Rite Publishing Presents

The Secrets of the Primordial Forest





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By David Mallon



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Designer's Dedication: To the people of *FAWTL*, for making every day a little more interesting.

He led the way in under the huge branches of the trees. Old beyond guessing, they seemed. Great trailing beards of lichen hung from them, blowing and swaying in the breeze. Out of the shadows the hobbits peeped, gazing back down the slope: little furtive figures that in the dim light looked like elf-children in the deeps of time peering out of the Wild Wood in wonder at their first Dawn. –**The Two Towers, "The Uruk-Hai" by J. R. R. Tolkien**

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The Secrets of the **Primordial** Forest

Eons ago, deep in the forests and mountains of the northern lands, the fey came to our world and built their first great civilization. In the first age of their civilization, these first fey built soaring cities of stone, mastered the arts of the forge, and developed the first known form of writing. Most importantly, though, the Isten, as they were later called in the epic tales, developed magics that was able to harness the power inherent to the land. The distilled essence of this power had the capability of harnessing energy in solid form, as well as allowing matter to pass.

However, in the many millennia after its discovery, the use of this substance, referred to in the Tome of Merenal as Varelium, was turned to the art of warfare. As the Isten kingdoms grew in power, they turned against each other and centuries of war followed. In the end, all that was left were the ruined principality and broken artifice of the old ones, along with a few isolated bands of fey who, in their fear and madness, fled into the southern woodlands to begin anew.

At some point in the recent past, rumors began to circulate about a repository of forgotten knowledge hidden deep within the ruined domain of the fey. This library of the ancient ones was said to contain all of the knowledge of its forgotten creators, and would grant its discoverer untold power.

The library of the ancients, however, was not a library at all. Some time before the collapse of the great civilization of the Isten, great scholars of the primordial world pooled their knowledge to create a repository of knowledge unlike the world had ever known. This repository was a single book, known to modern scholars as the Tome of Merenal, named for the cyclopean tomb in which it was found.

Buried within the Tome's pages are countless histories, myths, and legends, as well as a number of heretofore unknown spells and magic items. Most interestingly, though, it is rumored that the Tome of Merenal contains instructions on becoming as one of the Isten, and even clues as to how their ancient nations might be resurrected.

The Tome of Merenal

This massive book is bound with an ornate metal cover, and comprises some thousand pages. Each page is filled with dense, nearly indecipherable sylvan text, along with diagrams, detailed illustrations, and numerous arcane sigils. The Tome itself is not magical, but its pages contain descriptions of potent spells and instructions for the creation of powerful magic items.



Ley Siphon

School evocation [force]; Level sorcerer/wizard 1, bard 2, cleric 1, druid 1



The Tome of Merenal as compared to other books.

Casting Time 1 standard action **Components** V, DF **Range** personal Target vou Duration 1 minute/level (D)

This spell draws upon the natural energy within the land to boost your vitality, reflexes, cunning, and fighting prowess for a short period of time. For the duration of the spell, your base attack bonus, armor class, and saves gain a circumstance bonus of +1 per three caster levels (maximum +3).

Blinding Ray

School evocation [light]; Level sorcerer/wizard 3, bard 3, cleric 3, druid 3 Casting Time 1 standard action **Components** V, S, F/DF (a quartz crystal) Range close (25 ft. + 5 ft./2 levels) Effect rav Duration 1 min./level **Saving Throw** Fortitude partial; see text; Spell Resistance yes

A ray of brilliant light is projected outward from your hand toward a desired target. You must succeed on a ranged touch attack with the ray to strike a target.

If hit subject is blinded, on a failed Fortitude save, for the spells duration. A successful Fortitude save bestows the target with the dazed condition for 1 round. If the target fails their Fortitude save by more than 5, they take 1d4 points of damage due to the intensity of the light. Creatures who are vulnerable to light-based attacks double duration and damage effects.

Odic Aura

School evocation [force]; Level sorcerer/wizard 6, bard 6, cleric 5, druid 5

Casting Time 1 standard action **Components** V.S

Range touch

1

Effect subject is surrounded by energy that damages opponents and heals allies

Target you or creature touched

Duration 1 min./ level

Upon being cast, this spell surrounds the caster, or a creature touched, with a crackling halo of yellow-

green energy. The target of the spell can expended the energy, up to twice per round, in order to either cure or inflict 1d6 points of damage plus the caster's constitution modifier. Energy may be expended a total number of times equal to the caster level for the spell's duration, after which the aura fades and the spell must be cast again.

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Form of Quintessence

School transmutation;

Level sorcerer/wizard 8, bard 9, cleric 9, druid 9 Casting Time 1 standard action

Components V,S,F

Effect confers the ability to pass through living creatures while retaining the ability to interact with material objects. Deals damage at higher levels Target you

Duration 1 min./ level (D)

In their research into the properties of Varelium, the primordial fey discovered a way to convert the body's matter into pure energy while still retaining the ability to interact with its surroundings. Once cast, this spell causes the caster to temporarily become a being of radiant, gold-colored energy.

While active, form of quintessence allows the caster to pass through any living material at a rate equal to their base speed. In addition, the caster may choose to deal 4d6 damage to any living creature passed through. Form of quintessence grants you DR 15/magic, and grants you immunity to poison, sneak attacks, and critical hits.

All items that the caster is wearing or holding do not become energy, yet do stay with them while passing through living matter and are inaccessible, however they still grant their effects. You may still interact with living and nonliving material as you would normally while the spell is active.

Magic items

Primeval Staff

Aura moderate varied; CL 11th Slot none; Price 73,700 gp; Weight 10 lbs. Description

This staff is made from a single piece of ancient, petrified wood, and allows the use of the following spells:

- Dream (1 charge)
- Legend lore (1 charge)
- Wall of stone (1 charge)
- Black tentacles (2 charges)
- Lightning bolt (2 charges)
- Ghoul touch (3 charges)

Construction

Requirements Craft Staff, black tentacles, dream, ghoul touch, legend lore, lightning bolt, wall of stone; Cost 36,850 gp



Odie Aura

V

()arelium Sword

Aura moderate conjuration; CL 9th Slot weapon; Price 24,000 gp Weight: 8 lbs Description

This heavy, blunt-tipped longsword is forged from a single piece of bronze-colored metal. Up to five times each day, the wielder of a Varelium sword may draw upon the power of the land to imbue the weapon with either an enhancement or damage bonus, of a total up to the wielder's Constitution bonus. This bonus lasts for a number of minutes equal to the wielder's Constitution score. While thusly imbued a Varelium sword glows with energy, shedding a yellowgreen light that provides shadowy illumination in a 10-foot radius around the wielder.

Construction

Requirements Craft Magic Arms and Armor, ley *siphon*; Cost 12,000 gp

Darelium Ruckler

Aura moderate conjuration and abjuration; CL 9th Slot shield; Price 36,000 gp; Weight 5 lbs Description

This oblong buckler is forged from dense, bronzecolored metal. Up to five times per day, the wearer of a Varelium buckler may draw upon the land's innate energy to grant the wearer with an AC bonus of up to the wielder's Constitution bonus. This bonus lasts for a number of minutes equal to the wearer's Constitution score. While active, a Varelium buckler also negates magic missile attacks directed at its wearer.

Construction

Requirements Craft Magic Arms and Armor, ley siphon, shield; Cost 18,000 gp

Ley Compass

Aura faint conjuration and evocation; CL 6th Slot --; Price 26,000 gp; Weight 1/2 lb. Description

This oddly heavy compass has a case made from an oddly-textured green stone, and intricately worked gears and needles made from the same material. Of its two needles, the first functions as a mundane compass that unerringly points northward. The second compass, however, will always point to the nearest hotspot of magical activity, whether it is a powerful magic item or an untapped reservoir of latent energy hidden deep underground. In addition, those who have gained the knowledge hidden within the Tome of Merenal are able to cast the spells ley siphon, odic *aura*, and *form of quintessence* at +1 caster level. Construction

Requirements Craft Wondrous Items, ley siphon, detect magic, read magic; Cost 13,000 gp

Portable Outpost

Aura strong conjuration; CL 9th Slot: --; Price 37,000 gp; Weight 5 lbs. Description

This appears to be a small stone cube, featureless except for a single rune carved on one face. In order to be activated, the *portable outpost* must be placed on the ground in the desired spot with the rune facing upwards. Once the command word is spoken, the portable outpost unfolds into a fifteen-foot square stone building. This building appears to be a small, sturdy house, with a low stone ceiling and a fireplace set in one wall.

The walls of the building are a foot thick, and made of stone with a hardness of 8 and 200 hit points, with a break DC of 45. Set in one wall is a sturdy wooden door with a hardness of 5, 20 hit points, and a break DC of 20. A portable outpost will remain in place indefinitely unless the command word is spoken a second time, upon which it folds back into its cube form. The outpost unfolds from its cube in one minute, and cannot be deactivated unless it is empty. Construction

Requirements Craft Wondrous Items, secure shelter; Cost 18,500 gp

Rod of the Ancients

Aura strong conjuration and evocation; CL 12th Slot none; Price 101,000 gp; Weight 5 lbs. Description

This oddly fluted rod is nearly four feet long, made from a strange glassy metal. One end tapers to a point, and the other is topped with a large iridescent gem. A Rod of the Ancients allows its owner to understand the various properties of magical items, armor, and weaponry. While holding a Rod of the



Portable Outpost

Ancients, one is granted a +10 bonus on their Spellcraft skill check, as per the spell *identify*. In addition, as long as the Rod of the Ancients is in one's possession, it confers the ability to use all knowledge skills untrained.

Construction

Requirements Craft Rod, identify, fox's cunning, arcane sight; Cost 50,500 gp

Feats

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Arcane Talent [General]

You gain the ability to cast a zero-level spell from the sorcerer/wizard spell list.

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Prerequisite: Int 13 or higher

Benefit: You may cast a zero-level arcane spell as a spell-like ability a number of times per day equal to your Intelligence modifier. The spell must be chosen when the feat is selected and may not be changed later. The save DC for this spell is 10 + your Intelligence modifier, and the caster level is equal to your character level.

Healing Burst [General]

You may sacrifice spell slots to gain hit points. **Prerequisite:** Ability to cast spells of first level or higher Benefit: As a standard action, you may expend a spell slot in order to gain a number of temporary hit points equal to the spell's level, these temporary hit points disappear after 1 hour.

Improved Crafting [Item Creation]

Wondrous items you create take much less time to craft. Prerequisite: Caster level 5th, Craft Wondrous Item **Benefit:** Crafting wondrous items takes one day for each 2,000 gp in its price instead of one day per 1,000 gp. Mending broken wondrous items takes one guarter of the time it would take to craft them instead of one half. (See the magic item creation rules on page 548 of the Pathfinder Roleplaying Game Core Rulebook for more information.)

Rush of Insight [General]

You may sacrifice spell slots for greater accuracy in combat. Prerequisite: Ability to cast spells of first level or higher **Benefit:** As a swift action, you may expend a spell slot in order to gain an insight bonus to attack equal to the spell's level.

Single Focus [General]

Choose an item in your possession. Any spell focus requirements for spells you cast are fulfilled by this item. Prerequisite: Caster level 3rd

Benefit: Instead of using separate spell focus (or divine focus) components, you may use a single item in the casting of your spells. All other components of the spell remain unchanged.

Savant [General]

Through some unexplained gift, you have knowledge beyond those possessed by other individuals Prerequisites: Skill Focus (any knowledge skill). Benefit: You treat all knowledge skills as class skills; you gain a number of ranks in a single knowledge skill equal to your class level, you get a +1 bonus on all Knowledge skills. If you have ranks equal to your class level in a knowledge skill, this bonus increases to +2for that skill.

The Ancient Prestige Class

Some of those who study the Tome of Merenal begin to literally absorb some of the knowledge contained within its pages, becoming infused with the essence of the Tome's creators. With increased study, a student of the Tome literally becomes one of the Ancients, gaining both magical and physical power.

Though many would-be readers of the Tome are experienced spellcasters, anyone with even a bit of magical training and knowledge may reap the ancient book's benefits. Most Ancients begin their journey as clerics or wizards, but druids, sorcerers, oracles, witches, and even bards and multiclass characters may learn the secrets of the ancient fey.

Role: The Ancient is, first and foremost, a spellcaster, rivaling a wizard or cleric in spellcasting ability. However, their unique skills allow them to take a more active role in both exploration and combat. An Ancient may use their gifts to help their fellow adventurers uncover the ancient ruined cities of



the ancient Isten, or even seek to re-create their civilization in the modern age. Alignment: Ancients may be of any alignment, though the influence of the Isten tends more towards law than chaos. Hit Die: d6

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Requirements:

Languages - Sylvan Skills - Knowledge (arcana) 5 ranks Spellcasting - Ability to cast 1st-level arcane or divine spells Special - Must have spent one week studying the Tome of Merenal.

Class Skills

The Ancient's class skills (and the key ability for each skill) are Craft (all skills taken individually)(Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills taken individually)(Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), Use Magic Device (Cha) Skill ranks per level: 4 + Int modifier

Class Features

All of the following are class features for the ancient prestige class.

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

Spells per Day/Spells Known: When a new level of Ancient is gained, the character gains new spells per day as if they had also gained a level in a spellcasting class they belonged to before adding the prestige class. The character does not gain other benefits a character of that class would have gained. except for additional spells per day, spells known (if a spontaneous spellcaster), and an increased effective caster level. If a character had more than one spellcasting class before gaining any levels of Ancient, they must decide to which class the new level is added for purposes of determining spells per day.

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Table : Ancient Prestige Class

Level	BAB	Fort	Ref	Will	Special	Spells / day
1	+0	+0	+0	+2	Knowledge of the ancients	+1/level of existing class
2	+1	+0	+0	+3	Ability boost 1, minor physical change	+1/level of existing class
3	+1	+1	+1	+3	Sight of the ancients	+1/level of existing class
4	+2	+1	+1	+4	Ability boost 2, major physical change	+1/level of existing class
5	+2	+1	+1	+4	Power of the ancients	+1/level of existing class

Knowledge of the Ancients: At first level, the Ancient begins to fully comprehend the information and insights contained within the Tome's pages, granting the Ancient the ability to better understand the world around them. This ability allows the Ancient to add their Wisdom bonus to Knowledge checks, and to use all Knowledge skills untrained.

Ability Boost 1: At second level, the Ancient's body and mind begin to change. This is reflected first in a +2 bonus to any mental ability score (Intelligence, Wisdom, or Charisma).

Minor Physical Change: In addition to the mental ability bonus, at second level an Ancient begins to physically reflect the appearance of one of the ancient fey. This change is typically minor and only noticeable with some scrutiny, such as unblemished, china-white skin, slightly pointed ears, or darkened irises. Note: Physical changes of this sort are merely cosmetic and do not affect the character's statistics, but may provide some interesting roleplaying opportunities.

Sight of the Ancients: At third level, an Ancient gains the ability to perceive magical auras within a short radius. This ability is always on, and works as per the spell detect magic, but based on line-of-sight and with a range of 20 feet.

Ability Boost 2: At fourth level, the Ancient's body and mind undergo a more drastic change, becoming more like that of the creators of the Tome of Merenal. This is reflected first in a +2 bonus to any physical ability score (Strength, Dexterity, or Constitution).

Major Physical Change: In addition to the physical ability bonus, at fourth level, an Ancient becomes very near in appearance to one of the Isten. This change usually takes the form of an increase in height, bone structure, or limb length, along with elongated, completely uniformly colored eyes, and elongated fingers. Note: As stated before, physical changes of this sort are cosmetic and do not affect the character's statistics, but may provide some interesting roleplaying opportunities.

Power of the Ancients: At fifth level, an Ancient is able to use the power instilled in them by the Tome of Merenal to actively manipulate and store the innate energy of their natural surroundings. Five times per day, an Ancient may channel their stored energy to produce one of the following effects:

- A number of semi-transparent, yet tangible discs of golden energy surround you, granting you a bonus to your armor class equal to 4 + your Charisma modifier. These discs of force confer no check penalty, arcane spell failure chance, or speed reduction, and cannot by bypassed by incorporeal creatures. The effect lasts for one hour.
- A weapon made from a semi-solid, greenish vapor appears in your hand. This weapon may appear to be any type, but deals 1d6 damage plus your Strength modifier, and threatens a critical on 20. The weapon cannot be harmed by physical attacks, and can only be affected by a sphere of annihilation or rod of cancellation. The effect lasts for a number of rounds equal to your Charisma modifier.

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