin 2

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Among the faithful followers of the gods of purity martyr's bargain represents true faith and true sacrifice.

You cast this spell as an immediate action when you are subject to a spell or spell-like ability that deals hit point damage, after attack rolls and saving throws have been rolled but before the damage itself is determined. The damage dealt by the spell and any related effects are then delayed for you (and you only) for a number of rounds equal to your caster level.

At the end of that time (or immediately if martyr's bargain is dispelled), the delayed damage takes effect on you as it would have at the time it was cast, but is maximized as if affected by the Maximize Spell metamagic feat. Spells and spell-like abilities that were already maximized

gain no additional benefit from this spell. Nothing can prevent this delayed damage from affecting you.

You can be affected by only one *martyr's bargain* spell at a time. If you cast this spell while you are already under the effects of a previous *martyr's bargain*, the previous spell effect ends and you immediately take the damage it had delayed.

Mystery Manifest

School transmutation; **Level** oracle (only) 2

Casting Time 1 standard action

Components V, S M (blood sacrifice of 1 Con)

Range personal

Target you

Duration 1 round

By means of this spell, an oracle may regain a use of a revelation power that is dependent on 'uses per day'. Each revelation may only be repeated once per day; subsequent castings of mystery manifest must affect other revelations. A blood sacrifice of 1 Constitution point must be made, and the bloodline power may be used on the following round.

Racial Reckoning

School divination; **Level** inquisitor 1, ranger 1

Casting Time 1 standard action

Components V, S, M (a drop of blood)

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

Target 1 creature/ round

Duration 1 round/level

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

By means of this spell, the caster can determine what player-character race (as defined by the GM) the target is. It bypasses disguises, *shapechange*, *alter self* and other magical effects and supernatural, and can be cast on any creature the caster chooses, but all it reveals is the race of the target. One target can be analyzed per round; this can be the same target if the caster thinks that the save has been made and the information denied him. It does not provide any information, for example, on what a disguised or shapechanged being actually looks like, merely the race of the target. It is not effective against creatures that do not have character (or NPC) class levels.

Read the Forbidden

School divination; **Level** bard 1, wizard (only) 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M (any holy symbol)

Range personal

Target you

Duration 1 minute

The arcane version of *librum sanctus*, it behaves the same way except for the consumption of the holy symbol during the casting; a '1' rolled on the Use Magic Device attempt always results in a mishap (2d6 damage) and the caster must make a Will 15 save or be shaken for 1 hour per spell level of the scroll attempted. If this procedure is used in the presence of a divine caster of the same faith as the holy symbol being used as a material component, they will likely be quite hostile to the caster.

Equipment

The following are pieces of exotic equipment that can be found in The Middle Kingdoms.

Book of Riddles and Customs

This small, densely written book is the fallback guide to dealing with both the demands of custom at Gerana's Dawn celebrations, and remembering the sometimes convoluted social mores of a complicated society. The owner of such a book can consult it (a DC 15 Sleight of Hand, if in public) to gain a +2 to their Intelligence check during a riddle contest, or some similar situation (GM's discretion) and a once-per-community bonus of +2 to Knowledge (local) when determining the correct customs and behaviors in a human (or human-associated) community. **Cost** 50 gp; **Weight** 1 lb.

Brech-shilde (armor)

Popularized in Rotwald, and named in their country-dialect, a brech-shilde is a shield-like piece of armor attached to the shoulder of a mounted, armored knight, leaving his shield-hand free to direct his horse. Rotwald is heavily forested and typically required more control of a horse for high-speed travel; use of one grants a +1 AC bonus while on horse, and a +2 bonus to the knight's Ride score. It is otherwise as a light steel shield. Rotwalder gentry often paint their brech-shildes with their family arms. **Cost** 10 gp (undecorated); **Weight** 6 lbs.

Liturgical Mitre (Channel Focus)

This ornate rhombohedral cap is reinforced with metal and bears embroidered scenes of victorious clerics over their enemies. As with all channel foci, each mitre is consecrated to a specific faith, and cannot receive the

activating channel of a different one. After being activated, the liturgical mitre expends its charge, limited to once per day, to negate one confirmation roll for confirming a critical hit upon the wearer; the charge must be expended before the confirmation roll is made. **Cost** 150 gp; **Weight** 3 lbs.

Sedan Chair

A conveyance for aristocracy in the large cities, this consists of a small, covered booth, with doors, firmly attached to two heavy poles. From four to eight bearers would carry the sedan chair, and often acted as bodyguards for the dignitary within. Some cities have businesses that also hire these out to whoever has the coin; typically 2 silvers per bearer per day. A sedan chair has a maximum speed of 20 ft., but can double move to 40 ft. for as many rounds in a row as the lowest strength bearer has Strength modifier points, and must rest for twice that many before doing it again. **Cost** 50 gp; **Weight** 100 lbs. (unoccupied)

Quintain

This is a practice target for jousting and lance and sword charges, a rotating pair of arms bearing a target shield on side and a bag of sand on the other. An attack against Armor Class 15 to 19 (variable by target size, increasing the AC of 15 by 1 for every 4 levels) will strike the target, and a Reflex save of 10 to 14 avoids the sand-bag, which does 1d6 nonlethal damage. Ten consecutive successful practice charges would give a one-time bonus of +2 to hit and damage while in mounted combat, usable once per level. The practice and bonus sequence can be completed once per level. When used in a jousting competition, a gold in is often wired to the side of target, and a 20 scored on a charge with a lance will acquire this ring, which is typically of 10 gp value but can be of any value, even magical, if the tournament organizer so chooses. **Cost** 30 gp; **Weight** not portable

Magic Items

The following are magical items, relics and artifacts that can be found within The Middle Kingdoms. Many are from the traditions of the World-that-Was, and some were crafted specifically for use in the NewGod Wars. Though not likely to be common outside the Kingdoms, the Deists travelled far in their crusades, and some may still sit in treasure troves in some far land.

Falcon Dagger

Aura faint transmutation; **CL** 3rd; **Weight** 1 lb.

Slot weapon; **Price** 6,000 gp

Description

These jagged-bladed +1 *daggers* are decorated with cop-per feathers and can, once per day, give their wielder the ability to *fly*, as the spell, for three rounds, consecutively. Activating the flight power is a swift action

Construction

Craft Magic Arms and Armor, *fly*, Quicken Spell; **Cost** 3,000 gp

Fourbane Shield

Aura faint abjuration; **CL** 5th; **Weight** 10 lbs.

Slot shield; **Price** 9,000 gp

Description

This +1 *heavy wooden shield* has a four-sectioned crest on the front, showing stylized images of wind, fire, earth and water. It gives its wielder a resistance of 5 to acid, cold, electricity, and fire.

Construction

Craft Magic Arms and Armor, *endure elements*, *resist energy*; **Cost** 4,500 gp

Gelert's Crwth

Aura moderate conjuration; **CL** 7th; **Weight** 6 lbs.

Slot none; **Price** 40,000 gp

Description

A *crwth* (pronounced *crowt*) looks like a flat lute, and is played with a bow while hanging from a strap around the player's neck. These magical instruments remind the people of Geranland of the story of Gelert, favorite hunting-hound of Lord Lewyn, a noble of that kingdom. When Lewyn came home from hunting, he found his child's crib overturned, and Gelert's muzzle covered in blood. He furiously slew Gelert, thinking he had killed his baby. Then he heard a cry and found the child, unharmed, under the crib, a dead wolf nearby. His story of grief and gratitude is the signature song of *gelert's crwth*; its player gains +3 to Perform (strings) checks, and can use *lesser planar ally* to call a hound archon, always named Gelert, to their aid. As it is always the same hound archon, it interacts with the owner of the *crwth* consistently; it will serve for a maximum of 7 hours per week, in any increment of 1 hour. It will immediately attack a *crwth* owner of evil alignment. If the hound archon is slain (it does not necessarily regain lost hit points when dismissed) the *crwth* will lose its ability to call Gelert, and will thenceforth grant the user the ability to cast *crushing despair* 1/day.

Construction

Craft Wondrous Item, *crushing despair*, *lesser planar ally*; **Cost** 20,000 gp

Hexenhammer

Aura moderate transmutation; **CL** 5th; **Weight** 10 lbs.

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

Description

This +1 *cold iron warhammer* has a hilt wound in gilded sunflowers. It grants the holder a +1 bonus vs. the spells and hexes of witches, and a +1 additional attack bonus vs. witches. Once per day, as a standard action, the wielder can "accuse" a target of being a witch; if they fail a DC 17 Will save, they are treated as though they have levels in the witch base class for the rest of that day, to all tests magical and mundane. If the save is made, the ac-cuser is shaken for 1d10 rounds, no save. Accusation is a mind-affecting effect, but can otherwise be made against any monster type.

Construction

Craft Magic Arms and Armor, *bless*, *cause fear*, *command*; **Cost** 4,000 gp

Mitre of Benevolence

Aura transmutation; **CL** 5th

Slot head; **Price** 8,000 gp; **Weight** 4 lbs.

Description

This large, ornate headgear bears symbols of goodness and service, but is can be cumbersome, extending a full foot into the air. An evil wearer suffers a -2 penalty to armor class when it is worn, which disappears if re-moved. It grants the wearer a +1 sacred armor bonus, and radiates an aura of *guidance* and *virtue* for 30 ft.; those within it are affected by those spells, which are renewed each minute, and are not cumulative.

Construction

Craft Wondrous Item, Craft Magic Arms and Armor, *guidance*, *protection from evil*, *virtue*; **Cost** 4,000 gp

Morgen-comb

Aura moderate abjuration; **CL** 7th; **Weight** —

Slot none; **Price** 6,000 gp

Description

This attractive comb, made from coral and pearl, gives a +1 resistance bonus to saves vs. enchantment spells and spell-like abilities. It also has the added power of revers-ing any cast spells, spell-like or supernatural abilities that are used against the wearer by certain magical sea-crea-tures, so that, once per day, such powers are reversed upon the monster, enforcing a -4 penalty on the saving

throw. The affected creatures include: fuath gremlins, kelpies, merfolk, naiads, nereids, ningyo (and undead ningyo), nixies, nymphs, rusalka, and vodyanoi.

Construction

Craft Wondrous Item, *lesser globe of invulnerability*; **Cost** 3,000 gp

Omophor of Authority

Aura transmutation; **CL** 5th; **Weight** 10 lbs.

Slot armor (see below); **Price** 1,800 gp

Description

This ornately decorated, heavy cloth vestment is a band of brocade with a hole for the wearer's head, widening at the shoulders. It acts as +1 *padded armor*, and can be worn over light armor (but not medium or heavy armor). Once per day, the wearer of the omophor of authority can apply the Bouncing Spell metamagic feat to a divine spell that they cast, without modifying the spell level of the spell cast. Also, the wearer gains a +1 competence bonus to Intimidate and Diplomacy skill checks.

Construction

Craft Magic Arms and Armor, Craft Wondrous Item, Bouncing Spell, *eagle's splendor*; **Cost** 900 gp

Peasant's Pitchfork

Aura faint conjuration; **CL** 5th

Slot weapon; **Price** 22,000 gp; **Weight** 8 lbs.

Description

The plain, hardwood-shafted implement (acts as a masterwork trident) is outwardly unremarkable, except for the word '*harvest*' set into the shaft in dull bronze. Three times a year, in daylight, when that word is spoken, the *peasant's pitchfork* summons 1d4+2 farmers (NPCs from the *GameMastery Guide*, with leather armor instead of a horse and wagon) to do the wielder's bidding. They will stay until nightfall or they are killed, whereupon they and all their gear will disappear.

Construction

Craft Magic Arms and Armor, Craft Wondrous Item, *summon monster III*, *daylight*; **Cost** 11,000 gp

Ragged Red Banner

Aura faint divination; **CL** 5th

Slot none; **Price** 12,000 gp; **Weight** 5 lbs.

Description

This tattered, blood-red pennant is often marked with two glowing eyes stitched into the canvas. It must be mounted on a pole or spear and displayed prominently to have any effect, occupying both hands of the wielder. All allies of the bearer within 60 ft. gain a bonus of



+2 competence to initiative; the wielder gains +3 competence bonus. All those within the sight-affect range gain +1 resistance bonus to all mind-affecting spells and effects; the wielder gains +2 resistance bonus.

Construction

Craft Wondrous Item, *anticipate peril*, *resistance*; **Cost** 6,000 gp

Riddler's Wand

Aura faint evocation; **CL** 7th

Slot hand; **Price** 4,000 gp; **Weight** —

Description

A staple at Gerana's Dawn festivals all over the Middle Kingdoms, a *riddler's wand* is the ritual tool of the Wit-Puzzler's Circle competition, and the ultimate prize for that yearly competition. It enables any sentient being able to manipulate a wand to use the 0-level spells *dancing lights*, *daze*, *flare*, *ghost sound*, *mage hand*, *message*, *prestidigitation* and the 1st level spell *snapdragon fireworks*, at a cost of 1 charge per spell use of a 0-level spell, 7 charges for *snapdragon fireworks*. The wand itself is typically a gaudy and noticeable thing, with sparkly bits and sigils attached or emblazoned upon it. How long a village can make its *riddler's wand* last is seen to be a sign of restraint, cool-headedness and proper behavior in Midlander society. Newly enchanted it contains 50

charges like a typical wand.

Construction

Craft Wand, Craft Wondrous Item, *dancing lights*, *daze*, *flare*, *ghost sound*, *imbue with spell ability*, *mage hand*, *message*, *prestidigitation*, *snapdragon fireworks*; **Cost** 2,000 gp

Rolterra's Red Book

Aura moderate enchantment; **CL** 8th

Slot none; **Price** 6,000 gp; **Weight** 1 lb.

Description

Containing simplified excerpts from the goddess Rolterra, the Boundless One's sacred script Rigid Destinies, the red book is an insidious force in any civilized nation. Red leather-bound and untitled, reading any part of the book incurs a *suggestion* to read the entire book (DC 16 Will save to avoid) which will take 2 hours, plus or minus 15 minutes per Int modifier point.

The text expounds the tenets of Rolterra's faith (see *Gods of Porphyra*), and the reader will act in a lawful evil manner for the duration of the *suggestion*; this may have serious consequences for classes with alignment and behavior restrictions, such as barbarians, clerics and paladins. The red book gives a post-reading *suggestion* to give the book to another, forcing another DC 16 Will save to do so, without revealing its contents or nature.

Construction

Craft Wondrous Item, *suggestion*, creator must be lawful evil; **Cost** 3,000 gp

Skullcap of Restraint

Aura faint divination; **CL** 3rd

Slot head; **Price** 5,000 gp; **Weight** —

Description

This embroidered cloth hemisphere bears symbols of law and service, in the colors of the religion that made it, primarily lawful ones that preach moderation. Any who wear it can use *guidance* as a spell-like ability 3/day, and divine spellcasters that wear it gain a +1 sacred bonus to their armor class until they cast a divine spell that day, and a +1 sacred bonus to saving throws until they channel energy that day.

Construction

Craft Wondrous Item, *bless*, *guidance*, *shield of faith*; **Cost** 2,500 gp

Sorcerer's Shackle [and ring of the shackle]

Aura moderate enchantment; **CL** 11th

Slot feet [ring]; **Price** 12,000 gp **Weight** 5 lbs [—]

Description

This paired set consists of a heavy golden ring that constantly emits a bright blue glow, as long as the wearer of the other part, a wide golden shackle with one link, is alive. The link glows crimson when the primary power of the set, the ability of the ring-wearer to enforce a *geas/quest* on the shackle-wearer, once per day, is in force; the items are a pair, and will work with no other sets. The wearer of the *ring of the shackle* has SR 30 against any magic wielded by the wearer of the *sorcerer's shackle*. If the shackle is removed, the wearer will die, no saving throw—this happens if the shackle is destroyed, as well. If the wearer dies by some other event, the shackle can (eventually) be removed, and reused. If the wearer of the *sorcerer's shackle* is a sorcerer of the elemental, djinni, efreeti, marid, or shaitan bloodlines, it increases the wearer's effective Charisma score by +2, and increases his effective caster level by +1. His Wisdom is reduced by -4, as well.

Construction

Forge Ring, Craft Wondrous Item, Heighten Spell, *geas/quest*, *slay living*, *spell resistance*; **Cost** 6,000 gp

Artifacts and Relics

These items, though powerful and not likely to be replicated in the modern day and age, are not unique and exist in a finite, small quantity. All are well-known to Midlander tradition, and readily recognizable by anyone with Knowledge (religion) or Knowledge (history). Compulsion effects grant no saving throws, and are not avoidable by any force other than the intervention of a deity. Relics were introduced in the *Book of Divine Magic* by 4 Winds Fantasy Gaming.

Digiti of the Primitus Codion ("Titus' Toes")

Slot none; **Aura** strong 'lawful good'; see *detect evil*

CL 20th; **Weight** —

Description

There are, naturally, ten of these holy relics of the first Codion of the goddess Gerana, and it is strict church doctrine that all ten made it to Porphyra with The Calling, though that may not necessarily be true. The cult of personality around Titus Primitus and his devotion to the Divine Arbitress has long survived the World-That-Was, and the presence of a *digiti* in a temple, or in the possession of a trusted and fortunate servant of the Church is an event, indeed. An individual *digiti of the Primitus Codion* is an actual toe-bone with a gilded hole drilled though it, for thin chain or thread. An evil character suffers an immediate penalty of 1 negative level

if they touch a *digiti* barehanded, it will do nothing for a neutral character. They are said to glow softly in the darkness, as a *light* spell that cannot be suppressed. A good owner can also cast *bless* once per day. Consult the chart below as to the effects of ownership, and multiple acquisition.

# of digiti in possession	Effect
1	+1 to heal/harm with channeling/lay on hands
2	+2 to heal/harm with channeling/lay on hands
3	+3 to heal/harm with channeling/lay on hands
4	+4 to heal/harm with channeling/lay on hands
5	Can cast <i>hallow</i> by leaving a digiti in a location; +10 to movement speed, +1 sacred bonus to Charisma
6	+1 to divine caster level
7	+2 to divine caster level
8	+3 to divine caster level
9	+4 to divine caster level
10	Automatic compulsion (see below); constant <i>freedom of movement</i> ; can cast <i>arrow of law</i> 10 times/day

Compulsion

If a possessor has all ten of *the digiti of the Primitus Codion*, they will constantly seek to bring identified criminals to justice, and to punish accused and proven lawbreakers.

Destruction

All ten *digiti of the Primitus Codion* must be consumed by a chaotic evil lich that has slain the sitting Codion.

Goads of the Masters

Slot weapon; **Aura** strong evocation
CL 16th; **Weight** 5 lbs.

Description

The invasion of the qit’ar, which coincided with The Calling that tore The Middle Kingdoms from the World-That-Was, is poorly understood and remembered by all parties involved—the Midlanders because of more pressing matters, and the qit’ar by a nearly total racial

consensus. The qit’ar force, and, one assumes, the entire engineered qit’ar race were controlled by a shadowy force called “The Masters”, and one of the only fragments in existence that hint at what those Masters might be are the *goads of the masters*, of which possibly three dozen or less exist. A goad is a heavy, black, rod-like weapon, which acts like a +2 *club* ordinarily; the grip is made for an unnervingly non-human hand, reducing to-hit by 1. Glowing blue runes cover its surface, and it does 1 point of electrical damage per round if handled.

The *goad of the masters* can be used to inflict electricity damage to any number of targets within 60 ft. It can inflict up to 4 points of electricity damage a round and be dazed for one round, up to a maxium of a total 100 points of electricity damage a day. Targets may make a Reflex save DC 26 to reduce the electicity damage by half and a Fortitude save DC 26 to negate the daze.

Any being that is holding a *goad of the masters* can telepathically communicate with any other goad-holder within 16 miles, though they do not automatically know their location. Qit’ar hate and fear these items to a great degree, and possession and use of one marks the owner as an implacable enemy of that race, though instinct will compel them to obey the wielder if a DC 16 Intimidate check is made—up to 25 qit’ar being controllable by a single goad. After the first Intimidate check is made, control must be established using electrical charges, and a further check, every 24 hours.

Compulsion

A wielder of a *goad of the masters* must broadcast his intentions to the network of other holders (if any) at least once per day.

Destruction

A *goad of the masters* must be dissolved in the blood of 16 qit’ar, collected all at once or in the space of an hour.

Horns of Olifant

Slot none; **Aura** strong abjuration and conjuration
CL 20th; **Weight** 3 lbs.

Description

There are twelve of these enchanted horns in existence, said to be made from the curved horns of a species of unicorn not native to Porphyra. A *horn of olifant* is typically known by the name of its possessor, as, Ronald’s *horn of olifant*. They are all strongly aligned to lawful good, and act as a *stone of weight* to any being of any other alignment; a *remove curse* spell will allow them to be rid of a *horn of oliphant*, though they are nigh-indestructible. To a lawful good character, a horn of olifant bestows a +2 resistance bonus to saving throws, and a

constant *protection from evil* effect. To a paladin or (cavalier of lawful good alignment), a *horn of olifant* has the power to summon 2d6 paladins of 3rd level, as a *horn of Valhalla*—that is, once every seven days. As well, the horn can be blown by a paladin to *dispel evil* once per day.

Compulsion

The owner of a *horn of olifant* may not willingly retreat from combat, though he may let fleeing enemies retreat.

Destruction

A *horn of olifant* is sundered in half if the owning paladin is reduced to 0 Constitution in the round after it is blown.

The Holy Appendix of Brother Franc

Slot none; **Aura** strong conjuration

CL 17th; **Weight** —

Description

This finger-shaped organ seems as though it has been recently removed, warm, squishy, glistening with blood; it once belonged to the legendary cleric of Gerana, Brother Franc, one of The Golden Quest, storied adventurers of the NewGod Wars. Though most believe him to be either the ‘first’ Codion, or the first Codion after the Treaty of Siwath, in truth, he never assumed the Iron Miter at all, preferring the (not so) humble life of an adventurer. The story of the holy appendix says that The Golden Quest was captured by a great and cloud giant king, Crimson Cumulus, who took great pleasure in torturing the stalwart band; Brother Franc challenged the fearsome megabeing that he could not even eat an entire organ of a humble human like himself. The enraged giant accepted, and Franc excised his own appendix, by hand. Unbeknownst to Crimson Cumulus, Franc had appendicitis, inflamed by the holy outrage of his goddess, it slew the invulnerable giant from within, and the Quest was saved. Brother Franc stored the miraculous, vestigial organ in a plain wooden box—and it never decayed, even unto the modern era, 900 years later.

The *holy appendix of brother franc* sits upon a silken cushion, as contact with flesh inflicts 20 points of positive energy damage per round, with no save. Disease cannot take hold within 60 ft. of the *holy appendix*, spells, auras, special abilities are completely neutralized within that area. Those who are diseased who enter this area immediately receive three new saving throws to be relieved of their condition, all made at +5—but only once per disease.

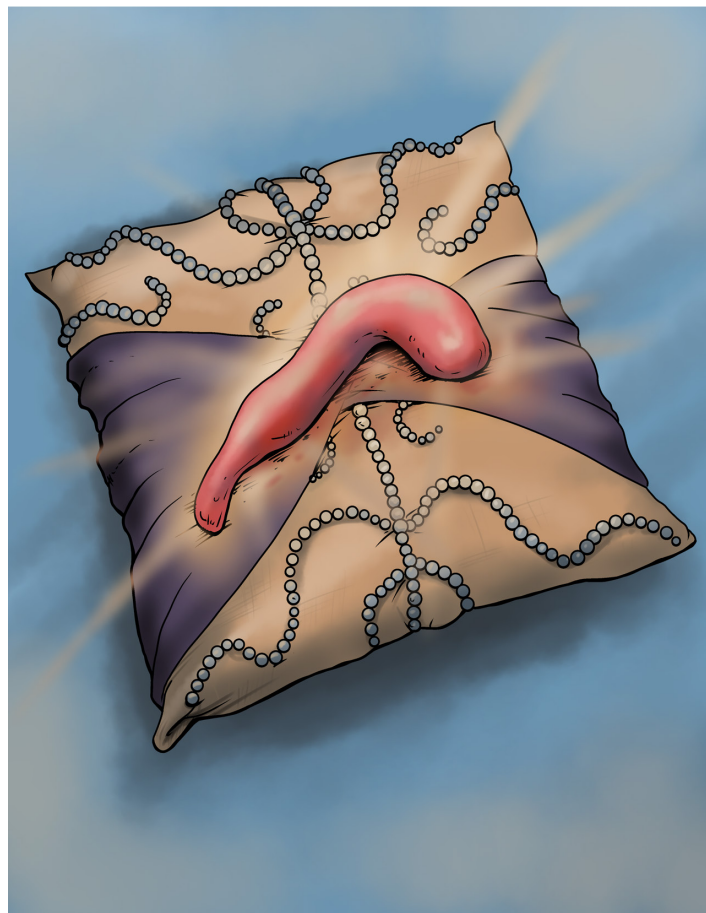
Compulsion

Those who spend more than 27 hours in the *holy appen-*

dix’s presence, they will seek to construct a shrine or larger religious structure to house the appendix, whereupon the compulsion will be lifted.

Destruction

The *holy appendix of brother franc* can be destroyed by boiling it in 27 gallons of holy water for 27 hours. It will then burst, dealing 54 points of positive energy damage to all within 60 ft.



Key of Iys

Slot none; **Aura** strong transmutation

CL 18th; **Weight** —

Description

This beautiful artifact is a large and ornate key, bejeweled and plated with precious metals that defy normal description. It was once the possession of Azimuth, half-elven wizardess without peer—it was given to her by her mother, one of the last of the sea elves of Porphyra, and the only artifact to survive the decimation of that race’s lost city, the fabled Sea-City of Iys. The key grants +1 to the owner’s arcane caster level, SR 18, and any spells with the water descriptor are automatically affected as by the Empower Spell metamagic feat, without changing the spell’s level or casting time. Upon command, it can radiate a 20 ft. bubble of effect identical to a *helm of underwater action* for air-breathing land-dwellers.

The holder can cast *control water* once per day, as well, though doing so next to a dike or harbor typically has unexpected consequences, usually affecting the structures as though an *earthquake* spell was cast. Legend has it that if placed in the lock of a city gate, the city will slowly sink in the ocean (if a port) or into the earth, to be replaced by a lake—and could not be withdrawn except by the owner of the key—thus the key is desired and feared by many in The Middle Kingdoms.

Compulsion

Anyone using the *underwater action* ability for more than 24 hours will not willingly leave the water again, while they live or the key continues to exist.

Destruction

If a descendant of the last king of Iys stands in a graveyard and throws the key into a salt-water lake, the key will melt away—but the interred humanoids of the graveyard will *reincarnate* on the spot into sea elves.

Amalthea, Blade of the Alticorn

Slot weapon; **Aura** strong abjuration

CL 19th; **Weight** —

Statistics

Intelligence 12; **Wisdom** 16; **Charisma** 18; **Ego** 25

Alignment Chaotic Good

Communication Speech (Common, Sylvan), Empathy

Senses darkvision and hearing 30 ft.

Special Purpose protect good magical beasts, slay arcane magic-users (+4 Ego if denied)

Powers *change shape* into a 5 ft. horn (see below); cast *cure light wounds*, *dispel magic*, *see invisible* 1/day

Special Purpose Power can cast *true resurrection* once per month

Description

One of the newest artifacts on Porphyra, Amalthea is said to be the name of the last great alticorn of Idumea, a massive chaotic outsider, to come to Porphyra. Apparently perishing by magic in an assault on a combined undead/elementalist fortress, the valuable *horn of the alticorn* was saved, and spontaneously transformed into a beautiful, pearlescent +2 *lifesurge longsword* with the handle of red gold, faintly identifiable as a unicorn. Amalthea’s personality—very vital, very forward—exists in the blade, definitely a force to contend with. The blade Amalthea can transform, as a standard action, into a 5 ft. alticorn horn with a plain hilt on the bottom, usable as a +4 *spear* and giving the owner immunity to charm, compulsion, electricity, petrification and poison—but losing all other abilities except empathy. It can stay in horn form for a maximum of 1 hour/day.

Compulsion

The purpose of Amalthea is to protect magical beasts from the greedy wizards that would exploit and persecute them. It holds a very dim view of all arcane magic-users except for bards, whose powers they enjoy—possibly a weakness on its part. Though it seeks to protect good magical beasts, even an evil magical beast that is enslaved will provoke extreme anger from Amalthea, and extreme reluctance and sadness if forced to destroy it.

Destruction

Amalthea will revert into its alticorn horn form and become ‘mortal’ (worth 6,000 gp towards harming/healing magical items) if the wielder changes his alignment from chaotic good and slays a unicorn.

Common Equipment Available

Most of the items below can be found in the Pathfinder® Roleplaying Game: Ultimate Equipment book. However we have also included some items from this book (Hot-MK), *Purple Duck Storeroom: Exotic Liquors* (EL), *Luven Lightfingers Gear and Weapon Shop* (LL), *Monsters of Porphyra* (MoP), and *Paths of Power* (PoP). Following the tables are a number of additional items that are new to this book.

Armor

Item	Price	Weight
Armored Jack (LL)	8 gp	15 lbs.
Bishop’s Mantle (LL)	65 gp	18 lbs.
Brech-shilde (HotMK)	10 gp	6 lbs.
Gorgets (LL)		
Pauldrons	200 gp	+20 lbs.
Spaulders	180 gp	+18 lbs.
Helmets, Close Helms (LL)		
Armet	95 gp	+12 lbs.
Bascinet	85 gp	+15 lbs.
Frog’s Mouth	100 gp	+15 lbs.
Sallet w/ Bevor	80 gp	+12 lbs.
Helmets, Great Helms (LL)		
Pot	150 gp	+18 lbs.
Sugarloaf	150 gp	+20 lbs.
Helmets, Open Helms (LL)		
Cap	50 gp	+5 lbs.
Lobster-Tail	80 gp	+5 lbs.
War Hat	25 gp	+5 lbs.
Warrior’s Cap	15 gp	+2 lbs.

Jousting Armor (LL)	2,200 gp	50 lbs.
Plackart (LL)	75 gp	+12 lbs.
Sabaton (LL)	15 gp	+10 lbs.

Adventuring Gear

Item	Price	Weight
Air bladder	1 sp	1/2 lb.
Animal glue	5 sp	1/2 lb.
Area map	50 gp	2 lbs.
Backpack, common	2 gp	2 lbs. ¹
Backpack, masterwork	50 gp	4 lbs. ¹
Bandolier	5 sp	—
Banner	1–20 gp	2 lbs.
Barbarian's kit	9 gp	26 lbs. ²
Bard's kit	41 gp	33-1/2 lbs. ²
Barrel	2 gp	30 lbs.
Basket	4 sp	1 lb.
Bedroll	1 sp	5 lbs. ¹
Bell net	2 gp	2 lbs.
Belt pouch	1 gp	1/2 lb. ¹
Blanket	5 sp	3 lbs. ¹
Block and tackle	5 gp	5 lbs.
Book of letters	50 gp	3 lbs.
Book of riddles and customs (HotMK)	50 gp	1 lb.
Bottle	2 gp	1 lb.
Bucket	5 sp	2 lbs.
Buoy, common	5 sp	16 lbs.
Camouflage netting	20 gp	5 lbs.
Campsite kit	12 gp	80 lbs.
Candle	1 cp	—
Candlestick	1 cp	1/2 lb.
Canteen	2 gp	1 lb.
Canvas (sq. yd.)	1 sp	1 lb.
Cavalier's kit	23 gp	112 lbs. ²
Chain (10 ft.)	30 gp	2 lbs.
Chalk	1 cp	—
Chalkboard	1 gp	2 lbs.
Chest, small	2 gp	25 lbs.
Chest, medium	5 gp	50 lbs.
Chest, large	10 gp	100 lbs.
Chest, huge	25 gp	250 lbs.
Chronicler's kit	40 gp	4-1/2 lbs.

Cleric's kit	16 gp	32 lbs. ²
Coffin, common	10 gp	30 lbs. ¹
Coffin, ornate	100 gp	50 lbs. ¹
Compass	10 gp	1/2 lb.
Cooking kit	3 gp	16 lbs.
Cot	1 gp	30 lbs. ¹
Crowbar	2 gp	5 lbs.
Cypher books	150 gp	2 lbs.
Druid's kit	14 gp	44 lbs. ²
Dungeoneering kit, common	15 gp	25 lbs.
Entertainer's kit	5 sp	3 lbs.
False manacles	65 gp	2 lbs.
Familiar satchel	25 gp	6 lbs.
Fighter's kit	9 gp	29 lbs. ²
Firegrate (LL)	5 gp	5 lbs.
Fish trap (LL)	15 gp	4 lbs.
Fishhook	1 sp	—
Fishing kit	5 sp	3 lbs.
Fishing net	4 gp	5 lbs.
Flask	3 cp	1-1/2 lbs.
Flint and steel	1 gp	—
Fowler's trap (LL)	20 gp	5 lbs.
Gear maintenance kit	5 gp	2 lbs.
Grappling hook, common	1 gp	4 lbs.
Grooming kit	1 gp	2 lbs. ¹
Hammer	5 sp	2 lbs.
Heritage book	50 gp	2 lbs.
Hip flask	1 gp	1/2 lb. ¹
Hooded lantern	7 gp	2 lbs.
Ink	8 gp	—
Inkpen	1 sp	—
Inquisitor's kit	30 gp	34 lbs. ²
Iron vial	1 sp	1 lb.
Journal	10 gp	1 lb.
Jug	3 cp	9 lbs.
Ladder	2 sp	20 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.

Manacles, masterwork	50 gp	2 lbs.
Mess kit	2 sp	1 lb.
Mirror	10 gp	1/2 lb.
Monk's kit	8 gp	22 lbs. ²
Mug/tankard	2 cp	1 lb.
Oil	1 sp	1 lb.
Oracle's kit	9 gp	29 lbs. ²
Paladin's kit	11 gp	30 lbs. ²
Parchment (sheet)	2 sp	—
Pitcher	2 cp	5 lbs.
Pole	5 cp	8 lbs.
Portable ram	10 gp	20 lbs.
Pot, common	8 sp	4 lbs.
Quintain	30 gp	—
Ranger's kit	9 gp	28 lbs. ²
Riding kit, common	16 gp	54 lbs.
Riding kit, exotic mount	36 gp	59 lbs.
Rogue's kit	50 gp	37 lbs. ²
Rope (50 ft.)	1 gp	10 lbs.
Sack	1 sp	1/2 lb. ¹
Saw	4 cp	2 lbs.
Sedan chair	50 gp	100 lbs.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Shaving kit	15 sp	1/2 lb.
Shovel, common	2 gp	8 lbs.
Signal whistle	8 sp	—
Signet ring	5 gp	—
Silent whistle	9 sp	—
Silk rope	10 gp	5 lbs.
Skillet, common	8 sp	4 lbs.
Sledge	1 gp	10 lbs.
Soap	1 cp	1/2 lb.
Sorcerer's kit	8 gp	19 lbs. ²
Spider's silk rope (50 ft.)	100 gp	4 lbs.
Stove can	10 gp	1 lb.
String or twine (50 ft.)	1 cp	1/2 lb.
Survival kit, common	5 gp	4 lbs.
Survival kit, masterwork	50 gp	5 lbs.
Tent, small	10 gp	20 lbs. ¹
Tent, medium	15 gp	30 lbs. ¹
Tent, large	30 gp	40 lbs. ¹
Tent, pavilion	100 gp	50 lbs. ¹

Thurible	50 gp	3 lbs.
Torch	1 cp	1 lb.
Traveler's dictionary	50 gp	2 lbs.
Undead slayer's kit	402 gp	7 lbs.
Vial	1 gp	—
Waterskin	1 gp	4 lbs. ¹
Weapon cord	1 sp	—
Whetstone	2 cp	1 lb.
Wire	5 gp	1/2 lb.
Wizard's kit	21 gp	21 lbs. ²
Wrist sheath	1 gp	1 lb. ¹

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

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

Religious Items

Item	Price	Weight
Altar cloth, cotton (LL)	10 gp	1 lb.
Altar cloth, silk (LL)	20 gp	1 lb.
Aspergill, gold (LL)	20 gp	3 lbs.
Aspergill, silver (LL)	15 gp	3 lbs.
Censer (LL)	15 gp	2 lbs.
Chalice, metal (LL)	50 gp+	1 lb.
Chalice, gourd or wood (LL)	5 gp	½ lbs.
Chalice, gold-lined (LL)	25 gp	½ lbs.
Holy symbol, wooden	1 gp	—
Holy symbol, iron	5 gp	1 lb.
Holy symbol, silver	25 gp	1 lb.
Holy symbol, gold	100 gp	1 lb.
Holy symbol, platinum	500 gp	1 lb.
Holy symbol, compartment	+5 gp	—
Holy symbol, flask	+10 gp	—
Holy text	1–100 gp	1–20 lbs.
Incense (LL)	5 gp+	—
Liturgical mitre (Hot-MK)	150 gp	3 lbs.
Traveling Altar (LL)	45 gp	15 lbs.

Tools and Skill Kits

Item	Price	Weight
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.
Bear trap	2 gp	10 lbs.
Bellows	1 gp	3 lbs.
Disguise kit	50 gp	8 lbs.*
Footprint book	50 gp	3 lbs.
Forger's kit	200 gp	6 lbs.
Grooming kit (LL)	5 gp	1 lb.
Healer's kit	50 gp	1 lb.
Leeching kit	5 gp	5 lbs.
Make-up kit (PoP)	15 gp	1 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.
Musical instrument, common	5 gp	3 lbs.*
Musical instrument, masterwork	100 gp	3 lbs.*
Portable altar	250 gp	40 lbs.
Spell component pouch	5 gp	2 lbs.
Spellbook	15 gp	3 lbs.
Stretcher	1 gp	10 lbs.
Surgeon's tools	20 gp	5 lbs.*
Symptom kit	25 gp	5 lbs.
Thieves' tools, common	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lbs.
Traveling spellbook	10 gp	1 lb.
Veterinarian's kit	10 gp	20 lbs.

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

Pets and Familiars

Animal	Price	Weight
Armadillo	5 lbs.	10 lbs.
Badger	15 gp	20 lbs.
Bat	5 gp	1 lb.
Cat	3 cp	8 lbs.
Fox	8 gp	12 lbs.
Goat	6 gp	50 lbs.
Owl	10 gp	1–3 lbs.
Pig	10 gp	100–300 lbs.
Rabbit	2 gp	3 lbs.
Raccoon	5 gp	7 lbs.
Rat	1 cp	1 lb.
Rat, dire	5 gp	50 lbs.
Raven	2 gp	3 lbs.
Skunk	10 gp	10 lbs.
Squirrel, common	1 gp	2 lbs.
Squirrel, flying	20 gp	1 lb.
Spider	25 gp	8 oz.
Thrush	1 sp	7 oz.
Toad	2 cp	7 oz.
Turtle	3 gp	4 lbs.
Weasel	2 gp	8 oz.

Guard and Hunting Animals

Animal	Price	Weight
Cat, Small	100 gp	100 lbs.
Dog, guard	25 gp	25 lbs.
Falcon	40 gp	2 lbs.
Falcon, Reaper (MoP)	400 gp	2 lbs.
Hawk	18 gp	2 lbs.
Jackal, Khudzan (MoP)	50 gp	35 lbs.
Mawgriff (MoP)	1,250 gp	850 gp
Owl	20 gp	4 lbs.

Farm and Work Animals

Animal	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

Animal	Price	Weight
Dog, riding	150 gp	50 lbs.
Horse		
Horse, heavy	200 gp	2,000 lbs.
Horse, heavy (combat trained)	300 gp	3,000 lbs.
Horse, light	75 gp	900 lbs.
Horse, light (combat trained)	110 gp	1,200 lbs.
Pony	30 gp	800 lbs.
Pony (combat trained)	45 gp	900 lbs.
Mawgriff (MoP)	1,250 gp	850 lbs.
Mawgriff (combat trained) (MoP)	1,875 gp	850 lbs.

Animal-Related Gear

Item	Price	Weight
Animal harness	2 gp	2 lbs.
Barding		
Medium creature	×2*	×1*
Large creature	×4*	×2*
Bit and bridle	2 gp	1 lb.
Cage		
Diminutive or Fine	10 gp	2 lbs.
Tiny	2 gp	5 lbs.
Small or Medium	15 gp	60 lbs.
Large	30 gp	240 lbs.
Huge	60 gp	960 lbs.
Falconry gauntlet	10 gp	1 lb.
Feed (per day)	5 cp	10 lbs.
Saddle		
Military	20 gp	30 lbs.
Pack	5 gp	15 lbs.
Riding	10 gp	25 lbs.
Saddle (exotic)		
Military	60 gp	40 lbs.
Pack	15 gp	20 lbs.
Riding	30 gp	30 lbs.
Saddlebags	4 gp	8 lbs.

Stabling (per day)	5 sp	—
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* Relative to similar armor for a Medium humanoid.

Transport

Land Transport	Price	Price of Passage (per mile)
Carriage	100 gp	3 cp
Cart	15 gp	1 cp
Wagon		
Wagon, light	50 gp	2 cp
Wagon, medium	75 gp	2 cp
Wagon, heavy	100 gp	3 cp
Sea Transport	Price	Price of Passage (per mile)
Keelboat	3,000 gp	1 sp
Longship	10,000 gp	5 cp
Raft	—	1 cp
Rowboat	50 gp	2 cp
Sailing ship	10,000 gp	2 sp
Ship's boat	500 gp	2 cp

Clothing

Item	Price	Weight
Artisan's outfit	1 gp	4 lbs.*
Caul	10–100 gp	—
Cleric's vestments	5 gp	6 lbs.*
Courtier's outfit	30 gp	6 lbs.*
Decorative trim	1 sp–50 gp	—
Entertainer's outfit	3 gp	4 lbs.*
Fire-resistant boots	20 gp	2 lbs.*
Hat	1 sp–50 gp	1/2 lb.–2 lbs.*
Hennin	10–100gp	1 lb.*
Hot weather outfit	8 gp	4 lbs.*
Jewelry	Varies	Varies
Mask	1 sp–50 gp	1 lb.*
Monk's outfit	5 gp	2 lbs.*
Noble's outfit	75 gp	10 lbs.*
Peasant's outfit	1 sp	2 lbs.*
Pocketed scarf	8 gp	1/2 lb.*
Royal outfit	200 gp	15 lbs.*
Scarf	1 sp–5 gp	1/2 lb.*
Scholar's outfit	5 gp	6 lbs.*
Soldier's uniform	1 gp	5 lbs.*

Tabard	5 gp	1 lb.*
Traveler's outfit	1 gp	5 lbs.*

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

Jewelry and Accessories (LL)

Item	Copper	Silver	Gold
Anklet	3 sp+	3 gp+	30 gp+
Armband	15 cp+	15 sp+	15 gp+
Bracelet, narrow	2 sp+	2 gp+	20 gp+
Bracelet, cuff	3 sp+	3 gp+	30 gp+
Broadbelt	3 gp+	15 gp+	100gp+
Brooch	45 cp+	45 sp+	45 gp+
Earrings (pair)	2 sp+	2 gp+	20 gp+
Hair combs, metal (pair)	3 sp+	3 gp+	30 gp+
Headband	4 sp+	4 gp+	40 gp+
Locket	25 cp+	25 sp+	25 gp+
Necklace	5 sp+	5 gp+	50 gp+
Pendant	45 cp+	45 sp+	45 gp+
Ring	3 sp+	3 gp+	30 gp+
Torc	5 sp+	5 gp+	50 gp+

Trade Goods

Price	Item
1 cp	Wheat (1 lb.)
2 cp	Beans (1 lb.), cheese (1 lb.), chicken, flour (1 lb.), potatoes (1 lb.), turnips (1 lb.)
5 sp	Garlic (1 lb.), mint (1 lb.), mustard (1 lb.), oregano (1 lb.), thin leather (1 sq. yard), tobacco (1 lb.)

1 gp	Allspice (1 lb.), basil (1 lb.), cinnamon (1 lb.), cloves (1 lb.), dill (1 lb.), goat, honey (1 lb.), nutmeg (1 lb.), rosemary (1 lb.)
2 gp	Sheep, vanilla (1 lb.)
3 gp	Fox pelt, mink pelt, pig, thick leather (1 sq. yard)
4 gp	Ermine pelt, linen (1 sq. yard)
6 gp	Wool (1 lb. or 1 sq. yard)
8 gp	Cotton (1 lb. or 1 sq. yard)
10 gp	Cow, darkwood (1 lb.), silk (1 sq. yard)
15 gp	Cloves (1 lb.), ox, saffron (1 lb.)
600 gp	Geranite [see Godmetals of Porphyra] (1 lb.)

Food and Drink

Item	Price	Weight
Ale (mug)	4 cp	1 lb.
Ale (gallon)	2 sp	8 lbs.
Banquet (per person)	10 gp	—
Bread	2 cp	1/2 lb.
Catfolk Niph (ounce) (EL)	200 gp	—
Cheese	1 sp	1/2 lb.
Gin (bottle) (LL)	6 gp	1 lb.
Honey (jar)	1 gp	1/2 lb.
Kumis (wineskin)	5 sp	1-1/2 lbs.
Mead (mug)	5 cp	1/2 lb.
Mead (gallon)	2 gp	8 lbs.
Meal, poor (per day)	1 sp	—
Meal, common (per day)	3 sp	—
Meal, good (per day)	5 sp	—
Meat	3 sp	1/2 lb.
Milk	5 cp	1/2 lb.

Alchemical Weapons

Ranged Weapons	Price	DMG	Critical	Range	Weight	Type	Special
Acid	10 gp	1d6	×2	10 ft.	1 lb.	Acid	Splash
Alkali flask	15 gp	1d6	×2	10 ft.	1 lb.	Acid	Splash, see text
Bottled lightning	40 gp	1d8/1	×2	20 ft.	1 lb.	Electricity/ sonic	See text
Holy water	25 gp	2d4	×2	10 ft.	1 lb.	—	Splash, see text
Itching powder	60 gp	—	—	10 ft.	2 lbs.	Poison	Splash, see text
Shard gel	25 gp	1d4	×2	10 ft.	1 lb.	P	Splash
Tanglefoot bag	50 gp	—	—	10 ft.	4 lbs.	—	Entangle
Thunderstone	30 gp	—	—	20 ft.	1 lb.	Sonic	Area, see text

Rum (bottle) (LL)	9 gp	1 lb.
Rumboozle (cup)	1 sp	1/2 lb.
Street meat	1 cp	1/2 lb.
Trail rations	5 sp	1 lb.*
Vodka (bottle) (LL)	6 gp	1 lb.
Wine, common (pitcher)	2 sp	6 lbs.
Wine, fine (bottle)	10 gp	1-1/2 lbs.
Wine, Vinterroise Sacramental (bottle) (EL)	50 gp	1-1/2 lbs.
Yogurt	1 sp	1/2 lb.

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

Lodging and Services

Item	Price
Bath (cold)	2 cp
Bath (hot)	6 cp
Bath (public)	2 sp–1 gp
Doctor	1 gp
Hireling (untrained)	1 sp per day
Hireling (trained)	3 sp per day
Inn stay (poor)	2 gp
Inn stay (common)	5 sp
Inn stay (good)	2 gp
Inn suite (small)	4 gp
Laundry	1 sp
Lawyer (novice)	5 sp
Lawyer (competent)	3 gp
Lawyer (experienced)	10 gp
Messenger	2 cp per mile
Nurse	7 sp
Scribe (text)	1 gp
Scribe (map)	10 gp

Alchemical Remedies

Item	Price	Weight	Craft DC
Alchemical grease	5 gp	1 lb.	15
Alchemist's kindness	1 gp	—	20
Antiplague	50 gp	—	25
Antitoxin	50 gp	—	25
Bladeguard	40 gp	—	15
Fire ward gel	150 gp	1 lb.	25
Frost ward gel	150 gp	1 lb.	25
Smelling salts	25 gp	—	25

Soothe syrup	25 gp	1/2 lb.	15
Soul stimulant	300 gp	—	30
Vermin repellent	5 gp	—	20
Wismuth salix	30 gp	—	20

Alchemical Tools

Item	Price	Weight	Craft DC
Alchemical glue	20 gp	1/2 lb.	20
Armor ointment	30 gp	1 lb.	15
Blackfire clay	20 gp	10 lbs.	20
Bloodblock	25 gp	—	25
Defoliant	30 gp	—	25
Incense, calming (LL)	50 gp	—	20
Incense, concentration (LL)	50 gp	—	20
Incense, healing (LL)	50 gp	—	20
Incense, restful (LL)	50 gp	—	20
Marker dye	15 gp	1 lb.	15
Mending paste	25 gp	1/2 lb.	25
No glint	35 gp	1/2 lb.	25
Scent cloak	20 gp	2 lbs.	20
Weapon blanch (cold iron)	20 gp	1/2 lb.	20
Weapon blanch (silver)	5 gp	1/2 lb.	20

Poisons

Poison	Price
Azure lily pollen	1,500 gp
Belladonna	100 gp
Bloodroot	100 gp
Giant wasp poison	210 gp
Hemlock	2,500 gp
Indigo dreams	150 gp
Large scorpion venom	200 gp
Medium spider venom	150 gp
Sassone leaf residue	300 gp
Striped toadstool	180 gp
Terinav root	400 gp
Wolfsbane	500 gp

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