**Rite Publishing Presents** 

# Myrd of Questhaven









# By Steven D. Russell



# Rite Publishing Presents:

# Wyrd of Questhaven

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# Dedication: To Mark Moreland From your encouragement Questhaven was born.

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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 loval, 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



Deimos Invincible Fox

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 skinsuch as myself-while others darken ever further until their skin becomes a dignified black. We have two small vet 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.

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 Deimoswyrd 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: 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

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 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

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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.

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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, Unconguered 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 spell-like 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.

# 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 paragononly 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 form-altering 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.

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

## Jable: Wyrd Paragon

Level	Base Attack	Fort	Reflex	Will	Special	Spells
	Bonus	Save	Save	Save		
1	+0	+0	+0	+2	Low-light and Darkvision,	+1 of sorcerer
2	+1	+0	+0	+3	Improved Acrobatics (+10)	+1 of sorcerer
3	+1	+1	+1	+3	Ability Boost (+2 Con), Large	+1 of sorcerer
					size	
4	+2	+1	+1	+4	Improved Acrobatics (+20)	+1 of sorcerer
5	+2	+1	+1	+4	Ability Boost (+2 Str)	+1 of sorcerer
6	+3	+2	+2	+5	Improved Acrobatics (+30)	+1 of sorcerer
7	+3	+2	+2	+5	Ability Boost (+2 Str, +2	+1 of sorcerer
					Wisdom), Force of Personality	

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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 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 wyrd paragon's racial spell resistance increases to 10 + character level+ her Charisma modifier.

# Designer's Notes:

The paragon class is designed to update the 3.0 version of the wyrd which was originally a + 6ECL 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.

# Wyrd Feats

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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.

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#### 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 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.

#### 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.

#### 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.

#### MAGE'S BIRTHRIGHT [Wyrd]

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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 spelllike ability from your legacy racial trait that you do not already possess and use that ability once

per day, caster level equal to your 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 spell-like 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 spelllike 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.

#### 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**: *disquise self* (3rd), *invisibility* (5th), deep slumber (7th), charm monster (9th), cone of cold (11th), mislead (13th), giant form I (15th), polymorph any object (17th), shapechanae (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. 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 Everhaite Coiling Dragoness

# Whispering Advisor of the Emperor Dragons

The 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 fullfledged 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.

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 maining 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.

#### **Requirements**

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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**

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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.

#### Table: Whispering Advisor of the Emperor Dragons

Level	Base Attack	Fort	Reflex	Will	Special
	Bonus	Save	Save	Save	
1	+0	+0	+1	+1	Power Behind the Throne
2	+1	+1	+1	+1	Whispered Advice
3	+2	+1	+2	+2	Chosen Loyalty
4	+3	+1	+2	+2	Trap of Vengeance
5	+3	+2	+3	+3	Whispers of Despair

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.

# 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.

# Adjournment of Opportunity

Enchantment (charm) Level: Sor/Wiz o **Components:** V, S Casting Time: 1 immediate action Range: Close (25ft + 5ft./levels) Effect: Rav 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. THE PARTULANE TARTALE AND TELEVISION STATES

## Another Time

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

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.

# Eloquent Speech

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

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.



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# Mark of the Pariah

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.

Evocation Level: Sor/Wiz 7 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

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

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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

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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