Rite Publishing Presents

IT THE COMPANY OF MONSTERS 1st-20th Level Playable Racial Classes





By Jonathan McAnulty, T. H. Gulliver, and Steven D. Russell



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Rite Publishing Presents: In the Company of Monsters: Compilation

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Dedication: To Sylvia Russell Until we meet again.

Fantasy, abandoned by reason, produces impossible monsters; united with it, she is the mother of the arts and the origin of marvels.- **Francisco de Goya**

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Jable of Contents

In the Company of...

Gargoylespg 1 Designer: T. H. Gulliver
Giants
Tronbornpg 29 <i>Designer:</i> Steven D. Russell
Minotaurs
Restless Souls
Wyrd

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Owain Northway,

If you want to learn about our race, look up. Although you eldom see us, we are always there. As you scurry about on crowded city streets eyes focused downward, avoiding the muck and dung, we guard the skies above. As you gaze out on the rooftops at sunset, imagining yourself safe inside, we hunt the beasts that stalk the night. We are always there. We are always watching.

That you need to ask about our race, Owain, shows how much your kind has forgotten. You have forgotten your own history when you forget ours. You forget that we are your creation-living weapons, hunters, guardians-discarded when no longer needed. You forget your promises and your betrayals. We fear what your kind will do when you remember.

- Kivus the Stonewarden, Child of Atal of the line of Kavu

P.S. You have been followed home by two men for the last three nights. I advise changing your route.

Introduction

When the human mountain clans first crawled from tunnels deep, they trembled at the waiting world. Things long left hungry stalked the night. Great wyrms thrashed in the valleys below. Orcish bands pushed the pale ones out from their subterranean caves. The slumbering world awakened, and its thin-skinned children knew fear. This is written in stone and not forgotten.

The mountain clans forged fragile truces with each other and created us from their strongest warriors. We were their guardians, their stonewardens. Our visage was made frightening so that the clans' enemies would fear us. Our bodies were made like stone so that crude weapons could not hurt us. We watched over the clans' caves at night. When the beasts came, we protected the clans. We flew down upon the camps of the clans' enemies nearing torches, burnt their tents, and left no survivors. Soon, all the races feared the clans and their guardians. This, too, is written in stone and not forgotten.

We bred and grew numerous, as did the children of the clans. For three generations, no one stood against the clans. But, when peace is plentiful, it is found less precious. The truces collapsed and the clans sought out each other's strongholds; we ended the slaughter. We punished those who broke the truce. Then, we debated among ourselves. This is remembered and told to us in the nest.

"The clans created us to protect them, to keep their promises," Apaxut, our mightiest, argued. "They created us from the strongest amongst them. Is it not right that the strongest would choose to rule rather than serve? Only then can we keep the peace and fulfill our oath."

"We belong to the law," Kavu, our wisest, argued back, "the law does not belong to us. We serve the truce, even when the clans break it."

Divided, we became weak. When Apaxut and the betrayers demanded obedience from the clans—obedience necessary for the clans' protection—the clans renounced all of us. They hunted us, for they had grown clever in the ways of war. This too is remembered and told to us in the nest.

Kavu and those who would save the clans from themselves hid. We hid in deepest caves and unreachable peaks. We waited for the clans to forget us. To hide, we became the stone and, like most stone, we slumbered. We slumbered while the thin-skinned races grew numerous.

Apaxut and his children's children did not sleep. Like the humans, they mated and multiplied. When they found any of the faithful stonewardens sleeping, they sang to them songs of distrust and despair. Those followers of Kavu awoke in anguish, their nightmares bringing them to madness. After many short generations, the children of Apaxut became like beasts. When your kind had forgotten them, they crawled back into your cities, hiding on rooftops and parapets, culling your growing numbers. We slumbered while the children of Apaxut grew numerous.

We slumbered until the stone itself called our names and told us to prepare. 'It is time to remember your baths,' came the whispers from the stone. There are many of us remaining. More awaken daily now. More children hatch each day. Our numbers swell. Our nests are overflowing. It is two hundred years since the awakening began. そいじてい しんしょうど ビバア アビスフル どとんっし ドルム

These are the truths of the gargoyles—truths every stonewarden knows and few humans ever hear: We have lived on walls and cliffs above your caves, and camps, and keeps. We have been with you since before you learnt the secrets of the forge. Before you could turn stones into weapons, you turned your warriors into stone. We slumbered long when you renounced us. Still now, despite your betrayals, we protect you, children of the clans. But, we fear for you. The stone whispers that soon we will be needed and we are not yet ready.

Physical Description

Our appearances vary widely, yet not only from one stonewarden to another. Gargoyles' appearances change slowly but constantly throughout our lives.

All stonewardens appear to be some form of winged statue. The most obvious differences in form between humans and stonewardens are those that made us effective hunters and guardians. Forward pointing horns protrude from our heads, allowing us to gore our enemies. Our longer clawed hands and feet also make effective weapons. Our wings grow more powerful as we gain practice, allowing us the advantage of flight.

Some differences are more subtle. Our upper bodies re-

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semble those of the humans we once were, but over time our legs have grown more powerful, giving us longer, more muscular thighs. Also, we bite. Even on those of us with a human-like visage, our lower jaws are usually larger and extended. Our noses are often much longer than those of most humans.

The above description, however, only describes the appearance of the majority of gargoyles at birth. As we age, our appearance changes drastically depending on where we choose to roost. The statuary and stone closest to our perches has a profound effect on us. Stonewardens perched in temples maintained by cat worshipping cults soon grow more feline in their appearance. Those who perch on black slate rooftops gradually darken to blend in with their environments. These changes are slow and subtle, often taking hundreds of years. They happen beneath the surface of our consciousness, often while we rest. Some stonewardens seek out environments with particularly attractive stones and statuary hoping to become more beautiful in turn.

Stonewarden gargoyles also undergo more drastic changes in appearance, gaining new limbs, longer talons, or sharper horns. These changes occur as we explore our abilities and powers more deeply through exercising them. Unlike the subtle changes in appearance, this is more of a conscious choice as we envision the creature we would like to become and ask the stone in our body to adapt to our needs.

Society

The ability to sleep, without aging, for hundreds of vears at a time shapes the structure and culture our society more than any other factor. These long sleeps do not allow us to rely on the memories of individuals who may be roosting on the other side of the world when we need them most. Instead, we carefully record those things that are most important to us. This record keeping is entrusted to the 'Society of Stonewardens,' as is the declaring of oaths fulfilled or unfulfilled and the approval of matings

Feral, Stonewarden, and Watchers

We designed the stonewardens to be a playable gargoyle race and the stonewarden paragon class to be balanced with other classes. At the same time, we recognize that gargoyles already exist in the game. In Questhaven, the gargoyles described in the Pathfinder RPG Bestiary are known as 'feral gargoyles.' Those few gargoyles that strive to protect humanity are known as stonewardens. Feral gargoyles are generally less intelligent but more hardy than most stonewarden gargoyles. Stonewarden gargoyles, however, can advance in their stonewarden paragon class to develop abilities far exceeding those of feral gargovles.

Watchers are half-dwarf, half-gargoyle stonewardens and have the same racial traits as stonewardens. They vary in appearance, however, resembling winged dwarves with much more prominent hair and beards than stonewardens.

between the sexes.

The Society of Stonewardens maintains the first nest, wherein are written the original oaths and the records of the descendents of the firstborn. All stonewardens are represented at meetings of the society through the eldest of each of the six faithful lines. The seventh chair, that of Apaxut, is granted to a stonewarden chosen by the eldest several days in advance of any meeting. Despite Apaxut's betrayal, it remains a seat of honor and all stonewardens aspire to sit there during a meeting of council. The annual meeting of the stonewardens draws flights of stonewardens from across the land, some to argue their cases before the elders, others to gather news from afar.

Mating between stonewardens is strictly monitored. We have seen the feral gargoyles grow savage and bestial, their worst instincts reinforced and their intellect diminished as they bred with only their fellow children of Apaxut or those few stonewardens who awoke from the long sleep mad and hungry. We know the importance of selecting mates who will produce suitable offspring and avoiding mating within our own lines. The Society of Stonewardens carefully records all known children and the line to which they belong. At birth, the parents declare to which of the lines a child belongs on the basis of his or her strongest features.

The shamans of the mountain clans gave stonewardens great powers, but extracted from them a solemn oath: "We exist to serve and protect the clans, their children, and their children's children until the stone of our bodies is worn away." The making and keeping of oaths separates us from the feral children of Apaxut and is fundamental to our culture. There are three levels of oaths: 'that which is written in stone and still remembered,' a most sacred oath which binds all stonewardens and can only be promised by a meeting of a seven or more stonewardens, including at least one from each living line; 'that which is remembered and told to us in the nest,' an oath which binds a stonewarden and all of his or her descendents until it is fulfilled or invalidated by the Society of Stonewardens; and 'that which we promise on our own names,' an oath we individually swear and which we individually can fulfill or revoke.

Our society is equally shaped by the knowledge that we age more rapidly than most races when we are awake. We are taught in the nest to remain circumspect about our undertakings. We are taught patience and restraint. "Impetuous youths are soon older than their ancestors," our elders scold. Still, the fulfillment of oaths requires us to be vigilant and active in the world and, sadly, our most altruistic kin soon crumble. The most valued among usthe elders of each line-are required to slumber much of the year, only awakening in the weeks before the meeting of the Society of Stonewardens.

Relations

We are alone. In fulfillment of our oaths we spread across the human cities and inhabitations. We post watches in ruins where dangers to humanity lurk. There are so many of you and so few of us. We are soon spread thin and

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lose contact with our kin.

As for the thin-skinned races, we live above you. During our long lives, we watch your keeps become castles and vour towns become cities. We see your rise and decline. We learn your languages and your secrets. But, we are not your friends.

Stonewardens are torn between two contradictory inclinations: an innate desire for companionship and an overriding expectation of betrayal and rejection. Your kind created us to inspire fear and, as a result, has always feared us and pushed us out. These two competing emotions explain much of the stonewardens' behavior. We desire companionship, and so seek out crowded cities. We distrust others, and so remain far above the crowds. We hide in plain sight because we want to be recognized and understood. We adopt a gruesome appearance to frighten others away before they reject us.

There are exceptions. I am one. Most of Questhaven knows the mage Le-al. I know her better. I knew her when she was a child, protected her as a teen, and watched over her when her power attracted rivals. I sensed in her a great power, a great potential, and told her my name so that she could rouse me from the long sleep when needed. And, has she not done good things? In protecting her, have I not fulfilled my oath? She does not call upon me anymore. I sit outside her window as her aging body slowly surrenders as all flesh must. We age together, but she will go first. Perhaps, when that time comes, I will allow myself to sleep.

I have met other stonewardens like myself. Although it is difficult for gargoyles to trust, the protective instincts are strong and some do learn to love. There are other stonewardens in Evocative City who watch over one mortal year after year; it is usually someone fragile, abused, deformed, or maligned but with an indomitable spirit and creative energy. I know of one gargoyle who has watched over the children of a single family for four generations. He sneaks into their bedrooms at night and teaches them the dead languages, tells them the history of cities, shows them the correct quantities of various poisons and meth-

Visage of Stone

A stonewarden gargoyle's stony appearance mimics that of the stones most commonly found in the city, ruins, or mountains in which they nest. If a stonewarden moves to a new roost, its appearance slowly changes to match that new terrain. Such changes occur naturally as a stonewarden explores its territory and attunes itself to the energy of the stones in this region.

In game terms, the effect of a stonewarden's roost on its appearance is represented by the stealth bonus that a stonewarden paragon gains while in their hunting grounds. Any time a stonewarden paragon advances a level, it may choose to change its hunting ground. There is no other mechanical advantage to these changes in appearance.

More drastic changes in appearance are represented through the selection of 'enticements' at each level.

ods of administration-much as a father should do. Who can say this is not love? When they reach the age of ten, he allows himself to sleep. When they grow to adulthood, they convince themselves he was only a dream until they hear his name again on the lips of their own children.

With feral gargoyles, there can be no friendship, nor even tolerance. The children of Apaxut are far too dangerous to be allowed to live. We hunt them when we can.

With the watchers though-those strange half-gargoyle, half-dwarf creatures that resemble us in so many ways-we are permitted to share secrets. The dwarves, we were told, having found the caves containing the incantations that turned humans into gargoyles, created their own stonewardens, whom they call 'The Watchers'. Since a watcher came before the Society of Stonewardens and pledged to keep the incantations from those who would do evil, we allow a few of these watchers to learn our secrets.

Le-Al is dying now. I fear she has only days remaining. Soon, I will be alone.

Alignment and Religion

Stonewarden gargoyles understand that the oath to act as guardians over humanity binds us still, notwithstanding the failure of the human clans to respect us. We would be called 'lawful' for we obey and swear oaths. Most of us protect the 'good' in humanity, but as more and more humans turn to evil, some stonewardens become protectors of those with questionable morals. Furthermore, there are many gargoyles who have awakened from the long sleep mad or confused. Some simply grow tired of the oaths and quietly abandon our ways.

Stonewarden gargoyles themselves vary widely in their religious inclinations. Regarding religion, stonewarden gargoyles tend to practice the religion venerated in the communities that we protect. For example in Questhaven the majority are secretly members of the Great Church of the Pantheon, and we adorn many of the great cathedrals. Quite often, though, our devotions are in a style from the early days of the churches and are not easily recognized by modern followers. Many stonewardens make obeisance to statues of deities but show less interest in the divine being the statue represents.

When stonewardens spend long periods of time in temples or churches with stone statuary representing a particular deity, their appearance often shifts to resemble a similar creature. As a result, they are occasionally taken to be messengers or avatars of that deity and are able to command obedience and respect among the devout. The Society of Stonewardens discourages this but on occasion selfish gargoyles do encourage the cults that have sprung up venerating them.

Adventurers

Stonewardens often join adventuring parties when the goal of the party aligns with their own goals or oaths. On occasion, a stonewarden gargoyle forms an emotional bond with members of an adventuring party and continues to travel with them in order to protect or assist them. Such stonewardens are great companions as they show an

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unnaturally strong sense of loyalty and honor to their fellows. Due to this sense of duty they are quietly recruited by the Questor's Society of the Evocative City.

Stonewardens tend towards lightly-armored classes that emphasize combat and stealth, such as rogues, rangers, barbarians, and gargoyle paragons. Heavy armor interferes with gargoyles' flight and gargoyles' natural attacks make weapons unnecessary, so fighters are often a poor choice for stonewardens. Stonewarden spellcasters are usually sorcerers as neither study nor worship is widespread given our short lives.

Names

Gargoyles are given a single, personal name at birth. The names of the first gargoyles—Itaxur, Kurvik, Apaxut, Otuvar, Poxi, Kavu, and Tu-are the seven most common. The names are used equally for male and female gargoyles. Stonewarden gargoyles also identify themselves by the name of one parent-the one they most resemble-and that parent's line of descent.

It is quite common for a gargovle (stonewarden or feral) to take a new name or add a name to her existing names. These names are often in the language of the city she inhabits. Gargoyles often take names that reflect their appearance, such as Coalface, Waterspitter, Greyfleck, Twisthorn, or Grinning. They append these names to their existing names to form longer names like Vikuous the Waterspitter or Grinning Purta. During a gargoyle's long life, her appearance changes, sometimes drastically, and so these names also change.

Racial Traits

Stonewarden Racial Traits

+2 Strength or +2 Dexterity, +2 Constitution, -2 Charisma: Stonewardens are either strong or both agile and tough, but also a bit aloof.

Medium: Stonewardens are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Stonewardens have a base speed of 30 feet.

Darkvision: Stonewardens can see in the dark up to 60 feet.

Freeze: A stonewarden can hold itself so still it appears to be a statue. A stonewarden that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Long Sleep: Stonewardens do not age while they sleep. They can sleep for long periods of time-months, years, or even centuries. Most stonewardens prefer to slumber only when perched high on sturdy and familiar buildings. They are able to determine the conditions under which they wake from this sleep, such as being called by name or when threatened. During this sleep, they appear to be a stone statue (see *Freeze* above).

Stonewardens do not need to sleep regularly, but many choose to do so to avoid aging more rapidly. They are not immune to sleep effects. Stonewarden spellcasters need to meditate for 4 hours before preparing spells, and can only

achieve the state of mind needed to do so once per day. Natural Armor: Stonewardens' stony hides grant them a +2 natural armor bonus.

Recognize Gargoyle: Stonewardens get +4 on their perception checks to detect a gargoyle using the freeze ability to resemble a statue.

Stonewarden Stubbornness: Stonewarden get a +2 racial bonus on saving throws to resist enchantment spells but, when affected, suffer the effects of the enchantment for double the normal duration. Stonewardens must roll a save to resist enchantment spells that are harmless or beneficial such as heroism and rage regardless of their intentions.

Languages: Stonewardens begin play speaking Common and Terran. Stonewardens with high Intelligence scores can choose from the following: Dwarven, Giant, Gnome, Goblin, Orc, and Undercommon.

Age, Height, and Weight

Stonewardens do not age in the same way as the thinskinned races do. A stonewarden is able to slumber for hundreds of years without aging. Stonewardens age more quickly than many other races do when they are not sleeping.

A player can choose any starting age she wishes for her character but, when in doubt, assume a stonewarden character starts adventuring at 1st level about halfway to middle age (13 years old). This represents the number of active years of the stonewarden's life. The player may add 1d10x100 additional years of inactivity throughout their character's life.

When a character becomes venerable, the DM secretly determines her maximum age. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the DM. Aging effects are cumulative.

Each player should choose an appropriate height and weight for her character's size and record it. To determine height and weight randomly, use the "Stonewarden Height and Weight" table below. Roll the height modifier and add that many inches to the base height to get the character's height. Take that same height modifier result and multiply it by the weight modifier. Add that many pounds to the base weight to get the character's weight.

Stonewarden Age Table					
Middle Age	Old	Venerable	Maximum Age		
25 years	40 years	55 years	55+1d10 years		

Stonewarden Height and Weight Jable					
Size	Base Ht	Ht Mod	Base Wt	Wt Mod	
Medium	4'5"	+2d12"	150 lbs.	x7 lbs.	

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In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race.

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Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. A human cannot take levels in the stonewarden paragon class—only stonewardens are capable of becoming so attuned to the stones around them to make changes in advance in this class. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). A stonewarden gargoyle can multiclass freely between standard character classes, prestige classes for which he or she qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing.

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Levels in racial paragon classes are always considered to be advancing in a favored class.

Stonewarden Paragon

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Stonewardens can take up to twenty levels in "stonewarden paragon." Each level represents the character deepening her connection with the stone both within and around her. Most stonewarden gargoyles choose to take at least some paragon levels in order to fully develop their flight and stealth. Feral gargoyles, the creatures in the Pathfinder Bestiary, cannot take any stonewarden paragon levels.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Claws/Bite & Gore	Special
1st	+1	+2	+0	+2	1d4 /	Climb, glide down, hunting ground +2, natural attacks
2nd	+2	+3	+0	+3	1d4 /	Stonesleep, enticement
3rd	+3	+3	+1	+3	1d4 /	Glide, tremorsense, bonus feat
4th	+4	+4	+1	+4	1d6 / 1d4	Bite, enticement
5th	+5	+4	+1	+4	1d6 / 1d4	Hunting ground +4, fly
6th	+6/+1	+5	+2	+5	1d6 / 1d4	Frightful Presence, stonetracker, enticement
7th	+7/+2	+5	+2	+5	1d6 / 1d4	Improved fly, bonus feat
8th	+8/+3	+6	+2	+6	1d8 / 1d6	Deeper stonesleep, enticement
9th	+9/+4	+6	+3	+6	1d8 / 1d6	Gore, hunting ground +6, cityfriend
10th	+10/+5	+7	+3	+7	1d8 / 1d6	Frightening shadow, enticement
11th	+11/+6/+1	+7	+3	+7	1d8 / 1d6	Bonus feat
12th	+12/+7/+2	+8	+4	+8	2d6 / 1d8	Forced stonesleep, enticement
13th	+13/+8/+3	+8+	+4	+8+	2d6 / 1d8	Hunting ground +8
14th	+14/+9/+4	+9	+4	+9	2d6 / 1d8	Terrifying cry, enticement
15th	+15/+10/+5	+9	+5	+9	2d6 / 1d8	Bonus feat
16th	+16/+11/+6/+1	+10	+5	+10	2d6 / 1d8	Enticement
17th	+17/+12/+7/+2	+10	+5	+10	2d8 / 2d6	Hunting ground +10
18th	+18/+13/+8/+3	+11	+6	+11	2d8 / 2d6	The rocks tremble, enticement
19th	+19/+14/+9/+4	+11	+6	+11	2d8 / 2d6	Bonus feat
20th	+20/+15/+10/+5	+12	+6	+12	4d6 / 2d8	Stoneseer, enticement

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Stonewarden Paragon Class Alignment: Anv Hit Die: d10

Class Skills: The stonewarden paragon's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Stealth (Dex), Survival (Wis)

Skill Ranks per Level: 4 + Int modifier

Class Features

All of the following are class features of the stonewarden paragon.

Weapon and Armor Proficiency: A stonewarden paragon is proficient with all simple weapons, but not armor or shields.

Climb (Ex): You gain a climb speed equal to your base speed. You do not gain any additional ranks in climb as a racial bonus.

Glide Down (Ex): At 1st level, you are just learning how to use your wings to slow your descent. A stonewarden paragon takes damage when leaping or falling as if the distance of the fall were 40 feet shorter than it actually was.

Hunting Ground (Ex): As a stonewarden paragon you become connected to the stones of your hunting ground. Your hide becomes more similar to those stones in appearance and your senses are heightened while near your roost. The hunting ground can be one city, mountain range, set of ruins, or other stony environment. You gain a +2 bonus on Stealth, Perception, Knowledge (geography), and Survival checks when in this territory. These bonuses rise to +4 when you reach 5th level, to +6 when you reach 9th level, to +8 when you reach 13th level, and to +10 at 17th level. You may change your hunting ground whenever you gain a level, but you may only have one hunting ground at a time.

Natural Attacks (Ex): At 1st level, a stonewarden paragon gets two claw attacks. At 1st level, your claw attacks do 1d4 points of damage plus strength bonus. Your attacks become progressively more powerful as you gain experience in combat with damage increasing at 4th level and every 4 levels thereafter. These attacks are considered primary attacks and are made using your full base attack bonus.

If you hold a weapon in one of your hands, you lose a claw attack for that hand. You can attack with the weapon normally using your BAB. If your BAB allows you iterative attacks, you can make those attacks with your weapon as well. During any round in which the stonewarden paragon makes any attack with a weapon, all your natural attacks are treated as secondary attacks and made at base attack bonus –5 with only 1/2 of your strength bonus being added.

Stonesleep (Sp): Once per day, you can cast a statue spell on yourself or another gargoyle, with a duration of 8 hours. If the gargovle remains in statue form for a full 8 hours the gargoyle gains the benefits of a cure light wounds spell. The caster level is equal to your class level.

Enticements: The powers that enticed the original warriors to sacrifice their humanity and become gargoyles are still available to stonewarden paragons thousands of years later. Stonewarden paragons draw the power of stone into their bodies giving them new abilities. Some stonewarden paragons even learn to manipulate stone. Rather than drawing the power of the stone into their own bodies, they use their connection to the stone to control it at an elemental level.

At 2nd level and every two levels thereafter, stonewarden paragons can choose to harden or alter their bodies in ways that improve their effectiveness in combat.

Acid Resistance (Ex): You gain resist acid (equal to 4 + your paragon class level). Also, you become immune to damage from your own acid and are able to select spew acid, increased acid damage and vitriolic tail, and as enticements. If you possess at lease 10 levels of Stonewarden Paragon this enticement grants immunity to acid.

Adamantine Claws (Ex): At 6th level your claws harden becoming adamantine. Your attacks with these claws ignore hardness of less than 20. This enticement can be taken multiple times only if you have additional arms. Each time it is taken it applies to a different set of claws.

Additional Arms (Ex): At 6th level, you can grow an additional pair of arms, each of which can make claw attacks for the same potential damage as your regular claw attacks. The attacks made by these additional arms are secondary attacks and are made at your BAB - 5 with only 1/2 your strength score being added. This enticement can be taken multiple times; each time you take this enticement you grow an additional set of arms.

Burrow (Ex): At 6th level, you can gain a burrow speed equal to half your fly speed.

Extended Claws (Ex): Your claws become longer and sharper doing +2 points of damage. This enticement can be taken multiple times only if you have additional arms. Each time it is taken it applies to a different set of claws. Hardness of Stone (Ex): At 6th level, you can make your body harder and more resistant to damage. You gain damage resistance 5/magic. This enticement can be taken multiple times each time it increases the damage reduction by 5 to a maximum of 15/magic.

Increased Acid Damage (Ex): You must possess the acid resistance enticement to take select this ability. You double the amount of damage done by all of your acid attacks.

You can make your attacks two additional times per day.

Manipulate Stone (Sp): You gain the ability to cast a single spell as a spell like ability, this spell must have the earth descriptor and its spell level must be equal to or less than half your stonewarden paragon class level. You must choose this spell when you take this ability, this choice is permanent and cannot be changed.

These spells can be cast a number of times per day equal to your Charisma modifier (minimum of 1) as a spell-like ability. The caster level for this spells is equal to your stonewarden paragon level. The save DC for this spell is equal to 10 + the level of the spell plus your charisma modifier.

You may take this enticement multiple times. Each time it applies to a different spell.

Natural Armor (Ex): Your stony hide thickens and

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protects you better. Increase your natural armor bonus by two. This enticement can be taken multiple times.

Powerful Arms (Ex): You grow more comfortable using your additional arms. The claw attacks made with your arms are treated as primary attacks and are no longer made at your BAB – 5. You add your full strength score to these attacks. This enticement can be taken multiple times; each time you take this enticement it applies to a different set of additional arms.

Powerful Tail (Ex): You grow more comfortable using your tail. Your tail slap is treated as a primary attack and is no longer made at your BAB – 5. You add your full strength score to this attack. You must have already selected tail as an enticement.

Razor-sharp Fangs (Ex): Your teeth become more deadly. For bite attacks, use the same damage die as your claw attacks.

Spew Acid (Ex): You must possess the acid resistance enticement to take select this ability. You gain the ability to spew acid in a 10 ft. line + 10 ft. for every stonewarden paragon class level you possess doing 1d6 points of damage per two stonewarden paragon glass levels you posses. This attack is a standard action. Targets are allowed a Reflex save for half damage (DC 10 + 1/2 your stonewarden paragon level + your Con modifier). You can use this attack once every 1d4 rounds a number of times per day equal to half your stonewarden paragon level. You must have acid resistance to take this enticement.

Tail (Ex): You grow a long tail that can be used to make attacks. Your tail slap uses the same damage die your bite or gore attacks. The attack made by your tail is a secondary attack and is made at your BAB - 5 with only 1/2 your strength score being added. You can make trip attacks with your tail in place of a tail slap. This enticement can be taken multiple times, each time you grow an additional

Tail Spikes (Ex): The potential damage of your tail slap increases. Use the same damage die as you use for your claw attacks.

Vitriolic Tail (Ex): You must possess the acid resistance enticement to take select this ability. Your tail spikes ooze acid. You do an additional 1d6 points of acid damage with a successful hit. You can select this enticement multiple times each time adding an additional 1d6 of acid damage to a maximum of 5d6.

Glide (Ex): You are more proficient with your wings. Your wings allow you to glide up to 100 feet if you launch yourself from a height of at least 20 feet. When gliding, you move at a speed of 30 feet. When you are wearing medium or heavy armor you cannot glide.

Bonus Feats: At 3rd level and every 4 levels thereafter, a stonewarden paragon may select a bonus feat. These feats must be taken from the following list: Ability Focus, Acrobatic, Aerial Maneuvers, Aerial Mobility, Fleet (applied to Fly speed only), Flyby Attack, Hover, Greater Frightful Presence, Improved Frightful Presence, Precise Drop, Throw Anything, Weapon Finesse, and Wingover. Flyby Attack, Hover, and Wingover are described in the Pathfinder RPG Bestiary. Aerial Maneuvers, Aerial Mobility, Improved Maneuverability, Precise drop, and Swoop are described below.

Tremorsense (Ex): At 3rd level, you gain tremorsense 60 ft

Bite (Ex): At 4th level, your jaws become long enough to add a bite attack to your natural attacks. Your bite attack does less damage than your claw attacks. This attack is also considered a primary attack and is made using your full base attack bonus.

Fly (Ex): At 5th level, you can use your wings to fly at a speed of 40 ft. with average maneuverability. You can easily take flight if you launch yourself from a height of 10 ft. Launching yourself from the ground requires a running start of 10 ft. and a DC 10 Fly check with penalties for strong winds.

Frightful Presence (Su): At 6th level, a stonewarden paragon's appearance resonates deeply with most creatures. It takes effect automatically when you surprise opponents. Opponents within 30 ft. who witness the action are inflicted with the shaken condition for 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than you. An affected opponent can resist the effects with a successful Will save (DC 10 + $\frac{1}{2}$ your stonewarden paragon class level + your Charima modifier). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. This ability is a mind-affecting fear effect.

Stonetracker (Su): At 6th level, a stonewarden paragon's connection with stone attunes her to vibrations in the stone undetectable by ordinary senses. By touching a stony surface such as a gravel covered city street or mountain path, you can sense who has passed by. You gain a +4 bonus to your Survival and Perception checks in any stony territory when in contact with the ground. Your survival checks ignore penalties due to hardness. This bonus stacks with any bonuses for being in your hunting ground.

Improved Fly (Ex): At 7th level, you no longer need to launch yourself from a height of 10 ft. to fly. You no longer need to take a running start and make a DC 10 Fly check to launch from the ground.

Deeper Stonesleep (Sp): At 8th level, Once per day, you can cast a statue spell on yourself or another gargoyle, with a duration of 8 hours. If the gargoyle remains in statue form for a full 8 hours the gargoyle gains the benefits of a heal spell. The caster level is equal to your stonewarden paragon class level. You are still able to cast or benefit from the stonesleep ability gained at 2nd level.

Gore (Ex): At 9th level, your horns become long enough to add a gore attack to your natural attacks. Your gore attack does the same damage as your bite attack. This attack is also considered a primary attack and is made using your full base attack bonus.

Cityfriend (Su): At 9th level, your connection to stone allows you to treat stone or brick buildings as if they were sentient creatures. You can make Diplomacy checks to 'talk' to buildings that you come in contact with. If a building can be made helpful, it may do some small service for you.

Frightening Shadow (Su): At 10th level, you are so intimidating that flying over your opponents automatically triggers your frightful presence ability

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Forced Stonesleep (Su): At 12th level, once per day, you are able to force other gargoyles into statue form for 8 hours. Once in statue form, this gargoyle is helpless. Slapping or wounding awakens the gargoyle, but normal noise does not. Awakening the gargoyle is a standard action. The gargoyle is allowed a Will save (DC 10 + 1/2 your stonewarden paragon level + your Charisma modifier). You can choose whether the affected gargoyle also gains the cure light wounds benefit of the 2nd level stonesleep ability. You are still able to cast or benefit from the stonesleep and deeper stonesleep abilities.

Terrifying Cry (Su): At 14th level, you are so intimidating that now your battle cry automatically triggers your frightful presence ability. In addition it now inflicts the Frightened condition upon a failed save.

The Rocks Tremble (Su): At 18th level, your frightful presence is channeled through earth and rocks. You are so intimidating that now simply touching the ground automatically triggers your frightful presence ability and its range increase to a 120' radius.

Stoneseer (Su): At 20th level, the stones become your eyes and ears. At will as a standard action you can choose any stone that you have previously touched at any distance to see, feel, and hear through. You retain your own senses, including darkvision, tremorsense, and Perception ranks, when using the stone to sense through.

Stonewarden Feats

The following feats are designed specifically for winged creatures and with stonewardens, in particular, in mind. They draw on these creatures' flying ability to grant them expanded abilities.

Aerial Maneuvers (Combat)

Your experience in the air and quick reflexes allow you to react swiftly to avoid an opponent's attacks.

Prerequisites: Dex 13; Ranks in Fly.

Benefit: You gain a +2 dodge bonus to your AC while flying. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Aerial Mobility (Combat)

You can easily fly through a dangerous melee.

Prerequisites: Dex 13, Aerial Maneuvers.

Benefit: You get a +8 dodge bonus to Armor Class against attacks of opportunity caused when you fly out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Improved Maneuverability (Combat)

You are better than most of your kind at flying.

Prerequisite: Dex 13; Ranks in Fly.

Benefit: For the purposes of making Fly checks, your maneuverability increases. If your maneuverability is Average, it becomes Good, granting a +4 bonus on Fly checks. If your maneuverability is Good, it becomes Perfect, granting an additional +4 on Fly checks.

Special: This feat may be taken more than once but maneuverability cannot become better than Perfect.

Greater Frightful Presence (Monstrous)

You are extremely skilled at causing fear.

Prerequisite: Cha 13; Frightful Presence, Ability Focus (Frightful Presence), Improved Frightful Presence, Intimidate 11 ranks.

Benefit: Your frightful presence ability can now inflict your choice of the cowering or panicked conditions, and those that successfully save against you Frightful Presence suffer the shaken condition for 1 round.

Improved Frightful Presence (Monstrous)

You are better than most of your kind at creating fear. Prerequisite: Cha 13; Frightful Presence, Ability Focus (Frightful Presence) Intimidate 7 ranks.

Benefit: You can now affect creatures whose Hit Dice exceeds your own.

Swoop (Combat)

You do a tremendous amount of damage when swooping down on prey.

Prerequisites: Ranks in Fly; natural attacks.

Benefit: When flying and using the charge action, you are not limited to making only one of your natural attacks. Normal: You only get to make one attack during a charge.

Precise Drop (Combat)

While flying, you drop thrown weapons with great precision.

Prerequisite: Ranks in Fly.

Benefit: While flying over a target, you are able to quadruple the range increment of any thrown weapon.

Spells

Abandoned Pebble

School: Conjuration (Creation) [Earth]; Level: Drd o

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature or object **Duration:** Instantaneous

Saving Throw: None Spell Resistance: No

Upon casting this spell, you conjure a stone above your target if you succeed at a ranged touch attack to hit. Upon falling and striking the target, the stone deals 1d3 points of bludgeoning damage.

Aftershock

School: Evocation [Earth]; Level: Drd 1 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Targets: Ground bound creatures in range Duration: 1 round Saving Throw: Reflex negates; Spell Resistance: Yes You cause the ground around you to shake. All ground

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bound creatures who fail the saving throw fall prone. Ground bound creatures that do not fall prone suffer a -1 circumstance penalty to attack rolls, saving throws, and checks during that round.

Mire of Stone and Earth

School: Transmutation [Earth]; Level: Drd 2, Rgr 2 Casting Time: 1 standard action Components: V, S, DF Range: Long (400 ft. + 40 ft./level) Area: Earth or stone in a 40-ft.-radius spread Duration: 1 min./level (D) Saving Throw: Reflex partial; see text; Spell Resistance: No

The very earth twists and writhes, creatures that fail their save gain the entangled condition. Creatures that make their save move at only half their base speed in the area. Those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

Creatures with burrow speeds are immune to the effects of *mire of stone and earth*.

Rolling Shockwave

School: Evocation [Earth]; Level: Drd 4, Sor/wiz 3 Casting Time: 1 standard action Components: V, S Range: 10 ft. Area: 10-ft.-radius burst centered on you Duration: Instantaneous Saving Three: None; Spell Resistance: Yes

A powerful shockwave radiates along the ground outward from you, blasting all creatures in the area for 1d6 points of damage per two caster levels (maximum 10d6).

In addition, all creatures on the ground in the area are subject to a bull rush attack from the spell. The CMB for this spell is equal to your caster level + your relevant caster ability modifier + 2.

Stone Arm

School: Transmutation [Earth]; Level: Sor/Wiz 4 Casting Time: Standard action Range: Medium (100 feet + 10 feet/level) Target: One creature Duration: Permanent Saving Throw: Fortitude negates Spell Resistance: Yes

You petrify one arm of a foe. The arm becomes unusable. If the arm was holding something, that object is now held fast, requiring a strength check (DC 25) to remove it. The creature is unable to perform any action that requires two hands and suffers a -4 penalty to all dexterity and strength based skill and ability checks due to the unbalancing weight.

Stone Snare

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School: Conjuration (Teleportation) [Earth]; Level: Clr 5, Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S

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

Target: one creature

Duration: Instantaneous, see text **Save:** Reflex negates; **Spell resistance:** No

You conjure a small planar trap that opens beneath the target creature that creates a burst of suction pulling the target creature into a spherical containment cell of the same height and width as the longest dimension of the trapped creature. A successful Reflex save avoids the trap completely. Rogues may add their trap sense modifier to this save. A trapped creature can attempt to break the walls of their enclosure to force the spell to end early (hardness 8, hp equal to caster); otherwise they must simply wait for the spell to end. Once the spell ends the victim is violently ejected from the earth taking 8d6 points of physical damage and ending up prone in the spot they originally occupied. If the space they were in is occupied, they are shunted in a random direction to the closest open square.

As a magical, quasi-planar opening; spells such as *etherealjaunt*, *teleport*, *dimension door*, or related spells don't function. The *stone snare* can be dispelled normally from either the inside or outside ending the spell as above.

Stone's Sheath

School: Transmutation [Earth]; Level: Drd 6 Casting time: 1 standard action Components: V, S, DF Effect: one stone sheath Duration: 1 min./level (D) Saving Throw: Reflex partial; Spell Resistance: Yes

This spell envelops one of your weapons or natural weapons in elemental earth. This weapon now strikes with a +3 bonus to attack but not to damage. This dull gray sheath deals +3d6 points of bludgeoning damage to any opponent in contact with solid ground. In addition, an opponent struck by this weapon must succeed on a Fortitude save or suffer from the petrified condition. Each round on its turn, the subject may attempt a new saving throw to negate the condition. (This is a full round action and does not provoke attacks of opportunity.) If the creature does not succeed at a saving throw, they lose the condition at the end of the spell's duration. XXXVVXXCVVXXVVX

Stony Gaze

School: Transmutation [Earth]; Level: drd 7, Casting Time: 1 Standard action Components: V, S, M (a basilisk's eyeball) Range: 0 feet Area: Personal

Duration: 1 round/two levels (D)

You gain a petrifying gaze attack (See Pathfinder Bestiary) the DC of the Fortitude save is equal to the spell's DC.

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Towering Hands

School: Evocation [Earth]; Level: Drd 8, Casting Time: 1 standard action Range: Medium (100 feet + 10 feet/level) Effect: two 15-foot-wide hands Duration: 1 round/level (D)

Saving Throw: None; Spell Resistance: No

You create 2 huge stone hands that rises up out of the ground where you wish (including under a foe). These hands can grapple one opponent each or one opponent together that you select. The stone hands each get one grappling attack per round. Its attack bonus to make contact and its CMB is equal to your caster level + your relevant caster ability modifier +3. If they cooperate on a singular opponent add +2 to the touch attack roll and CMB. You can have each of the hands deal 3d6 points of damage plus your relevant caster ability modifier each round it maintains its grapple or execute a pin maneuver.

Each hand can interpose itself between you and an opponent. Interposing provides you with improved cover (+8 bonus to AC, +4 Reflex Save) against that opponent. You can make the both hands or just one hand move by spending a swift-equivalent action to direct them. They move along the ground, limited to traveling atop the earth (it cannot, for example, cross water or a pit) at a speed of 10 feet. Its movement causes a wakelike disturbance in the ground that immediately repairs itself.

Each of the towering hands is 15 feet long and about that wide with its fingers outstretched with a 15' reach.

It has as many hit points as you have when undamaged, and its armor class is 20 (-1 size, +11 natural).

It suffers damage as a normal creature, but most magical effects that don't cause damage (like fear or confusion) do not affect it. The hand makes saving throws as if it were you.

You must cast towering hand while standing upon the ground, underground, or upon a stony or earthen surface.

Wreck Havoc

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School: Evocation [Earth]; Level: Drd 9 Components: V, S, DF, XP (2,500) Casting Time: 1 round Range: Long (400 ft. + 40 ft./level) Effect: moving 100-ft.-radius cloud of falling stone

Duration: 1 round/level (D)

Saving Throw: Special, see text **Spell Resistance:** No You call down a rain of boulders, leaving debris in its wake. The area of effect moves at a speed of 100 ft./round in a direction of your choice. Objects and structures in the area of effect automatically suffer half their hit points in damage (thus gaining the broken condition) and are buried. Creatures in the area of effect suffer 1d6 points of bludgeoning damage per caster level and are buried (Reflex save negates the buried condition and reduces the damage by half). Creatures with the Animal type that see the cloud approaching flee at their top rate of speed.

Magic Items

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Tentacle Bomb

Aura faint conjuration (creation); CL 4th Slot –; Price 400 gp; Weight 1/2 pound Description

These large dried bigfin squids burst into a 20' radius field of rubbery black tentacles as per the spell when dropped from a height of 40' or higher. Used as a thrown weapon, they have a range increment of 10 feet. Once used, the bomb becomes a normal dried squid but remains edible. **Construction**

Requirements Craft Magic Arms and Armor, *black tentacles*; **Cost** 400 gp

Girdles of Unencumbered Flight

Aura faint evocation; CL 3rd

Slot belt; Price 2,000 gp; Weight 0 lb.

Description

Worn around the waist and over the shoulders, this adjustable girdle allows leather straps to hang below a flying creature. The girdle reduces the weight of anything suspended in the straps by 90% allowing the creature to carry heavy loads without interfering with its ability to fly.

Construction

Requirements Craft Wondrous Item, *floating disk*; **Cost** 1,000 gp

Anklet of Soft Jandings

Aura faint transmutation; CL 2nd

Slot feet; Price 1,500 gp; Weight 0 lb.

Description

Engraved with the faces of laughing imps, this anklet protects flying creatures from falls and collisions by transforming stone or earth surfaces into soft mud up to a depth of 20 feet immediately upon contact. The anklet only activates when the creature loses control of their ability to fly and plunges to the ground or into a stony surface. The anklet does not work on dressed or worked stone. Intentionally running at full speed into a hard surface will not activate the anklet. Whenever the anklet is activated, it also releases a loud chorus of mocking laughter. The anklet can only be used once per day. The soft mud eliminates 40 feet of falling damage.

Construction

Requirements Craft Wondrous Items, *soften stone and earth*; **Cost** 750 gp

Oathkeeper Gauntlet

Aura moderate evocation; CL 7th Slot hand or feet; Price 8,302 gp; Weight 1 lb.

Description

Worn around the wrist or calf, this gauntlet makes the wearer's natural attack lawful-aligned, thus bypassing any corresponding damage reduction. Any natural attack with that limb deals an extra 2d6 points of damage against chaotic creatures. This gauntlet is an axiomatic weapon and, thus, bestows a negative level on any chaotic creature attempting to wield it. Attacks with weapons in that hand do not deal the extra damage. Costs and prices given are for a single gauntlet although they may be found in pairs.

Construction

Requirements Craft Magic Arms and Armor, *order's wrath*, creator must be lawful. **Cost** 4,302 gp.

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(Giants

Owain Northway,

You have asked for a "description" of my people, the Jotunnar, but this is a saga to be told by skald over a fortnight, not some small brevity to be put down on the impermanence of parchment. However, we have shared the giant's brew together, you have given me the tale of your need, and you have shown Vird to my people. So I, a Jotun of the Kingdom Colossal, shall attempt to convey too short a story.

- Aevarr "Grinsaga" Walisson

You name us Nephilim, Anakim, Brobdingnagian, Comoran Emim, and Rephaim though we name ourselves with exultation the Jotunnar. The Jotunnar are kith and kin to what you christen "giants." We are to them in the same manner that the giants of the hills are relations of the giants of the storms; we find both joy and humor in these familial relations, dysfunctional though they may be.

My people are newer to this world than our fellow giants, we were not here during our kith's war with the dragons, which shattered the Colossal Empire. We were not here when Cynmark the Dark Emperor made slaves of the giants of hill, stone, frost, fire, cloud, and storm. It was during the two thousand years of slavery, under the first and last emperor of the Cynmark Dynasty, that we were created through the Imperium's mystical theurgies and our own lustful breeding. We became an exemplar of the elemental forces and the emergent might found within all giants. We, the Jotunnar, served as the shock troops of the Dynasty, often led by our bastard kin the Wyrd. Yet my ancestors, being filled with bravado, chafed under the tight reign of Cynmark. Finally, when his rule would have forced us to descend into Osoem, we found hope. Instead of slaughtering the last remnant of the Kingdom Colossal at Mount Jotunheim, we rebelled. In our rebellion we secured the hope of ascending into the Vird.

Many were the battles, deserving of much longer telling than these few words you require me to convey, yet know that many of us joined the Questor's Society while

Designer's Notes

The Jotun race and the Jotun Paragon class are designed to give players a chance to bring classical giants into the Pathfinder Roleplaying game without unbalancing it, yet still remaining a fun and rewarding experience.

We do include the ability for jotun paragon's to change their size to facilitate adventuring, allowing for him to travel into dwarven halls or kobold warrens, drawing our inspiration from the firbolg and spriggan giants, along with a little bit of Henry Pym thrown in with the Quickened Growth feat.

others reunited with the giants of the Kingdom Colossal. Eventually The High King of the Giants ascended by Vird from amongst the Jotunnar to rule all the Kingdom Colossal from his high seat at Mount Jotunheim and joined the Protectorate of Questhaven, The Evocative City.

Today many of us still live in the city of Questhaven, enjoying the Questor's Society life of battle, alcoholic brews, and the living and telling of still greater legends.

Physical Description

My people, the Jotunnar, at the conclusion of our first step in development are usually about 7 feet tall. There are four additional development steps, though a rare few of my kind choose not to move up along these additional four steps and are often referred to in a derogatory fashion as "Stunted Ones." Those who do advance often choose to embrace their elemental might, tying into their lineage and taking on the physical traits of a giant of the ogres, trolls, ettins, hills, stones, frosts, fires, clouds, or storms to such a point that even I cannot tell the difference between a jotun and say a storm giant. Of those who do not take on the aspect of another giant, those amongst my kin allow their hair to grow long, with women wearing their hair in two long braids, males tend to grow long beards.

It can be said that we are a vain people, especially those, such as myself, who follow the way of Vird, for we want everyone to give thought only to the magnificence of our presence, more so if there are potential mates in attendance! You will not find what you humans call a "gentleman's discretion" or modesty in our approach to our appearance, we tend to express our sexuality, vigor, and might in lavish, even somewhat savage displays. Those who have embraced the Osoem, however, are so debased in appearance that brushes, let alone a bath, are thought of. Their noses grow overly large and their ears grow pointed, some even grow a second head embracing the aspect of the ettins.

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When it comes to attire some adopt the clothing of the aspect we embrace, while others enjoy "loud" colors marking them out as followers of Vird. While those who embrace our baser natures in following Osoem often wear only animal skins.

Society

The concepts of Vird and Osoem are what hold Jotunheim the Kingdom Colossal together, so in order for you to understand our society you must first understand Vird, for you will find customs that seem strange to you. A few examples include: our women formed their own soldier society known as the "Choosers of the Slain", we have no taboo against nudity, and we also stress the importance of size.

Vird starts with the proper veneration of the giantish gods, in Questhaven and in Jotunheim, this means both Our Pantheon of the Great Church and Our Lord



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Another aspect of Vird is showing courtesy, mercy, and charity to other giants, even one who is a sworn enemy. Giants may fight, but those that extend mercy often earn the loyalty and fealty of a giant they have defeated. However, remember this only extends between giants, a jotun who follows the Vird would show no mercy to the most honorable dwarf, gnome, or dragon. Courtesies between giants are often long and drawn out processes, which involve rituals and a formal exchanging of names: first name the name of your father or mother with a -son or -dottir suffix denoting relationship, the name of your clan, tribe, and to what ruler you owe allegiance. For example I would introduce myself as Aevarr Valisson, Clan Aesgir, of the Jotun Tribe, Legate of High King Ymir of Jotunheim to the Council of Heroes in Questhaven. Other courtesies include an exchange of tales, and the sacred relationship of guest and host with even the poorest of giants will offer his last crumb to a giantish guest.

When it comes to the Vird of our society we hold, in the order of standing, that the King stands taller than Tribe, Tribe stands taller than Clan, Clan stands taller than Family, Family stands taller than Friend, Friend stands taller than Foe, and Foes stand taller than Strangers. In this way my companions in the fellowship of adventurers in the Ouestor's society have a higher standing than does a fire giant who is unknown to me. Yet, if I had embraced my fire giant lineage and joined the Fire Giant Tribes then an unknown Fire Giant would have a greater standing than would my closest non- fire giant friend. This has caused many a rift with non-giants who do not understand the *Vird* and even amongst giants who do not embrace it.

The final and, perhaps, most important aspect of the *Vird* is its domain. A giant is expected to never give up in the defense of its home, even if it flees only so that it can regroup and renew its assault. A follower of the Vird who drives a giant from its home has debased himself into Osoem.

Osoem is an even more difficult concept for non-giants to understand. It could be best summarized as a giant ignoring his mystical connections and embracing his baser nature, though it is far more complex than that. These traits are most closely related to what human's term as gluttony, avarice, and pride. Osoem is a part of being a giant, acting on it, while shameful, is not disgraceful, it is expected. But, followers of the Vird simply seek to rise above it while followers of Osoem seek to embrace it. Followers of Osoem don't simply perform blasphemies against a deity they deny the gods and take pride only in their own power. They don't just raid another giant's home; they kill the host in his sleep after being invited in as a guest. They don't simply disobey the king, but seek to subvert his work. They ignore courtesies, stealing and murdering members of their own tribe, clan and family. They keep silent when it comes time to boast of their accomplishments, and hold their tongues, yet again, when it is time to mock or praise a foe. They would exile a giant from his home, rather than give him a glorious death and proper burial. They would spill any secret given to them in confidence.

For the purposes of *Vird* and *Osoem* it is important to note that killing a giantish foe in battle from ambush or even under the crushing weight of a rock dropped upon his head and then taking the spoils of war from his body is a *Vird* act, unless he was from the same tribe, then it would be an Osoem act. Yet, refusing to grant quarter to this giant when the option is possible would be an Osoem act; if he was a gnome, dwarf or dragon then it would be a Vird act not to grant quarter. Afterwards, if an attack came from the same giantish foe, after you spared him, which would be an Osoem act, unless you tried to drive him from his home. Such are the complexities of *Vird* and Osoem.

Relations

Vird and Osoem guide our relations with other races. We prize friendship with others and we even have a special relationship with our hereditary foes. For all others we tend to have a general apathy, we do not place any value on the opinion of a non-giant who has not become our friend or foe, deeming them unworthy and inferior in the same way that you humans view gnats. Gnomes, lurkers, dwarves and watchers put forth their small claims that they are our hereditary enemies; this is blatantly false, trust them not, for they and their abodes are far too small for us. We view gnomes and lurkers as thieving rats who will cheat you at everything. While dwarves and watchers



are looked upon like scavengers, forever grumbling like small clouds of depression, for what can a dwarf do that a giant cannot do more mightily? This is not say that jotun do not become friends with dwarves or gnomes, for we share much in common with a love of good craftsmanship, drinking, eating and the telling of tales. It is just that they seem to have a distrust and dislike of us and that we view their distrust and dislike with disdain, rather than hating the dwarves or gnomes themselves.

Our true foes are dragons. Nothing in the entire world is as glorious an enemy to a giant, and no spectacle as great as a giant grappling with these fell serpents and no sport as enjoyable as bringing a flying wyrm crashing to the earth with a well placed boulder.

One aspect in regard to giants of different clans, if I were to engage in battle with a giant of a different clan and I offered him quarter and he later betrayed the *Vird* by attacking me or my companions, he would be invoking *Osoem* for what allows for long feuds between different the whole of his clan, not just for himself. This is giantish clans and for a giantish adventurer not to always offer quarter to every giant he comes across.



The jotun paragon Aevarr "Grinsaga" Valisson telling a tale

Alignment and Religion

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The majority of my kindred in the magical language of alignment are what you humans name Lawful Neutral, caring only for *Vird* and *Osoem* rather than good or evil. However, those who embrace a specific aspect of their giantish nature often adopt the outlook of that lineage. For example, a jotun who embraced the aspect of storm would most likely become chaotic good in the same manner an aspect of the troll might become chaotic evil. Yet these are the standard bearers and there are always glorious rebels seeking to make their own path.

The Jotun worship the gods as a pantheon, each one controlling an aspect of reality and each one worthy of the same level of devotion. We truly worship them as a polytheistic group, we may have a god we favor over others, but we don't exclude any deity from our piety. Favored deities tend to be gods of feasting, drinking (wine and ale), adventure, laughter, joy, hedonism, avarice, gluttony, pride, battle, glory, and gods of the elements, and gods of the earth, sea, and sky. In Questhaven, as well as in the Kingdom Colossal, the Great Church of the Pantheon is the most highly venerated followed by that of Our Lord of Laughter.

Adventurers

We Jotunnar find great joy in the lifestyle of the adventurer. The drinking, feasting, and the chance to become part of a great tale are a siren's call to our nature. Further appeal comes from the chance of challenging ourselves from wrestling with dragons, to tossing boulders with the Titians of the earth; we consider every battle to be the greatest of sport. Many also use this as a chance to explore our elemental nature, while others see it as a chance to defend the principles of the *Vird* and Jotunheim itself. そって たんじアメレシュビビル アスアレビス かる てん ストレン シュ

The few "stunted ones" that peruse a different path often choose the life of an adventurer so as to avoid the stigma of giantish society. However, they can find prestige in the service of the Churches of the Great Pantheon, these runecasters and shamans of the giants often send jotun on quests in the service of the giant tribes leading to yet another path to adventure or my people.

Names

Outside of formal introductions between giants, we Jotunnar only use personal names with a byname, if need. Nicknames are often frequent amongst my people, for they are also a form of story to be told. But patronymics, more so: "son" meaning "Son of" or "dottir" meaning "Daughter of" was added after the genitive case of the father's personal name for males and the mother's personal name for females. For instance my daughter's name is Bera Eyjisdottier while my sons name is Gellir Aevarrson.

For formal introductions, include the name of your clan and the name of the tribe you now belong to, along with your current profession and location. For example my daughter's formal name is different than my own, having married into another clan and having embraced a differ-

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Male personal names: Asgeirr, Bjorn, Einarr, Grimr, Helgi, Ketill, Ragnar, Svertingr, Thrainn, Ulfr, Vestarr

Female personal names: Anddisi, Bothaeirthr, Dyrfinna, Fjorleif, Guthrun, Halldis, Jorunn, Svana, Thora, Ulfrun, Valdis

Nicknames: Alestalker, Fireforge, Graniteanger, Grimbreath, Hapfist, Icewife, Keenwright, Lovinghavoc, Oreprince, Stonesage,

Clans: Avoer, Bot, Dyrdis, Finna, Grima, Herdis, Ingrithr, Odifrithr, Rannlaug, Svanlaug, Tofa, Yrr

Tribes: Cloud, Ettin, Fire, Frost, Jotun, Ogre, Stone, Storm, Troll

Jotun Racial Traits

The Jotunnar's massive physique grants them prodigious Strength and Constitution. They enjoy choosing to focus on their physique granting a single +2 racial bonus to Strength; or focusing on physical and mental fortitude granting a +2 racial bonus to Constitution, a +2 racial bonus to Wisdom, and a -2 penalty to Intelligence.

Jotun base speed is 30 feet

Jotunnar are use to lording their size over those around them and possess a +2 racial bonus to Intimidate and Sense Motive skill checks.

Jotunnar enjoy a +2 racial bonus to all Craft skill checks.

Jotunnar are humanoids with the giant subtype.

Medium: As Medium creatures, Jotunnar have no special bonuses or penalties due to their size. Jotunnar can grow to even greater size.

Low-Light Vision: Jotunnar can see twice as far as humans in conditions of dim light.

Automatic Languages: Common and Giant. Bonus Languages: Any.

Jotun Age Table				
Middle Age	Old	Venerable	Maximum Age	
150	450	700	+3d100	

Jotun Height and Weight Table				
Size	Base Ht	Ht Mod	Base Wt	Wt Mod
Mediusm	6'5"	+2d6"	250 lbs	\times 2d6 lbs.
Large	9'3"	+2d8"	900 lbs	× 2d12 lbs.
Huge	20'1"	+2d10"	11,800 lbs	x 3d8 lbs.
Gargantuan	38'4"	+3d12"	24,700 lbs	x 4d8 lbs.
Colossal	58'6"	+4d8"	49,500 lbs	x 3d20 lbs

Age, Height, and Weight

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Characters age, and with age comes change. Characters become feebler and yet grow wise from their experiences. A player can choose any starting age she wishes for her character but, when in doubt, assume a jotun character starts adventuring at 1st level about halfway to middle age (75 years old). When a character becomes venerable, the DM secretly determines her maximum age. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the DM. Aging effects are cumulative.

Each player should choose an appropriate height and weight for his character's size and record it. To determine height and weight randomly, use the "Jotun Height and Weight" table below. Roll the height modifier and add that many inches to the base height to get the character's height. Take that same height modifier result and multiply it by the weight modifier result. Add that many pounds to the base weight to get the character's weight.

Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. While any jotun might rise in power, prestige, and (in game terms) level, few do so by gaining levels in the standard character classes—the majority are so in tune with their heritage and racial abilities that they become racial paragons. アベルンファルンス ビイス シス アイス シス ストル シス とん レイ

Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do).

Obviously, a character can only take levels in the racial paragon class associated with his race. A human cannot take levels in jotun paragon—only jotun are capable of reflecting the highest virtues of jotunhood by gaining levels in the jotun paragon class. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). Unlike normal paragon classes the jotun paragon class levels can only be taken at 1st level, as this is the point in their growth cycle when it is possible otherwise their elemental and giantish power is "stunted." You either decide, at the start to become a paragon and advance to at least 6th level or you progress in something else entirely. A jotun cannot multiclass freely between

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standard character classes, prestige classes for which he or she qualifies, unil the jotun reaches at least 6th level in the jotun paragon class due to this life cycle.

Levels in racial paragon classes are always considered to be advancing in a favored class.

Jotun Paragon

Jotun can take up to twenty levels in "jotun paragon," each level represents the character growing in elemental and giantish might and reaching a growth cycle of her giantish heritage. Still not all jotun choose to take paragon levels instead becoming one of the stunted.

Jotun Paragon Class

Alignment: Any Hit Die: d8

Class Skills

The giant paragon's class skills are Climb (Str), Craft (Int), Intimidate (Cha), Perception (Wis), Perform (Cha), Sense Motive (Wis), Stealth (Dex) and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: A jotun paragon is proficient with all simple weapons and no armor, or shields.

Elemental Power: At 1st level, a jotun paragon must select one of the 4 elements (energy descriptor), Air (electricity), Earth (acid), Fire, or Water (cold), this choice is permanent and cannot be undone as it ties into your very nature and essence. This also prevents the jotun paragon from taking any other class levels. Until you are at least 6th level, if you do you will be destroyed within a 12 days time by your own unchecked power (GM rolls 2d6 secretly to determine the exact number of days). The jotun's elemental might manifests in the form of abilities chosen from the list below gained at 1st, 3rd, 6th, 9th, 12th, 15th, and 18th level.

Armtwist (Ex): You must have established a grappling hold to use this ability. You utilize this particular grapple combat maneuver to inhibit strong opponents by twisting the victim's arm behind his back and pulling it up toward his neck. Using this ability does normal slam damage plus your Strength Modifier, plus 1 point of Strength damage with a successful combat maneuver check as an attack action. A Fortitude save (DC 10 + half your jotun paragon level + your Strength modifier) negates the Strength damage. This ability is only effective against creatures within one size category of you.

Backbreaker (Ex): You must have established a grappling hold to use this ability. You opt for this grapple combat maneuver to restrict the movement of dexterous adversaries by positioning the foe atop your shoulders and contorting the victim's body around your neck. Using this ability does normal slam damage plus your Strength Modifier, plus 1 point of Dexterity damage with a successful combat maneuver check as an attack action. A Fortitude save (DC 10 + half your jotun paragon level + your Strength modifier) negates the Dexterity damage. This ability is only effective against creatures within one size category of you.

Call Lightning (Sp): You must possess the Aspect of Air (storm giant) feat and be at least 5th level to gain this ability. 1/day you can use call lightning as a spell like ability, your caster level is equal to your jotun paragon class level.

Chain Lightning (Sp): You must possess the Aspect of Air (storm giant) feat and be at least 11th level to gain this ability. 1/day you can use chain lightning as a spell like ability, your caster level is equal to your jotun paragon class level.

Control Weather (Sp): You must possess the Aspect of Air (storm giant) feat and be at least 13th level to gain this ability. 2/day you can use control weather as a spell like ability, your caster level is equal to your jotun paragon class level.

Crush (Ex): You can only use this ability if you are size Huge or greater, When charging or jumping can fall or land on foes as a standard action or as part of the charge, using your whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than you. A crush attack affects as many creatures as fit in your space. Creatures in the affected area must succeed on a Reflex save (DC equal to $10 + \frac{1}{2}$ your jotun paragon class level + your Constitution modifier) or be pinned, automatically taking bludgeoning damage during the next round unless you move off them. If you choose to maintain the pin, you must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals double your slam damage plus 1-1/2 times your Strength bonus.

Darkvision (Ex): You must possess the Aspect of Earth (stone or ogre) or the Aspect of Water (troll) feat to gain this ability. You now possess darkvision 60 ft.

Elemental Arc (Sp): As a standard action, you can unleash an arc of energy targeting any foe within 30 feet as a ranged touch attack. This arc of energy deals 1d6 points of energy damage + 1 point for every two jotun paragon levels you possess. This energy is the same type as you chose for your elemental power. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Elemental Aura (Su): You can use this ability as a free action for a number of rounds equal to your jotun paragon class level. This energy is the same type as you chose for your elemental power. You generate an energy aura in a 5' radius that deals energy damage to any non-ally within range the amount depending on your jotun paragon class level. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Class Level	Energy Damage
1st	1d4
9th	d16
15th	1d8

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Jotun Paragon Class Table							
Level	Base At- tack	Fort Save	Ref Save	Will Save	Slam	Natural Armor	Special
1st	+0	+2	+0	+0	1d6	+4	Elemental Power, Slam Attacks
2nd	+1	+3	+0	+0	1d6	+4	+2 Strength and Constitution
3rd	+2	+3	+1	+1	1d8	+5	Large Size, Elemental Power
4th	+3	+4	+1	+1	1d8	+5	Rock Throwing
5th	+3	+4	+1	+1	1d8	+6	+2 Strength or Constitution, Rock Catching,
6th	+4	+5	+2	+2	1d8	+6	Elemental Power
7th	+5	+5	+2	+2	1d8	+7	Improved Rock Catching
8th	+6/+1	+6	+2	+2	1d8	+7	+2 Strength and Constitution
9th	+6/+1	+6	+3	+3	1d8	+8	Elemental Power
10th	+7/+2	+7	+3	+3	2d6	+8	Huge
11th	+8/+3	+7	+3	+3	2d6	+9	+2 Strength or Constitution
12th	+9/+4	+8	+4	+4	2d6	+9	Elemental Power
13th	+9/+4	+8	+4	+4	2d6	+10	Oversized Weapon
14th	+10/+5	+9	+4	+4	2d6	+10	+2 Strength and Constitution
15th	+11/+6/+1	+9	+5	+5	2d6	+11	Elemental Power
16th	+12/+7/+2	+10	+5	+5	3d6	+11	Gargantuan
17th	+12/+7/+2	+10	+5	+5	3d6	+12	+2 Strength or Constitution
18th	+13/+8/+3	+11	+6	+6	3d6	+12	Elemental Power
19th	+14/+9/+4	+11	+6	+6	3d6	+13	Militant
20th	+15/+10/+5	+12	+6	+6	4d6	+13	+2 Strength and Constitution, Colossal

Special: if you take this ability a second time you add an additional die of damage.

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Elemental Bellow (Sp): You must be at least 9th level to take this ability. You can lose an powerful bellow as a standard action that functions like an shout spell; if you are at least 15th level this functions like a greater shout spell. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Elemental Blast (Sp): Three times per day you create a burst of energy as a swift action that fills a 30-foot spread centered on your weapon. This energy is the same type as you chose for your elemental power. This burst of energy deals damage dictated by your Jotun Paragon level, as indicated below. Anyone in this area must make Reflex saves (DC 10 + $\frac{1}{2}$ your jotun paragon class level + your Constitution modifier) for half damage.

You focus your elemental power into your weapon, draw-

Class Level	Damage	Class Level	Damage
1st	1d6	11th	6d6
3rd	2d6	13th	7d6
5th	3d6	15th	8d6
7th	4d6	17th	9d6
9th	5d6	19th	10d6

ing upon energy that you can barely control. With a single, jarring impact, you unleash a burst of energy that consumes your foes.

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Elemental Blow (Su): You can imbue your melee or ranged attacks with a special effect based on the elemental power you have chosen. A creature damaged by such an attack must succeed on a Fortitude save (DC 10 + half your jotun paragon class levels + your Strength Modifier) or be subject to the special effect for 1 round. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Elemental Burst (Su): Upon a successful critical hit your attacks explode with energy. The energy does not harm the wielder. You deal an extra 1d10 points of energy damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of energy damage instead, and if the multiplier is ×4, add an extra 3d10 points of energy damage. This energy is the same type as you chose for your elemental power.

Element	Condition
Air	Nauseated
Earth	Knocked Prone
Fire	Dazed
Water	Slowed

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Elemental Empathy (Ex): You may attempt to change the attitude of other creatures that are of your chosen elemental type (if you have chosen Water, you can also affect creatures of the cold subtype), due to your readily apparent role as an archetype of the powers of your chosen element, along with intuitive knowledge in the particular modes of communication of every subtype creature of your chosen element. This works exactly like a Diplomacy check made to improve the altitude of a Non-Player Character, except you use your jotun paragon class level plus your Constitution modifier to determine the elemental empathy check result. Elemental empathy works on animals and intelligent creatures alike, so long as they are of the appropriate type or subtype.

Elemental Laugh (Su): As a standard action, you can unleash a bellowing laugh that strikes fear into the hearts of any non-ally within 5 feet per class level that hears it. Affected creatures that make a successful Will save (DC 10 + half your jotun paragon class levels + your constitution modifier) are shaken for 1 round and are immune to the elemental laugh for 24 hours. On a failed save, that creature is panicked for as long as it remains within 5 feet per class level of you for 2d4 rounds. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Elemental Sheath (Su): You can use this ability as a free action a number of times per day equal to 1 + 1 for every jotun paragon class levels you posses. This energy is the same type as you chose for your elemental power. Your attacks deal extra damage of that type for a number of rounds equal to your jotun paragon class level, the amount depending on your jotun paragon class level. You summon elemental power to bathe your weapon (melee and/or ranged)—or even your bare fists—in energy, allowing you to deal extra energy damage with your strikes even if you are not the one wielding the weapon.

Special: if you take this ability a second time you add an additional die of damage.

Class Level	Extra Damage
1st	1d4
9th	1d6
15th	1d8



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Energy Resistance/Immunity (Ex): You gain resistance to the energy type you chose for your elemental power. The value of this resistance is equal to your class level. At 10th level you gain immunity; you also gain a vulnerability to the opposing element (and energy type). Your mastery of your elemental power allows you to resist an attack form involving your specified energy type.

Ettin of the Earth (Ex): You must possess the elemental power (earth) to gain this ability. You gain a second head. Because of this second head, you gain a +2 bonus on all Perception checks. You also gain the Two-Weapon Fighting as a bonus feat.

Fling (Ex): If you begin your turn with an opponent grappled in your hand (see Grab) that is at least two size categories smaller than you, you can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, you can hurl your opponent as a improvised thrown weapon (-4 to the attack roll.) A creature that is flung off a mountain takes this amount of damage or the appropriate falling damage whichever is greater. The jotun also can throw the flung creature as though it were a boulder. In this case, the flung creature takes normal slam damage plus your strength modifier, and any opponent the flung creature strikes takes your normal slam damage plus your strength modifier.

Fiery Militant (Ex): You must possess the Aspect of Fire feat to gain this ability. You gain proficiency in all marital weapons, armors and shields.

Freedom of Movement (Sp): You must possess the Aspect of Air (storm giant) feat and be at least 7th level to gain this ability. You possess constant freedom of movement as a spell like ability; your caster level is equal to your jotun paragon class level.

Grab (Ex): If you hit with a slam attack your deal normal slam damage and attempt to start a grapple as a free action without provoking an attack of opportunity. Grab works only against opponents at least one size category smaller than you, you have the option to conduct the grapple normally, or simply use one hand. If you choose to do the latter, you take a -20 penalty on its CMB check to make and maintain the grapple, but do not gain the grappled condition yourself. A successful hold does not deal any extra damage unless you also have the armtwist, backbreaker, or great hug ability. If you do not use those abilites, each successful grapple check you make during successive rounds automatically deals normal slam damage. Otherwise, it deals the damage listed for the other special abilities instead (the amount is given in those ability descriptions).

You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Jotun's Bag (Ex): If you begin your turn with an opponent grappled in your hand (see Grab) that is at least two size categories smaller than you, you can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, you put your opponent in your magical jotun's bag, and the opponent takes slam damage. A bagged creature keeps the grappled condition, while you do not. A bagged creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 your total hit points), or it can just try to escape the bag DC = toyour combat maneuver defense. The Armor Class of the interior of the bag is normally 10 + 1/2 your natural armor bonus, with no modifiers for size or Dexterity. If a bagged creature cuts its way out, the bag gains the broken special condition and cannot use the jotun's bag until the bag is repaired. If the bag creature escapes the bag, success causes it to fall, where it may be grabbed and bagged again.

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Great Hug (Ex): You must have established a grappling hold to use this ability. You wrap your burly arms around your victim's torso, literally squeezing the life out of your foe. Using this ability pins your opponent and does double your normal slam damage plus one and a half your Strength Modifier with a successful combat maneuver as a standard action This ability is only effective against creatures within one size category of you.

Impale Your Opponent (Ex): You use the tactic of grabbing your enemy with one hand, then your great size to pull your opponent onto your blade, often impaling it deeply into your foe's body. You can impale using any light piercing weapon. 1/day if you begin your turn with an opponent grappled in your hand (see Grab) that is a size category smaller than you, you can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, you automatically threaten a critical hit; if you confirm the critical hit you have impaled



Vestarr a jotun paragon who has embraced the ways of the Wird

your opponent. An impaled creature is immobile, but not helpless. He may attempt to release himself from with a successful combat maneuver opposed by your combat maneuver defense. A failed attempt inflicts piercing damage to the impaled creature as though he had been struck by the impaling weapon, but without any Strength modifier to the damage.

Levitate (Sp): You must possess the Aspect of Air (storm giant) feat and be at least 3rd level to gain this ability. 2/ day you can use levitate as a spell like ability, your caster level is equal to your jotun paragon class level.

Pound (Ex): You must have established a grappling hold to use this ability. If you make a successful combat maneuver check against a foe two or more size categories smaller than yourself you can smash the opponent into the ground, walls, nearby trees, or other solid adjacent objects as a standard action. This deals your slam damage plus one and a half times your Strength modifier to your opponent. In addition, the opponent must succeed on a Fortitude save (DC 10 + half your jotun paragon class level + your Strength modifier) or be stunned for one round. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Regeneration (Ex): You must possess the elemental power (water), the Aspect of Water (troll) feat, and be at least 6th level to gain this ability. You heal damage at a rate equal to your Constitution modifier each round at the beginning of your turn. You cannot die as long as their regeneration is still functioning (although you still fall unconscious when their hit points are below o). Fire and acid, cause your regeneration to stop functioning on the round following the attack. During this round, you do not heal any damage and can die normally.

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Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. You can regrow lost portions of your body and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Rend (Ex): You must possess the elemental power (water), the Aspect of Water (troll) feat, Regeneration, and be at least 9th level to gain this ability. Your slam attacks become claw attacks. If a you hit with both claw attacks, you latches onto the opponent's body and tear the flesh. This attack automatically deals an additional amount of damage equal to double you claw attack dice damage plus your Strength modifier. Special Note: Claw attacks gain no benefit from the jotun's grab ability as that requires a slam attack.

Run and Throw (Ex): You must possess the elemental power (earth), to gain this ability. You can throw a boulder in the same round you take a full move action. This ability functions exactly as the Spring Attack feat, but only applies to a ranged attack with a rock.

Scent the Air (Ex): You must possess the elemental power (air) and be at least 4th level to gain this ability. You gain the scent special quality.

Shift Sleeping (Ex): You must possess the elemental power (earth) and the Ettin of the Earth ability in order to gain this ability. You sleep in shifts. Since at least one head is awake at any time, you can never be taken unaware as you sleep. You can sleep even while the other head is awake and working you can regain hit points and heal ability damage as though ye had bed rest even while remaining active (though you do not gain the benefits of Ettin of the Earth until both heads are awake.)

Spirit Summoning (Sp): You must possess the elemental power (earth), the Aspect of Earth (taiga giant) and be at least 14th level to gain this ability. Once per day, you can perform a 10-minute ritual to summon ancestral spirits to aid it in battle. These invisible spirits grant the giant a + 2deflection bonus to Armor Class, immunity to enchantment and illusion spells, and one of the following spell effects: bless, endure elements, protection from evil, protection from good, or see invisibility. These spell effects last for an entire day (regardless of their normal duration) caster level is equal to your jotun paragon class level.

Stone Calling (Su): You must possess the elemental power (earth) and be at least 9th level to gain this ability. You can cause any rock within 50 feet per class level to fly at a foe simply by calling to it. The rock must be unattended and of a size that you could normally lift and throw.



Soon to be a meal for all

<u>ハメアナフススヤ 人之之 スピッグシス ノント ヤススてぐマとん</u>

Resolve the attack as though you were standing where the rock is and throwing it at the foe, adding your Strength bonus to damage as normal. You can even use this ability to hurl rocks at creatures you cannot see, including foes that have total cover from your position. However, you must guess where such foes are, and even if you guess correctly, it has a 50% miss chance. You can use this ability to confuse foes and attack enemies outside your normal rock-throwing range. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Stone Tell (Sp): You must possess the Aspect of Earth (stone giant) feat and be at least 11th level to gain this ability. 1/day you can use stone tell as a spell like ability, your caster level is equal to your jotun paragon class level.

Stone-Touch (Su): You must possess the elemental power (earth) and be at least 5th level to gain this ability. As a spell-like ability, you may join and shape stone or mineral matter with your bare hands in a manner similar to stone shape except that fine details are possible, you can do this for a number of times per day equal to your Constitution modifier, (minimum of 1 round). With this ability, solid walls of stone can be erected, stone tools and weapons may be repaired, and stone tools and weapons may be crafted (requires appropriate craft check).

Storytelling (Su): Once per day, you can tell a mythical and mystical story, it takes a minimum of 10 minutes to tell such a story, It affects one person (including yourself) per jotun level you possess who is within the sound of your voice and grants it grants all of the following benefits.

-For 12 hours the persons affected recovers hit points or ability score points lost to ability damage at twice the normal rate.

-For 12 hours the persons affected increase their overland movement rate by 50%

-If you are 11th level or higher, for 12 hours the persons affected gain the benefits of a heroes' feast.

Terrain Mastery (Ex): When you take this ability pick a terrain appropriate to your elemental. You gain a +2 competence bonus to Perception, Stealth and one movementbased skill check when operating in this terrain type. Increase this bonus by 1 for every three jotun paragon class levels you possess. You also gain a +1 insight bonus to attack and damage rolls against creatures native to the terrain type chosen. You can select this multiple times each time you must pick a different terrain type appropriate to your elemental abilites.

Element	Terrain Type	Movement-based Skill
Earth	Hills, Mountains, Underground	Climb
Fire	Desert, Moun- tains, Under- ground	Acrobatics
Water	Aquatic, Arctic, Marsh	Swim
Air	Aerial, Mountains	Fly

Trample (Ex): You can trample foes up to two size categories smaller than yourself. See the Pathfinder Bestiary for a description of this ability and its effects. The trample deals bludgeoning damage equal to your slam damage, plus 1-1/2 times your Strength modifier.

Transmute Rock and Mud (Sp): You must possess the Aspect of Earth (stone giant) feat and be at least 9th level to gain this ability. 1/day you can use either transmute rock to mud or transmute mud to rock as a spell like ability, your caster level is equal to your jotun paragon class level.

Water Breathing (Ex): You must possess the Aspect of Air (Storm giants) or Aspect of Water (troll) feat and be at least 5th level to gain this ability. You can breathe water as well as air.

Natural Armor (Ex): Your natural armor increases to the bonus listed above. (You can increase this beyond the bonus listed above by taking the improved natural armor feat if you wish, see the Pathfinder Bestiary).

Slam Attacks (Ex): you possess two natural slam attacks that deal the damage listed above plus your strength modifier, you can attack with both of these at no penalty when only attacking weapons (You can increase this beyond the amount listed above by taking the improved natural attack (slam) feat, see the Patfhinder Besitary).

Strength/Constitution Increase (Ex): At 2nd level, the jotun paragon's Strength and Constitution score gains a +2 inherent bonus. At 5th level, you increase one of those inherent bonuses by 2 (your choice). At 8th level, you increase both of those inherent bonuses by an additional 2. At 11th level, you increase one of those inherent bonuses by an additional 2 (your choice). At 14th level, you increase both of those inherent bonuses by an additional 2. At 17th level, you increase one of those inherent bonuses by an additional 2 (your choice). At 20th level, vou increase both of those inherent bonuses by an additional 2.

Size Increase (Ex): you continue to grow in height and weight as you gain power at 3rd level you become size Large, at 10th you become size Huge, at 16th you become size Gargantuan, and at 20th level you become size Colossal. No ability score modifications arise as a result of the growth, though you do gain all the other associated penalties and benefits for the size change listed in the table below, the table lists the total bonus or penalty they are not cumulative. Your equipment also resizes to fit your new size as long as you are attending it at the time you gain the appropriate level.

You can as a full round action reduce your size back down one category, it also takes a standard action to increase your size back up one category.

Rock Catching (Ex): You can catch rocks you could throw. Once per round, if you would normally be hit by a rock you can make a Reflex save to catch it as a free action. The DC is 15 for a rock of a size or smaller that you

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can throw, DC 20 for a rock one size larger than you can throw, and 25 for a rock two size categories larger than you can throw. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): You are an accomplished rock thrower and have a +1 racial bonus on attack rolls with thrown rocks. You can hurl rocks up to two categories smaller than your size; for example, a Large jotun paragon can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. You can hurl the rock up to five range increments. The size of the range increment is 10 ft. per jotun paragon class level. Damage from a thrown rock is generally double your slam damage plus 1-1/2 its Strength bonus.

Improved Rock Catching (Ex): You gain a +4 racial bonus on your Reflex save when attempting to catch a thrown rock with rock catching.

Oversized Weapon (Ex): A jotun paragon can wield weapons of one size category greater than normal that you are proficient with without penalty

Militant (Ex): You gain proficiency with all martial weapons.

Jotun Feats

The following feats are designed specifically for giants or with giants in mind. They draw on these characters' rock throwing ability and their racial heritage to grant them expanded abilities. Some of these feats are marked with the monstrous feat type, which indicates that only creatures with the giant ability of rock throwing (granted by the jotun paragon class) are eligible to select them. You can only take one aspect of element feat, and you can take it only once.

Awaken Elemental Power

Prerequisites: Elemental Power, natural weapon

Benefit: You can have any of your natural attacks magically enchanted just as if they were masterwork weapons using the Craft Magic Arms and Armor feat (each natural attack must be enchanted separately). A masterwork sculpture of your natural weapon must be created (100 gp) all spells and crafting time is spent on this sculpture. When it is completed you destroy it with your natural attack and the enchantment is transferred to your natural attack, all other associated costs and creation times are the same.

Special: you cannot place a magical property on your natural weapon that would be in opposition to your alignment or elemental power.

Aspect of Air (General)

You embrace your cloud or storm giant lineage. Prerequisites: Elemental Power (Air)

Benefits: When you take this feat choose cloud, or storm giant. You take on the physical appearance traits of a cloud or storm giant. Your jotun level elemental powers are calculated as if you were two levels higher than you actually are. You suffer a vulnerability to acid (+50% damage from all acid effects). (vulnerabilities do not stack)

Special: Giants consider you to be part of the cloud or storm giant tribes.

Aspect of Earth (General)

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You embrace your ogre, ettin, hill, stone or taiga giant lineage.

Prerequisites: Elemental Power (Earth)

Benefits: When you take this feat choose ogre, ettin, hill, stone, or taiga giant. You take on the physical appearance traits of an ogre, ettin, hill, stone, or taiga giant (to choose ettin you must have the ettin of the earth special ability). Your jotun level elemental powers are calculated as if you were two levels higher than you actually are. You suffer a vulnerability to lightning (+50% damage from all lightning effects). (vulnerabilities do not stack)

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Special: Giants consider you to be part of the ogre, ettin, hill, stone, or taiga giant tribes.

Aspect of Fire (General)

You embrace your fire giant lineage.

Prerequisites: Elemental Power (Fire)

Benefits: You take on the physical appearance traits of a fire giant. Your jotun level elemental powers are calculated as if you were two levels higher than you actually are. You suffer a vulnerability to cold (+50% damage from all cold effects). (vulnerabilities do not stack)

Special: Giants consider you to be part of the fire giant tribes.

Aspect of Water (General)

You embrace your frost giant or troll lineage. Prerequisites: Elemental Power (Water)

Benefits: You take on the physical appearance traits of a troll or frost giant. Your jotun level elemental powers are calculated as if you were two levels higher than you actually are. You suffer a vulnerability to fire (+50% damage from all fire effects). (vulnerabilities do not stack) Special: Giants consider you to be part of the troll or frost giant tribes.

Bank Shot (Monstrous)

Prerequisites: Rock Throwing

Benefit: You can attempt to hit one target and cause the rock to ricochet so that it hits another target within 10 feet of the initial target; You suffer a -4 penalty to the attack roll.

Crushing Volley (Monstrous)

Prerequisites: Power Throw, Rock throwing

Benefit: When you hit with a thrown rock, you may make a bull rush attempt or trip attack upon your opponent. You can use this ability a number of time per day equal to 3+ your Constitution modifier.

Prerequisites: Elemental Power class feature, Jotun Race

Benefit: Select one additional Elemental Power for which you qualify. You gain the use of this additional Elemental Power.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new Elemental Power.

Extra Use

You have adapted well to the use of your elemental abilities.

Prerequisites: Elemental Power

Benefits: When you take this feat choose one of your elemental powers; you gain an additional use per day of that selected power.

Gift of Sight (General)

Sometimes trolls are granted limited powers of divination by their demon god.

Prerequisites: Troll or Aspect of Water (troll), patron deity (demon)

Benefit: You can read the future by cutting open your abdomen and pulling out your entrails. This is a full-round action that deals 6d6 points of damage to you. This functions as the divination spell, using your Hit Dice as the caster level. You can perform this ability no more than once per day.

Improved Bank Shot (Monstrous)

Prerequisites: Bank Shot, Rock Throwing

Benefit: You can attempt to hit additional targets after the second target until you miss or there are no additional targets within 10 feet, of the previous target. You cannot hit any target more than once. You suffer an additional -2 cumulative penalty to the attack roll for each target after the initial target.

Night Stalker (General)

Giants are big brutes, but some among them excel at hunting prey in the dead of night and murdering them quietly. **Prerequisites:** Stealthy, darkvision, Size Large **Benefit:** While you are in areas of shadowy illumination or natural darkness, you ignore all size penalties to Stealth

checks and gain a +2 to Stealth checks.

Pinning Throw (Monstrous)

Prerequisites: Power Throw, Rock Throwing

Benefit: You can throw a "Rock" so that it drops directly down upon a target, pinning it in places. You throw a stone at half your normal range with a successful combat maneuver check you deal normal slam damage plus your Strength modifier and pin your opponent if your target fails a Reflex save DC 10 +1/2 hit dice + Strength modifier. The DC to overcome the pin is your initial combat maneuver check.

Power Throw (Monstrous)

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Prerequisites: Rock Throwing

Benefit: You can use your Strength modifier rather than your Dexterity modifier when using thrown weapons.

Quickened Growth (General)

Prerequisites: Jotun paragon 3rd level

Benefit: You can increase your size multiple size categories as a swift action and not provoke attacks of opportunity; if you use this as part of an attack action your increased momentum adds +2 to the damage roll of this attack for each size category you increase.

Quick at Hand (Monstrous)

When enraged, ogres tend to grab the closest heavy objects and bring them to bear.

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Prerequisite: Ogre or Aspect of Earth (ogre)

Benefit: You may use any item as an improvised melee or ranged weapon without penalty.

Skipping Stone (Monstrous)

Prerequisites: Power Throw, Rock Throwing

Benefit: As a full-attack action when hurling a "Rock" you aim it towards your target at a shallow angle, causing it to skip off the ground, hit the initial target, and continue forward to smash through your enemies. All creatures in a line 10-feet wide and a number of feet long equal to your Strength score must make a Reflex save DC 10 +1/2 hit dice + Strength modifier or suffer half the damage normally dealt by the "Rock." A successful saving throw negates the damage.

Stomp (Combat)

Using your great size and mass, you cause the ground to shudder.

Prerequisites: Size Large, Strength 19

Benefits: You can stamp your foot or slam your fist on the ground (as a standard action), causing it to shake. All creatures smaller than your character, within 10 feet per size category above medium you possess, must make a Acrobatics check (DC 10 + your Strength modifier) or fall prone.

Stone Magic (Monstrous)

Many stone giant elders gain a measure of control over the earth, but those few who nurture this innate magic unlock even greater abilities and power.

Prerequisite: Stone giant elder (700 years or older); or 12th level jotun paragon, Aspect of Earth (stone giant) Stone Tell, Stone Touch, and Transmute Rock/Mud; Cha 17.

Benefit: In addition to the usual spell-like abilities of a stone giant elder, the giant gains the ability to use pass-wall, statue, spike stones, stone skin, and wall of stone once per day. Stone giant elder's cast these spells are cast as if by a 10th-level sorcerer. Jotun Paragons use there class level as the caster level. The save DC for each is Charisma-based.

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To Owain Northway,

I was giddy with joy to receive your request for the story of my race. I myself am fascinated by the concept of the creation of the ironborn being told by an ironborn.

Thank you for this glorious opportunity,

-Firstbuilt

Unlike many races there is no mythology to our creation, no meddling gods, only the actions and folly of mere mortals. 60 years ago, near the beginning of "The Age of Rebirth", the brilliant artificer Leonora Enes Jardim, called The First Virtuoso, created us. She did so after a number of accidents while setting up her "Atelier," due to the incompetence of her apprentices who simply could not keep up with her genius. She dismissed all of them and sought to create an apprentice that could not only meet, but surpass her expectations. She spent a single day cloistered away, and that evening she merged artificial components and organic into a single, whole. She built what she called "This apprentice born of iron is the ultimate in sophistication and simplicity, for my spirit flowed beyond invention into the realm of art."

She created me, and named me Firstbuilt. I served her loyally and serve her still as apprentice and paramour. During my early time with her I absorbed her teachings, her library, and researched the process of my own creation. It was I who organized her notes into the Codex Ferranium. It was I who created the next generation of Ironborn, when the Oligarchy of Questhaven wanted Leonora to create an elite guard to help defend the Evocative City. It was I who created the defenders mirroring the powers and adventurous lifestyle the Oligarchy had retired from. Immensely pleased with my work they gave me access to their fabulous wealth.

I then crafted an ironborn like unto myself, one skilled in the arts of crafting and creation. I commanded Craftheart to create ironborn like unto itself, and to command the one it created to do the same, and so forth and so on. Such a wide range of ironborn did we create; to this day they are a wonder to behold. Gigantic warriors, scouts cloaked in the magic of shadow, and even divinely inspired priests who offer prayers and are answered in return. In time, my progeny will be able to produce ironborn capable of nearly any vocation.

Eventually I took my folk and we spread out into the city of Questhaven, to forge a destiny for ourselves. My creations have such marvelous potential flowing from the wellspring that is the genius of The First Virtuoso. I gave unto those who went their own way copies of the Codex Ferranium, now grown to a thick tome that tells the method of creation for all my kind.

Sadly, one of those who carried the Codex was taken

and it passed into the hands of those who corrupted it, creating their own slaves, servants and dark allies, for we learned to our regret that ironborn always reflect the ethos and morality of their creator.

Now, within the city, we find ourselves ostracized and subject to suspicion because of our unnatural nature, mortal origins and the rumors that surround our existence. We have been pushed to the fringes of society, while the ambitious attempt to use the Codex Ferranium to build their own elite servants and tireless bodyguards. Still others have let their villainous creations run free, and rumors persist of an enclave that seeks to replace all life with ironborn. アベルシスとん」と、

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Physical Description

Most of my people are crafted from iron, along with bronze and steel, with internal organic parts. Our form simulates humanoid shapes, yet our shapes are as diverse as our vocations and persona.

Unlike your kind we do not fall into neat little categories of height, weight, and size. Each one is crafted to fulfill a specific purpose. We can be as nimble acrobats about the size of a dog, or massive 8' tall spike-covered combatants.

Society

We require very little in the way of resources, but have a natural curiosity and a desire to procreate. As such we survive either on the fringes of the Evocative City, or we perform as a servitor class. We hope to be found to have value in the eyes of those we serve and to avoid those who hate and fear us.

Our small district within the city and outlying hamlet is a mosaic of architectural design as we experiment with the styles of all the races we encounter. My people have not yet developed a cultural heritage or values of our own, which makes all our art forms imitation though the drive for innovation, progress and joy and experiencing the world could be seen as the values we have developed as a race.

Surprisingly the laws of Questhaven treat us as both individuals and as property, on a case by case basis, which has led to a great deal of discrimination and strife amongst my people.

Relations

We are newcomers to this world, and as an unknown that has no rigid ethos we often find ourselves confronted with suspicion and mistrust. We have found few friends and many prospective foes.

We oftentimes perform seemingly reckless actions out of ignorance, or assumptions based on our limited knowledge of the world. We get along well with half-breeds, as like ourselves they are outsiders to the cultures that brought them into existence.

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We have an even easier time fitting in with, as well as making friends, foreigners and new arrivals to Questhaven, which sadly makes locals even more suspect of our allegiances.

Benevolent folk often adopt us in to their world fascinated by our ability to see the world with the wonderment of a child, yet in need of guidance and useful if trouble erupts.

Those who keep an open mind eventually come to accept us based on our durability and our reliability, and the prosperity we bring about from our hard work.

Alignment and Religion

We ironborn have the same alignment as our creator. The mystic rituals and spells used to create us forge a strong bond between creator and created. The ironborn who can trace their ancestry back to Leonora or myself are what you would call "neutral good". As the Codex Ferranium has spread throughout Questhaven and along its trade routes, ironborn of all alignments have emerged.

If we are built to be servants of the gods we worship the deity of our creator, yet when left to our own devices, we seek out gods of metal, earth, innovation, invention, prosperity, progress and creation. There is a small cult within our society driven by the belief that our creation was divinely inspired, and that we are destined to take the place of all other life forms; who the deity is that serves as this sect's patron is unknown, but I suspect some Darker Power at work.

Adventurers

Few of my people enjoy what you call a civilian lifestyle. Almost all of us are designed for some duty, and though they can deny this calling for long periods of time, eventually we must give in to it. If I had been built as a holy warrior I could try to lead a sedentary life, but I would still find myself practicing sword-play and seeking out quests for my deity as a "normal" life would not sate my built-in desire for righteous combat. We call this compulsion our "burden," just as mine is the burden to serve as apprentice to my lady. This often drives most of my kind to go out what you would call "adventuring". Even those who have relatively undemanding burdens are still pushed by their innate inquisitiveness and industriousness to push their design to their limits.

Names

My people in Questhaven tend to be named after a particular ideal, be it virtue or vice that their creator wanted them to uphold. Though sometimes we choose a word that we hold dear to add to it, making it sound like a human nickname.

Examples: Apostasy, Altruism, Balance, Blasphemy, Candor, Creativity, Curiosity, Despair, Dependability, Excellence, Friendliness, Honesty, Hatred, Idealism, Indifference, Industriousness, Innocence, Knowledge, Obedience, Order, Piety, Pride, Skill, Work.

Racial Characteristics

Unlike other player character races, ironborn are designed and built to fulfill a specific role. If you play an ironborn character, you must first determine how and why your character was built. These decisions will shape your character's racial drawbacks and benefits. In addition, you must pick your character's burden and establish some information regarding its creator. These aspects of an ironborn's past play an important role in shaping the character as a person.

Ability Score Modifiers

Ironborn display a wide range of physical and mental abilities. Some of them are built for combat, while others are designed for reconnaissance or duty as battle wizards. Thus, their ability scores tend to reflect their intended role.

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When building your character, you may give a +2 racial bonus to any two ability scores other than Strength in return for a -2 penalty to any other score. Or, if you want a +2 bonus to Strength, you gain no bonuses or penalties to other scores. You do not have to take any ability score modifiers if you do not wish to.

Size

Most ironborn are Medium, but a few are built for roles where a larger or smaller size would be advantageous. Ironborn of a size other than Medium tend to have fewer special abilities relating to their mechanical heritage.

Medium: Ironborn of this size gain no disadvantages due to size. They enjoy the full range of benefits from the ability packages described on the next page. A Medium ironborn's base land speed is 30 feet.

Small: Ironborn of this size are built as scouts or rogues. Most of them are designed to take advantage of their size to sneak past their enemies or remain hidden in battle. A Small ironborn gains all the standard benefits for this size: +4 size bonus on Stealth checks, +1 size bonus on attack rolls, and a +1 size bonus to Armor Class. Its base land speed is 20 feet. A Small ironborn may opt for a -2 penalty to Strength, or it can drop its ability package's secondary feature. See the next page for more information on ability packages.

Large: Ironborn of this size are invariably built for war. They use their great bulk to wield heavy weapons and slam opponents before they can draw near. A Large ironborn gains a natural reach of 10 feet, but takes a -4 size penalty on Stealth checks and a -1 size penalty on attack rolls and AC. Its base land speed is 30 feet, and its space is 10 feet rather than 5 feet for Small and Medium characters.

A Large ironborn does not gain its ability package's secondary feature. Also, a Large ironborn takes a -2 penalty to Dexterity due to its ponderous bulk. Large ironborn are too heavy and unwieldy to move with the agility of their smaller brethren.

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Ironborn Traits

All ironborn share the following traits and features: Ironborn Subtype: Ironborn have the humanoid creature type with the ironborn subtype. This categorization indicates their partial, but not complete, artificial nature. Ironborn are, in essence, beings with the outer body of a construct but the inner workings of an organic creature.

The following traits are shared by all humanoids with the ironborn subtype: Ironborn do not need to sleep and are immune to all sleep-based spells, poisons, and other attacks. They need one-quarter of the food and water required by other creatures of their size; as a rule of thumb, multiply the days' worth of food and water that an ironborn carries by 4 to determine how long it can make its supplies last. Unless otherwise noted, ironborn do not gain any of the other standard construct traits, such as immunity to critical hits.

Immortal: As artificial creatures, ironborn suffer none of the drawbacks and gain none of the benefits of aging. They never die of natural causes, and they are immune to any attacks or effects that age a character.

Natural Armor: All ironborn have heavy, metallic bodies. They gain a +1 natural armor bonus to Armor Class.

Rust Vulnerability: An ironborn suffers damage from a rusting attack, as it disintegrates its body. Use the damage value given for the spell or effect if one is mentioned. If a damage value is not given, the ironborn makes a save using the Difficulty Class and save type indicated for the effect, if any. If no save is allowed or if the save fails, the ironborn takes 1d6 points of damage for each of its Hit Dice, with half damage on a successful save.

Humanoid: Unless otherwise noted, an ironborn is treated as a humanoid creature. For example, it falls below o hit points, stabilizes, and dies using the same rules as any other creature and has no other vulnerabilities or immunities based on its type and subtype.

Skills: Ironborn are ignorant of the ways of society and other creatures.

They are born as adults and have few of the social skills that other intelligent beings take for granted. They take a -2 racial penalty on all Bluff, Diplomacy, Intimidate, and Sense Motive checks.

Languages: Ironborn speak Common and whatever language their creators use.

Those in Questhaven have created a new language called Metronish, which uses runes arranged in long vertical columns. The speakers of this language require a specially designed or modified voice box that uses artificial sounds and harmonics. Writers and speakers of this language use it to communicate secret messages (direction or warnings for ironborn) or as an attempt to develop their own cultural heritage.

Ability Packages

In addition to the traits described above, ironborn have other abilities based on their purpose. An ironborn crafted to serve as a cleric might be covered in holy runes, while one built as a warrior could have a thick, heavy layer of armor. These specialized abilities are organized into a series of packages. You may choose one ability package for a Medium ironborn character. Each package comes with a primary ability and a secondary ability. Once you have chosen a package, you cannot switch to a new one.

Acrobat: With its slender, long limbs, sleek chassis, and elegant design, an ironborn with this ability package can move with a speed and agility that belie the image of constructs as shambling, creaky machines. This set of features is most common in ironborn designed as monks, scouts, and other warriors who rely on mobility rather than heavy armor and brute strength.

Enhanced Agility (Primary Ability): Your slender but strong limbs and intricately designed joints allow you to perform difficult feats of agility and acrobatics with ease. You gain a +2 racial bonus on all Acrobatic and Escape Artist checks.

Enhanced Mobility (Secondary Ability): With your long, powerful legs and efficiently designed frame, you move faster than normal. You gain a +5 foot increase to base land speed.

Arctic Design: You were built for the ice and snow of the arctic. The bitterest cold has little effect on you, and you excel at traveling in areas dominated by snow and ice.

Endure Cold (Primary Ability): You gain a +4 bonus on all saves against cold effects. You treat heavy snow as normal terrain rather than difficult terrain. You gain a +2 bonus on Survival checks and can use that skill trained, even if you lack ranks in it, while traveling through snowy areas.

Walker in the White (Secondary Ability): select one of the following trait abilities:

Bear's Toughness: 1/day you can heal nonlethal damage equal to your level multiplied by your Constitution modifier as a full round action even during combat.

Cold Iron Will: You remain stoic even in the face of danger. You are designed to survive the bleak environment of surviving howling blizzards. You enjoy a +2 bonus on saves against mind-affecting effects.

Wanderer at the Edge of Creation: You were imbued with a curiosity that always drives you to penetrate farther and farther into the arctic wastes. You gain a +2 bonus on all Acrobatics and Climb checks to reflect your experience.

Artisan: You were designed as a blacksmith, a cobbler, or in some similar craft before making a choice to take a different path, regardless of your burden.

Builder (Primary Ability): You gain 1 rank in Craft at 1st-level and 1 bonus rank to spend upon it at each subsequent level. You can purchase goods that you can make with your Craft skill at a 10 percent discount, as you know enough about your trade to find bargains on quality goods.

Professional (Secondary Ability): select one of the fol-

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Ironheart Ironborn

lowing trait abilities:

Clever Worker: You were built for efficiency. When you take 20 on a skill check, you use half the normal time. You can use this ability on any skill check where you are able to take 20.

Materials Expert: You were designed to have a keen eye for spotting flaws in objects. When you damage an inanimate object, you inflict 1.5 times your Strength bonus in damage with a one-handed weapon, or twice your Strength bonus in damage with a two-handed one.

Merchant's Eye: You were created to have an almost uncanny ability to spot valuable items. You gain a +2 bonus to Appraise checks and can sell items at 10 percent more than their normal price.

Built for Burden: You must be size Large to select this ability package as you were built to be bigger and stronger than almost any other ironborn. Designed with broad shoulders that can support a heavy load, you are nearly an unstoppable force and an immovable object.

Laborer (Primary Ability): Whenever you are subject to a size modifier or special size modifier for an opposed check (such as during combat maneuvers), you are treated as Huge if doing so is advantageous. You are also treated as Huge for the purposes of calculating your carrying capacity for your light, medium and heavy loads.

Centurion: This package is normally used for warriors and other ironborn meant to take a direct hand in fighting. It is easily the most common package, reflecting the fact that most ironborn are crafted for use in war.

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Armored Body (Primary Ability): The centurion's body includes a number of heavy plates, reinforced joints, and additional shielding.

This protection provides a +9 armor bonus to Armor Class, a +1 maximum Dexterity bonus to Armor Class, a -6 armor check penalty, and a 35 percent arcane spell failure chance, and you reduce your speed as normal for wearing heavy armor. You gain these attributes in addition to the +1 natural armor bonus to Armor Class that all ironborn enjoy. Note that if you lack proficiency with heavy armor, you apply your armor check penalty to attack rolls and all skill checks involving movement. You can add magical abilities and enhancement bonuses to this armor as if it were any other suit of armor.

You cannot remove this armor, nor can you wear armor over it.

Tough as Iron (Secondary Ability): The thick armor plating that covers a centurion helps shield it from critical hits. There is a 25 percent chance that any critical hit against a centurion deals only normal damage.

Combat Virtuoso: You were designed to use tactics and cunning to defeat your enemies. Many of the urban folk who have learned the secret of the ironborn prefer this set of abilities, because it produces an efficient, loyal warrior.

Battle Tactician (Primary Ability): You are built for tactical combat, allowing you to perform exceptionally effective tactical techniques. You gain a +2 bonus on combat maneuver rolls.

Counter Design (Secondary Ability): You are created with the ability to counter an opponent's combat maneuvers. If an opponent fails an attempted combat maneuver against you, they provoke an attack of opportunity.

Desert Design: You were crafted to thrive in the endless dunes of the desert. Intense heat has little effect on you.

Endure Heat (Primary Ability): You enjoy a +2 bonus on all saves against fire effects. You treat Survival as a trained skill while in the desert and gain a +4 bonus to all Survival checks made in that environment. You can survive on half the standard amount of food and water an ironborn requires.

Sand Spirit (Secondary Ability): select one of the following trait abilities:

Dunestalker: You were crafted to run across the shifting sand dunes with ease, while others might slip or stumble in the sand. You gain a +4 insight bonus to all Acrobatic checks.

Camel's Tenacity: The desert is a deadly environment; you were built to survive dust storms and long periods without water. Each round your hit points are o or fewer, you can attempt a Fortitude save (DC 15 + your negative hit point total). If this save succeeds, you can take a standard action that round, and you do not fall unconscious. You continue to lose one hit point each round while your hit points are below o. Additionally, you automatically fall unconscious at -10 hit points and may die as normal thereafter.

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Diabolic Design: Your creator was noted for mysterious dealings, sinister reputation, and aptitude for magic. From the day of your creation you have displayed strange talents that, it is whispered, derived from a diabolical pact between your creator and an otherworldly being.

Otherworldly Construction (Primary Ability): You gain a +2 bonus on all Knowledge (planar) checks and Spellcraft checks due to your being imbued with the knowledge of other worlds. In addition, your body is tainted with demonic influence-as materials used in your construction are from beyond the veil of reality.

Fiendish Function (Secondary Ability): Select one of the following trait abilities:

Arcane Nature: You gain bonus spells as if your spellcasting attribute were 2 points higher.

Infernal Glower: You exert a strange influence over others, as your unusual construction shines through when you are angry or upset. Your eyes may glow for a brief moment, or the scent of brimstone briefly wafts through the room. The phenomenon grants you a +4 profane bonus to Intimidate checks.

Precognition: You enjoy the peculiar ability to catch brief

glimpses of the future. Once per day, you can ask a question about the results of an action that you might take. There is a percentage chance equal to 60 + your Charisma score that you receive a brief insight about this action's result. Your DM informs you if the action will yield a result that is good, ill, or both good and ill.

Divinely Inspired: You were created in strict observation of religious tenets. You might even be a priest of the faith, though you could simply be one of the faithful.

Product of Worship (Primary Ability): The holy symbol of your faith is part of your body, you are filled with resolution and faith that your deity watches over you. You gain a +2 bonus against all fear effects and, once per day, may opt to gain a +2 bonus on a single d20 roll of your choice.

Divine Design (Secondary Ability): you enjoy one of the following trait abilities:

Fanatic: You were developed to fight in the name of your deity, and your faith drives you forward against the enemy. Once per day, you gain a +4 bonus to damage on a single attack as you strike with strength fired by your faith.

Inquisitor: As part of your religious design, you were imparted with the knowledge of how to detect heresy among the faithful. You gain a +2 bonus to all Sense Motive checks.

Ordination: You are ordained as a priest of the faith, though your rank is just above that of a lay person. When dealing with others of your faith, they must obey your orders within reason. They do not fight for you unless the need is dire, and they do not sacrifice themselves. You can expect them to treat you as a valued friend, such as by offering information, giving you a place to stay, feeding you for at least a few days, and so forth. A title may come with this position. Consult with your DM for information on religions in your campaign.

Divine Mark: Your body is covered in religious icons and holv symbols. You have been blessed by your creator, soaked in holy or unholy water, and consecrated within your faith's sacred chapels.

You are a living divine artifact. When you select this package, pick an alignment opposed to your own. Your abilities help you defeat followers of that ethos.

Divine Vengeance (Primary Ability): You can channel your divine energy in several different ways. If you use the ability to harm undead or living creatures, you can augment your ability with your body's divine energy. You add +2 to the DC of your channel energy class feature. You can create a surge of divine power to harm your enemies, sheathing your weapon or fist in a nimbus of energy that grants you a +2 bonus on damage rolls against enemies that have your chosen opposing alignment as a subtype. Choose a single alignment subtype, such as chaotic, evil, or good. Against opponents that have that subtype, you gain a +2 bonus on damage rolls.

For example, if you chose evil, you would gain this bonus against a vrock because its subtype is evil. Blessings of the Divine (Secondary Ability): You gain a +1 bonus on all saving throws against spells cast by someone of your chosen opposing alignment. Your patron god's

protective energy wards danger away from you.

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Iron Heart: Unlike other ironborn, you have only the slightest shred of an organic component. You were built to serve as an obedient warrior or soldier. Your intellectual abilities were given only passing attention, but the magical processes that power you are too strong to keep your personality and mind dormant. You have phenomenal toughness and durability thanks to your manufactured nature.

Machine Body (Primary Ability): You are immune to poison and do not need air to breathe, allowing you to survive indefinitely underwater.

Your natural armor bonus increases to +2.

Machine Mind (Secondary Ability): You are immune to all mindaffecting effects, since your mechanical mind is simply too alien for such spells and magical attacks to affect it.

Jungle Design: Engineered for the tropics, you wander the dense rain forests and jungles with the same ease that civilized folk stroll down a street.

Endure Enviroment (Primary Ability): You gain a +2 bonus to Survival checks and may use that skill untrained in jungle and rain forest terrain. Heat and humidity have little effect on you. You gain a +2 bonus to Fortitude saves made to resist high temperature conditions.

Emerald Engineering (Secondary Ability): You may choose one of the following trait abilities:

Ape's Agility: While climbing, you can fight without penalty or retain the benefits of a shield you carry. You are built to fight and defend yourself while climbing aloft, both upon nature and constructed precipices.

Emerald Sentinel: If you have time to prepare an ambush site, you can create camouflage and arrange the area to better hide your companions. If you spend 10 minutes preparing an ally, he uses your Stealth bonus until he moves. *Friend of Snake and Spider:* You gain a +2 bonus on all saves against diseases. Many creatures here have venomous bites, and you were built with a stronger than normal resistance to them.

Legacy: You were created to be the heir to the last of a noble line. Few accept your status to a natural bloodline and much of your inheritance was used in your creation. Despite this setback, you still enjoy many of the advantages of your station.

Birthright (Primary Ability): You gain a +2 bonus on all Diplomacy checks when dealing with nobles and officials. Your bearing shines through in formal circumstances. You also start with double the normal amount of gold to purchase equipment.

Bequest (Secondary Ability): select one of the following trait abilities:

Title: You bear an official title in a nation or domain chosen by the DM. While in this land, you can access the upper levels of the nobility or government. You might not gain an audience with the king, but you can speak with an official or minor noble, if you wish.

Knowledgeable: You were endowed with lore on a wide range of topics. You gain 1 bonus skill ranks at 1st level and 1 bonus rank at each subsequent level. These ranks are in addition to the normal ranks you gain. Add them to your total ranks after accounting for your Intelligence bonus or penalty, not before.

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Mountain Design: You were engineered for the towering mountains. Traversing the steep slopes, jagged cliffs, and perilous trails of the peaks seems no more daunting to you than a simple walk through a cleared green field.

Treacherous Terrain (Primary Ability): You gain a +2 bonus to all Survival checks made in the mountains. In addition, you are steady on your feet from long hours spent walking along narrow paths. You gain a +2 bonus to your Combat Maneuver Defense.

Stone Built (Secondary Ability): You may select one of the following trait abilities as well:

Mountaineer's Luck: If you should fall from any height, you immediately may make a Reflex save (DC 10) to grab hold of a ledge or similar outcropping (assuming such is available).

Success means you stop falling and suffer no damage. You dangle in the air and lose your Dexterity bonus and Dodge bonuses to armor class until your next action.

Rock Hurler: You can throw rocks with unerring accuracy. You are proficient with them and treat them as thrown, two-handed, simple weapons with a 10-foot range increment. The stones inflict damage based on their size. Your DM judges the stone's size by comparing it to other weapons. Normally, a Medium stone is large enough that a human must hoist it in two hands.

Picking up a stone to throw it is a move action.

Stone Size	Thrown Stone Damage
Tiny	1d2
Small	1d4
Medium	1d6
Large	2d6
Huge	3d6
Gargantuan	4d6
Colossal	6d6

Tough as Iron Ore: Your design had the goal of achieving the vitality required by mountain life.

You gain +3 hit points at 1st level and +1 hit point at each subsequent level.

Omenbuilt: Strange happenings marked the day of your creation. Perhaps there was a comet in the sky or a volcano erupted. Perhaps the oil caught flame spontaneously as you were brought to life, or maybe every waterclock in town stopped as you came into the world. Whatever its form, a portent hung over the hour of your creation, and you will forever be under this sign: you have been marked for some special fate.

Token of Destiny (Primary Ability): Whether it is fate or some other agency, something has taken an interest in you. Whenever you roll a "1" on an attack roll or saving throw, you gain an Omen token. Any time you are about to make an attack roll or saving throw, you can choose to spend Omen tokens on the roll. Each token grants you a +1 bonus for that roll only; you must announce how many tokens you are spending before you make the roll.

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You can spend as many tokens as you wish on a single roll, up to the number currently in your pool. Omen tokens do not expire; they are lost only when they are used. However, you can only have a maximum number of Omen tokens at any one time equal to 10 + your character level.

Mark of Destiny (Secondary Ability): Select one of the following trait abilities:

Mark of Despair: Other creatures are unnerved by you, though they are not always sure why. You may spend Omen tokens on Intimidate skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

Mark of Glory: Other creatures instinctively warm to you, believing you capable of great things. You may spend Omen tokens on Diplomacy skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

Mark of Sacrifice: Other creatures find themselves willing to give you the things you need or want, even if it costs them a little to do so. You may spend Omen tokens on Bluff skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

Property: You were created to serve as a slave. You are the legal property of another person, but either you have escaped or through some other method you have won your freedom and must now make your own way in the world.

Toil (Primary Ability): You were designed to cope with hardship and privation. You gain Endurance as a bonus feat.

Servitude (Secondary Ability): Select one of the following trait abilities:

Escapee: You escaped from slavery, a difficult process that taught you several new tricks along the way. You gain a +2 bonus to all Escape Artist, Open Lock, and Disguise checks.

House Slave: You worked in the home of a wealthy noble or merchant, possibly performing menial tasks or tutoring your owner's children. Due to the unassuming manner you developed as a result, you are often overlooked and know more than you should about what is going on. You gain a +2 bonus to Stealth and Perception checks.

Indentured Entertainer: You have been built to excel at the performing arts to ensure that you can please your owner.

You gain 4 ranks in Perform at 1st level (choose a specialization for this skill as normal) and 1 bonus rank in it at each subsequent character level. You can purchase other specializations of Perform at the normal cost.

Secondbuilt: You were created by Firstbuilt or The First Virtuoso. You were very well-educated, built to be a leader, not a follower. Though the ironborn do not yet wield great political power your day will come.

Noble (Primary Ability): You were imparted with a great deal of intellect and personality. Choose any one Intelligence- or Charisma-based skill. You gain a +4 insight bonus to checks with this skill.

Building a Dynasty (Secondary Ability): Select one of the following trait abilities:

Demagoque: You were designed for political machinations giving you an edge in such matters. You gain a +4 insight bonus to Diplomancy checks.

Dilettante: You were created to make the allies of the ironborn comfortable, however something went wrong and you went on to lead a life of ease and leisure, leaning on The First Virtuoso's wealth and good name while you dedicated your life to pleasure. The design of your organic parts so that it can handle many intoxicants gives you a +3 bonus on saving throws against disease, while your privileged background means you begin with double the normal amount of gold to purchase equipment.

Tyrant: You were created to lead the ironborn to heights of undreamt of glory, but something went wrong; you don't want to lead, you want to rule. You gain a +4 insight bonus to Intimidation checks.

Shadow Friend: Your mechanical form was crafted from the solid stuff of shadow contained within a metallic shell. You can command the shadow to seep from your body and cover an area, allowing you to conceal your approach or escape under cover of darkness.

Shadow Master (Primary Ability): You can bind and fold a thick veil of shadowy darkness that cloaks your presence and confuses your enemies.

You gain a +2 bonus on all Stealth checks. In addition, you gain a +4 bonus on Bluff checks made to create a diversion that allows you to hide. You create a sudden surge of shadows that allows you to divert your opponent's attention while you slip into the darkness.

Darkvision (Secondary Ability): Your close attunement to shadow allows you to see through even the deepest darkness. You gain darkvision with a range of 60 feet.



Shadow Friend Ironborn

Slayer: You were designed to use stealth and cunning to defeat your enemies. Many of the evil folk who have learned the secret of the ironborn prefer this set of abilities, because it produces an efficient, loyal assassin.

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Blood Seeker (Primary Ability): You can see and smell the blood that flows through your enemies, allowing you to make a deadly strike when their guard is relaxed. You gain a +2 bonus on melee attack rolls against opponents that you flank or that have lost their Dexterity bonus to Armor Class. You do not gain this bonus against foes that are immune to sneak attacks.

Weapon Spike (Secondary Ability): You have a short blade that can retract into your hand, leaving you armed and ready for combat at all times. This weapon is a dagger of the appropriate size. It cannot be disarmed, and a Perception check (DC 25) is required to notice it if you leave it sheathed. You ready it like any other weapon. This blade can receive magical abilities just like a normal dagger and be upgraded to masterwork status. If it is sundered, use the standard price for a dagger of its size and features to determine the repair time and cost.

Spellmaster: Your outer shell is augmented with a lattice of carefully worked metals enchanted with arcane energy. Lead, copper, silver, and other metals treated by an alchemical process turn your body into a magnet for magic. This lattice makes it easier for you to use and focus magic, allowing you to handle spells with greater precision. Ironborn created to serve as wizards and sorcerers commonly have this set of features, though many clerics built for combat also feature it.

Spell Precision (Primary Ability): When drawing magical energy and shaping it into a spell, you can direct it with greater precision than normal. You gain a +1 competence bonus on attack rolls with spells that require attack rolls of any kind, such as touch spells.

Spell Durability (Secondary Ability): The arcane lattice in your body absorbs and holds magical energy even when you are on the verge of losing it. Once per day, if you fail a Concentration check when attempting to cast a spell, you can opt to reabsorb the spell's energy into your body before you lose control of it. You do not lose the spell's slot and can attempt to cast it again later.

Trailblazer: Your chassis was designed to withstand the elements, allowing you to endure extreme temperature, heavy rains, and other hazards of the natural world. You survive on the water and nutrients available in the environment around you, allowing you to spend months in the wilds without supplies. Ironborn created to serve as druids and rangers are usually built with this ability package, as are scouts who spend months seeking out enemy units and pathways through difficult terrain.

Survivor (Primary Ability): You gain resistance to cold 2 and fire 2.

In addition, you no longer need to eat or drink.

Scion of Nature (Secondary Ability): Your mechanical body is laced with tiny plants and soil and rock blessed by a druid. These modifications grant you an innate affinity for the natural world. You gain a +2 bonus on all Handle Animal and Survival checks. You can feel the ebb and flow of natural energies, granting you an almost intuitive sense of nature.

Woodwalker: You were cast in a mold that would suit you to operating amongst the towering trees of the forest, where you cannot see the horizon. So much so that you often feel uncomfortable in a situation when you can see the horizon.

Wilderness Lore (Primary Ability): You gain a +4 insight bonus to all Survival checks in forested areas and may use Survival untrained in such regions.

Green Engineering (Secondary Ability): select one of the following trait abilities:

Ghost in the Green: Engineered for stealth in foliage you can step into a forested area and effectively disappear in the blink of an eye.

You can take 10 on Stealth checks in the forest at any time, even during combat or other stressful situations.

Tree Runner: You were engineered to travel via climbing trees as much as wandering the forest floor. You gain a +4 bonus on all Climb checks and retain your Dexterity and dodge bonuses while climbing.

Origin and Creator

All ironborn were built for a purpose and designed by another person, be it a wizard interested in copying someone else's work or an ironborn interested in spawning another member of its race.

All ironborn have an innate connection to their creators. They share their builder's alignment as a consequence of the magical rituals required to give them life. An ironborn must make a Will save (DC 10) to disobey any direct order it receives from its creator. The ironborn automatically succeeds at this save if the order would destroy it or is suicidal in nature. Otherwise, anything goes. An ironborn's creator can choose to forgo this control at any time, and once he does so, his hold over his creation is forever broken. Many ironborn who build descendants use their power over their children to help them learn of the world and adapt to it. At the coming-of-age ceremony, usually held two or three years after an ironborn's creation, its creator relinquishes this hold.

These stipulations serve to add some color and weight to an ironborn's background. The save Difficulty Class is low enough that high-level characters can ignore potentially harmful instructions most of the time. Since an ironborn shares its maker's alignment, it usually obeys reasonable orders without question.

An Ironborn's Burden

All ironborn have what they call a burden, which is the role or position they were created to fulfill. The magical process used to create them uses this overriding purpose

For DMs

Using this feature requires some care. It is all too easy to have an ironborn's creator show up and force it into undertaking an adventure or performing tasks like a pet or slave. This weakness should be used rarely-perhaps only once in an entire campaign, if at all. The player should decide if her PC's creator would abuse this power, since this feature serves as a roleplaying and plot device, not a mechanical balance to the ironborn's racial abilities.

to help give an ironborn's nascent personality the force and will it needs to achieve true life.

An ironborn must engage in activities relating to its class each day, whether it simply practices its skills or uses them to accomplish a task. For example, an ironborn fighter might have to engage in combat, whether a mock fight or a real one, each day. For each day an ironborn fails to exercise its abilities, it slowly becomes more irritable, angry, and prone to lashing out with its talents in order to use them. At the start of each new day, an ironborn must make a Will save with a DC equal to 10 + the number of consecutive days it has been unable to use its abilities. If it fails this save, at some point during the day the ironborn loses control and makes use of its abilities regardless of the situation. If it cannot do so for any reason, such as if the proper materials are not available or it is physically restrained from exercising its abilities, it lashes out at the nearest living creature, attacking by any means available for 2d6 rounds. At the end of this time, it returns to normal. If no foes are present, it vents its rage against inanimate objects. An ironborn that lashes out in this manner must still make another save the next day, since it has not vet fulfilled its burden.

This drawback is intended as a piece of background color to illustrate an ironborn's mechanical nature. All of these creatures were built for a purpose, and they pursue it with a focus that is at times maniacal. Most PC ironborn can easily get around this drawback, and it does not serve as a balance against the benefits of the ironborn's abilities. Instead, DMs can use it as a part of an adventure or as part of a story in the game. For example, an ironborn paladin might be thrown in jail by suspicious townsfolk. When the jailers stop him from praying each day, he may go berserk and make it that much harder for the other PCs to convince the mayor to release their friend.

Ironborn Details

The following information allows a player to fill out the final details of an ironborn character. It provides a range of heights, weights, and ages that can be used as examples or as a method to randomly generate such values. Note that ironborn tend to be only a few years old when they start their adventuring careers. Their masters build them, train them for a few months, and then either set them to their tasks or allow them to wander the land. Since ironborn are built rather than born, they are created with many of the basic skills and abilities that organic creatures need years to master.

Design Notes

Creating an ironborn is similar to gaining the service of a cohort through the Leadership feat. A loyal ironborn, with its close ties to its creator's ethos, fills almost the same role as a trusted follower. In order to produce an ironborn, you must take the Craft Ironborn feat, which draws on many of the rules that cover the use of the Leadership feat.

Ironborn Age

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Ironborn do not age physically, but as a naïve, young race they tend to look up to the elders among them with tremendous respect and admiration. The table below is meant to give you a sense of how ironborn view others of their kind in terms of age. As the campaign progresses, these values might change as the eldest ironborn survive through the years. As you can see, ironborn have existed for a time period shorter than the lifespan of an elf or dwarf.

Ironborn Age	Value
Starting Age	1d4+2
Middle Age	15
Old Age	30
Venerable	60
Maximum Age	-

Height and Weight

An ironborn's height and weight are determined by its size. Since these creatures can be built as Small, Medium, or Large creatures, there is tremendous overall variation in their height and girth.

Size	Height	Weight
Small	3 feet+2d6 inches	40+2d20 lbs
Medium	6 feet+2d10 inches	200+5d20 lbs
Large	8 feet+2d10 inches	400+4d100 lbs

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Creating Ironborn

Crafting an ironborn is a short and simple process. As part of the process, the creator must donate a small shard of his or her life force and personality to give the ironborn vitality. Because this investment of energy is taxing to the creator's psyche, a single individual can never create more than one ironborn. While ironborn can produce others of their kind, they too must obey this stricture. Even if an ironborn dies, its creator cannot build another one to take its place.

This deep connection between creator and created explains why an ironborn shares its creator's alignment.

Many spellcasters and warlords who wish to amass small groups of ironborn order their created minions to produce more of their kind. The expertise needed to make more ironborn takes time to develop, making this an inefficient way to build up an army. Ironborn may exist in small, elite units, but beyond that, the process is simply too slow to enable the building of entire legions.

Craft Ironborn (Item Creation)

You have learned the mystic secrets of creating an ironborn. When you have gathered the proper raw materials, you can craft a mechanical being that will serve you as a friend, comrade, and trusted ally.

Prerequisites: Craft (metalworking, blacksmithing, or similar skill) 10 ranks, caster level 1st or ironborn race.

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You must also have iron, powdered gems, and other raw materials totaling 1,000 gp in value along with a copy of the Codex Ferranium. It takes one week of work to produce an ironborn.

Benefit: You create an ironborn that has a character level as determined by the table below. Your construct score equals your character level + your Intelligence modifier. As you can see, this produces an ironborn of the same level as a cohort you would gain with the Leadership feat.

Your ironborn minion gains experience for participating in adventures as normal and gains levels at the standard rate. You create every aspect of the ironborn, from its ability scores and name to its personality and appearance. The ironborn you create never abandons you or betrays your trust, and it serves you to the best of its abilities. An ironborn can create an additional follower for itself, which you can command by proxy. Keep in mind that even ironborn need the minimum ranks in an appropriate Craft skill in order to create another of their kind, perhaps requiring an ironborn to gain several levels before it can create a new follower.

Constructed Sorcerous Bloodline

The power of animating lifeless objects resides in you. so much so that you have become a driven force unto yourself. This influence comes from the materials you were created from, possibly the remains of an extra-planar construct, or a time when your construction materials or your creator were exposed to a powerful animating force.

Class Skill: Knowledge (engineering).

Bonus Spells: animate rope (3rd), make whole (5th), tiny hut (7th), stone shape (9th), telekinesis (11th), animate object* (13th), statue (15th), polymorph any object (elementals only) (17th), wish (19th).

*This spell is considered a 6th level sorcerer spell.

Bonus Feats: Craft Construct, Craft Ironborn, Diehard, Endurance, Great Fortitude, Power Attack, Skill Focus (Knowledge [Engineering]), Toughness.

Bloodline Arcana: Some constructs are susceptible to your mind-affecting spells. Unintelligent constructs are not immune to your compulsion effects (including unintelligent golems).

Bloodline Powers: You can call upon the mysterious spark of magic that grants life to constructs. Unfortunately, the more you draw upon it, the greater risk of the power overwhelming you.

Arcane Bond (Su): At 1st level, you gain an arcane bond as a wizard equal to your sorcerer level. Your sorcerer levels stack with any wizard levels you possess when determining the powers of your familiar or bonded object. This ability does not allow you to have both a familiar and a bonded item. If you choose a familiar, it is automatically a clockwork familiar (created when you were, or when your creator was exposed to the animating force; see Clockwork Familiar Template below).

Object's Frame (Su): At 3rd level, your anatomy changes, giving you a 25% chance to ignore any critical hit or sneak attack scored against you. This chance increases to 50% at 13th level.

Golem's Gift (Sp): At 9th level, you gain spell resistance equal to your sorcerer level + 5. This increases to +10 at 15th level

Touch of Elan (Sp): At 15th level, when you cast animate object you double the duration of the spell automatically; you can also permanently animate the object without casting permanency, though it only requires half the normal cost of diamond dust that permanency requires.

Construct Body (Su): At 20th level, your body transforms into solid adamantine. You gain immunity to sneak attacks, critical hits, and gain damage reduction 20/-.

Ironborn Feats

The following feats are designed specifically for ironborn or with ironborn in mind. They draw on these characters' unique origins and artificial nature to grant them expanded abilities or disrupt their abilities.

Some of these feats are marked with the ironborn feat type, which indicates that only members of that race are eligible to select them. An ironborn can take one of these feats as a bonus feat gained from a class feature, such as from the fighter or wizard class. The class feature that grants the extra feat must be referred to as a "bonus feat" in the class' level progression table.

Otherwise, you cannot use this opportunity to select an ironborn feat. For example, the ranger gains combat styles that provide the equivalent of a feat, but that class feature is not specifically called a bonus feat.

Holy Icon (Ironborn)

You have a specially wrought holy symbol mounted on your chest, forehead, or some other part of your body. This icon allows you to channel divine energy with increased focus and power.

Prerequisite: Divine caster level 1st. (You must purchase a masterwork holy symbol if you take this feat after 1st level.)

Benefit: You may use your divine spells to augment your channeled energy. 1/day by spending a spell slot, you gain a bonus on your channel energy DC equal to half the level of the spell slot sacrificed; only one spell slot can be sacrificed this way.

Improved Natural Armor (Ironborn)

Your metal skin is thick and durable, allowing you to shrug off hits that otherwise would injure you.

Prerequisite: You must spend 100 gp on raw materials, including iron, bronze, and similar metals, to reinforce your chassis if you take this feat after 1st level.

Benefit: You increase your natural bonus to Armor Class by 1. You may take this feat only once.

Intricate Joints (Ironborn)

You can turn and rotate your torso and arms along several joint lines not normally found in humanoid creatures. This ability allows you to face attacks that come from several directions, making it impossible to flank you.

Prerequisites: Dexterity 15, Spring-Loaded Reflexes. (You must spend 400 gp on raw materials, including iron, bronze, and similar metals, to improve your chassis if you

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take this feat after 1st level.)

Benefit: You can no longer be flanked. This benefit denies a rogue the ability to sneak attack you by flanking, unless the attacker has at least four more rogue levels than vou have character levels.

Manipulate Construct (General)

Constructs are just another kind of magic item: with your skill you have learned to disrupt, immobilize or command them.

Prerequisites: Skill Focus (use magic device), Disable Device 5 ranks, Use Magic Device 5 ranks, Cha 13

Benefit: A number of times per day equal to your Charisma modifier, you can manipulate the commands that allow spellcasters to direct the actions of constructs. Use of this ability is a standard action that requires a successful touch attack against a construct, but does not provoke an attack of opportunity. The clockwork knave must make a successful use magic device check DC 15+ the caster level of the construct's creator (when this is unknown use the construct's Hit Dice). The construct then receives a Will save to negate (DC 10 + 1/2 your character level + your Charisma modifier). If the construct's master is currently within range to directly control the construct, then a successful opposed charisma check is required to use this ability.

-If you have at least 5 ranks in Use Magic Device, you can cause a construct to go berserk by disrupting its normal commands or thought patterns. The uncontrolled construct goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach. It will then move on to spread more destruction once the current target is laid low. The construct's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the construct, which requires a DC 19 Charisma check. An intelligent construct is granted a new Will save each round, just before your turn.

-If you have at least 7 ranks in Use Magic Device you can immobilize a construct for 1 round per character level, though if attacked it is instantly free of its immobilization. Intelligent constructs are granted a new Will save each round, just before your turn. Immobilized constructs are considered helpless.

-If you have at least 9 ranks in Use Magic Device, you have a degree of control over a construct creature. If the subject is intelligent, it perceives your words and actions favorably (treat its attitude as friendly). It will not attack you for 24 hours. You can give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. Retries are not allowed. An intelligent commanded construct never obevs suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

When you control an unintelligent construct, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Non-intelligent constructs won't obey suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens

the commanded construct (regardless of its Intelligence) breaks the effect.

Your commands are not telepathic, so the construct must be able to hear you.

Memory Bank (Ironborn)

Your mind can alter and shift its contents to suit your needs, drawing on the artificial nature of your consciousness to shape and mold it.

In essence, you can hold more memories than a living mind can normally process. By shifting and changing your mental focus, you can gain and lose access to portions of the abilities you have learned.

Prerequisite: Intelligence 13.

Benefit: When you take this feat, you gain a +2 competence bonus on checks involving a single class skill of your choice. Once per day you can select a different skill to gain this feat's benefit.

Sabotage Or Repair (General)

You can repair or sabotage magic items, constructs or ironborn.

Prerequisites: Manipulate Construct, Skill Focus (use magic device), Disable Device 9 ranks, Use Magic Device 9 ranks, Cha 13.

Benefit: You can repair a construct, magic item or ironborn as if the clockwork knave possessed the proper craft feat (material cost is the same), substituting their disable device skill for any required skill check.

Use of the sabotage ability renders the construct permanently inert, as if the creation check had failed, the item becomes non-magical and the ironborn is killed. To sabotage a subject you must make a successful disable device check (DC 25 + the caster level of the construct, ironborn or item's creator (when this is unknown use the creature's Hit Dice or the item's caster level)). Use of the sabotage ability requires 10 rounds (1 minute) of work and provokes attacks of opportunity.

Artifacts, constructs with fast healing, and ironborn with the Omenbuilt ability package are immune to the sabotage ability.

Special: It requires a successful Sense Motive check opposed by your Disable Device check for someone else to determine whether you are repairing or sabotaging a subiect.

Spell Runes (Ironborn)

You scribe the text of several spells onto your body, allowing you to study them without the use of a spellbook. In addition, you modify your body to better collect and focus the energies required for those spells.

Prerequisites: Arcane caster level 1st, ability to prepare spells. (You must spend 800 gp on raw materials, including iron, bronze, and similar metals, to alter your chassis if you take this feat after 1st level.)

Benefit: Select any three spells you can prepare and cast. Those spells are scribed on your body. You can prepare them even if you lose access to your spellbook. When you cast one of these spells, you gain either a +1 bonus to its save DC or a bonus on the spell's damage equal to your

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Intelligence modifier. You make this choice at the time of casting, and you can change the benefit from one casting to the next.

Spring-Loaded Reflexes (Ironborn)

Your joints have a set of heavy springs and flexible, hightension connections and lines. You react quickly to danger, allowing you to defend yourself even when an opponent has the drop on you.

Prerequisites: Dexterity 13, Dodge, Improved Initiative. (You must spend 100 gp on raw materials, including iron, bronze, and similar metals, to improve your chassis if you take this feat after 1st level.)

Benefit: You gain the uncanny dodge ability. You retain your Dexterity bonus to Armor Class even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to Armor Class if you are immobilized.

Weaponized Limb (Ironborn)

One of your arms has been replaced with a sword blade, axe, mace, or similar weapon. As an extension of your body, it is easier to wield than a standard weapon.

Prerequisite: You must purchase a masterwork weapon of the appropriate type for your arm if you take this feat after 1st level.

Benefit: Select a melee weapon that you can wield onehanded. This is the weapon installed on your arm. This masterwork weapon cannot be disarmed. Like any other masterwork weapon, you can enhance it with magical properties as normal.

When using this weapon, you gain a bonus on damage rolls equal to 1.5 times your Strength bonus, the same as if you wielded the weapon with two hands. Since the weapon is part of your body, you can put more weight behind it than normal, and you have superior leverage with it.

Special: You can take this feat only once. When you do so, you lose the ability to use the hand on your weaponized arm as a hand (see below).

You cannot use a double weapon with this feat. You otherwise gain the benefits of all feats and abilities relating to this weapon as normal.

Since you have only one hand after you take this feat, you suffer penalties in some situations. You take a -2 penalty on all grapple checks unless your weaponized arm has a light weapon. You take a -2 competence penalty on all Climb, Craft, and Disable Device checks. In addition, the DM can assess a -2 competence penalty in any situation when your lack of a hand is a drawback. Your remaining hand is considered your off hand, and you may suffer any relevant penalties for using it as normal.

Clockwork Familiar

The clockwork familiar whirs to life at the whim of its master. Made of various metals and granted a soul, this intelligent construct is designed to resemble a living creature in both form and function. A clockwork familiar serves as an intelligent aide, guardian, or even friend to its master.

A clockwork familiar's body is a complicated construc-

tion of gears, wires, chains, and struts, often covered with riveted metal plating to give it the form of the living creature it mimics. Magic and engineering give a clockwork familiar access to the powers of the creature it resembles, thus enabling its creator to effectively gain the aid of any being desired.

"Clockwork familiar" is a created template that can be added to any familiar (referred to hereafter as the base creature).

A clockwork familiar uses all the base creature's statistics and special abilities except as noted here.

Creating a Clockwork familiar

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Size and Type: The creature's type changes to construct with the augmented (magical beast) subtype. Do not recalculate base attack bonuses or saves. Size is unchanged. **Hit Dice:** Change all racial Hit Dice to d10s. The creature gains bonus hit points as a construct of its size category. Since it has no Constitution score, it does not gain bonus hit points based on high Constitution. NY Z Z C ION IN IS IN

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Special Qualities: The clockwork familiar retains all the special qualities of the base creature and gains those described here.

Hardness (Ex): A clockwork familiar has a hardness of 10. This quality functions like object hardness, even though a clockwork familiar is not an object.

Metal Body (Ex): Beneath its skin, a clockwork familiar is largely composed of metal. It counts as a ferrous creature for the purpose of rusting grasp and other spells that have special effects on metal.

Windup Key (Ex): A clockwork familiar must be wound up each day by placing a small key into a special orifice and turning it—an action that provokes attacks of opportunity. For each full round that the key is turned, the clockwork creature can be active for 4 hours (maximum 24 hours). In most cases, the creator either retains his construct's key or gives it to the clockwork familiar so that it can keep itself running. When the clockwork familiar runs down, it becomes immobile, helpless, and unconscious, and it remains so until wound up again. Anyone can wind up a clockwork familiar without the key by making a successful Disable Device check as a full-round action (DC based on the quality of lock the creator built into the clockwork familiar). This technique allows the clockwork familiar 4 hours of activity (maximum 24 hours) for each such successful check.

Abilities: As a construct, a clockwork familiar does not have a Constitution score.

Skills: Due to its innate understanding of its own being, a clockwork familiar gains a +5 racial bonus on Craft (armorsmithing), Craft (weaponsmithing), and Disable Device checks. It can use these skills as though trained, even if it has no ranks in them. However, the clockwork creature takes a -2 penalty on Stealth checks because its internal mechanisms constantly click and whir while it functions.

Environment: Same as master.

Organization: Pair (master and familiar). **Challenge Rating:** Same as the base creature. **Alignment:** Same as master.

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Minotaurs

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"There are many stories told of the birth of our father Astaurian, son of Jayros. In every land there is a different version of the tale. I, Jord Commander Merotes Halfhorn, will sing you the story of my people as we sing it. Many human scholars discount the veracity of this account but Jaurians know it to be true. It is the 'Song of the Sacrifice,' or as some modern bards call it, 'The Jaurian Jale.' It is a sacred song, one which must be sung with respect and those who do not will feel my wrath and the wrath of my sons. This do I swear by my good horn."

-Jord Commander Merotes Halfhorn, speaking to Qwilion of Questhaven

The Taurian Tale

In ages long past, when men were more virtuous and the gods walked among mortals, Asterion was a great prince, destined to rule in the lands of men. Blessed of Heaven and endowed with strength, he nevertheless fell into folly, for he became enamored of a beautiful maiden named Alleria. Their scandalous affair produced a daughter, Dynateia, a weak woman. Though Asterion took Alleria to be his wife, his sin brought hardship upon the land and Alleria was barren of sons.

Heeding the advice of his friend Doxar, and repentant of his folly Asterion humbled himself before Our Grandfather Ocean and sought counsel, offering many gifts and sacrifices as demonstrations of his penitence. Our god heard Asterion's cries and through signs and portents, he spoke to Rama, the Hagwitch. The curse would be lifted, and when Asterion took his throne, Alleria would have a son.

On the day of Asterion's crowning, Heaven sent the great Bull of Heaven, Tayros to challenge Asterion, allowing him to prove himself once more. The bull killed many, including Doxar, Asterion's castellan and closest friend, but following a mighty battle, Asterion subdued the bull, binding it with many strong chains. Rama declared that the bull should be sacrificed so that Asterion's marriage might be blessed, and Alleria might have a son. Yet Asterion discounted her council and placed Tayros in his fields with his cows, hoping the blood of the noble animal would

The Seed of Taur

Taurians, over the years have mated with humans, orcs, dwarves and giants alike. The Seed of Tayros is dominate, especially among males, and so long as a single parent is descended from Taur, their offspring will be taurian.

Concerning male offspring, approximately, 90% are born pure taurians, the rest are mereitaurs. In female children these numbers are reversed.

bless his own herds. In the place of Tayros, Asterion offered up a different bull.

The hagwitch was livid, and in the temple of Our Grandfather Ocean, she spat at the feet of the king and cursed his line. Despite her protests and curses, the old crone was glad, for she had secretly foresworn the gods and given herself over to the worship of Their Dark Lord of Fire.

Dynateia, weak woman that she was, saw what was done and was glad, for she harbored dreams of sitting on her father's throne. Conspiring with Rama, Dynateia devised a plan to destroy her father by disgracing her mother. Rama, using her dark arts, transformed the noble Bull of Heaven into the likeness of a man and Dynateia guided him into the chambers of the king. Asterion had been lured away by the servants of Rama and the queen was alone.

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None know for sure whether magic was involved in the seduction of Alleria. What is known is that Tayros was smitten by her beauty and she was beguiled by his noble form. Forsaking her marriage vows, betraving her husband, Alleria took Tayros to her bed. When Tayros left the queen in the morning, the hagwitch met her and whispered in her ear, "Thus is heaven avenged upon you. If you betray what you have done, the beast will visit you once more, taking the babe that even now begins to grow in your womb." Believing Rama, Alleria, in fear kept her peace and her babe grew within her.

Alleria could not forever hide her pregnancy from her husband, who was overjoyed at the news. Even greater was his joy when the oracles confirmed the child was indeed a boy. In the lands of men, celebrations were declared throughout the realm and they increased in fever as the prophesied day of the child's birth approached. In the distant lands where he now dwelt, the mighty Tayros had heard of the queen's condition, and in dreams he was gifted with the knowledge of his soon-to-be-born child. On the day of the child's birth, the entire kingdom was exultant waiting for the future prince Asterion Taurian to be brought before them.

The day came, but it was not to be a day of joy. Within the birthing chambers the midwives began to scream. Fearing for his son, the king and his guards burst into the chambers. Anguished, at what he saw, an infant with the face of a bull, Asterion snatched the babe from the midwife and took him to a nearby tub of water where he submerged the boy. He cursed Heaven, declaring he would offer the child as a sacrifice. Certain guards tried to stop him, but Dynateia, observing all, struck from behind so that her father might finish the deed. In her triumph she never saw the raging Tayros enter the room.

Tayros killed all in the chamber, save the queen. Her he allowed to live, for she was the mother of his child. All the rest perished at his hands. When the deed was done, Tayros collapsed in the middle of the room and cried to heaven. Thus it was that the hagwitch Rama found him and delivered her last true oracle. The child was cursed of Heaven and must die. If not the child, then another in his place. Tayros understood, for he had been brought into



the world to be a sacrifice for the gods and it was his life, and the sparing of it, which had begun the tragedy. In exchange for his life, the life of his child would be spared.

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Tayros offered the gods his blood and as he died, a messenger of Heaven came to carry both mother and child to a place of safety, removed from the machinations of Rama. Nevertheless, the old witch had one final message for the queen, "Know this Alleria! The line of Tayros is cursed and should his son or his son's sons have daughters, they shall bring ruin upon all their brethren." Fearful and bereaved the queen hid those words away in her heart.

Alleria named her son Astaurian, in memory of both his father and her husband. Today the seed of Tayros flourishes yet, and, in honor of our forefathers, we are called Taurians. Yet the words of Rama influence us still today, by tradition and by order of the Council of Fathers, we do not allow our daughters to live, but drown them as they are born.

Sons of Astaurian

We are Taurians. We are sons of Astaurian the son of Tayros. Delivered from the wrath of Asterion and rescued from the clutches of Rama by a messenger of the Heavens, Astaurian took a wife and settled in a fruitful land called the dark maze. There he had many sons, and his sons grew strong. When he died, he was entombed, with his faithful wife, and, around his tomb, his children and grandchildren began the construction of a great maze. That maze grew to become the Lightless Labyrinth, stretching hundreds of miles through caverns and caves. It is said that only a true son of Astaurian can find his way to the heart of the tangled catacombs, where the Council of Fathers gather around the tomb of our sire and consult with the gods themselves. Astaurholme, our great city, lies near to the tomb and few not of our blood have ever seen this wondrous place. Yet all taurians feel compelled to visit Astaurholme at least once in their lives that they might gaze upon the great horns of their father.

Our race is a proud race, mighty in battle, prone to anger. As sons of Astaurian, we value strength. We scorn weakness, both in others, and most especially in ourselves. Ours is a line borne of the divine seed of Tayros, the great bull who became a man. To be weak is to dishonor that heritage. We must have the strength of arms to defeat our enemies and we must have the strength of will to drown our daughters that our sons may survive. (Curse those too weak to do what is necessary.) A man is measured both by his own strength in battle and the strength of his sons. Moreover, to have many sons makes one stronger for two are better than one and a host of horns is not easily broken. The line of Taur grows stronger with each passing year as mighty sons continue to be born.

Strength, however, is not our sole value. As sons of Astaurian, we also value Cunning. The maze is the emblem of our people. To overcome an enemy with strength is good. To first weaken him through cunning stratagems is even better. My people have honor but honor does not preclude the proper use of our cunning, skill, and courage. We separate and kill the weaker of our enemies to inspire fear, we attack in the night where our vision gives us an edge, and we use our strength to crush those brave enough to stand against us. A disoriented enemy is a weak enemy and one who knows not how to reach your home for battle can never do your house harm. Wisdom has taught us that war has no rules. We seek to strike in a way and in a manner you neither expect nor can defend against. "The most gain for the least risk" is a favored saying amongst my people. There are many who serve as valiant warriors of Astaurholme, but only the most cunning can ever hope to truly lead. The wisest and cleverest of our warriors, if they prove themselves through their sons and their wise council are chosen to sit on the Council of Fathers so that they may direct and guide us according to the mandate of Heaven.

Finally, know this. As sons of Astaurian, we value honor and fidelity above all else. This may seem strange for a race borne of broken oaths, but we who are children of faithlessness strive to be faithful to our people, our families and our calling. We who are the product of weakness in others strive for strength in ourselves. We cannot forget the sacrifice of Tayros for his son and thus we likewise seek to offer ourselves for our families. A taurian would gladly die to protect his wives and sons. Though all the world hates us, Heaven has smiled upon us. We would sooner cut off our own horns than prove ourselves faithless to the memory of our fathers. That is not to say this is an easy calling for us. The rage burns fiercely in our horns and we must fight it daily. Many fail, the ultimate display of weakness. Yet if it was easy, it would not be of value. で たんじアフレシンビビル アスア ビビス かど ことんっ ドアル ち う



Son of Astaurian

<u>スメアウラススマ人之上 スマシホシウス ズン人 ツススマやマヒル</u>

And honor cannot be bought, not for any price.

We are Taurians, the sons of Astaurian. By the first horn we bow to none. By the second horn we will survive. And Heaven have mercy on any who seek to do us harm.

Physical Description

All know the stereotypical description of a Taurian. The bipedal body of a humanoid, and the horned head of blessed Tayros. This is the depiction of the purest of our race. Thus it has ever been and thus it will ever be, this despite the fact that we may rightfully claim to have mingled within us the seed of dwarves, orcs, humans and jutan.

The marks of Tayros are three: horn and hoof and tail. Not every child borne to us bears all three marks. Those with only one or two of the marks of Taur are called the mereitaur, or, in the common, "partly of Tayros." Mereitaur are typically smaller than their pure brethren and tend towards shorter, less bullish faces. Indeed, some might pass for human, orc or sometimes even dwarf. Pure Taurians, the true sons of Astaurian, bear all three marks in our bodies. Our feet are hooved, our horns are fierce and our tails are magnificent. True Taurians stand between six and seven feet tall, though the mightiest among us can grow to a height of up to 12 feet tall, with shoulders easily five feet wide. The horns of such warriors are massive and they strike fear into the hearts of lesser races.

Most of the males born to us are pure taurians, a sign of their strength. Some small percentage are mereitaur and many among our people drown these as they would a girl. Most of our girls have only a few of the marks of Tayros, a sign of their weakness and unworthiness.

Our skin is most often of a dark, ruddy tone and is frequently quite hairy, even in those places not covered with fur. Our fur and hair tends to be of a shade of brown, though black furs and red furs are not unknown. Some few are born with white fur and this is generally considered to be a sign of a Heavenly calling into the priesthood. Even small patches of white are considered as omens of good fortune. It is a common practice to dye one's fur, either for reasons of aesthitics or to mark one's place in society. Warriors favor black, or striped furs. Often those who dabble in the arcane will mark their fur with runes and such. There is no stigma attached to coloring one's fur, or for that matter, one's horns, except for one taboo. Fur is not to be dyed white and white fur is not to be marred.

Horns and hooves alike are sources of pride. Most taurians have wide hooves, able to well support our massive frames. Smaller hooves are regarded as a sign of weakness. Insulting the hooves of a taurian is a good way to stir up trouble. A worse offense, however, is insulting a taurian's horns. The horn is the ultimate symbol of strength. The larger the horns, the more powerful the man, as the saying goes. Comparisons of horn size is a valid measure of comparative worth among our warriors and more than one bloodfeud has been started by disagreements in this area. Uttering the insult "You have the horns and hooves of your sister" will result in death in the Lightless Labyrinth. Killing one who uses such foul language is considered an act of passion among the Taurians and seldom results in punishment. To lose one's horns in battle is a sign

of courage, and such afflicted warriors are highly honored. Far different is the loss of horns as a result punishment. Traitors and cowards are branded by having their horns cut off. Such villains are often fated for execution, but for those to be exiled, it is common to burn out the stumps to prevent swift regrowth.

Though we bear the face of Tayros, we are not herbivores. Indeed, though we can stomach grains, we much prefer the taste of meat. And what else shall we say? Our hearing is keen, our eyes are sharp, even in the dark, and our sense of smell is acute. In all things the seed of Tayros proves itself superior.

Society

Our homeland is the Lightless Labyrinth and the city Astaurholme is its heart. All taurians, wherever they roam, dream of the deep maze and the endless enigma. With each passing year the Labyrinth continues to grow, as our people claim new territory and erect new walls. And even as the Lightless Labyrinth expands, so too does it change with each passing year, for we are never content with what we have but are constant in the maintenance and improvements of our defenses. When the common surface dweller speaks of the Lightless Labyrinth, they describe it as a place of never ending series corridors, filled with deadly traps and puzzles. While it is that, it is much more. It contains within it our villages, our farms, our smithies, our gardens and our homes. Most who visit the Lightless Labyrinth explore just the outermost fringes of the maze. Few not of our race, excepting our slave-concubines and our wives, ever see any of the deep mysteries or have opportunity to experience the wonders we have wrought. Yet that is as it should be. The Labyrinth is more than just a cultural icon. It is that which keeps the world from our door, protecting our young and sheltering our wives. Even when taurians leave the Labyrinth, whether as exiles or as wanderers, we feel most comfortable in surroundings that call to mind our homeland and our families.

Within the Lightless Labyrinth, we are ruled by the Council of Fathers. As Astaurian had twenty six sons, so too are there twenty six upon the council. These are the strongest and most cunning of our race, the fathers of many strong sons and the chief of their generation. We choose a new Councilor only when one of those serving passes into Heaven. Once selected the office is for life. The Council of Fathers speaks with the mandate of Heaven and there are few taurians who will dare to gainsay their decisions. None do so and remain for long in the Lightless Labyrinth. Rebellion against the Council of Fathers is a crime punishable by either death or exile.

As a whole, we value our lives and the lives of our people over mere possessions. Those things dearest to us, strength, cunning, and honor: these things cannot be bought for mere gold. What good is gold in battle, or in the depths of the maze? Shall Heaven ask concerning your wealth? Better to have lived well, fought hard, deceived your enemies and sired many sons. Then you may stand proudly with your ancestors. Nevertheless, that is not to say we completely disdain the material. As a practical matter, we recognize the value other races place on gold.

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Nor do we tolerate being cheated, for to do so would be to display weakness.

With the ability to see well past the light of day, a taurian tends to work sixteen hour days. The taurian work ethic is unsurpassed. My people are great craftsmen, herders, and workers, though we lack affection for what you deem great art. We enjoy the simplicity of the straight line, the hard corner, and perfect curves. What we make, we make to last, but we do not create with the desires of others in mind. We create with intricacies, one geometric shape atop another Our music tends to the rhythmic over the melodic but we are not averse to the sound of the harp, though we write few pieces for it ourselves. Our cuisine tends towards earthy flavors and unseasoned meats. Water and the milk of the asaupi are our primary beverages, though seldom do we turn down a good ale. Indeed it is one of our chief exports as we cannot grow the proper grains in the deep. Aesthetically, as a race, we value clean, simple art, finding joy in straight lines and sharp angles. One final truth of our race is that the rage of Taur burns

strong in our horns. We are easily angered and slow to forgive. Among ourselves, we keep our rage in check by strict attention to our conduct. Some, upon first meeting us, think us passionless and aloof. This is a gross misunderstanding of our behavior. We must control our rage lest our rage control us. From our youth we are disciplined into such thinking and through meditation and ritual we keep our inner fires at peace.

Relationships with the Other Races

There are those of us who dwell outside the Labyrinth and the society of the Labyrinth and the reasons for this are many. Some are merchants and diplomats, representatives of our culture to the world. Some are criminals and exiles, who having rejected our laws, seek their own way. Some leave, torn by guilt over having killed their daughters; while still others smuggle their daughters out, fleeing to other lands as refugees. Still others are blasphemers who deny the will of Heaven and embrace the doctrines of Hell. These demon worshippers deny that Tayros was divine and they deny that it was a messenger of Heaven who saved Astaurian from the wrath of Rama. Cannibals, rapists, and worse, these abominable brutes do nothing but befoul the name of our noble race. Their destruction and damnation is assured. A number of Taurian clans have chosen to serve as guardians or as builders on the outside. The most noted is the line of Areskar Bleakwarrens who's most famous architecture includes the Hedgemaze of Graspingdeep, The Warworks, The Stoneweb of Olian, and The Deepwarren. The line of Alethaos Bittertrap serves as the personal bodyguard to dozens of lords, the most notable being the Last Warlord, and as minions of Carcea of the Ruins Perilous. The line of Huntseek is well known in the lands of men. Members of this line search among the human kingdoms for candidates to increase the size of our harem.

Above the lands of the Lightless Labyrinth stands the Hedgeweb of Clan Trickview. It is a sprawling pastoral kingdom, filled with mazes grown from crops and hedgerows, in which this powerful clan grazes its herds of sheep. There are many secret entrances into the Lightless Labyrinth from this land, but the Nomadic Clan Trickview patrols these lands well and often. This land is also ruled by one clan and it often runs afoul of The Council of Fathers. If ever there will be a civil war amongst the taurians, it will be led by this more tolerant clan against the paranoid council.

Much goes into choosing a pledge-wife. First, a taurian's mother chooses a suitable girl. She is often guided by the counsel of the Holy-Warriors or other clergy based on her child's horn patterns and the patterns of his fur. If there is a suitable pledge-wife in the harem, the male will be brought in to win her heart. If there is no suitable woman, a contract is placed with the Huntseekers for a suitable girl (there have been many accusations of kidnapping). Life in the harem is a gilded life of luxury but pales in comparison to the life of a pledge-wife. The male warrior ensures that his mate is well cared for and well protected. A Taurian will not take a bride by force and a pledge-wife must truly love her husband.

Though we expand the borders of the Lightless Labyrinth every year, we do so only in response to our growing numbers. Our drive is not one of military conquest. If we do partake in raids against other races, it is solely for the purpose of taking women. Even then, we are only interested in young maidens of child-bearing age. We do not break apart families, nor do we loot and pillage like common barbarians. Indeed, even when we take concubineslaves, we treat them well. Those who bear us children are well rewarded and well cared for. Many, not understanding our purpose, label us as rapists and slavers, but such lies will not stand before the truth. And indeed, we have often agreed to leave villages and tribes alone if they will but pay us a tribute every year of women. How they themselves obtain their tribute is of little concern to us.

We have a similar purchase, I must confess, in our mercantile activities. Though we do more trade with the other races with each passing year, it is largely because we have found it easier to buy women than it is to take them by force. That is not to say that concubine-slaves are our only import. I believe I have already mentioned our fondness for ale, and though our artisans are good, the world is full of ideas and we are always looking for better mechanisms to incorporate into the Eternal Maze.

Still, when all is said and done, we do not shirk from battle. Our youths, especially those who are yet unwed, welcome the chance to join in with raids, for blooded warriors get the first pick of any maidens taken. Likewise, as we expand the Labyrinth, there are those who seek to stop us and on several fronts we often face aggression from those who would thwart the will of Heaven. Upon occasion, warriors from other races seek to penetrate the Labyrinth and those who do not drown in flooded passages or perish in the pits are welcomed with sharp axes gripped in sturdy hands.

There is a group with which we war, whenever we encounter them, fighting without quarter to destroy them. As is often the case, our anger is fiercest towards our own brethren. Those taurians who have turned from Heaven to

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the worship of demons, spreading their lies and blackening the name of our noble sire; for such we have nothing but contempt. Such taurians do indeed rape and pillage wantonly. They neither marry nor give in marriage but plant their seed where they can, with no general regard for the offspring they produce. These great, blasphemous traitors sometimes assemble in great numbers. They keep orcs and goblins as slaves and serve in evil armies. Sadly, many mistake our two cultures and we often find ourselves blamed for their misdeeds.

Alignment and Religion

My people have a strong sense of tradition and honor but place little to no value on moral question beyond these traditions, as a race they are usually Lawful Evil (PCs can be of any alignment).

We worship the same gods as the other races, offering up praise and sacrifice as is proper. Our worship is made all the more devout by our knowledge of our place in the will of Heaven. We are the sons of Astaurion and we are the chosen of Heaven. Tayros was sent into the world to test it. If he had been offered up as a sacrifice, as was intended, all would have been well. But he was not offered and thus it was ordained that his seed should, in time, have dominion.

We venerate all the pantheon of Heaven as one, knowing their unified will towards us. At times, this priest, or that priest, will choose a specific aspect of Heaven's will, stressing one doctrine over another. Our Grandfather Ocean is favored due to his involvement in our creation. Other popular choices are the ethos of wisdom, war, strength, and family. Often priests will build a shrine within the depths of the Lightless Labyrinth, though seldom far from a village or city, so that their followers may make a pilgrimage to it for worship and prayer.

We also worship Tayros, who we believe was taken back into Heaven after his death. Nor is our faith in this without evidence, for those priests who call upon his name have their prayers answered. His dominions are Strength, Earth, and the Fertile Family.

There is a strong druidic element to our faith and we venerate the earth and fire as servants of Heaven. Fire is the wrath of Heaven and Earth is the embrace of Heaven. Unlike other races, we seldom differentiate between those priests who tend to the more naturalistic elements of the faith and those who tend to the more spiritualistic elements. Heaven's will is manifested in many ways and we are all servants playing different roles.

Languages

Our stories say that Astaurian's wife was a jotun, a giantess. Astaurian himself, it is assumed, used the common tongue of men. Thus it perhaps natural that our own tongue is clearly a combination of the two languages. Most taurians can speak our own tongue fluently, as well as the common tongue and the giant tongue. Indeed, we have something of a gift with tongues and, when we put our minds to it, can learn most any language with ease.

Though we rely on oral traditions more than written re-

cords, we are not necessarily an illiterate people. We long ago took the dwarven alphabet and perfected it for our own use. Not all of us can read and write, naturally, but neither is the skill alien to us.

Taurian Adventurers

As Taurians grow older, we most often become rather settled, comfortable where we are at and set in our ways. Not so our young bulls. They are filled with a need to prove themselves, claim their mates and sire children. Prowess in battle is a sure way to rise in the esteem of their peers and a comely lass is more likely to choose one whose courage and cunning have been tested.

For this reason, young taurians often venture to the edges of the Labyrinth and beyond, seeking adventure and battle. It is not unknown for a warrior, just come of age, to take leave of his father and journey to the sunlit lands. There they learn of the world and of the truth of our teachings. Some of our greatest leaders and warriors have made such journeys. Indeed I myself in my youth, for a time did wander amid strange lands and strange people, far from the chambers of my birth.

That is not to say that all opportunity for battle is found far from the Labyrinth. Indeed, as we claim new tunnels



Jaurian Warrior

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and chambers, it is necessary first for our warriors to explore, map and conquer. Every year, as the borders of our domain expands, we discover new adversaries and new challenges.

Names

Our children are named by their fathers, who often, but not always, name their offspring after a great taurian hero of old. Sometimes the firstborn will be named after the father himself, with the prefix "As," or "Ast," being affixed to the front of the name to signify the lineage. Likwise, any child can adopt the name of his father as a surname or secondary name and we frequently do so, as a sign of respect to the abilities and accomplishments of our fathers. Thus my father was Graum. He named his oldest son Astgraum. Though I am his second son, I proudly announce myself Mertos Astgraum Halfhorn of the line of Stonecall and the Bleakwarren clan.

Astaurian had twenty-six sons and we trace our lineage to one of these sons, through our fathers. There are those among us who do not know their lineage, but one may only serve on the Council of Fathers if the line is known and proven. Each seat on the Council must be filled by a Father of the appropriate lineage so all the lines have a full say in our laws. It has happened upon occasion that no father can be found and the seat stays empty until a suitable candidate arises. Here are the names of thirteen of the sons of Astaurian: Dalos Whitestar, Xitros Stonecall, Graum Ironhoof, Jeror Darkhair, Ameron Goldring, Kopapros Longtail, Cirios Axbane, Tedeum Mazewright, Oksatros Redhorn, Tarlaum *Jutanson, Goros Steelear, Portaum Pitseeker, and Prazar Bittertrap.

Common male names also include Byblarmos, Darros, Darmaum, Farsion, Gyromos, Rhonelaum, Vymnion, and Zyrlos

Jaurian Characters

Taurian characters can be either pure taurians or mereitaurs. Most female taurians are mereitaurs. Female taurians are generally hated by their race and will be attacked on sight, especially within the realm of the Lightless Labyrinth.

Pure Taurian Racial Traits

Pure taurians have horns, wide hooves and a long, bovine tail. They share "the face of divine Tayros," meaning their head resembles that of a bull.

+2 Strength, +2 Constitution, +2 Wisdom, -2 Dexterity, -2 Charisma: Taurians are typically big and strong, with an innate cunning. Their size often makes them slightly slow and ungainly. Emotionally, they tend towards either a reserved aloofness or a hot temper.

Medium: Taurians are Medium creatures and have no bonus or penalty due to their size.

Normal Speed: Taurians have a base speed of 30 feet. Darkvision: Taurians can see up to 60 feet in the dark. Direction Sense: Taurians always know which way is north.

Keen Senses: Taurians receive a +2 racial bonus on perception skill checks

Intimidating: Taurians receive a +2 racial bonus on Intimidate skills due to their size and fearsome nature.

Taurian Immunities: Taurians are immune to magical confusion, including daze and the maze spell.

Horn Attack: Taurians have a natural gore attack which deals 1d4 points of damage. If the taurian is wielding a weapon, this is considered a secondary attack.

Weapon Familiarity: Taurians are proficient with battle-axes and great-axes. They treat any weapons with the word "taurian," in their name as martial weapons.

Languages: Taurians begin play speaking taurian, giant and common. Taurians with high intelligence scores can choose any language they want, except secret languages (such as druidic).

Mereitaur Racial Traits

Mereitaurs have only one or two of the marks of Taur: horns, hooves and tail. Each mereitaur is different in their exact form. Facially, while about half of all mereitaur's share the "face of Taur," their bullish features are often less pronounced and some could almost pass for human.

+2 Constitution, +2 Wisdom, -2 Charisma: Mereitaurs are often less bulky than their pure taurian brethren. They are still physically tough and possess their races innate cunning, and stereotypical attitudes.

Medium: Mereitaurs are Medium creatures and have no bonus or penalty due to their size.

Normal Speed: Mereitaurs have a base speed of 30 feet.

Darkvision: Mereitaurs can see up to 60 feet in the dark.

Direction Sense: Meritaurs always know which way is north.

Methodical: Mereitaurs receive a +2 racial bonus to Craft and Profession skill checks. They receive a +2 racial bonus to knowledge skill checks which represent at least an hour spent in researching through books.

Taurian heritage: Mereitaurs may choose two of the following traits: A natural gore attack which deals 1d4 points of damage and counts as a secondary attack, +5 feet to their base speed, or +2 to perception skill checks.

Taurian Immunities: Mereitaurs are immune to magical confusion, including daze and the maze spell.

Weapon Familiarity: Mereitaurs are proficient with battle-axes and great-axes. They treat any weapons with the word "taurian," in their name as martial weapons.

Languages: Mereitaurs begin play speaking taurian, giant and common. Taurians with high intelligence scores can choose any language they want, except secret languages (such as druidic).

Alternate Racial Traits

These alternate racial traits follow the rules presented in the Pathfinder® Roleplaying Game: Advanced Player's Guide.

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At home in the Wild (Taurian and Mereitaur): Some Taurians interact better with nature than they do with other people. Taurians who receive a +2 racial bonus to Perception may exchange this for a +2 racial bonus to Survival.

Bestial (Taurian and Mereitaur): Some taurians, especially those from more savage tribes, are especially bestial. These taurians add an additional +2 to their initial Strength score in exchange for -2 to Intelligence.

Designer's note:

This option is provided to better enable GMs to mirror the minotaur monster in the bestiary, with little work. Players should ask their GM before assuming they can use it for their taurian PC.]

Divine Life (Taurian and Mereitaur): Some Taurians possess an inner spiritual strength and a strong connection to the positive energy of life. These taurians receive a +2 on all saving throws made against necromantic spells. This ability replaces Taurian Immunities.

Dwarven Heritage (Taurian and Mereitaur): Some families of taurians emphasize their dwarvish heritage when it comes to weapon training. Instead of treating "taurian" weapons as martial weapons, such taurians treat any weapon with the word "dwarven" in its name as a martial weapon.

Orc Heritage (Taurian and Mereitaur): Some families of taurians emphasize their orchish heritage when it comes to weapon training. Instead of treating "taurian" weapons as martial weapons, such taurians treat any weapon with the word "orc" in its name as a martial weapon.

Quickfooted (Mereitaur): Some mereitaurs are extremely agile. Their base speed is 40 feet and they have a +4 to any acrobatic skill check when jumping or leaping. This trait replaces Taurian heritage.

Surefooted (Taurian): Perhaps due to their dwarvish blood, some taurians, when standing still, receive a +2 racial bonus to CMD against trips and bull rush attempts. Such taurians have a base speed of 25 feet.

Age, Height and Weight

Taurians live to be much older than humans, though they are not nearly as long lived as some other races. Players may pick any starting age for their characters or they can use the following table. Taurians suffer the effects of aging as normal.

Taurians are naturally larger and stockier than humans and those who follow the rog-kalem class long enough become giants, standing as tall as twelve feet. The following table provides a random starting height for taurians. All taurians continue to grow until they reach middle age, adding approximately half an inch in height a year and 10-20 pounds to their weight. Rog-kalems grow much faster, adding, on average, 4-6 inches per level of the rog-kalem class and between 90 and 200 pounds of weight, most of it muscle and bone.

Jaurian Random Starting Ages					
Adulthood	Brb, Brd, Clr	Rog-kalem, Ftr, Drd	Rog, Pal, Mnk, Sor, Rgr, Wiz		
18	+1d4	+2d4	+4d4		
Jaurian Age Jable					
Middle Aged	Old	Venerable	Maximum Age		
60 years	90 years	120 years	120+4d20 years		

Taurian Initial Height and Weight Table					
Race, Gender	Base Ht	Base Wt	Ht Modi- fier	Wt Mul- tiplier	
Taurian, Male	5 ft. 8 inches	180 lbs	2d10	x10	
Taurian, Female	5 ft. 3 inches	150 lbs	2d10	x7	
Mereitaur, Male	5 ft. 3 inches	150 lbs	2d10	x7	
Mereitaur, Female	4 ft 10 inches	110 lbs	2d10	x5	

Jaurian Adventurers

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Taurians seek to prove their strength in battle and their cunning in overcoming challenges. Moreover, taurians, as a whole, are given to inner rages and adventuring and constant mayhem gives this rage an acceptable outlet. Most male taurians are seeking to impress future mates. Though they have a reputation for being mindless brutes, they understand they can't get married if they are dead and that sound tactics are as important to victory as a sharp ax. Most female taurians have no place in the world, being rejected by their own people, and they adventure to find their place in the world. アベルコレレシンといってアバアンとん、シンスとんしてマレイ

Alchemist: Taurians respect mechanical and chemical know-how alike, and while alchemists are not common among taurians, those that do exists are considered to be valuable members of society and are expected to contribute to the defense of communities.

Barbarian: All taurians possess an inner rage and barbarians are common among the warriors of the labyrinth, especially in the smaller thorpes and hamlets near the borders of the endless maze.

Bard: Taurians have a rich heritage of oral traditions and though bards are not necessarily common, those that follow such a calling are highly esteemed. Adventuring taurian bards are normally seeking to enrich their knowledge of the world.

Cavalier: There are almost no taurian cavaliers. Those few who do exist are almost all from families who have migrated to human lands.

Cleric: Culturally, clerics are highly respected as servants of Heaven and can expect to be housed and fed in any taurian community. Most clerics serve a single region or community, but sometimes one will seek adventure to

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Minotaur Outcast Slaver

prove themselves as divine warriors and worthy mates.

Druid: Taurians make little or no distinction between druids and clerics, treating both as servants of Heaven. Taurian druids tend to be of the elemental traditions, focusing on earth and fire magics.

Fighter: Taurians excel as fighters and those who give themselves over to the necessary discipline make fear-some opponents.

Inquisitor: Most taurian inquisitors are natives of Astaurholme, the great city of the Lightless Labyrinth. From Astaurholme, they travel forth to enforce the will of the Council and the will of Heaven. Sometimes their vocation takes them to the sunlit world chasing a bounty or seeking to punish a heretic.

Monk: Taurians do not have many monastic schools of their own: within the whole of the Lightless Labyrinth there is only one (The Red Horn Monastery) and it does not accept many students. Upon occasion this monastery will send some of its students out into the world, either on a quest, or to obtain knowledge.

Oracle: Taurians make little distinction between the oracle and the cleric in their communities. There are a number of oracles in the Lightless Labyrinth, and almost every village supports at least one with food and gifts. Taurian oracles who adventure normally do so in response to some vision or calling.

Paladin: There are few paladins among the taurian people, but those taurians who follow the will of Heaven regard these divinely led warriors quite highly. Much honor is given to paladins, however much is expected of them as well. Most taurians expect paladins to protect them for little or no pay, making any sacrifice necessary for the good of the race.

Ranger: Rangers are quite common among those warriors who help spread the borders of the Lightless Labyrinth. Combining skillful stealth with cunning strength, taurian rangers epitomize the taurian ideal of martial valor.

Rogue: While rogues are not as common as fighters, barbarians and rangers, there are a number of taurians, especially mereitaurs, who enjoy testing their wits against the traps of others. Taurian rogues often adventure to discover new traps so that when they return home, they can more effectively trap their own corridors and mazes.

Sorcerer: There are many more sorcerers than wizards in the taurian race. Taurians view sorcerers as divine servants, and part of the priestly caste.

Summoner: There are not many taurian summoners, as relying on the strength of another runs counter to the taurian mentality.

Witch: While witches are more common among the taurians who live outside the Lightless Labyrinth, there are few of them within the Endless Maze itself.

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Wizard: There are few wizards in the Lightless Labyrinth. Taurians with a penchant for wizardry are generally forced to seek for teachers outside their own culture.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, taurians have the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all taurians who have the listed favored class, and the bonus applies each time you select the listed favored class reward. Any fractional bonuses need to be taken multiple times to have an effect.

Barbarian: Add 1 to the taurian's total number of rage rounds each day.

Barbarian: Add 1 to the barbarian's base speed. In combat this has no effect until this option has been chosen five times.

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Bard: Add +1.5 to any Performance (Oratory) skill check made when performing in front of Taurians (Maximum +15). A half bonus has no effect until taken twice.

Bard: Add +1.5 to any Performance (Percussion) skill check made when performing in front of Taurians A half bonus has no effect until taken twice. (Maximum +15)

Druid: Gain energy resistance 1 (maximum 10) to either fire or acid.

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

Inquisitor: Add +1.5 to intimidate skill checks made against taurians. A half bonus has no effect until taken twice.

Inquisitor: Add +1.5 to intimidate skill checks made against non-taurians. A half bonus has no effect until taken twice. (Maximum +15)

Paladin: Add +1/2 hp to the paladins lay on hands ability. This bonus has no effect on dice rolls until chosen twice.

Ranger: Choose one axe the taurian is proficient with. Add a +1/2 circumstance bonus on critical hit confirmation rolls with this weapon. This bonus has no effect on dice rolls unless it is chosen twice (Maximum +4 bonus).

Rogue: Add a +1/2 bonus on Disable Device and Perception skill checks. These bonuses have no effect on dice rolls until chosen twice.

Sorcerer: Add +1/2 to acid spell damage. This bonus has no effect on dice rolls until chosen twice.

Sorcerer: Add +1/2 to fire spell damage. This bonus has no effect on dice rolls until chosen twice.

Class Archetypes

These alternate class options follow the rules presented in the Pathfinder® Roleplaying Game: Advanced Player's Guide.

Barbarian (Horned Rager)

Many taurian barbarians follow the path of the horned rager, honing their natural rage and abilities. Mereitaurs may only follow this path if they have a natural gore attack. Taurian barbarians who adopt this archtype have the following class features:

Modified Fast Movement: The barbarian's base speed increases by 5 feet. This replaces the normal 10 feet increase but otherwise operates exactly the same.

Horn Damage: The barbarian's gore damage increases to 1d6.

Natural Armor Class: The barbarian has a natural AC equal to half her barbarian level. This natural armor stacks with natural AC modifiers from other sources. This replaces the uncanny dodge and improved uncanny dodge abilities.

Rage Powers: The following rage powers are available to taurian barbarians.

Horn Toss: When raging, the barbarian may attempt to toss any opponent his size or smaller whom he successfully strikes with his gore attack. Upon striking an opponent with his gore attack, the barbarian can attempt a free CMB manuever which does not provoke an attack of opportunity. If he succeeds he can toss an opponent 5 feet in any direction the barbarian chooses. Those so tossed must make a reflex save where the DC is equal to $10 + \frac{1}{2}$ HD + strength modifier or be knocked prone as they land. This power can be taken more than once. Each time it is taken the distance the barbarian can toss an opponent is increased by 5 feet. A barbarian who has taken this power twice can toss an opponent 10 feet, etc.

Improved Horn Damage: When raging, the barbarian's gore attacks damage increases by one step. This power can be taken more than once, and its effects stack. A barbarian who has taken this power twice would increase their gore damage by two steps, etc.

Monk (Disciple of the Red Horn)

There is only one school of monks within the Lightless Labyrinth. The focus of the discipline is on physical strength and the use of the Minotaur's natural gore attack. Mereitaurs are only allowed into the school if they possess horns. Taurian monks from this school have the following class features:

Weapon and Armor Proficiency: Disciples of the Red Horn are proficient with the hand-ax only, which they treat as a monk weapon for the purpose of flurry of blows.

Horn Proficiency: Disciples of the Red Horn treat their gore attack as a primary natural attack. The damage caused by the monk's gore attack is equal to the monk's unarmed damage.

Fearsome Bellow: Monks of the Red Horn learn to focus their energies vocally and loudly. As a full round action, they can make a challenging war-bellow, targeting a single opponent. The opponent must succeed at a Will save where the DC is equal to 10 + 1/2 the monk's HD + the monk's wisdom modifier or be shaken for 1d4 rounds. If the monk has ki points, for every 1 ki point he spends (maximum 2) he may increase the DC by +5. This ability replaces the bonus feat he would otherwise receive at 1st level.

Incredibly Tough (optional): Some followers of the Red Horn eschew quick reflexes for stalwart defenses. At 2nd level, these Disciples of the Red Horn can choose to gain a +4 class bonus to all Fortitude saves. This bonus increases to +8 at 9th level. This ability, if chosen, replaces the Evasion and Improved Evasion abilities.

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Critical Gore: At 10th level, the critical range of the monk's gore attack improves to 19-20, as if he had gained the Improved Critical feat. The critical range increases again at 14th level to 17-20. This ability replaces the bonus feats he would otherwise receive at 10th and 14th levels.

Sorcerer (Jaurian Bloodline)

The divine power of Tayros flows in the blood of every taurian, filling them with strength and cunning. In some taurians, this power manifests as sorcerous abilities. Any descendant of Astaurian may possess the taurian sorcerer's bloodline.

Class Skill: Knowledge (Dungeoneering) Bonus Spells: bless (3rd), bull's strength (5th),

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Bonus Feats: Combat Casting, Diehard, Endurance, Great Fortitude, Iron Will, Power Attack, Skill Focus (knowledge [dungeoneering]), Toughness

Bloodline Arcana: Whenever you cast a spell from the divination school of magic, you gain a dodge bonus to your AC equal to $1 + \frac{1}{4}$ your HD (minimum 1). This bonus lasts for a number of rounds equal to your charisma modifier.

Bloodline Powers: The divine power of Taur makes you stronger and more insightful. It toughens your body.

Strength of Taur: Beginning at 1st level, your Strength score increases as you gain in power. It increases by 1 at 1st level, and then by an additional 1 point at 5th, 10th, 15th, and 20th levels. Additionally, you may touch a target and temporarily increase their strength by an amount equal to the amount this power has increased your own strength. This is a sacred bonus to strength which lasts for 1 round. You may target yourself with this ability. You may use this ability a number of time per day equal to 3 + yourcharisma modifier.

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Hide of Taur: Beginning at 3rd level, your Natural Armor increases by +2. At 9th level your Natural Armor increases by an additional +2 and you gain Acid Resist 5. At 15th level your Natural Armor increases another +2 and you gain Fire Resist 5. At 20th level your resistance against Acid and Fire increase to 10 and your Natural Armor increases by another +2.

Senses of Taur: At 9th level you gain a +4 racial bonus on saves versus illusion spells and you gain the scent ability. Your racial bonus against illusions increases by another +2 at 15th level and your darkvision increases to 90 feet. At 20th level this bonus against illusions increases by another +2 and you can now see perfectly in any sort of darkness up to 60 feet.

Grace of Taur: at 15th level, your base speed increases by 10 feet and you gain a +4 racial bonus to CMD to resist bullrush and trip attacks. Once a day you may reroll a failed skill check when the action being attempted is based on a purely physical effort (acrobatic, climb, swim, etc.). At 20th level, you have another +10 to your base speed, your bonus to CMD increases by another +4 and you may now reroll twice a day.

Son of Taur: At 20th level you gain the outsider type and may cast commune once a week as a spell like ability.

Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race.

Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). Levels in racial paragon classes are always considered to be advancing in a favored class.

Rog-kalem (Scion of the Horn)

Rog-kalems are those taurians who allow the divine blood of Tayros to fill them with power and divine insight. As they focus on their natural talents, their body increases in size, their senses become keener, and their horns become ever more deadly.

A human (or elf, dwarf, etc.) cannot take levels in the

rog-kalem paragon class. It is a class reserved for the descendants of Astaurian. Mereitaurs may take the class so long as they possess horns. A rog-kalem can multiclass freely between standard character classes, prestige classes for which he or she qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing.

Role: Rog-kalem's are heavy hitters. They are most at home defending a labyrinth, but their strength and size makes them a good companion in any toe to toe battle. They do have some ability with traps, but they are better in building them than in disabling them.

Alignment: Anv Hit Die: d10

Class Skills:

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The rog-kalem's class skills are Climb, Craft, Disable Device, Intimidate, Knowledge (dungeoneering), Perception, Profession and Survival.

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Skill Ranks per Level: 2 + Int modifier

Class Features:

Weapon and Armor Proficiency: Rog-kalems are proficient with all simple and martial weapons and with all light armors. They are also proficient with their natural gore attack.

Gore (Ex): At 1st level, the rog-kalem's natural gore attack is considered a primary attack which receives a full strength bonus. As the rog-kalem increases in level, the damage done by the gore attack increases as well. If the rog-kalem's has an improvement to their horns from another class, go with the best damage, the damage increases do not stack.

Powerful Charge (Ex): At 1st level, the Rog-kalem gains the Powerful Charge special ability with his gore attack. When using the gore attack during a charge, the rogkalem does double damage on a successful charge. Apply the strength bonus, if any, before

doubling for a critical (or tripling after 6th level). Criticals double this damage yet again. Example: A 1st level rog-kalem with a 16th strength would normally do 1d4+3 points of damage with his gore attack. If this same rogkalem used his gore during a charge, he would do 2d4+6 points of damage. A critical would do 4d4+12 points of damage.

Ability Increase (Ex): At 2nd level, the rog-kalem's strength increases by 1. The rog-kalem's strength increases again at the 6th, 10th, 14th, and 18th levels. The rogkalem's constitution increases by 1 at 3rd level and again at the 7th, 11th, 15th and 19th levels.

Toughness (Ex): At 3rd level, the rog-kalem receives the toughness feat as a bonus class feat. If the rog-kalem already possesses this feat, he may take either diehard or great fortitude instead.

Natural Hunter (Ex): At 4th level, the rog-kalem receives a +3 class bonus to any survival skill checks. This bonus increases to +6 at 13th level. At 13th level the rogkalem is considered to have the scent ability.

Large Size (Ex): At 5th level, the rog-kalem increases from medium to large size, receiving all the benefits and

penalties associated with being large (-1 AC, Attack, +1 CMB, CMD). His space increases to 10 feet and his reach increases to 10 feet as well. This is a natural increase in size and equipment, weapons and armor do not change in size with the rog-kalem. The rog-kalem's ability scores do not change as a result of this growth

Deadly Horns (Ex): As the rog-kalem increases in level, his horns become harder, longer and sharper. At 6th level, the critical multiplier of the rog-kalem's horns increases to x3. At 11th level, the rog-kalem has a +3 class bonus to critical confirmation rolls. At 16th level this bonus increases to +6 and the horns receive a 1 1/2 x strength bonus modifier to damage.

Evasion (Ex): At 7th level, the rog-kalem gains evasion. If a successful reflex save would reduce the damage of an effect by half, the rog-kalem instead takes no damage. A helpless rog-kalem does not receive the benefits of evasion

Fast Movement (Ex): At 8th level the rog-kalem's base speed increases by 10 feet.

Natural Trapper (Ex): At 8th level, the rog-kalem recieves a +3 class bonus on any craft (traps) skill checks. This bonus increases to +6 at 17th level.

Native of the Maze (Ex): At 9th level, the rog-kalem may adopt a particular maze or labyrinth as his own by spending a week within its depths, exploring it. This area cannot be more than a quarter of a mile on a side and it must contain multiple passages, walls, and chambers (It cannot be a featureless plain or cavern). Whether the area properly constitutes a maze is subject to GM approval. While within this maze, the rog-kalem enjoys a +2 morale bonus to all skill checks and saving throws. The rog-kalem ロベ そ き たんてアメムシンとメルマアドアドアメンムととんしば マネ カリ



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Rog-Kalem Class Jable							
Level	BAB	Fort	Ref	Will	Natural Armor	Gore	Special
1st	+1	+0	+2	+2	+0	1d4	Gore, Powerful Charge
2nd	+2	+0	+3	+3	+1	1d4	Strength +1
3rd	+3	+1	+3	+3	+1	1d6	Constitution +1, Toughness
4rh	+4	+1	+4	+4	+2	1d6	Natural Hunter (I)
5th	+5	+1	+4	+4	+2	1d6	Large Size
6th	+6/+1	+2	+5	+5	+3	1d6	Deadly Horns (I) Strength +1
7th	+7/+2	+2	+5	+5	+3	1d8	Evasion, Constitution +1
8th	+8/+3	+2	+6	+6	+4	1d8	Fast Movement, Natural Trapper (I)
9th	+9/+4	+3	+6	+6	+4	1d8	Native of the Maze
10th	+10/+5	+3	+7	+7	+5	1d8	Strength +1
11th	+11/+6/+1	+3	+7	+7	+5	1d10	Deadly Horns (II), Constitution +1
12th	+12/+7/+2	+4	+8	+8	+6	1d10	Focused Strength
13th	+13/+8/+3	+4	+8	+8	+6	1d10	Natural Hunter (II)
14th	+14/+9/+4	+4	+9	+9	+7	1d10	Strength +1
15th	+15/+10/+5	+5	+9	+9	+7	2d6	Improved Evasion, Constitution +1
16th	+16/+11/+6/+1	+5	+10	+10	+8	2d6	Deadly Horns (III)
17th	+17/+12/+7/+2	+5	+10	+10	+8	2d6	Natural Trapper (II)
18th	+18/+13/+8/+3	+6	+11	+11	+9	2d6	Strength +1
19th	+19/+14/+9/+4	+6	+11	+11	+9	2d8	Massive Build, Constitution +1
20th	+20/+15/+10/+5	+6	+12	+12	+10	3d6	Master of the Eternal Maze

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may, at any time, adopt a new maze or labyrinth, so long as he spends a week in this new area. When he adopts a new area, he loses all bonuses in his old area.

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Focused Strength (Ex): At 12th level the rog-kalem learns to better focus himself physically. He may double his strength modifier on any skill checks made using strength as a full round action. Furthermore, he can choose to use his strength modifier in place of his dexterity modifier when making an acrobatic skill check for jumping.

Improved Evasion (Ex): At 15th level, the rog-kalem's evasion improves. While he still takes no damage from a successful reflex save, he now takes 1/2 damage from a failed save. Like evasion, this ability does not work if the rogkalem is helpless.

Massive Build (Ex): At 19th level, the rog-kalem has increased in size enough to gain some further benefits. Though still considered large, the rog-kalem may use weapons one size larger without penalty. Furthermore, he enjoys another +1 size bonus to CMB and CMD.

Master of the Eternal Maze (Su): At 20th level the rog-kalem's type changes to Outsider (native). He gains resist acid 10 and resist fire 10. His bonus to skill checks and saving throws when within his own maze increases to +4. Anytime he is within a maze, labyrinth or similar structure besides his own, he enjoys a +2 morale bonus to skill checks and saving throws.

Jaurian Feats Axe Thrower (Combat)

You have learned to throw axes further and harder. **Prerequisite:** Weapon focus (throwing axe)

Benefit: You add 10 feet to the range of any throwing axe and have a +2 circumstance bonus to confirm any criticals for a thrown axe.

Bloodlust (Combat)

You have learned to focus your racial rage when you charge, allowing it to empower you.

Prerequisites: taurian, power attack

Benefits: When charging a foe, and only when charging, your base speed increases by 5 feet and you gain an extra +2 to your attack roll. When using this feat, you take a an additional -2 penalty to your AC for 1 round above what you would normally take when charging.

Horned Charge (Combat)

You can use your forceful charge and powerful horns to knock an opponent back and to the ground.

Prerequisites: Gore attack, Improved Bull Rush, Power Attack

Benefit: If you charge as a full round action, using your gore attack, those struck by your attack are knocked back

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as if bull rushed (use the attack roll as the CMB check). Those knocked back must succeed at a Reflex save where the DC is equal to $10 + \frac{1}{2}$ your HD + your strength modifier + your CMB size modifier or be knocked prone. This feat can be combined with a Powerful Charge.

Horned Trip (Combat)

You can, in combat, use your horns to knock the legs out from under an opponent or otherwise knock them to the ground.

Prerequisite: Gore attack, Improved Trip

Benefit: When you successfully strike an opponent with your gore attack, you may make a trip attempt as a free action which does not provoke an attack of opportunity. If your trip attack fails, you are not yourself subject to being tripped as a result.

Improved Natural Armor

Your hide is tougher, your bones are thicker and you absorb blows easier

Prerequisite: Natural Armor Bonus

Benefit: Your Natural Armor Bonus increases by +1.

Special: You may take this feat more than once and its effects stack. Taurians can take the Iron Hide feat (Advanced Players Guide) to grant themselves an initial Natural Armor Bonus if necessary.

Taurian Follow-through (Combat)

You may redirect missed axe swings without losing momentum

Prerequisites: Cleave, Power Attack, Taurian

Benefit: Once a round, when using an axe in melee against a foe within reach, if you miss your opponent, you may immediately make an attack against an opponent ad-



Taurian Weapons Table							
Exotic Weapons	Cost	Dmg (M)	Dmg (L)	Critical	Туре	Weight	Special
One Handed							
Taurian Labrys	35 gp	1d10	2d8	x3*	S	10 lbs	*coup-de-gras x4
Two Handed							
Taurian Great Axe	45 gp	2d8	3d8	x3	S	19 lbs	attack penalty
Taurian Spike Axe	25 gp	1d10	2d8	x4	P or S	12 lbs	armor piercing
Ranged							
Taurian Throwing Axe	10 gp	1d6	1d8	x3	S	4 lbs	15 ft range
Special							

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jacent to the first who is also within reach using the same attack modifier as was used in the missed attack. When you use this feat you take a -2 penalty to your AC until your next turn.

4 gp/lbs

as gore

Special: This feat may not be combined with cleave or greater cleave in the same round.

Trapworker (General)

Taurian Hornblades

You are skilled at working with traps

Benefit: You gain a +3 competence bonus to Perception skill checks made to find traps and a +1 competence bonus to skill checks to either craft or disable traps.

Jaurian Weapons

Taurian Labrys: This double headed axe may be used as a two handed weapon by anyone with martial weapon training. Those specifically trained to use it may use it as a one handed weapon. Originally designed as a sacrificial instrument used to chop the heads off of animals, the labrys, when used to deliver a coup-de-gras, has a critical multiplier of x4.

Taurian Greataxe: These massive great-axes are

almost too large to use effectively. Taurians, especially those of the barbarian class, love them and train to use them in charges, often dropping them after the initial charge in favor of the more traditional Labrys. Those not trained in their use suffer a -6 penalty to attack rolls when attacking with them. Even those proficient in their use suffer a -2 penalty to all attacks after the first when wielding them.

Taurian Hornblades: By attaching blades to a metallic horn-sheath, taurians can change the damage type of their gore attack from piercing to slashing. Furthermore, such blades can be enchanted or fashioned from alternate materials such as cold iron or silvered steel. The weight of each set of blades is equal to the maximum damage the gore attack can inflict. If a taurian's horns grow substantially (represented by an increase in damage), new hornblades must be purchased. **Taurian Spike Axe:** Instead of the traditional rounded axe-blade, the spike axe utilizes a large triangular blade, well suited for punching through armor. When wielded by a warrior proficient in its use, this two handed weapon reduces an opponent's armor class bonus or natural armor class bonus by 1.

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Taurian Throwing Axe: The taurian throwing axe is a solid metal weapon with two axeheads, one at either end of the metal shaft facing opposite each other so that when thrown true, one axehead will always strike the target.

Taurian Equipment

Dark Chalk: This chalk is an alchemical creation (craft DC 22). When used to mark a surface, the mark can only be seen through the use of darkvision. Cost 1 gp per piece

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Taurian Gas Bomb: This smoke bomb is an alchemical creation (craft DC 26). 1 round after being ignited, it produces a cloud of gray foul smelling smoke which blankets the area within a 20 foot radius. The smoke provides partial cover for those within it and lasts for 6 rounds, unless blown away by a wind. The smoke produced is highly flammable and if touched by a flame or spark, it explodes, dealing 4d6 points of damage to all within the area of the smoke (Reflex DC 13 halves). Cost 200 gp per gas bomb.

Taurian Smoke Bomb: This smoke bomb is an alchemical creation (Craft DC 27). 1 round after being ignited, it produces a cloud of dense white smoke which blankets the area within a 20 foot radius. The smoked lasts for 10 rounds unless dispersed by a wind and provides full cover for those within it. The smoke, however, does not affect darkvision. Cost 150 gp per smoke bomb.

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Owain Northway,

You have asked me to convey what it is to be a restless soul, to be unable to find peace after death, to be sent back from beyond the pale; I have endeavored to do so, but I have failed. For a return from death's embrace cannot be explained, sadly it can only be endured. Oh, and I don't recommend it to anyone.

Nestra Darklaugh

Restless Souls are not a "culture" we are not a "race" we simply share one similar trait; we have all died and come back as something less, something more than what we were. Some call us revenant kith, eidolons, deathless ones and I am sure some witty adventurer out there will soon coin the phrase "Emopyre."

Restless Souls are not tied to a particular area, culture, race or bloodline, though they do seem to be tied closely to a person's force of will and/or a person's destiny. Basically if the gods are not done playing lanceboard with your life, a little thing like death is not going to take you out of the game. In the lands of Questhaven, where the Questor's Society rule, the phenomenon is well known and the local Great Church of the Pantheon preaches that when your soul is weighed, Our Judge Of The Dead determines that the book of our life is not complete and that we must return to complete some unfinished task. Every religion tells of us coming back because the dead were not properly memorialized or some blasphemy or another was committed. Philosophers and Sages pontificate that we come back to avenge our own deaths, though I don't know why we just don't wait till our enemy joins us in the afterlife, though it does make sense for those of us whose blood enemy is immortal. Some of us are so dangerous neither heaven nor hell would accept us, so they sent us back. A few romantics compose poems on the power of love and friendship bringing them back to protect those they care about. Personally, I believe this happens because, for adventurers, death is cheap and the gods are cheating bastards that would never let us off that easy.

The history of the deathless ones in and around Questhaven, the Evocative City, is tied closely to the Obedient Fellowship of Our Quiet Guide to Death, a knighthood of holy warriors who embrace the second tenet of our deity; Death is sacrosanct - Obey my decree: seek those who defile this purity and obliterate them. They are a self-righteous collection of extremists who oppose the ravages of necromancy and the "pure evil" of undead, regardless of whether we, that creature, is evil or in our case for that matter truly undead. Their nominal leader (as they have no official hierarchy to control them), Sir Torquemada, Obedient Brother of the Charred Pyre, has declared anathema upon us, citing the looting of our own corpses as defilement. Fortunately the Circle of Heroes that rules Questhaven, having at one time or another been Restless Souls themselves, for the most part protect us from overt persecution. This does not stop subvert forms of ostracism, assaults outside the protectorate, or in places where the church holds greater power than the secular government. Many of the elder deathless ones still speak of the chaotic days after the fall of the Dark Emperor, before the Questor's Society could consolidate its rule, when die hard fanatics of the order whose past was haunted by the atrocities of the Dark Emperor's undead caused many of our kind to be destroyed, flee back to a living state, seek out death, or simply disappear. Sir Torquemada's defeat by the mysterious eidolon known only as the Lord of Gargoyles is much lauded by my kind.

In a touch of irony ,if Sir Torquemada were slain I believe his obsession would return him to this world as one of us. I am sure he would become one of "the delusional," those of us who believe they are alive and, regardless of proof, refuse to accept their own deaths.

I died 7 years ago; I have no memory of how I died, though I have these scars as constant clues that it probably was not a natural death. I had a family, children, a husband, a home, all of which is gone. I have not aged, and I have not slept, I have spent every moment attempting to solve my own murder. Every year I have discovered another restless soul whose family suffered the same fate, under the same circumstance. We have now joined together to hunt this monster who destroys lives. I am sure it will end up being me and I just don't remember, or some other twist ending.

Physical Description

Restless Souls can be of any race, size, color religion, culture, and/or creed. We share a few physical traits in common, the first are the scars we earned in death, and these can be as simple as a rope mark around one's neck or full body scaring. One thing I have learned is that in this world it is easier to come back from the dead than it is to heal these scars. It seems that amongst the revenant kith you either openly display your scars or play up a very dark and mysterious persona by hiding them. We are quite lucky that scars are incredibly fashionable.

The other feature shared by us is our "wrongness," many feel it when we enter their presence and animals sense it so keenly they cannot stand to be in our company. This is also accompanied by pallor mortis, the paleness of death that accompanies our souls' return from beyond the last mystery. It makes for horrible skin-burns when at the beach or lost in the desert.

It is common for many of us to play upon this disconnection with the natural order, often taking on motifs of death and darkness. Many of us add a splash of color to offset the gloom; I, personally, like to wear a pink bow with my skulls.

I would point out that in the city of Questhaven a sub-

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culture of restless souls exist that dates back to the beginning of the 2000 year reign of the Dark Emperor, as we do not age the motifs of that era survive amongst them. Younger members tend to adopt these motifs in order to be accepted in this society: dark makeup, thin plucked eyebrows, black leather, corsets, poet's shirts, chokers, a love of opera, a preference for silver jewelry, and a reverence for Our Judge of the Dead and Our Quiet Guide to *Death.* Fortunately this is the norm and not the rule; one can only take so much angst and outdated fashion.

Society

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The foundations of our so called society are built around quests such as these: Our Deities of the Dead, proper demoralization of the dead, the prevention of sacrilege against the dead, and surprising to some is a deep and powerful respect for the love and friendship that two souls share, which many folk can take the wrong way.

Though we come from incredibly diverse backgrounds, restless souls have a lengthy history to draw from due to our preternatural longevity. We are not a major force in the wider world because our state of being is often an end unto itself. Once we finish our business in the world of the living we often return to the grave. This is often referred to as "The Final Task"; it's very final, that is until you resurrected, reincarnated or animated by some lazy necromancer who needs your corpse to wash his socks for all eternity.

There are many whose unfinished tasks have become a part of our society. And those who have chosen or been forced into this existence. In the city of Questhaven there is Makarov Mentorunseen, who often uses an antagonistic facade to teach restless souls. He is the type of person who likes convoluted plots that almost put you back on the other side of the grave just so you can learn the moral of the story, he also happens to be in charge since he is the oldest surviving restless soul.

The Conclave of Revenant Kith is a geritocracy composed of the eldest eidolons who have not succumbed to "The Final Task." Their primary task is to function as a charitable organization, it also assists restless souls in finding legal matters dealing with their deaths, along with taxes, regaining of personal possessions, employment, accommodations, and other services they may need. It also punishes those who threaten our society, the destruction of a restless soul's corpse, the casting of forbidden magics such as soulbind and those who interfere in the unfinished task of another eidolon. Their idea of punishment is often odd, as I was once returned to life, for my interference.

Due to our troubled history with the Obedient Brotherhood, we've developed many insults and barbs. "Sootkissed," for the order's habit of anointing their faces with ashes, and "Pyre Knight," their preferred method of burial and execution of undead, are the highest of insults amongst my kith: the first to denote someone who is unfriendly to my kind, and the latter one who is hostile, intolerant of our nature, or reckless with our safety. Barghest-fodder is more a curse than an insult, mostly due to its defilement of a restless soul's corpse. If I call another restless soul a Gargoylian, it is a sign of respect and affection since we honor the Lord of Gargoyles's defeat of the Obedient Brotherhood. And yes, Owain, they often refer to you as "Barghest-vomit"

Relations

Most living creatures sense the "wrongness" in me and my people. They find further revulsion in our grotesque scars, and if that were not enough our mysterious otherworldly nature frightens them away. Our tragic backgrounds, combined with our often desolate obsessions with our unfinished task, makes positive relations with those who are not of the revenant kith few and far between; No matter what a girl tells you, it is you, not us.

We get along best with other outsiders and half-breeds as they, like ourselves, are often outcast from the own cultures. This has lead to our close association with lawless organizations. Though originally this was done to stop the theft of corpses its influence has expanded, as often legitimate would is hard for my folk to come by; so, yes, we really are part of the underworld, literally and figuratively.

We have found a much easier time amongst the Questor's Society and their adventurous membership who seem heartened by the fact that death does not mean an end to their adventures. Often they invite us along on their adventures, as they think our proximity will given them a better chance at returning as a restless soul.

Some of the feelings of hatred and distrust are completely justified, not only from our illegitimate dealings, but also that a small percentage of us have returned because neither Our Heavens nor Their Hells could harbor such a soul. These souls are the most dangerous creatures in existence, destroying them are often just a delaying tactic.

Alignment and Religion

We eidolon most often have the same alignment that we had in life, though many choose or discover a different outlook upon our return. Those who avoid "The Final Task," as the centuries wear on, adopt either a lawful or chaotic neutral outlook on their existence. But you can find exceptions to this rule throughout Questhaven, as our alignments tend to be as diverse as our membership, for alignment is not a bar against one returning as a restless soul.

As with alignments there are followers, holy warriors and priests, of a large number of different deities who become one of my kind. Rare is the deity that does not have some task that cannot be completed by one of the revenant kith. However, the majority tend to follow deities of Judgment, Death, Vengeance and Craftsmanship. In Questhaven the Conclave of Revenant Kith have presiding clerics serving Our Judge of the Dead and Our Quiet Guide to Death alongside Their Vicious Brother of Destruction.

There is a small cult within our society driven by the belief that the gods intend for us to be the souls that will inherit rulership of the earth, when the Last Day arrives.

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They are a bit of a doomsday cult, having grown over obsessed with the doom and gloom motifs of our culture. While, at times, I do find the idea of a doomsday cult of immortals rather amusing, personally I think they have fell in love with their own angst.

Adventurers

Most of us were adventurers when we died, sometimes it is an entire fellowship that all died at the same time, with an unfinished task and, due to our inability to remember how we died, it can be quite a challenge to complete said task knowing you already suffered a tragic failure.

A few of those who died in a dreary and hopeless existence do come back and decide to live out their new existence simply experiencing it.

We don't favor any particular vocation but those whose abilities work best with animals rarely do well in those same vocation.

Names

Restless souls often maintain the same names that they did in life, though often they take on epithets that reflect their unfinished task, vengeful nature, our reverence for our deity who returned us, our lack of last rites, or the bond that brought us back. These epithets, like my own, often appear in our minds upon our return and we speak them naturally without thought. I am sure our deities do this for their own amusement.

Epithets: Bran's Heart, Demon's Outcast, Dragonquest, Earthfriend, Hell's Exile, Lasttask, of Our Judge of the Dead, of Our Lady of Ladies, Rosen's Beloved, The Desecrated, The Right Hand of Myron, The Unburied,

Restless Soul Creature

Restless soul creatures are those who have returned from the land of the dead with the permission of a deity, having beseeched him for a chance to return and complete a task that is left undone. Though not undead, they are both more and less than mortal.

Creating a Restless Soul

"Restless soul" is an acquired template that can be added to any dead creature. Most restless souls were once humanoids. Restless souls use the base creature's stats and abilities except as noted here.

Type: The creature's type changes to outsider (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Defensive Abilities:

Restless (Ex): Unlike most outsiders, the restless soul when slain is simply returned to the land of the dead to await the judgment of the deity that allowed for their release. If the deity allows a restless soul to return as a restless soul again he suffers an additional negative level (or point of con drain).

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of the restless soul at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the restless soul.

Weaknesses: Restless souls are affected by any spell or effect that can affect outsiders and/or the appropriate augmented subtype. For example if an elf became one of the restless soul he could be affected by a dismissal spell (returning the elf to the land of the dead), and could be affected by a charm person spell.

The restless soul is confined to appearing as it appeared at its time of death; it will also always appear as a pale, cold and unnatural creature regardless of mundane disguises, magical disguises, and polymorphs. A druid could transform into a bear for example but the bear would appear to be one of the restless souls.

Restless soul cannot tolerate the odor of a smokestick and will not enter an area heavy with its smoke. Similarly, they will not touch any creature wearing a silver holy symbol of the deity who allowed the creature to return from the dead (this includes unified churches of a pantheon or trinity of deities). They recoil from a strongly presented holy symbol of the deity who allowed them to return. These things simply keep the restless soul at bay they do not harm it.

Restless souls cannot cross running water under their own power; they can be carried across by another creature or conveyance.

Special Qualities:

Beyond the Pale: The restless soul's old body does not animate, his spirit bonds with the plane of the deity who is returning him to the world of the living The Restless soul appears near his home, his grave, his body or his closest friends-whichever spot allows him to reclaim his equipment and continue the one with the reason for his return. The restless soul's stats are the same as his old body's, he arrives naked when the DM determines an appropriate time, at the end of the encounter that caused his death is the most popular, though rare circumstances have allowed a restless soul creature to save the lives of his closest friends and/or allies.

Restless souls gain two permanent negative levels when it returns to the land of the living, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to o or less, it can't become one of the restless soul). A character that died with spells prepared has a 50% chance of losing any given spell upon coming back as one of the restless soul. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

A restless soul creature returns with a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of becoming one of the restless souls,

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magical diseases and curses are not undone. Missing parts of the original body are still missing when the creature becomes one of the restless souls. None of the dead creature's equipment or possessions is affected in any way by this template and remains with the original body.

Any bonded animals become a restless soul if they were slain along with their master when he returns as one of the restless soul.

The Restless soul can be returned to life by any of the normal means, removing this template and all of its accompanying benefits and penalties of this template.

Death Amnesia: Restless Souls are never able to recall the exact circumstances or cause of their death. If they death resulted from unnatural causes they never recall the identity of their killer.

Restless Soul Feats: When you apply this template you can substitute any feat you posses for a restless soul feat, when you lose this template you lose all restless soul feats that you possess and they are replaced with the original feats, if there was not an original feat you can replace them with any other feat which you meet the prerequisites of (subject to DM Adjudication).

Scarred Forever: Any wounds that resulted in your death result in the unhealable scarring of your new form.

Restless Soul Feats

The following feats are designed specifically for Restless Souls or with Restless Souls in mind. They draw on these characters' unique origins and magical nature to grant them expanded abilities.

Some of these feats are marked with the Restless Soul feat type, which indicates that only members of that race are eligible to select them. A restless soul can take one of these feats as a bonus feat gained from a class feature, such as from the fighter or wizard class. The class feature that grants the extra feat must be referred to as a "bonus feat" in the class' level progression table. Otherwise, you cannot use this opportunity to select a restless soul feat. For example, the ranger gains combat styles that provide the equivalent of a feat, but that class feature is not specifically called a bonus feat.



Baleful Gaze

Aura Sight (Restless Soul)

You embrace your supernatural connections to a point that you can see a person's personal aura.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse.

Benefit: You gain the ability to see personal auras. You can determine the attitude, creature type, subtype, class (if any) and level (or HD) of a creature they observe for at least 5 rounds. Creatures that are disguised or attempting to avoid this aura sight can make a Will saving throw (DC 10 + half your character level + your highest mental ability modifier) to negate the effect.

Avenge My Death (Restless Soul)

You gain power from beyond to enact justice or vengeance upon the one who kill you.

Prerequisite: You must have been murdered (DM Adjudication).

Benefit: Your negative levels do not affect you when you are engaged in battle with an opponent you know has killed you (subject to DM Adjudication) and its allies. You also add an additional 1d6 of bane damage against that same opponent and its allies.

Baleful Gaze (Restless Souls)

You are agony given physical form, your death was both horrifyingly painful granting you the power to cause pain in others.

Prerequisites: Cha 13

Benefit: A number of times per day (see table below) for 1 round per day, any opponent within 60 feet that meets your gaze must succeed on a Fortitude save (DC 10 + $\frac{1}{2}$ your character level + your Cha modifier) or take sacred/ profane damage and Dexterity damage listed below. Your negative levels do not affect you in reference to this feat.

Furthermore, the affected creature immediately falls prone and lies convulsing and helpless for 1 round this secondary effect is mind affecting effect. Any creature that makes a successful save is immune to this effect for 24 hours.

Special: Each subsequent time you take this feat you gain an additional use per day.

Character Jevel	Sacred/Profane Damage	Dexterity Damage
1-2	1d6	1d2
3-4	2d6	1d3
5-6	3d6	1d4
7-8	4d6	1d6
9-10	5d6	1d8
11-12	6d6	2d4
13-14	7d6	2d6
15-16	8d6	2d8
17-18	9d6	3d6
19-20	10d6	3d8

When you return from beyond the pale you bring a special spiritual companion with you.

Prerequisites: Cha 13

Benefit: You gain a supernatural bond similar to a druid's nature bond animal companion that appears to be similar to a lantern archon or will o' wisp. With the following statistics:

Spirit Lantern

Starting Statistics: Size Small; **Type:** Animal (Extraplaner), **Speed** fly 60 ft. (perfect); **AC** +4 natural armor; Attack 2 light rays ranged touch attack (1d6); **Ability Scores** Str 1, Dex 11, Con 12, Int 6, Wis 11, Cha 10; **Special Qualities** low-light vision.

4th-Level Advancement: Ability Scores Dex +2, Con +2.

Converse With The Dead (Restless Soul)

You embrace your supernatural connections to a point that you can see and speak with the dead.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and the blood of your corpse; Intimidate 12 ranks. Benefit: Once per day you can ask a spirit a question with a one-word answer. Generally, spirits are found only near places of death-cemeteries, battlefields, haunted houses, and so on. The spirit is not omniscient. It knows all observable facts about its immediate, current surroundings, and can answer any question about such facts with 100 percent accuracy. ("Immediate, current surroundings" means the area around it at the time of questioning, out to about a 500-foot radius.) A spirit has a 75 percent chance + 1 percent per 2 character levels you possess to know the answer to a question regarding knowledge it had in life. It never knows the answer to a question pertaining to the future or the thoughts of another.

To force the spirit to answer, you must make an Intimidate check. A failed check results in no answer, or a lie (DM's discretion). The check's Difficulty Class equals 11 + the number of Hit Dice the creature had in life. Further, if the spirit has been dead more than 10 years, add +2 to the Difficulty Class. For spirits dead longer than 100 years, add another +2 to the Difficulty Class. For spirits dead longer than 1,000 years, add another +4 to the Difficulty Class. Your negative levels do not affect you in reference to this feat.

At 15th level, you can ask a question that requires an answer of up to one word per two character levels or a series of yes/no questions—one per two character levels.

Special: Each subsequent time you take this feat you gain an additional use per day.

Dreamwalker (Restless Soul)

You embrace your supernatural connections to a point that you can enter the dreams of others.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 9th.

Benefit: Once per day as a swift action you can use

dream as a spell-like ability (Caster Level equal to your character level). In addition your message can be slightly more complex, and you (or the messenger) may have up to 1 round of communication per character level you possess with the recipient. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

Fading Form (Restless Soul)

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You embrace your otherworldly nature so that you can move between this world and the next.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including holy water, and your blood or the blood of your corpse, Character Level 3rd.

Benefit: Once per day as a swift action you can use *blink* as a spell-like ability (Caster Level equal to your character level). In addition you have minor selective control over this spell's effects. As a result, you can move through solid objects with no chance of failure. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

From Hell [Restless Souls]

The nature of your spirit is such that it is just too tough for lower planes of existence to contain.

Prerequisites: Evil alignment

Benefit: You gain Damage Reduction X/good where X is equal to your character level.

Incoporeal Form (Restless Soul)

You embrace your otherworldly nature.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including holy water, and your blood or the blood of your corpse, Character Level 3rd.

Benefit: Once per day as a standard action you and your equipment become incorporeal as a spell-like ability (Caster Level equal to your character level) for one round per character level. Your equipments weight cannot exceed your maximum load. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

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Love And Friendship (Restless Souls)

You have returned from beyond the grave to provide protection and guidance for someone you care about deeply. **Prerequisites:** Select a PC or NPC who you have a close personal relationship with (subject to DM Adjudication) this person is considered your chosen ward.

Benefit: You continuously generate a *shield other* spell effect (Caster Level equal to your character level) in reference to your chosen ward, you also add an additional +2 bonus when you use aid another with your chosen ward. Your negative levels do not affect you in reference to this feat or when you use aid another with your chosen ward.

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Master The Storm (Restless Soul)

You embrace your supernatural connections to a point to gain control of natural weather.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Unsettling Wind Character Level 13th.

Benefit: Once per day as a full-round action you can use *control weather* as a spell-like ability (Caster Level equal to your character level). In addition the spell's area becomes a 10-mile-radius circle, centered on you. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

Mind Over Matter (Restless Soul)

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You embrace your supernatural connections to a point that you can perform telekinesis.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 9th.

Benefit: Once per day as a swift action you can use *telekinesis* as a spell-like ability (Caster Level equal to your character level). In addition the spell can be used to wield a weapon or perform combat maneuvers using the ability modifier of your choice instead of your Strength or Dexterity modifier. Your negative levels do not affect you in reference to this feat. いいをで たんどすれんふっどというちょう ひょうしょう しょうしん うちょう ちょう



Special: Each subsequent time you take this feat you gain an additional use per day.

No Last Rites (Restless Souls)

Due to your body being destroyed or some other sacrilege, it is not possible to perform the proper funeral rites and so you cannot go on to your final rest.

Prerequisites: Reverence of a deity or ethos that matches your alignment, can't be brought back to life by raise dead; Con 13, Character Level 13.

Benefit: You gain regeneration equal to your Constitution modifier. Fire and alignment-based effects deal normal damage to you. You do not regrow limbs or lost body parts.

Paralizing Touch (Restless Soul)

You embrace your supernatural connections so as to be able to paralyze foes with a touch.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 3rd.

Benefit: Once per day as a standard action you can use ghoul touch as a spell-like ability (Caster Level equal to your character level). In addition you can affect one creature per four character levels (to a maximum of five), and can make as many touch attacks per round as you are capable of. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

Phasing Form (Restless Soul)

You embrace your otherworldly nature so that you can move between this world and the next.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including holy water, and your blood or the blood of your corpse, Character Level 3rd.

Benefit: Once per day for one round per character level as a spell-like ability you can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to ethereal jaunt (Caster Level equal to your character level). Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

Soul Jar (General)

Your nature is similar to that of a lich, and you have actively made preparations to ensure yourself eternal life after your body gives up.

Prerequisites: Create a phylactery worth 120,000 gp, if this phylactery is destroyed so are you, Character Level 11th.

Benefit: If you die you gain the Restless Soul template. Special: The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40. Other forms of phylacteries can exist, such as rings, amulets, or similar items.

Spiritual Possession (Restless Soul)

You embrace your supernatural connections to a point that you are able to possess other creatures.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including holy water, and your blood or the blood of your corpse, Character Level 9th; Incorporeal Form

Benefit: Once per day as a swift action you can merge your body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (Caster Level equal to your character level) except that it does not require a receptacle. To use this ability, you must be adjacent to the target. The target can resist the attack with a successful Will save (DC 10 + 1/2 your character level + your highest mental ability modifier). A creature that successfully saves is immune to that your spiritual possession ability for 24 hours. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

Terrifying Visions (Restless Soul)

You embrace your otherworldly nature so that you can project visions into the minds of others.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including holy water, and your blood or the blood of your corpse, Character Level 7th

Benefit: Once per day as a swift action you can use phantasmal killer as a spell-like ability (Caster Level equal to your character level). In addition if the subject makes its Fortitude save, it takes 6d6 points of damage. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

Unfinished Task (Restless Soul)

Your driving passion for coming back draws power from the planer energy your body is composed of.

Prerequisite: Name-very specifically-a task you will accomplish in no more than one year's time. If the task is not completed in that time, or if conditions arise that indicate the failure of the task, you are destroyed (you can still be brought back from the dead normally).

Benefit: Once per day, as an immediate action as long as what you are doing directly relates to your chosen task (DM Adjudication), you can ignore all debilitating conditions affecting you (including your negative levels) for 1 round per character level you possess and that time counts as part of the condition's duration.

Special: Each subsequent time you take this feat you gain an additional use per day.

Unsettling Wind (Restless Soul)

You embrace your supernatural connections to a point

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Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 3rd.

Benefit: Once per day as a swift action you can use *gust of wind* as a spell-like ability (Caster Level equal to your character level). In addition the wind extinguishes even protected flames and continues to blow for 1d4+1 rounds (dismissible as a swift action).

Each round in the area, creatures must make saves or be knocked down. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

Unsettling Presence (Restless Soul)

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You embrace your supernatural connections to a point that you can frighten foes with a single moan.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 3rd.

Benefit: Once per day as a swift action you can use *scare* as a spell-like ability (Caster Level equal to your character level). In addition it affects creatures with more than 6 HD, and targets suffer a –4 penalty on all saving throws.

Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

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Wrath From Beyond (Restless Soul)

You embrace your need for supernatural vengeance.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 3rd.

Benefit: Once per day as a swift action you can use rage as a spell-like ability (Caster Level equal to your character level). In addition you do not need to concentrate to maintain the spell. It has a duration of one minute plus 1 round per character level (d).

Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

Restless Soul Spells

Sometimes when a restless soul comes back from beyond the pale rather than losing a particular prepared spell he is granted a restless soul spell (Subject to DM adjudication this happens at most 50% of the time a spell is lost and only once per spell level), gain knowledge from beyond about a spell never before know. These spells can be learned however just like any other.

Apparent Distraction

School: Illusion (Figment); Level: Brd o, Sor/Wiz o Casting Time: 1 standard action Components: V, S, Range: Close (25 ft. + 5 ft./2 levels) Effect: Illusory sound **Duration:** Instantaneous Saving Throw: Will disbelief; Spell Resistance: No

This spell causes a loud sound that momentarily diverts other creatures' attention, While they are turning their attention away from you, you also as part of the casting can make a stealth check if you are within 10' of a hiding place of some kind. You move to that hiding spot and do not provoke attacks of opportunity; you can take no further actions until your next turn.

Apparitional Knowledge

School: Divination; Level: Bard 1, Clr 1, Pal 1, Rgr 1 Sor/Wiz 1 Components: V, S, F Casting Time: 1 minute Range: Personal Target: You Duration: 1 hour/level or until discharged

This spell only functions for restless souls allowing them to tap into the knowledge of the dead from beyond the veil On the next Knowledge check of your choice, you can decide to discharge this spell as an immediate action to give yourself a +1 insight bonus per caster level (+5 max) on the check. You treat this as a trained check even if you do not have any ranks in the skill.

Focus: A piece of silver jewelry worth at least 100 gp.

Discern Fear School: Divination; Level: Asn 2, Brd 2, Clr 2, Rgr 2, Sor/wiz 2 **Components:** V, S, M/DF Casting Time: 1 standard action Range: Personal Target: You

Duration: 1 minute/level (D)

You gain a sixth sense that allows you to intimidate creatures ease as you are able to detect what they fear. Your eyes turn red while under the effect of the spell, making it seem as though you were filled with wrath (although you can see as well as normal). While this spell is in effect, you gain an insight bonus equal to your caster level (maximum +10) on intimidate checks

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Arcane Material Component: A finger bone.

Hex of Truth

School: Enchantment (Curse) (Compulsion) [Mind Affecting]; Level: Brd 3, Clr 3, Pal 2, Sor/Wiz 3 Components: V, S, M Casting Time: 1 standard action Range: Touch Target: One creature **Duration:** Permanent Saving Throw: Will negates Spell Resistance: Yes The victim of the curse is unable to tell a lie

as if the victim had failed its save in a zone of truth. Material Component: Saliva from the victim.

Enforced Choke

School: Transmutation; Level: Asn 4, Sor/Wiz 4 Components: V, S, F Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels) **Target:** One creature/3 levels (maximum 6 creatures) no two of which may be more than 30 feet apart. Duration: 1 round/level Saving Throw: Fortitude negates Spell Resistance: Yes

Enforced choke causes force energy to grip the throat of one or more victims. Each victim immediately begins to suffocate. After failing the initial save, the target must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When a target fails one of these Constitution checks, she suffocates and makes no further checks. In the first round, she falls unconscious (o hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she dies.

Focus: A leather glove.

Enlivened Tome School: Transmutation; Level: Sor/Wiz 5 Components: V, S, Casting Time: 24 hours Range: Touch

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Target: Personal spellbook **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: Yes (object) You awaken your spellbook to humanlike sentience. To succeed, you must make a Will save (DC 10 + your current level). The awakened spellbook is friendly toward you. You have no special empathy or connection with the spellbook you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. An enlivened spellbook has characteristics as if it were an intelligent item and an animated object (normally tiny) with bonus hit points equal to your caster level. An awakened spellbook can speak one language you know plus one additional language that you know per point of Intelligence (if any).

An awakened spellbook gains 3d6 Intelligence, Wisdom, and Charisma scores as well as an additional 2d6 hit points. Awakened spellbooks have distinctive personalities of their own. These personalities can reflect the personality of the caster, spells contained within, or be completely random. Some examples include: cautious, crazy, curious, helpful, ornery, passionate, philosophical, or sarcastic. Special: You may have only one awakened tome in existence at any one time.

Implacable Beast

School: Conjuration (evil) Level: Clr 7, Drd 7, Sor/Wiz 7 **Components:** V, S Casting Time: 1 minute Range: Unlimited **Target:** A higher power (see text) Duration: 1 month Saving Throw: None Spell Resistance: No

You beseech a deity or other higher power to send a creature after a person who has wronged you to do battle. A deity or other high power of the DM's choosing hears your wish for vengeance and orders a creature (of the DM's choosing) to fulfill your request. The creature arrives 5-500 (1d100 x 5) miles away. The specific creature summoned varies, but is usually 1 CR or more higher than the caster at the time of casting. Devils, Demons, Dragons, and Magical Beasts, are the most common creatures used to fulfill the *implacable beast*.

The creature summoned to kill your chosen foe has quadruple standard treasure and maximum hit points (and uses whatever gear he has to the best of his ability to kill your target). If the creature has the means to, he first studies your foe using divination magic in order to more successfully engage your opponent. If he has friends or guards, the creature finds others to help deal with them so it can do battle with your opponent one on one. If the creature kills your opponent it then burns the body as an offering to the power you invoke and takes all of your opponent's belongings as a reward.

The creature summoned can take as long as one month to choose the best opportunity to attack your foe.

Incorporeal Form

School: Transmutation; Level: Brd 6, Clr 6, Sor/Wiz 5 Components: V, S, M Casting Time: 1 action Range: Touch Target: One creature Duration: 1 round/level

Saving Throw: Fort negates Spell Resistance: Yes

A creature affected by a *incorporeal form* spell turns incorporeal, gaining the incorporeal subtype. If the affected creature's hit points are reduced to zero while in this incorporeal state, the creature's form is utterly destroyed, and the creature's physical body will not reappear at the end of the spell's duration.

Material Components: A drop of poison and a spider's web.

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Phasing Blast

School: Evocation; Level: Sor/Wiz 8 Components: V, S Casting Time: 1 action Range: Medium (100 ft. + 10 ft./level) Area: 30-ft.-radius spread **Duration:** Instantaneous Saving Throw: Reflex half Spell Resistance: Yes

You fire a bolt of eldritch energy that passes through walls, doors, and other solid barriers and ends in an explosion. The explosion also bypasses non-living barriers, negating cover. Even creatures under the effects of meld *into stone* are hurt by this spell. Unlike most spells, you do not need a clear line of effect for phasing blast. You need only choose a direction and a distance at which you want the explosion to occur. The blast deals 1d6 points of energy damage per caster level (maximum 15d6), to all living creatures within the area of effect. This spell does not affect nonliving creatures such as constructs or undead.

Wirtually Indestructible

School: Transmutation; Level: Clr 9, Drd 9, Sor/Wiz 9 Components: V, S, M Casting Time: 10 minutes Range: Touch Target: Object touched, up to a 10 ft. cube/level **Duration:** Instantaneous Saving Throw: Fortitude negates (harmless, object) Spell Resistance: Yes (harmless, object)

This spell causes an object to become much harder to destroy than it normally would be. The object's hardness increases by 20 and it gains 40 hit points per inch of thickness (these increases do not stack with other magic effects that increase hardness or hit points). The object also repairs itself as though it had fast healing 10. If the object already has a greater hardness, hit points, or fast healing than this spell grants, then it keeps the higher amount, but gains no additional bonus. While virtually indestructible makes an object harder than adamantine, it does not count as adamantine for damage reduction, or any other purpose.

Material Component: 1,000 gp worth of powered adamantine.

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Owain Northway,

It is right and proper that you humbly wish to learn the glorious nature of the exalted Wyrd. A lesser people would consider knowledge of our strengths and supposed weaknesses to be a threat, but I am supremely confident that any ill you intend with what I reveal shall easily be overcome by the unconquerable Dynasty of Deimos.

Deimos Invincible Fox

My people were brought into the mortal world by The Mandate of The August Personage in Darkness (whom you name the Dark Emperor), long before the Questor's Society brought about the Great Revolt. The Mandate commanded that the five elven houses of Dark, Moon, Sea, Sun, and Wood bear children totaling twenty-five score with the Ogre Magi of the Eastern Jade. Ten moons passed and the twenty-five score were born. The August Personage in Darkness had them taken to his capital, where our revered elven ancestors had prepared for us their First Gift: Deimos, an abode that reflected the Way of the Jadestar. Under the Mandate we were fertile and burgeoned beyond all expectations, and for an age all was well.

Eventually, though, we were betrayed. The August Personage in Darkness used us as agents, advisors, diplomats, and eldritch leaders of his troops. We were loyal, but when he suffered his first defeat at the Circle of Heroes he blamed his foremost general and our leader, Deimos Heaven's Strategist, rather than accept responsibility for the orders he personally issued (contrary to the advice of Heaven's Strategist). The covenant of our trust broken, we sought to be free of the Mandate-to be able to choose our own destiny.

So we secretly brought about the Great Revolt. We sowed chaos and confusion amongst the forces of your Dark Emperor and gave disastrous advice to those who abused our loyalty. Though the victors write the histories and the Questor's Society has taken much of the credit for the overthrow of The August Personage in Darkness, we know the truth of our retribution. You can read the truth of what I have written in the membership of the Questor's Society. Amongst them you will see many distinguished wyrd, and I, Deimos Invincible Fox, sit upon one of the society's eleven carven thrones. Now free of the Mandate these five score years, we have taken up our own paths, making our own mark upon the world. And other formidable abodes and honorable families of triumphant wyrd have been forged from the turmoil after the Great Revolt. Yet we do not abandon our base of power in the city of Questhaven and only a rare few have not remained loyal to the unconquerable Dynasty of the Deimos.

Physical Description

As with the rest of my race, I am impressively tall, for the majestic wyrd always top 7 feet. Yet, I and my fellow noble wyrd are slender and perfectly formed, with comely features and unblemished dark purple skin-such as myself-while others darken ever further until their skin becomes a dignified black. We have two small yet striking horns at our temples accompanied by long, thin, and pointed ears. My head, like the rest of the wyrd, is eminently crowned by thick, wild, unruly hair that is often copper, dark blue, metallic black, pearlescent, silver or a splendid white, such as is my own hair. My own perfect eyes, like the rest of the wyrd, are a single color, revealing no difference between purple and iris; generally our eyes are red in color, though mine are a remarkable gold. You will never mistake one of my illustrious kind for either an elf or an ogre mage.

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The majority of all the regal wyrd put great stock in our personal appearance. We disdain plain garb, even when it is more sturdy and serviceable, though we will never chose finery over vessels of eldritch power, nor choose something that is impractical for the environment. We simply choose clothing of finer cut, which is burnished or engraved, often with a theme that represents who and what we are. We frequently take up a totem or personal sigil, seeing that it is worked into most of our magnificent accouterments so that you will always know who you face and that those who witness our victories can spread our living legend. Some choose runes, some choose a pattern they find pleasing, and yet others choose fanciful creatures. I, myself, have chosen a fox, often worked in thread-of-silver.

Society

Many see the Dynasty of Deimos as a united front, yet within you will find divisions. Each wyrd believes in our own personal supremacy. We do understand that civil war is not a sensible way to prove one's mastery, however, for all one ends up ruling is a tomb.

So status within our society is based on merit, as judged by the eight elders of Deimos-wyrd who have retired from their exceptional lives because all their goals have been reached.

We tend to gather personal resources rather than being concerned with the general welfare of our society as a whole, but the giving of wealth and advice to assist others is seen as a sign of status. The act of procreation is also one of status, we see our children more as a challenge and a trophy to show off our skills at parenting. Love is conditional upon the merit of the child's success. There is no such thing as inheritance in our society; heirs are appointed.

The House of Deimos and a few lesser houses that have developed under and since the breaking of the Mandate can be found in the upper echelon of Questhaven society:

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Heaven's Ward. The Honorable Order of Theurgic Craftsmen may rule the economic circles of Questhaven, but the glorious wyrd rule its social circles. For we are as close to an aristocracy as the Questor's Society will allow.

The House of the Jadestar is an example of the architectural style we prefer, a mixing of gothic and eastern disciplines. This is the blending of our culture, displaying our utter confidence in our own capabilities and simple pragmatism. It drives us to control the world around us, to seek out power, for who is better suited to power than we are? This power we use to show our appreciation of merit with loyalty.

Due to our inability to forgive slights, each member of our society carries with him a scroll (though some become books among more venerable wyrd) which holds a list of grievances and the punishment that must be paid out in recompense. This also serves as an example of our pragmatism; we will not slay another wyrd in vengeance, nor will we find offense in another's act of vengeance. Upon enacting our revenge we always inform the offending party of their transgression and give our names so that they may now who has brought them to their fate.

The laws of Questhaven actually support these exploits of retaliation; if, like myself, the wyrd is a member of the Questor's Society and, like myself, the wyrd has filed his grievance with the Society prior to carrying out the act. Many a member of the Society checks their name on the rolls so that they may know their foe or negotiate reasonable compensation for the slight.

Relations

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Two principles tend to guide our memorable relationships with other races: Enlightened self –interest and recognition of worth. We do tend to dismiss other inferior races, due to their focus on impractical, inefficient, and insignificant ideologies. We acknowledge merit and skill when it surpasses that of our race. We may look down on a lowly human's lack of skill in magic, but we acknowledge her worth as a cobbler, and will make a point to earnestly compliment her on that skill. Members of other races often view this as a paradox in our personalities and this y a

Deimos, Invincible Fox

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trait can often cause conflicts with the lesser races. In the end, remember that we follow those who recognize our worth and reward our loyalty; those who abuse us will get a taste of our wrath.

Many wyrd become fascinated by our honored ancestors, the elves and ogre magi, and many are the wyrd children of such modern unions.

Half-elves however are looked on with pity for their truly inferior bloodline.

Alignment and Religion

My esteemed people tend to be in the language of alignment what would have in ancient times been called True Neutral, caring little for chaos, law, good, or evil. We are truly seeking to establish a personal code, dominated by what is practical, efficient, effective, and what we personally find valuable. We will work with knight or knave and find both suitable if they are deserving of merit. There are megalomaniacal would-be-tyrants drunk on their own power and wyrd who find merit in a higher moral code. The neutral wyrd is the celebrated norm, not the rule.

Like myself, many of my kin worship the gods as a whole for fear of slighting one god by worshiping another; some even find a practical use for this worship gaining power within The Great Church of the Pantheon. A small number of my people give praise to "The One Who Sits In Judgment," a deity who represents our penchant for retribution. Another group recognizes no god, seeing them simply as beings with more power than they currently possess. Deities are worthy of respect for the merit it took to hold on to such power, but they do not find them worthy of worship.

Adventurers

Neither I, nor any of my remarkable people will ever be satisfied with a simple life. We start our training at birth so as to excel at one or more epic pursuits. Most wyrds, like myself, prefer sorcery; others are attracted to wizardry and diabolism. There are also a few eldritch knights, paladins, holy warriors, justicars, and bards amongst us.

Our innate intellect, charm, loyalty and our willingness to judge ourselves by the same standards by which we judge others often earns us acceptance within most fellowships. We work extremely well with those who prove themselves our equal, often leading to a friendly rivalry that wyrd play out even when they choose not to. Those who prove to be superior to the wyrd often earn eternal respect and loyalty. They can come into conflicts with other who they view as less intelligent if they refuse to be guided by their superiors.

(Names

Names have a tremendous importance to the Wyrd as all of them seek to have their name become an immortal part of history; a creature without a name is less than nothing. While your deeds may not be known when you do them, all wyrd make sure they become known after their deaths, and so those deeds must have a name attached to them.

Wyrd will never use a partial name when addressing someone, and are offended if someone attempts to shorten their name.

Their naming conventions are a part of their heritage; the surname is placed first followed by the two parts of a personal name. The surname tends to denote the elven line from which we descend. Personal names tend to be translated from the language of the original Ogre Magi of Eastern Jade, and form combinations of animals, body parts, colors, ephemeral concepts, flowers, plants, aspects of nature, materials, objects, states of being, and arcane procedures.

Surnames: Aeldrich, Bhephall, Cirith, Deimos, Evarhaite, Illith, Kraek, Lhorel, Nevar, Obryn, Shyr, Starnor, Ulkesh, Yisfae

Personal Names: Ivory Axe, Iron Tsunami, Obsidian Heart, Masked Starfall, Soaring Moon, Unconquered Sun, Undefeated Horizon, Unfettered Sky, Unrepentant Jade, Wandering Star, Whispering Heaven

Wyrd Racial Traits

+2 Intelligence, +2 Charismas, -2 Dexterity: Wyrd are cunning and fascinating, in both mind and spirit, but their form can be unwieldy.

Medium: Wyrd are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Wyrd have a base speed of 30 feet.

Darkvision or Low-Light Vision: Wyrd can see twice as far as humans in conditions of dim light (see Chapter 7 of the Pathfinder Roleplaying Game) or they can see in the dark up to 60 feet. Once this choice is made it cannot be changed.

Spell Resistance: equal to 5 + character level.

Wyrd Magic: Wyrd receive a +2 racial bonus on caster level checks made to overcome spell resistance and on dispel checks.

Legacy: A 8th level Wyrd gains one of the following spelllike abilities useable once per day, caster level equal to her character level: alter self, darkness, charm monster, cone of cold, deeper slumber, fly, gaseous form, giant form I, *invisibility*. If her bloodline contains drow blood a wyrd can also chose *dancing lights* or *faerie fire*.

Languages: Wyrd begin play speaking Common, Giant, and Elven. Wyrd with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Designer's Notes:

The paragon class is designed to update the 3.0 version of the wyrd which was originally a +6 ECL race, to something playable at first level, yet still allow someone who is, or was, playing a wyrd to still play it in a Pathfinder Roleplaying Game without lessening his character build. A wyrd sorcerer sacrifices a large number of his sorcerer bloodline powers by taking this class, yet the overall result is still faithful to the original design.

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Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers or capabilities that supersede those of normal members of their race. While any wyrd might rise in power, prestige, and (in game terms) level, most do so by gaining levels in the standard character classes—only a few are so much in tune with their heritage and racial abilities that they become racial paragons.

Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do).

Obviously, a character can only take levels in the racial paragon class associated with his race. A human cannot take levels in wyrd paragon-only wyrd are capable of reflecting the highest virtues of wyrdhood by gaining levels in the wyrd paragon class.

Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). Paragon class levels can be taken any time a character gains a new level, even at 1st level. A character can multiclass freely between standard character classes, prestige classes for which he or she qualifies, and the character's appropriate racial paragon class.

It's possible for a powerful magic effect such as shapechange, reincarnate, or wish to change a character's race. If a character has already taken racial paragon levels in his original race, he can never become a paragon of another race. However, such shapechanging and formaltering magics also cause no loss of a paragon's class abilities-the class abilities gained from racial paragon levels are affected no more or less drastically than benefits gained from having levels in any other class.

Levels in racial paragon classes are always considered to be advancing in a favored class.

Wyrd Paragon

Wyrd can take up to seven levels in "wyrd paragon" at any time. Each level represents the character showing her worth and undertaking one of the Wyrd rites that triggers the magic of her elven and orge magi heritage. Not all wyrd, by any means, take paragon levels.

Alignment: Any. Hit Die: d6.

Class Skills

The wyrd paragon's class skills are Acrobatics (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Wyrd paragons are proficient with all simple weapons, greatswords, longswords, shortbows, and longbows. Wyrd paragons are proficient with light armor, but not with shields.

Spells per Day: A wyrd paragon gains new spells per day and spells known as if he had also gained a level in sorcerer, he does not, however, gain any other benefit a character of that class would have gained (sorcerer bloodlines, and so on). This essentially means that he adds the level of wyrd paragon to his level in sorcerer, and then determines spells per day, spells known, and caster level accordingly.

Darkvision and Low-Light Vision (Ex): Wyrd paragons can see twice as far as humans in conditions of dim light (see Chapter 7 of the Pathfinder Roleplaying Game) and they can see in the dark up to 60 feet.

Ability Boost (Ex): At 3rd level, a wyrd paragon's Constitution score increases by 2 points. At 5th level, a wyrd paragon's Strength score increases by 2 points. At 7th level, a wyrd paragon's Strength and Wisdom scores both increase by 2 points.

Improved Acrobatics (Ex): At 2nd level, a wyrd paragon gains as a +10 racial bonus on acrobatic checks. At 4th level, a wyrd paragon's racial bonus on Acrobatics

Jable: Wyrd Paragon								
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Spells			
1st	+0	+0	+0	+2	Low-light and Darkvision	+1 sorcerer		
2nd	+1	+0	+0	+3	Improved Acrobatics (+10) +1 s			
3rd	+1	+1	+1	+3	Abililty Boost (+2 Con), Large size +1 se			
4th	+2	+1	+1	+4	Improved Acrobatics (+20)	+1 sorcerer		
5th	+2	+1	+1	+4	Ability Boost (+2 Str) +1 sor			
6th	+3	+2	+2	+5	Improved Acrobatics (+30) +1 sore			
7th	+3	+2	+2	+5	Ability Boost (+2 Str, +2 Wis), Force of Personality	+1 sorcerer		

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checks increases to +20. At 6th level a wyrd paragon's racial bonus on Acrobatics checks increases to +30.

Large Size: At the 3rd level of wyrd paragon, they attain size Large and grow to around 10 feet tall. When a wyrd becomes Large, she gains a 10-foot reach but suffers a -1 size penalty to Armor Class and attack rolls, +1 size bonus to Combat Maneuver Bonus and Combat Maneuver Defense, a -2 size penalty to fly skill, and a -4 size penalty to stealth (do not make your modifications based on the change in size, such as those suggested in the Pathfinder Bestiary). When wyrd grow to this greater size, because the change is magical, their gear also changes to an appropriate size.

Force of Personality: At 7th level a word paragon's racial spell resistance increases to 10 + character level+ her Charisma modifier.

Wyrd Feats

The following feats are designed specifically for wyrd or with wyrd in mind. They draw on these characters' unique origins and magical nature to grant them expanded abilities.

Some of these feats are marked with the wyrd feat type, which indicates that only members of that race are eligible to select them. A wyrd can take one of these feats as a bonus feat gained from a class feature, such as from the fighter or wizard class. The class feature that grants the extra feat must be referred to as a "bonus feat" in the class' level progression table. Otherwise, you cannot use this opportunity to select a wyrd feat. For example, the ranger gains combat styles that provide the equivalent of a feat, but that class feature is not specifically called a bonus feat.

Elven Ancestry (Talent)

Your ogre mage traits are recessive to your elven ones. Prerequisite: You may take this feat only at 1st level,

Wyrd; low-light vision

Benefit: You gain a +4 bonus to your Dexterity score, but take a -2 penalty to your Constitution and Charisma score.

Elven Bloodline (Wyrd)

You gain the full benefits of your elven heritage via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components for the

mystical rites, including silver, and the blood of an elf or a fey, to reinforce your magical resistance. Elven Ancestry

Benefit: You are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects. You also gain a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items; you also receive a +2 racial bonus on Perception skill checks.

Elf Kith – Aquatic (Talent)

The blood of sea elves flows strongly in your veins. Prerequisite: You may take this feat only at 1st level,

Half-elf or Wyrd; low-light vision

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Benefit: You gain a +2 bonus on Swim checks. In addition, your low-light vision becomes superior low-light vision, allowing you to see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Elf Kith – Drow (Talent)

The blood of dark elves flows strongly in your veins and have embraced your drow heritage.

Prerequisite: You may take this feat only at 1st level, Wyrd; Darkvision 60ft.

Benefit: You increase your darkvision to 120 feet and you never risk accidentally poisoning yourself. In addition, hand crossbows count as martial weapons for you. Special: You may take this feat only at 1st level.

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Enhanced Vision (Wyrd)

Your vision is improved via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components for the mystical rites, including cold iron, silver, and the blood of an outsider or a fey, to reinforce your magical resistance. 2nd level character.

Benefit: You can see twice as far as humans in conditions of dim light (see Chapter 7 of the Pathfinder Roleplaying Game) and you can see in the dark up to 60 feet.

Mage's Birthright (Wyrd)

You increase your natural magical abilities via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components consumed in the mystical rites, including cold iron, silver, and the blood of an outsider or a fey, to reinforce your magical resistance. 8th level character.

Benefit: You may choose an additional spell-like ability from your legacy racial trait that you do not already possess and use that ability once per day, caster level equal to vour character level.

Special: You may take this feat multiple times each time choosing a different spell-like ability from your legacy racial trait.

Mage's Heritage (Wyrd)

You increase you natural magical abilities via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components consumed in the mystical rites, including liquid darkness or liquid light, and the blood of an outsider or a fey; darkness or invisibility spell-like ability, 10th level character.

Benefit: Choose either your darkness or invisibility spelllike ability; you can now use that ability at-will rather than once per day.

Special: You may take this feat twice, each time choosing either darkness or invisibility.

Mage's Inheritance (Wyrd)

You increase you natural magical abilities via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components consumed in the mystical rites, including feather of silver and the blood of an outsider or a fey; fly spell-like ability, 12th level character.

Benefit: Your fly spell-like ability is now constant.

Mystical Grace (General)

Magic surrounds and protects you.

Prerequisites: Elf, gnome, half-elf, ironborn, wyrd, fey, dragon, or magical beast.

Benefit: Gain +2 hit points for every metamagic or item creation feat you have. Whenever you take a new metamagic or item creation feat, you gain +2 hit points.

Programed Spell (Metamagic)

You can prepare certain spells to come into effect when triggered.

Prerequisite: Extend Spell.

Benefit: You can apply this feat to any spell, adding to the duration the concept of "until triggered" (although once triggered, the spell's duration reverts to normal). The programmed spell must be tied to an object, creature, or location, which becomes the "source" of the programmed spell when it is triggered. Triggering is based on some event set by the caster. The event can be as simple or elaborate as the caster desires, but she must determine the specifics of targets and placement beforehand.

Special conditions for triggering a programmed spell can be based on a creature's name, identity, or observable actions or visible qualities such as race, or "when the door opens." Intangibles such as level, class, Hit Dice, and hit points don't qualify. An object, creature, or location can only have only one spell altered by this feat cast on it at any given time within 30' of each other, if they are they fail to trigger properly (DM's discretion).

Programmed spells can be detected as traps (DC 20+spell level), are vulnerable to dispel magic as normal and can be disabled (DC 20+ spell level). A programmed spell uses up a spell slot three levels higher than the spell's actual level. Further, a programmed spell requires a gem worth 500 gp per level of the spell.

Wyrd Resistance (Wyrd)

Your natural resistance to magic is enhanced via mystical rites you have performed.

Prerequisite: You must spend 100 gp per character level on special components for the mystical rites, including cold iron, silver, and the blood of an outsider or a fey, to reinforce your magical resistance. 8th level character.

Benefit: You increase your racial spell resistance to 10+ your character level.

Oni Sorcerous Bloodline

Somewhere in your family's history, a relative mated with an oni or made a pact that has influenced your family line ever since. In you, it manifests in direct and obvious ways, granting you powers and abilities. While free to make your own choices, you wonder if the blood of the oni will forever dominate your destiny.

Class Skill: Disguise

Bonus Spells: disguise self (3rd), invisibility (5th), deep slumber (7th), charm monster (9th), cone of cold (11th), mislead (13th), giant form I (15th), polymorph any object (17th), shapechange (19th).

Bonus Feats: Silent Spell, Still Spell, Deceitful, Extend Spell, Improved Initiative, Iron Will, Skill Focus (Disguise), Combat Reflexes.

Bloodline Arcana: Whenever you cast a magical disguise spell, such as alter self, disguise self, invisibility, greater invisibility, polymorph, mislead, or shapechange, you are protected against Divination magic that allows people to see through illusions (such as *true seeing*) as per a non-detection or misdirection spell; you are immediately aware of the attempt and can cause the effect to reveal the misdirection if you choose.

Bloodline Powers: Your ancestry grants you great power, though it tends to lead you into a lifestyle of lies and deceit.

Hidden Enchantment (Su): At 1st level, 1/day when you cast a spell with the charm or compulsion descriptor, that spell cannot be detected by spells such as detect magic. Furthermore, any Sense Motive check made to determine influence over the target the DC is increased by +15. True seeing and other magic that reveals magical effects or determines the truth of the situation work normally. You gain an additional use per day at 3rd, 9th, 15th and 20th level.

Truth Be Told (Su): At 3rd level, magic used to determine whether you are telling the truth reveals your lies only if you would wish your words to be construed as a lie.



Elf Kith - Drow

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Wyrd sorcerer, Oni bloodline

This ability affects even spells such as detect lies and zone of truth though not wish or miracle. Other creatures that are asked about the truth of what you say can represent the truth normally, so spells such as commune can allow characters to discover the truth, provided the creatures interviewed are privy to that truth.

Take to the Grave (Su): At 9th level you enchant dead creatures you touch. When speak with dead is used upon that creature, you are immediately aware of the attempt and can cause the effect to reveal the information of your choice; this information need not be true. Your corpse or head speaks nothing but lies.

Charming Falsehood (Sp): At 15th level, 1/day you can tell a lie so convincing it enchants a single creature that hears it. You need not be able to see the target of its lie or have line of effect to it, but if the target cannot hear the lie, this use of the ability is wasted. The lie must be one that would cause the target to view you as a trusted friend or that would make it likely to follow your order, but it can be as outlandish as you wish. If the target hears the lie, it must attempt a Sense Motive check opposed by your Bluff check. A creature that fails this check by less than 5 is affected as though by the *charm monster* spell (caster level equals inveigler's character level). Failure by 5 or more means you have dominated the target as though using the dominate monster spell (caster level equals inveigler's character level). Charming falsehood is a sonic, mind-affecting, charm effect.)

Regeneration (Su): At 20th level you gain regeneration equal to your Charisma modifier. Fire and acid deal normal damage. You lose this ability if you become immune to nonlethal damage.

Whispering Advisor of the Emperor Dragons

Whispering Advisor of the Emperor Dragons is normally a wyrd who has been accepted into and specially trained by the Order of the Emperor Dragons (once called the Order of the Dark Emperor) and initiated as a full-fledged Whispering Advisor. These individuals are able tacticians and skilled counselors. They are trained in the arts of warfare and politics but prefer to simply advise and comment rather than take up positions of open leadership, they can be hired, though many simply seek out those they deem worthy, but once accepting a position as an aide they are unwaveringly loyal. Though they are not great warriors, only a fool underestimates a group mentored by a Whispering Advisor, as the most foppish of opponents can become quite deadly under their tutelage. .

Whispering Advisors' indoctrination usually makes them arrogant, manipulative, megalomaniacal, and vengeful, or simply confident, pragmatic, effective, and efficient. The majority of Whispering Advisors are wyrd, though not all; some are elves, half-elves, and ogre magi who are kith or kin to other members of the order.

The majority of Whispering Advisors tend to be skilled adepts, diplomats, aristocrats, and rogues that have been transformed into the whispering ones through use of the secret techniques found in the Codex of Five Horizons. While monks have the skills to become Whispering Advisors, few care for the politicking that inevitably accompanies the lifestyle. Wizards and sorcerers may be excellent at handling the tactical aspects of counseling, but they aren't well suited to the less mystical aspects of the class. Paladins and barbarians make poor Whispering Advisors; as their lifestyles and backgrounds rarely lead them to take up lives as aides as they prefer to lead the charge and find some of the social aspects of the order distasteful if not unethical.

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Not all members of the order however are Whispering Advisors and all manner of folk can serve the order as members though its inner circle is controlled by Whispering Advisors, though not openly. Most Whispering Advisors have a master who instructs them in the ways of the Codex of Five Horizons, but there are several who choose to be self-taught or informally instructed, they are given a Codex of Five Horizons, the loss of which would be seen as a slight against the order and would often result in the maiming of the offending advisor if the book is recovered or destroyed, and the advisor's death if it is not. Whispering Advisors, when they reach the twilight of their careers, are expected to educate and sponsor apprentices (one for every Whispering Advisor class level they possess), training them in secretes of the Codex of Five Horizons that will eventually allow them to become Whispering Advisors. Hit Dice: d8.

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To qualify to become a Whispering Advisor, a character must fulfill all the following criteria. Race: Elf, Half-Elf, Ogre mage, or Wyrd Ability Scores: Int 13 Feats: Combat Expertise, Stealthy

Skills: Craft (traps) 5 ranks, Diplomacy or Intimidate 3 ranks, Stealth 5 ranks

Special: Must be accepted as a member of the Order of the Emperor Dragons, which has observed someone of recognized authority taking or seeking out your advice.

Class Skills

The Whispering Advisor's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (traps), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand(Dex), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 8 + Int modifier

Class Features

The following are class features of the Whispering Advisor of the Emperor Dragons prestige class.

Power Behind the Throne (Ex): You can as a immediate action, speak to an ally, providing tactical guidance. If the ally can hear you and understand you, this ally gains an insight bonus equal to your Intelligence modifier on his next d20 roll. You can gain an additional use of this ability as a move action and as a standard action allowing you to effect up to three allies in a single round. You can only affect the same ally a number of times per day equal to your intelligence modifier. You cannot provide the bonus to yourself. This ability is a sonic language dependent effect.

Whispered Advice (Su): You can use a Stealth check to still use your Power Behind the Throne ability, so that only your chosen ally hears you. The information is conveyed to him via a whispering wind type effect; this does not allow two way communications so you must be aware of the situation your ally faces. Use of this ability is not an action, and is a sonic language dependent effect. If your Stealth check is beaten by an opponent's Perception he becomes aware of your location and what you are doing.

Chosen Loyalty (Ex): You gain an insight bonus equal to your Intelligence modifier to all saves against charm and compulsion effects.

Trap of Vengeance (Sp): Once per day, you can declare a trap of vengeance. You must first select a target that has slighted you (either real or imagined, subject to DM adjudication) then you must succeed at a Craft (trap) check (DC 10 + target's Challenge Rating + target's Wisdom modifier), failure results in the ability being wasted for the day. This mystical trap takes 10 minutes to prepare. The target of the mystical attack is the only one who can spring this trap and it can be detected and disabled as a trap (same as previous DC). When the target springs the trap they must make a Will save (DC 10+1/2 your character level + your Intelligence Modifier). A failed saves results in the target being rendered unconscious, maimed, or dead, this trap mystically conveys to the target once the save is required who created the trap and why.

Creatures that are immune to critical hits are not affected (though they lose any Dexterity bonus to AC against attacks for one full round). Only one trap of vengeance can be in existence at a time, so if you create another the previous one will be dismissed; you always know when your trap of vengeance has been triggered (though not if it has been disabled or bypassed).

Whispers of Despair (Su): You can as an immediate action speak to a target opponent providing demoralizing tactical information of how hopeless your target opponent's position or the outcome of his action is. If the target opponent can hear you and understand you he must succeed at a Will save (DC 10+1/2 your character level + your Intelligence modifier) or suffer a morale penalty equal to your Intelligence modifier on his next d20 roll. You can gain an additional use of this ability as a move action and as a standard action allowing you to affect up to three target opponents in a single round. This ability is a sonic, language dependent, mind-affecting effect. You can use your Whispered Advice with this ability; a successful Perception check (opposed by your Stealth check) is required by your foe to determine your location.

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Spells of the Wyrd

The Vade Mecum of the Invincible Fox, is a small spellbook often found for sale at the Honorable Order of Theurgic Craftsmen that holds non-magical copies of the following spells, a number of scrolls have also been copied from this book and have found their way about the city, becoming popular amongst wyrd, orge magi elves and half-elves.

Jable: Whispering Advisor of the Emperor Dragons										
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special					
1st	+0	+0	+1	+1	Power Behind the Throne					
2nd	+1	+1	+1	+1	Whispered Advice					
3rd	+2	+1	+2	+2	Chosen Loyalty					
4th	+3	+1	+2	+2	Trap of Vengeance					
5th	+3	+2	+3	+3	Whispers of Despair					

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Adjournment of Opportunity School: Enchantment (charm): Lev

School: Enchantment (charm); Level: Sor/Wiz o Components: V, S Casting Time: 1 immediate action Range: Close (25ft + 5ft./levels) Effect: Ray Duration: 1 round

Saving Throw: Will negates; Spell Resistance: Yes

A ray of eldritch energy projects from your pointing finger. You must make a successful ranged touch attack to hit. Creatures struck who fail their saving throw become unable to recognize and act upon attacks of opportunity until the next round, just before you cast the spell.

Another Time

レオピッ ら ダルスュメアタフススルムスス スピメム がえるじょう いんしょ

School: Transmutation; Level: Sor/Wiz 1 Components: V, S Casting Time: 1 immediate action Range: Close (25ft + 5ft./levels) Target: One creature Duration: Instantaneous Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless) If cast immediately after the result of a failed check is known, you imbue the target with an additional chance on a failed skill or ability check, even if a retry is normally not allowed. This spell only allows for one retry on the same failed skill or ability check.

Disrupt Caster

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School: Abjuration; Level: Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Close (25ft + 5ft./levels) Effect: Ray Duration: 1 round + Concentration

Saving Throw: None; Spell Resistance: Yes

A ray of shimmering energy projects from your pointing finger. You must make a successful ranged touch attack to hit. Creatures struck are surrounded by a field of disruptive energy and must make an opposed caster level check to successfully cast a spell. If the check is failed any spell the caster attempts is countered, each time they attempt to cast a spell they can attempt the check again.

Material Component: Consumes 1 gp worth of cold iron.

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Whispering Advisor of the Emperor Dragons

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Eloquent Speech School: Divination; Level: Sor/Wiz 3 Components: V, S, F Casting Time: 1 action **Effect:** Personal **Duration:** 1 hour/level or until triggered (D) Saving Throw: None (harmless) Spell Resistance: Yes

This spell continuously divines the best possible thing you can say, letting you know what people want to hear and what will accomplish any given communication-oriented goal. You gain a +1 insight bonus per caster level (max +10) to your next Bluff, Diplomacy, or Intimidate check.

Arcane Focus: A gold ingot inscribed with your name and personal mark (25 gp).

Extradimensional Pit Trap

School: Transmutation; Level: Drd 3, Sor/Wiz 4 **Components:** V, S

Casting Time: 1 standard action

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

Effect: A 5 ft. by 5 ft. column of ground with depth of 10 ft./level, to a maximum depth of 100 ft. (see text) Duration: 1 round/level

Saving Throw: Reflex negates; Spell Resistance: No

You create an extra-dimensional hole in the ground or floor. If opened directly below a creature, the creature falls through the hole, taking 1d6 points of damage for every 10 feet it falls. Creatures that are unable to find their own way out are stuck at the bottom of the trap for the duration of the spell. Once the spell ends, the pit disappears and the creature is deposited harmlessly on the surface.

At any point during the duration of the spell other targets may be forced into this pit by means such as a bull rush. Those creatures do not receive a saving throw.

You may choose to expand the area of the effect, but for every five feet of width and length, the depth of the effect is halved.

Mark of the Pariah

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School: Enchantment (Curse) Level: Brd 5, Clr 6, Sor/Wiz 6 Components: V, S, M Casting Time: 1 standard action Range: Close (25ft + 5ft./levels) Target: One creature **Duration:** Permanent (D)

Saving Throw: Will negates; Spell Resistance: Yes

You brand the target's forehead with a symbol representing "one who is outcast". The victim's mark is noticeable to all and he has an aura of unpleasantness about him. The subject suffers a -5 penalty on all Charisma-based ability and skill checks except turning undead. The target also takes 1d6 points of damage from the brand. This damage cannot be healed until the curse is removed. The curse can only be removed with a successful caster level check (DC 15+ your caster level) so long as the material component of the spell is whole.

Material Component: A brand with the symbol of a pariah.

Thousand Legged Dragon Dance

Casting Time: 1 standard action Range: Long (400 feet + 40 feet/level) Area: Burst with a radius of 10 feet/level **Duration:** Instantaneous

Saving Throw: Reflex half; Spell Resistance: Yes

You craft a small horde of rampaging dragons sculpted from fire that spread out from the center. The dragons charge over anything standing within the spell's radius. The spell inflicts 1d6 points of damage per level (15d6 maximum).

Characters who fail their saves are knocked prone regardless of size and flammable objects catch fire, including flammable characters who failed their saving throws.

Torment of the Accursed

School: Enchantment (Curse, Mind-affecting)

Level: Clr 8, Sor/Wiz 8

Components: V, S,

Casting Time: 1 standard action

Range: Close (25ft + 5ft./levels)

Target: One creature

Duration: Permanent (D)

Saving Throw: Will negates; Spell Resistance: Yes

When you cast this spell, you cause your target to suffer wracking pains that impose a circumstance penalty equal to your caster level (max -25) on attack rolls and skill checks. Ability checks suffer a penalty equal to the casting ability modifier of this spell (max -10).

This curse can only be removed with a successful caster level check DC 15+ your caster level) as long as the material component of the spell is in whole.

Material Component: The target's name or an accurate description written on some type of material (usually paper).

Wave of Petrification

School: Transmutation; Level: Clr 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Area: A 40-ft. spread centered on you

Duration: Permanent (D)

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

A wave ripples out from you, turning everything in its path to stone, including creatures, plants, and manufactured objects. (Objects in a creature's possession turn to stone or save as the creature does. Do not roll for each item separately.)

Unlike most spells, physical barriers do not protect against wave of petrification; the wave merely turns the barrier to stone, then continues to petrify everything behind it. A wall of force, a prismatic wall or sphere or an antimagic field will halt the progression of the petrifying wave.

A stone to flesh spell restores victims of this spell to their natural states, if they were made of flesh (an elf, for example) but not attended objects (the elf's clothes, for example). A break enchantment, greater dispel magic, and polymorph any object can return the subject to normal. Material Components: A bit of petrified wood.

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Ambush: Some wyrd have mastered the art of lying in wait and performing a surprise attack. Against flat-footed opponents, elves gain a +2 bonus on attack rolls. This racial trait replaces the wyrd magic trait.

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Calculating Mind: Some wyrd can see into the motivations of other creatures with exceptional skill. They gain a +2 bonus to all Sense Motive and Diplomacy checks. This racial trait replaces the legacy trait.

Highborn: Some wyrd are born to lead their people. These elves can choose any one Intelligence-based or Charisma-based skill and receive Skill Focus with this skill as a bonus feat. They also gain a +2 racial bonus to their Leadership score and Diplomacy checks. This racial trait replaces the legacy racial trait.

Immortal: A few wyrd cannot die of old age. Upon reaching maximum age, they often choose to travel physically to the appropriate outer plane to serve their deity directly in his or her court. This racial trait replaces the legacy trait.

Inspiring Presence: The grand lore and history of the wyrd often makes them the most esteemed races in the land, inspiring all the other races to equal their accomplishments. With a few words of encouragement from them or examples of their determined efforts leading the way, their allies perform much better than normal for a brief time. As a standard action usable three times per day, they can grant an ally a morale bonus equal to their Charisma bonus. This bonus applies to one single attack or skill check of their choice. When they activate this ability, they must choose a target. Until their next turn, they can opt to grant the bonus to a single attack or skill check the target attempts. They must choose to apply this bonus before the roll. The target of this trait must be able to see, hear, and understand them in order for it to take effect. This racial trait replaces the legacy trait.

Invest Magic (Su): Many wyrd can tap into the primal forces of the universe to fuel their spells. Once per day when an wyrd casts a spell (or use a spell-like ability), she can cast the spell (or make use of the spell-like ability) without expending it, using up its spell slot or spending a daily use. This racial trait replaces the spell resistance trait.

Nimble: Some wyrd are renowned for their lively and athletic forms of combat. They gain a +2 competence bonus on Acrobatics checks and Combat Maneuver Defense. This racial trait replaces the wyrd magic trait.

Star-touched: The silence of the stars grips some wyrds' souls. Any effect that would disturb that silence must overcome their power as well as their will. They gain a +2 racial bonus to any saving throw to resist a compulsion or phantasm effect. The wyrd also gains a +2 racial bonus to Stealth checks. This racial trait replaces the spell resistance trait.

Sun-touched (Su): Some wyrd carry within them the warmth of the sun. They gain a +2 racial bonus to saves to resist ability damage and energy drain. Once per day as a free action, they can ignore the effects of existing ability damage or existing negative levels caused by an undead creature for a number of rounds equal to their Hit Dice. This racial trait replaces spell resistance trait.

Superior Low-Light Vision: A few wyrd possess amazing vision beyond that of any other creature. These wyrd can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This racial trait replaces the low-light vision and spell resistance traits.

Wild-touched: Infusing some elves is the unpredictable power of the wild. They gain a +2 racial bonus to one type of saving throw each day; roll 1d6 – on 1-2 Fortitude saves are increased, on 3-4 Reflex saves are increased and on 5-6 Will saves are increased. This racial trait replaces the spell resistance trait.

Wyrd Vanguard (Su): Wyrd embody the power of magic, this extends to their warriors as well as their spellcasters. One attack per round (melee or ranged) is considered magical for the purpose of penetrating damage reduction. If the weapon is already magical its weapon enhancement bonus equivalent is considered one plus higher for the purpose of overcoming damage reduction. This racial trait replaces the wyrd magic trait.

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Hawks of Dengeance

(Inquisitor Archetype) The only language that evil understands is violence.

The Hawks of Vengeance are the foremost order of inquisitors serving Our Father of Star and Sky. Moreover, they are nothing but stone-cold killers, just like their namesakes trained for naught but to hunt and maim. Believe me when I say they were not formed to look inward at the church like other inquisitors you are used to encountering, but to put fear into the hearts of the forces of darkness, and if such forces can know fear, the hawks do their duty well. Their style of fighting is fierce and bloody; they bring the vengeance judged from on high to the enemy, up close and personal. They believe one cannot reason with evil and that some creatures will find salvation only in death. Therefore, these high-minded butchers met out brutality and bloody vengeance against the enemies of the church and all the forces of the light. However, be warned they do not care about the means of enacting their revenge, only the ends. To these ends, the hawks have become wild, passionate warriors, and when they come upon the forces of malevolence, they abandon any sense of "honor" or "mercy" and instead seek to ravage their foes completely. Yet they also seek to spread fear to those who would stray for the path of the righteous and will often maim their foes (as well as to burden their foes, with caring for their injured). They often horrify paladins and their religious brethren the eagles of freedom with their actions. Their membership is not limited to the wyrd but



Cirith Masked Starfall

they are the most numerous race within the organization, though humans are a very close second.

Full Base Attack Bonus (Ex): At 1st level, a hawk of vengeance gains a Base Attack Bonus equal to his class level in place of the standard Inquisitor Base Attack Bonus. This ability replaces Spells and Orisons

Rapid Coup de Grace (Ex): At 1st level, a hawk of vengeance is able to slay downed foes much more easily than most. As a move action, he may step on his enemy's throat, jab his blade in the downed foe's eye, or make any number of swift and lethal acts that do not draw an attack of opportunity. This move action counts as the Coup de Grace that normally requires a full round action to perform, and does the same damage. At 8th level, this becomes a swift action instead of a move action. This ability replaces Domain

Innate Strength (Ex): At 1st level, the hawk of vengeance gains Intimidating Prowess as a bonus feat and any ability that uses the he Inquisitor's Wisdom modifier uses the Inquisitor's Strength Modifier instead. This ability replaces Monster Lore.

Maim Opponent (Su): At 2nd level, when the hawk of vengeance deals damage that would kill your opponent you can instead choose to withhold that damage. If the attack is appropriate (GM's discretion) you can, leave a nigh unhealable wound: a vicious scar, permanently blind your foe (or only take one eye), or remove an appendage. Innate healing (fast healing, natural healing, regeneration) requires a successful Fortitude save (DC 10+ 1/2 your Inquisitor class level + your Strength modifier) to heal the wound. A spell or effect attempting to heal the wound requires a successful caster level check (DC 15+ your Inquisitor class level). This ability replaces Detect Alignment. Creatures who lose an eye suffer a -2 circumstance penalty to perception checks and double all range penalties.

Vengeful Execution (Su): At 5th level whenever you land the killing stroke (or score a critical hit) with a weapon all your allies within 30 ft. gain a +1 morale bonus

to attack and damage rolls and saving throws until the end of the encounter. This bonus increases by +1 every three levels afterward (+2 8th level, +3 at 11th level, etc.) Additionally, all enemies within 30 ft. must make a Will save (DC 10+1/2 your Inquisitor level+ your Strength or be shaken for rest of the encounter. Fear effects stack which can result in a creature becoming frightened. This ability replaces Discern Lies.

Cirith Masked Starfall (R12)

Female wyrd NG luckbringer 12/rogue 1 Init +8; Senses low-light vision; Perception +18

Defense

AC 20, touch 14, flat-footed 16 (+6 armor, +4 Dex) hp 59 (13d8) Fort +8, Ref +14, Will +6 Resistances SR 27

Offense

Speed 30 ft.; Fly (good) 60ft. **Melee** +1 keen spiked chain +14/+9 (2d4/19-20) Special Attacks Sneak Attack +1d6 Spell-like Abilities (CL 12th) Constant-fly 1/day -charm monster (DC 18), cone of cold (DC 18)

Statistics

Str 8, Dex 18, Con 10, Int 12, Wis 14, Cha 17 Base Atk +9; CMB +8; CMD 22

Feats Elven Ancestry, Improved Initiative, Mage's Birthright (fly), Mage's Birthright (charm monster), Mage's Inheritance, Weapon Finesse, Wyrd Resistance

Skills Acrobatics +20, Bluff +18, Diplomacy +18, Disable Device +20, Knowledge (Local) +17, Perception +18, Sense Motive +6, Stealth +20, Use Magic Device +18 Languages Common, Draconic, Elven, Giant

SQ Highly Improbable, Improbable, Legacy (cone of cold), Longshot, Moment of Chance, Nothing is Written, Trapfinding, Wyrd Magic

Gear +1 keen spiked chain, +2 glamered mithril chain shirt, headband of alluring Charisma +2, 500 gp

Special Abilities

Highly Improbable (Su): Beginning at 10th level, Masked Starfall adds the following advanced improbability to her choices:

• Master Luckbringer (Su): Masked Starfall may now spend two moments of chance per round, if she wishes.

Improbable (Su): Improbable abilities require Masked Starfall to spend a moment of chance, which she may do twice per round as a free action (due to Master Luckbringer):

• Critically Lucky (Ex): When Masked Starfall uses this ability (even after the result of the die roll is known), she gains the benefit of the Critical Focus or Improved Critical feat with the weapon she is currently wielding even if she does not meet its prerequisites. Upon reaching 11th level she can also choose any single critical feat and gain the benefits of that feat, though she must still meet the prerequisites of that feat, however for the purposes of these prerequisites her Base Attack Bonus is consider being equal to her luckbringer class level. If she has the master luckbringer ability (see Highly Improbable) and expends a second moment of chance this round she can choose a second critical feat and use the first feat chosen as part of the prerequisites for the second feat.

• Fateful Footing (Ex): Masked Starfall alters probabilities making her extremely dexterous; she gains a +10 ft. enhancement bonus to her base speed and a +2 inherent bonus to her Dexterity. Masked Starfall also can make a single target opponent extremely clumsy reducing all its speed ratings by 10 feet (to a minimum of 5 feet) and bestowing a -2 penalty to the target's Dexterity (minimum 1). A successful Will saves (DC 19) negates these penalties for the opponent (but does not affect her bonuses). This effect lasts for 12 rounds.

• Hazard (Su): Using her ability to affect probabilities Masked Starfall can cause a hazardous condition to affect a single target. This hazard deals 7d6 points of damage. A successful Reflex save (DC 19) results in half damage. The actual damage type is subject to GM determination but the default is often bludgeoning, resulting from something improbably falling from the sky (such as a dead griffon) or a underground explosion (such as caused by the rotting corpse of a purple worm), but it can be as dramatic as a lightning strike from a clear blue sky. This damage can be something the target is resistant to but the creature is never immune to the damage type chosen and the damage could even be of multiple types.

• Ill-fortune (Su): Masked Starfall imparts a streak of bad luck on the target. Any actions the target takes in the next round have a 50% chance of failing. A successful Will save (DC 19) negates this effect.

• Just a Scratch (Su): Masked Starfall's wounds are never as bad as they first appear. Masked Starfall can heal 14 hit points with a moment of chance.

• Twist the Pattern (Ex): Masked Starfall can Take 10 as a swift action or Take 20 as a full-round action on one singular skill check that can be performed in normally is performed in one round even if she is distracted. She can grant this benefit to a creature within 100 ft. if the skill normally allows the creature to take a 10 or a 20.

Legacy: Masked Starfall gains one of the following spelllike abilities useable once per day, caster level equal to her character level: alter self, darkness, charm monster, cone of cold, deeper slumber, fly, gaseous form, giant form I, invisibility. If her bloodline contains drow blood a wyrd can also choose dancing lights or faerie fire.

Longshot (Su): Use of these abilities is considered free actions, but Masked Starfall cannot use them more than once a round. She may expend a Longshot twice a day-in any combination of the two listed abilities.

• Betting Pool (Ex): Masked Starfall can gather up a lucky streak, and release it how she designates for her own use. In game terms this gives her a total luck bonus of +12 that

she can add, in partial increments, to her AC, CMD or to any die roll including attack and damage rolls, combat maneuvers, saving throws, skill checks and ability checks even after determining the initial outcome (excluding rolls for hit points). Whenever she applies this luck bonus under any of the preceding circumstances, she subtracts that amount from her remaining luck bonus until it is exhausted. A luck bonus added to her AC only applies to one attack made against her. • One More Chance (Su): By spending a Longshot, Masked Starfall can recharge her daily uses of moments of chance. She regains five moments of chance. Moment of Chance (Su): Each day, Masked Starfall has a pool of 15 moments of chance. Once a round, as a free action, Masked Starfall can expend a moment of chance to do any one of the following things: • Fatespin (Su): Masked Starfall can cause a reroll of one attack roll, combat maneuver check, or skill check that occurs within 100 ft. of her though she must be aware of the action to use this ability. When an attack roll, combat maneuver check, or skill check has failed or succeeded, a player may declare that roll lucky or unlucky after the fact and announce that she is forcing a fatespin. She spends 1 moment of chance from her pool to force a reroll of the

original d20 roll.

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• Weal and Woe (Ex): Apply a +1 luck bonus or -1 luck penalty to any single d20 roll resulting from an action that occurs within 100 ft. of Masked Starfall. Masked Starfall must be aware of the action and must declare the use of this ability before the roll is made.

• Narrow Escape (Ex): Masked Starfall gains a chance of avoiding any confirmed critical hit or any attack that would reduce her to o hit points or fewer. This ability only operates if she chooses to avoid the critical hit. Avoiding the hit requires a successful Will save (DC 10 + 1/2 the attack bonus or the DC of the spell/effect). In the case of a damaging spell or ability that would reduce the character to o hit points or less, this effectively grants Masked Starfall a second saving throw to negate the spell or effect. This ability expends a moment of chance even if she has used one already for this round, however this ability can only function once per round.

Nothing Is Written (Ex): Masked Starfall has these powers:

• Evasion (Ex): Masked Starfall can manipulate probabilities to avoid even magical and unusual attacks. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if she is wearing light armor, medium armor, or no armor. If helpless, she does not gain the benefit of evasion.

• Opportunist (Ex): Once per round, Masked Starfall can make a melee attack of opportunity against an opponent who has just been struck for damage in melee by another creature. This attack counts as her attack of opportunity for that round. She cannot use the opportunist ability more than once per round and must be threatening her opponent to use this ability.

• Perfect Chase (Ex): Masked Starfall is always fortunate during a chase (whether she is pursuing or being pursued). A boat is available when she leaps from a bridge; a rope waits at every chasm, and so forth. Whether her Acrobatics and Climb checks succeed, of course, is another matter entirely, though she does gain a +5 circumstance bonus to these checks during a chase.

• Stalwart (Ex): This ability grants Masked Starfall the ability to alter the likelihood of secondary effects interacting with her. If she makes a Fortitude or Will save against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if Masked Starfall is wearing light armor, medium armor, or no armor. If helpless, she does not gain the benefit of the stalwart ability.

• Slippery Mind (Su): Masked Starfall can learn to manipulate probabilities to slip away from mental control. If she is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Wyrd Magic: Wyrd receive a +2 racial bonus on caster level checks made to overcome spell resistance and on dispel checks.

Standing just a hair over seven feet tall with indigo skin and a mane of copper curls, Cirith Masked Starfall is a wyrd dilettante, an adventuress who has a taste in aristocrats. She's been a fixture within the aristocratic social circles for the last six years, always attending functions on the arm of a different patron-and not all of them men. She is a renowned storyteller, though what she lacks in technique, she more than makes up for with panache. Masked Starfall's tastes in fashion run exotic and expensive, but she regularly sets trends amongst the Ladies of the Courts. Her familial heritage remains a topic she refuses to speak on further, but many call her "Lady," whether this is a hedged bet or genuine deference is unknown. Masked Starfall is always genial and pleasant, even when she's being downright vicious.

She's very adept at hiding a poison tongue behind a sweet smile. She often joins the expeditions of noble-born second or third sons into the unknown, seeking out adventure, which has given her a great number of contacts amongst the more powerful families of the region, as she often seeks to befriend relatives and servants, too. Her knowledge of the aristocratic culture has provided her with enough details and contacts to almost never need a room at an inn; she can be guaranteed hospitality in all but the direst circumstances. She wears her notorious spiked chain at all times, alternating between carrying it as a belt and a sash; it has also appeared as a short cape and a set of unusual bracers.

Secret: Masked Starfall likes to steal. She regularly uses the events to scope out the treasures she later uses to fund her own partying. If she were ever connected to the thefts, things could turn ugly.

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