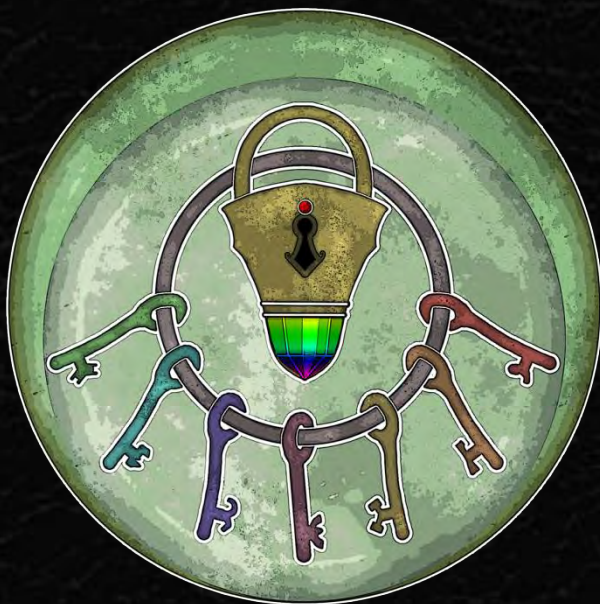


Rite Publishing Presents

The Secrets of the Divine: Adventure, Earth, Magic, & Water



by Steven D. Russell





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Dedication To my mother Sylvia Russell, for her faith in me, may she rest in peace.

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Our Grandfather of Water and Wave

"Listen and heed the call of Our Grandfather of Water and Wave, be not distracted by other mortals, for they cannot determine another's destiny, especially your own. Learn to sail in high winds, and abandon all hope that the sea will ever rest. Stop standing on the shore and staring out at the water, if you do not, you shall never cross it." – Shipwright Sulgen's speaking the ritual remarks of the Night of Sacrifice.

"We give thanks to Our Grandfather of Water and Wave. For today, the waves have not flooded our homes. We give thanks to Our Grandfather of Water and Wave. For today, the monsters of the deep have not sunk our vessels. We give thanks to Our Grandfather of Water and Wave. For today, the winds are with us and our sails are whole." –The Thrice Given Prayer of The Mariner's Basin.

Alignment: CN

Portfolio: Fishing, Lakes, Ocean, Rain, Rivers, Streams, Sailing, Sailors, Sea Creatures, Sea Storms, and Water

Worshippers: Fathers, Fishermen, Grandfather, Pearl Divers, Privateers, Sailors, Sea Creatures, Whalers

Aliases: Sovereign of Waters, Master of the Sea, Unending Wave, Unmoved Whale, Raging Shark, Magnificent Dolphin

Domains: Chaos, Destruction, Travel, Water, Weather
Subdomains: Catastrophe, Exploration, Oceans, Rage, Storms

Superior: *Our Queen of Wisdom and Mercy*

Allies: *Our Father of Star and Sky, Our Grandmother Earth, Our Mother of Madness*

Foes: *Their Dark Lord of Fire*

Symbol: A sea creature in front of a wave

The churches of *Our Grandfather of Water and Wave* collect the outpourings of his worship, and I have found them in nearly every seaport and community that exists near a large expanse of water. The followers pray for rain, seek blessings for sailors and anglers; and ask favor be granted upon new water-going vessels (and I would never set sail upon a vessel that had not requested such favor). For particularly important and epic journeys, they make elaborate sacrifices in the water, cutting open bulls, and letting the blood and water commingle. This is to symbolize that all things owe their life to the water. Sacrifices though are not a common practice. The sacred orders are there only to aid the faithful and I can attest offer guidance. They proclaim they are not necessary for the faithful to form a bond with *Our Sovereign of Waters*, for the worship of *Our Unending Wave* is extremely personal. In addition, while the Basins are a place of devotion and prayer, these temples of *Our Master of the Sea* are not somber, quite locations, they are home to untamed roaring celebrations accompanied by hard drink and often other carnal activities. They are like *Our Unmoved Whale* both wild and serene.



The most prominent temple to *Our Magnificent Dolphin* in Questhaven is the Mariner's Basin, which is located partly on an actual tidal basin at the edge of the Quay's docks. They collect massive tithes and sacrifices for their work, along with the fees from the privateers they organize for the Questor's Society. This grants them a great deal of available wealth though not as much as the Great Church of the Pantheon. The Mariner's Basin is more powerful secularly than it is spiritually due to effective control over the city's access to the sea. I will tell you that the rumors I hear, speak to the corruption of the clergy due to this power and wealth, but from my investigations they have not grown so bold, nor so arrogant as to challenge the power of the Questor's Society.

Questhaven does not have a standing navy, and rather commissions a large fleet of privateers. Commanding each ship are members of the Questor's Society. *The Mariner's Basin* serves a vital function in organizing crews for each of these ships, and many refer to these folk collectively as Privateers of the Raging Shark. If adventure on the high seas is to your liking, life as privateer in the service of Questhaven and *The Mariner's Basin* is a popular choice.

Hierarchy within the church is unique to each individual basin. At the Mariner's Basin's the most powerful cleric who holds the title "Shipwright" rules the Dockhands (clergy) and he serves as a religious advisor and teacher of the faithful, but spends most of his time dealing with the vast number of tithes, sacrifices, and privateers. The Aesthetics of the Sea (paladin archetype) are utterly uninvolved with the basins short of occasionally captaining a privateer ship; they wander the endless waves doing what they can for everyone but themselves. Finally, the Privateers of the Raging Shark

who are a secular mercenary order accept nearly any and all who apply, I myself was a member for a short time before joining the Questor's Society.

Mythology

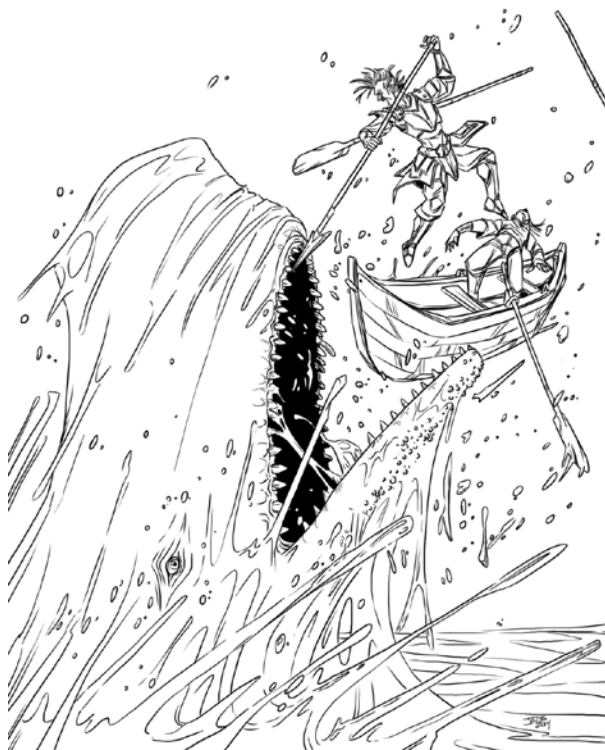
You have all heard the legend of the empire sunk beneath the waves, the fabled lost utopia that was drowned by *Our Grandfather of Water and Wave* for their hubris. I am here to tell you that one of their outpost cities exists to this day in the depths of the Leviathan Sea somewhere along the eastern edge of the Plumbless Trench. It is an advanced ancient acropolis with strange lost artifices and wondrous forgotten magical arts. However, my fellow Questors you should beware, though it is ripe with treasure *Our Sovereign of Waters* wants no part of the city to escape his depths, and so has set many monstrosities of the sea to guard it. Foremost among these monstrosities are the ship breaker sea serpent Ghalvoar Lhamatar and the stygian leviathan Old Mad Jack. All the while, many of the undersea races war amongst themselves within the ruins trying to lay claim to the strange bits of artifice and magic. Many an expedition from the surface has never returned and few members of the Questor's Society, excluding myself, know of its exact location.

Manifestations

Our Grandfather of Water and Wave's presence is marked by the appearance of an elderly grandfather, often in the form of a sea elf or merfolk wielding a trident with a white almost sea-foam beard. He is most likely to make appearances in the presence of fishermen and sailors though seldom in sight of land. His most prominent omen is a frenzied shark attacking a whale with a snow-white hump, while a dolphin seeks to defend it. His blessing is always a swift, safe, and uneventful passage through his waters in record time. Several sacred beings serve *Our Master of the Sea*: *Our Lady of the Lake*, *Our Lady of the Ocean*, *Our Lady of the River*, and *Our Lady of the Stream* are his most prominent daughters, born of a dalliance with *Our Mother of Many Ways*. They help him look over his vastness. Five other gigantic sea monsters beyond the two who guard the sunken empire of varying descriptions, said to be large enough to swallow a small fleet of ships, also serve him, though I have never seen them the Outer Ocean is unfathomably large.

Holiday

The Shipwright hosts "The Night of Sacrifice" before fishermen and sailors go out again after winter has ended, and it is a carnival of absolute abandon, with the *Mariner's Basin* sparing no expense. Since this day varies due to the weather it, its exact date varies but is usually held around the end of the second month of the year or the beginning of the third. The church encourages believers and non-believers alike to drink and eat in excess while dancing and singing, all to show their gratitude to *Our Grandfather of Water and Wave*. A great bull and six other great beasts of the land are sacrificed their blood poured into the ocean to sate the



Leviathan Hunter

sea monsters of *Our Sovereign of Waters*, and all the revelers are allowed to feast upon what remains. I have often found it is a great night for dalliances of the flesh and the heart.

Secret:

Why in over 2,000 years has Questhaven never formed a Navy of its own?

I was able to sneak into a secret chamber in the Mariner's Basin during last year's Night of Sacrifice and found a near pristine scroll, written in the Old Common. I had little time to do more than scan the document quickly before a pile of drunken priests returned but it was pact between the father of Korvak Cynmark the Dread Lich and the Lady of the Ocean. The pact protects fisherman and the city itself (though not any other sailor or passenger) from the two great monsters, Ghalvoar Lhamatar and Old Mad Jack, so long as Questhaven never owns a fleet of ships, nor forms a Navy.

Feats

Leviathan Hunter (Combat)

"Kill it now, for tomorrow it will only grow larger."

Prerequisites: Knowledge (special, see below) 5 ranks or favored enemy (special, see below), base attack bonus +3

Benefit: If you have the required ranks in the skill that would identify the creature you are fighting or the

correct Favored Enemy designation, you deal additional damage to creature that are of a larger size category than you (see table below).

Number of Size Categories Larger	Additional Die Damage
1 size category	+1d6
2 size categories	+2d6
3 size categories	+3d6
4 size categories	+4d6
5 or more size categories	+5d6

Special: You may take this feat multiple times, choosing a different creature type each time, as long as you meet the prerequisites.

Water's Wrath

"You are hard and strong, it is soft, and weak. But it shall flow and you will die."

Prerequisites: Destruction Domain (or its subdomains), Water Domain (or its subdomains); CG, CN, N, or CE alignment; must worship the deity of the ocean, caster level 9.

Benefit: You can, as a swift action, use this feat and consume three uses from both your Destruction and Water domain's 1st level abilities (or their subdomains), and lace any offensive spell you cast. Select one creature that spell effects, if that creature fails its saving throw against that spell (offensive spells without saving throws are unaffected), it must make a successful fortitude save (Same DC as the spell) or water appears and forces itself into the subject's lungs. Onlookers see the water as it appears to dive inside the victim. Since the subject's lungs fill rapidly with water, holding its breath does no good. The character must make a DC 10 Constitution to avoid drowning. Each round, the DC increases by 1. When the subject finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, it drowns. Creatures that can breathe water or do not breathe are immune to this spell.

Rogue Talents

Improvised Strike

Prerequisites: Rogue 2nd level.

Benefits: 3/day as a swift action, a rogue with this talent gains the ability to pick up loose boards, catapult shot, or any other flotsam that might happen to be lying about and use it as a deadly weapon (suffering no penalty to attack rolls). Regardless of the item, the improvised melee weapon deals 1d6 (x2 on a critical hit) points of slashing, piercing, or bludgeoning damage (as appropriate to the item). If this the first time the rogue has used this talent against that opponent, the rogue can feint or perform a combat maneuver without provoking an attack of opportunity as part of the swift action. Long items (such as ladders) have reach according to their length, and items with many protrusions (such as

chairs) give a +2 circumstance bonus on Disarm combat maneuvers.

The rogue cannot use this benefit in a round in which she has gained additional multiple attacks (such as from the *haste* spell or *speed* weapon property).

Privateer Familiar

Prerequisites: Rogue 2nd level.

Benefits: A rogue with this talent acquires an exotic pet—a monkey or parrot (treat as raven)—that gains abilities as a wizard's arcane bond (familiar), using the rogue's class level as her wizard level. The familiar's *share spells* ability is replaced by the *share talents* ability that grants the familiar the benefits of your rogue talents if applicable to its form (it does not however gain a familiar of its own).

Advanced Rogue Talents

Civil Menace

Prerequisites: Rogue 10th level.

Benefits: A rogue with this talent has learned how to make people see reason through "parley" with his fierce reputation helping to enforce his will. A rogue with this talent receives a morale bonus on all Diplomacy and Intimidate checks equal to 1/2 her rogue class level.

Hoist the Colors High

Prerequisites: Rogue 10th level.

Benefits: The unique insignia of the rogue with this talent is so well known that when it is displayed on a flag or banner, every ally (including herself) within 50 feet of it gains a +4 morale bonus on attacks. This bonus lasts for 10 rounds after the flag is revealed, or until it is destroyed or lowered, whichever comes first. Hoist the Colors High may be used three times per day, and the rogue must either hoist the flag personally or hand it to an ally who then hoists it.

Spells

Diver's Damnation

School necromancy [curse]; **Level** cleric/oracle 5

Casting **Time** 1 standard action

Components V, S, DF

Range touch

Target creature

Duration permanent

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

You cannot cast this spell unless you possess both the travel domain (or its subdomains), and the water domain (or its subdomain) or the oracle mystery waves. With this spell you pronounce a horrible curse the inflicts decompression sickness often called "The Bends" upon the target of the curse. This causes a deep and excruciating joint pain, swelling of the subject's skin, accompanied by tiny scar-like skin depressions and a severe tightening feeling around the abdominal region that can lead to near-paralysis. Upon a failed save this

inflicts a -8 penalty to Constitution, a -4 circumstance penalty on attack rolls, skill checks, and ability checks along with the staggered condition. A successful save results in a -2 circumstance penalty on attack rolls, skill check, and ability checks for 1 hour but otherwise the subject is rendered immune to your use of this spell for 24 hours.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Ascetics of the Sea (Paladin Archetype)

The Ascetics of the Sea avoid involvement with *Mariner's Basin* though I have met one who served aboard a Privateer ship; they are to my understanding a group of marvelous fanatics whose devotion takes them away from the faithful. Ascetics of the Sea give up the comfort of hearth, home, family, intimate relationships, marriage, and even the very idea of community or citizenship. I have only encountered them wandering the wide world doing what they can for everyone but themselves. I believe the idea is that by living a life of perpetual goodness, aiding others whenever and wherever they can, they show humility by becoming servants to the mortal races, besides embracing an insane way of living they are some of the best men and woman I have ever met. By living lives of perpetual self-denial, they show their sacrifice to *Our Grandfather of Water and Waves*. They are therefore one of the more common "adventuring" holy orders of all the churches. Since their faith requires them to be away from the basins, traveling by land and sea to aid others, I have often encountered them in places where trouble is near, or at the depths of ruins. They do not keep any wealth except what they deem necessary for their survival and they never hold any property beyond what they can carry. They do not accept accolades or rewards for their services, one turned down a dedication in one of my many guidebooks, and one even politely but insistently asked that I never sing the song I composed praising her deeds again. They seek to be the most humble personage in existence, all the while perfecting their skill in martial matters so they may better fight for the good of the world they serve.

Paladins of Our Grandfather of Water and Waves use their gifts to focus on the sacred power the deity has placed within each of them. Unleashing this power takes patience and comes at a price. Ascetics of the sea have the following class features.

Ascetic Power (Su): At 4th level, an Ascetic of the Sea learns to use the power of her faith for multiple effects. This class feature replaces the paladin's spells class feature. An ascetic of the sea does not gain any spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items. At 4th level, the ascetics of the sea's body is divinely purified and protected as a living temple. As she gains in power, her body becomes increasingly immune to the effects and conditions her mercies can overcome. If her mercy would overcome that, effect or condition, treat



*Brightwave,
An Ironborn Ascetic of the Sea*

the ascetics of the sea as being immune to that effect and/or condition.

At 8th level, the ascetics of the sea gain Aquan as a bonus language. In addition, she may add her Charisma bonus (minimum +1) as a bonus to her Swim checks and never takes an armor check penalty to her Swim checks. Finally, her mercies also grant *water breathing* and she gains the amphibious special quality.

At 16th level, as a swift action, ascetics of the sea can cause a mighty wave to appear that pushes or pulls a single creature. Make a combat maneuver check using your CMB with a +4-circumstance bonus against the target. If successful, you may pull or push the creature as if using the bull rush or drag combat maneuver. You can use this ability a number of times per day equal to your Charisma bonus (minimum +1).

At 20th level, once per day as a standard action, this effect allows you to create a whirlpool anywhere with devastating effects for 2 minutes. You create a 200-ft. radius sphere or hemisphere of water; in its center there is a 5-foot wide extradimensional hole that produces a powerful vortex. Within that extradimensional space, the vortex is 200-ft. deep; the whirlpool does not otherwise displace any original underlying material (such as the floor). All creatures in the area of effect can hold their breath as a free action at the moment this is spell is cast. You can create the vortex on the deck of a ship as easily as on a dungeon floor or in the open sky. The vortex produces a powerful current extending from the edge of the vortex to a vortex's depths, such that a

creature in the area of effect must make a Swim check (DC 30 + your Charisma modifier) to swim normally. Failure means the creature cannot use a move action to move this round and is drawn 1d6×10 feet toward the center of the vortex. If the Swim check fails by 5 or more, the swimmer is sucked down beneath the vortex. *Freedom of movement* has no affect against a maelstrom spell as this is normal movement, and movement caused by a maelstrom does not provoke attacks of opportunity. When a creature reaches the vortex, it must make another Swim check at the same DC. If this check succeeds, the swimmer is ejected from the vortex and thrown to the edge of the effect (roll randomly to determine direction). If the check fails, the swimmer is pulled down.

A creature pulled down takes 20d6 points of magical bludgeoning damage (creatures with damage reduction 5 or higher than cannot be overcome by magical bludgeoning damage are immune to this damage) and remains pinned on the bottom, where it takes an additional 1d6 points of damage each round. The creature can only escape by making a successful Swim check (same DC needed to avoid being pulled under). If successful, the swimmer is thrown clear of the vortex but remains underwater at the vortex's depth (roll to determine direction). When 2 minutes have passed, creatures and objects within the hole instantly rise up from the bottom of the vortex until they are at the original top of the vortex.

Boats and ships can fall afoul of the vortex just as creatures can, but the vessel's pilot can fight the current

with a Profession (sailor) check (same DC as a Swim check to resist the current). On a failed check, a boat or ship less than 20 feet long has a 95% chance to capsize, a vessel from 20 to 60 feet long has a 50% chance to capsize, and a vessel over 60 feet long has a 20% chance to capsize. Even if a vessel does not capsize, it is drawn 1d6×10 feet toward the vortex on a failed check. When a vessel reaches the vortex, it suffers 4d6 points of damage and may sink unless its pilot makes a successful Profession (sailor) check (same DC as a Swim check to resist being pulled under, but with a +1 bonus per 10 feet of the vessel's length). If the vessel sinks, it breaks apart and goes under in 1 round, with all creatures aboard thrown into the water and forced to make Swim checks to avoid being sucked under.

Aura of Calm (Su): At 8th level, an ascetic of the sea is immune to detrimental compulsions and morale penalties. An ascetic of the sea can choose to suppress morale bonuses or penalties granted by spells such as *bleed*, *good hope*, *heroism*, and *rage*. She can also choose to have it negate a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the *confused* condition from all targets. While within the aura, a suppressed spell, condition, or effect has no effect. When a creature leaves the area of an aura, the original spell or effect takes hold of the creature again, if its duration has not expired in the meantime. This ability replaces Aura of Resolve.

Our Grandmother Earth

"Our Grandmother Earth, I pray for little and for much: A good crop, rain, and other such. I pray when we're done with our turn on the land, it passes to folk who understand. For if, to reap and sow are part of your great plan. I pray to you Our Venerable Hare that it will end as it began" - The Tender's Prayer.

"If you sow a tainted seed, you will poison what you reap" - Proverbs of Our Venerable Hare.

Alignment: LN

Portfolio: Agriculture, Cultivated Soil, Fertility, Gems, Earth, Life, Growth, Metal Ores

Worshippers: Farmers, Grandmothers, Miners, Ranchers, Old Women, Those who revere the earth

Aliases: Sovereign of the Earth, Mistress of the Mines, Foremother, Wellspring of Fertility, Venerable Hare

Cleric Domains: Animal, Earth, Law, Plant, Repose, Repose

Subdomains: Ancestors, Decay, Fur, Caves, Growth, Metals, Toil, Radiation

Favored Weapon: flail

Superior: *Our Queen of Wisdom and Mercy*

Allies: *Our Father of Star and Sky, Our Grandfather of Water and Wave, Our Queen of Wisdom and Mercy*

Foes: *Their Dark Lord of Fire, Their Vicious Brother of Destruction*

Symbol: Bundle of grains before a tall mountain or a diamond before a tall mountain

The followers of *Our Grandmother Earth* are most prominent in the rural areas where farming and mining take place, and I have found her shires, churches, and temples scattered across these areas. Here, farmers and miners pray daily, so that *Our Sovereign of the Earth* may bless their crops, keep them safe, and aid in their discoveries of a new mineral vein. In urban locations, they are not nearly as numerous; here people worship her more as *Our Venerable Hare*, the patron of grandmothers and as *Our Wellspring of Fertility* seeking her blessing for a healthy child, as my first wife and I did. Within most cities, she is a close ally of the church of *Our Queen of Wisdom and Mercy* as they care for the residents of their city.

The Protectorate immediately around Questhaven holds a massive communal complex of over 40,000 acres dedicated to *Our Grandmother Earth*; the Foundation of Gold is what feeds the city of Questhaven and they dedicate a small portion of their food giving it as a gift to the Healing House of Mercy for the feeding of the destitute. Connected to the Healing House of Mercy

is the Wellspring Foundation dedicated to helping women who seek assistance with their fertility, my first wife and myself spent some time here when we were attempting to conceive a child.

The members of the Questors Society can often find themselves being treated like grandchildren or find that the church has sent a councilor from the church to them, if they cause injury or harm to farmers or miners. The church does not confront Questors directly, but rather seeks to determine if a Questor's wild and destructive ways that often pillage the earth, prevented some greater harm. If wanton destruction is the only motivation, and the Questor in question ignores guidance from the church, it is likely they will find themselves the victim of a legendary curse where all food and ale they put to their lips is spoiled. I myself have never fallen victim to this curse but one of my former companions has, after in a fit of rage he set fire to a mill, with a *burning hands* spell just to watch it burn.

Hierarchy within the church is a gerontocracy of women, with the three orders following the guidance of the Venerable Council the Prelates (clerics, oracles, divine channelers, etc.) are the most numerous, the Wardens of the Earth (paladin archetype), and the Gleaners of the Hare (monk's archetype) also have a seat on the council. There are two factions among the prelates though they are extremely friendly with each other the Reapers are found within the foundations, ministering to daily worshippers and gathering in the bounty of *Our Sovereign of the Earth*. The Sowers however eschew connection to any establishment, seeing the earth as their ministry; these wandering priests heal the sick and the maimed so that they may continue the work of *Our Mistress of the Mines* and a few sowers count themselves as members of the Questors Society. The Sowers often found shrines out in the wider part of the Protectorate away from the foundations; while the Reapers send young acolytes to later tend them when the Sowers move on. Also be aware that many of the elder Reapers are in actuality retired Sowers.

Mythology

Our Grandmother Earth once came to visit a great potentate in the ancient times who desired nothing more than the perfect child to inherit his name and power. He ruled wisely with his people living in harmony with the land, taking what was necessary and always giving back to its growth and vitality. So given to him by *Our Wellspring of Fertility* was an emerald rabbit the *Cottontail Stone*, whom ever possessed it, would be able to control the birth of children. Sadly, this power corrupted what he envisioned; his perfect child after his death used the *Cottontail Stone* to create a vast and horrible army of monstrosities, the fruit of his loins sculpted by the power of the stone. Many are the tales relating the theft and loss of the *Cottontail Stone*, repeated over the eons, tales of benevolent use and the creation of abominations the world over. It was last used by the hag Nilith the Nightcrone when she used it to create The Wretch from her own loins and the blood of a great orc chieftain in service to the Immortal Emperor.



None knows what became of it after the fall of the Cynmark Empire, though I have found some circumstantial evidence that point to its use in the Adamantine Mines of Kilwich.

Manifestations

The sudden appearance of an observer's grandmother or an elderly woman marked by the fields or the mines scholar's claim is a manifestation of *Our Grandmother Earth*. Her most prominent omen is that of an ancient hare, the color of gold and green; I once encountered this just before a portal to the Dark Tapestry opened for the Dwellers in the Darkness to enter the Adamantine Mines of Kilwich. Her blessing is always an unlooked for but needed meal, uncut gem, or unworked precious metal; I was once favored by the discovery of a piece of uncut jade which I gifted to our midwife, when my first wife told me she was pregnant with our first child.

Several sacred beings serve *Our Grandmother of the Earth*: Uroboros, the World Serpent, whose coils encircle the earth as it eats its own tail; The First Watcher who seeks to warn and protect miners, she was the first dwarf ever to transform herself into a gargoyle; and Finally St. Amenebi, Sower of Seeds, said to be the first mortal being that learned to grow crops season after season in the lands of the Protectorate, she is the patron saint of famers.

Holiday

The Breaking of the Earth is a high festival in the Protectorate, as it celebrates the beginning of planting season, the opening of new mines, and a large fertility festival all rolled into one. It takes place over a 4-day period declared by the Venerable Council of the *Foundation of Gold* but always occurs in the 3rd or 4th month of the year. The first day is fair is a public event exhibiting the equipment, animals, sports, and

recreations associated with the work of the fields, mines, and animal husbandry. The festival at the Foundation of Gold comprises a massive and famous livestock show, with a judged event of breeding stock, a trade fair, competitions, and entertainment showing off the prowess of those trained in riding and handling animals. The second day is a public display of various different kinds of foods and ales, while kith and kin in bountiful but private feasts occur on the third day. The festival ends with a race of various kinds of mounts up on the final day.

Secret:

How did the Foundation of Gold come to control so much land and agricultural wealth?

During the Insurrection of Adventure, the Foundation of Gold was a small monastery of Sowers who worked closely with smugglers to provide food to the people of the Protectorate. When the Questors Society emerged as the victors the Foundation of Gold grew rapidly through the help of its devoted congregation and the newly appointed but "corrupt" government officials during the transition of the Protectorate's economy. Understand that when I say corrupt, these are folk who would have starved to death if not for the church, and felt a deep debt of gratitude. In addition, when the Circle of Heroes issue land grants to the people of Questhaven anyone who had fertile land near the Foundation of Gold gave it to them, every single one. I have not as of yet found any evidence that the church itself coerced these deed transfers, but rumors persist and some families maintain that the smugglers who worked with them did, and they are now some of the richest grain merchants in the Protectorate. An occasional Questor is hired to gather some form of evidence to take before the courts of Our Steely Judge, not none have succeeded to this date.

Feat

Prelate's Lace

"Toil is never wasted upon the earth; it can refine even the weakest of spirit."

Prerequisites: Earth Domain (or its subdomains), Toil subdomain; channel energy class feature, LN, CG, or LE alignment; must worship the deity of the earth.

Benefit: You can as a swift action, use this feat and consume three uses from both your Earth domain and Toil subdomain's 1st level abilities, and lace any offensive spell you cast. This lace causes one creature that spell effects to make a successful saving throw against that spell (offensive spells without saving throws are unaffected) or suffer acid damage equal to your channel energy class feature dice and receive a sacred penalty to any physical activities requiring a d20 die roll (including attack rolls and physical skill checks). The penalty is equal to half the number of channel energy dice, rounded up, that you would normally roll when channeling energy (3d6 equals -2, 5d6 equals -3, etc.). The damage is instantaneous but the penalty lasts for a number of rounds equal to your character level.

Hungering Curse (Legendary Curse)

Needless destructions to the fruits of the earth you have wrecked; your blasphemy will not stand unchecked.

Type curse; **Save** Will DC 38

Background Over a hundred years ago, a mad patrician of House Larkchild poisoned the grain tower of the Foundation of Gold, one the day before the high festival Breaking of the Earth. And then invited the whole of his family and the priests of the foundation to a feast at his home, only those who could not attend survived. This curse is very rarely uttered, as it requires an individual to have violated rites of hospitality plus commit wanton destruction or spoiling of livestock, agriculture or a mine, though many members of the church of *Their Vicious Brother of Destruction* suffer from it.

Effect The subject spoils all food and drink it attempts to consume. Liquid and food-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 10 + 1/2 the subject's HD + its Wisdom modifier) or become ruined. The subject is constantly hungry and thirsty though it does not need to eat or drink. At the beginning of each day, the subject must make a Will save (same DC) or suffer a circumstance penalty equal to half its HD on attack rolls, skill checks, and ability checks due to this pain.

Cure (DC 10) Subject must replace what he has destroyed, or restore it to working use. Once this task is completed the subject can have an effect that can remove a bestow curse used upon him. This act adds a +20 circumstance bonus to any attempt to remove this curse.

Gleaners of the Hare (Monk Archetype)

I have met two Gleaners of the Hare in my travels. The one who I know the best is a strange old woman with no name that lives in a rundown shack at the edge of a nameless potato farming community upon the slopes of Mt. Jotunheim just west of the Dire Weald. The second I met around the area of the Ioun Stone mines on the eastern slope of Mt. Jotunheim, a wild-eyed barefoot man with dirt on his hands, he never spoke but showed up at just the right moment to save the day. From what I have learned all Gleaners of the Hare live outside of society, but apparently exist to protect the common folk. According to the strange old woman, they have abandoned their names and never refer to themselves or say that one should call them, if they have a name it is only what others refer to them by. They were both unappealing to the eye and the nose, as they bathe little and do not bother with the trappings of holiness; they are an utterly impoverished order and are happy to live by foraging in unqualified squalor. They are mendicants, meaning they live off the charity of others and do not keep many possessions, giving away all they own but their weapons, a few humble vessels of power that help them serve Our Grandmother Earth, and the clothes on their backs. They have no formal organization or hierarchy simply settling down to protect a single community of farmer or miners, though some such as



Gleaner of the Hare

my barefooted friend do take up a life of walking the earth like a knight errant's with a rare few joining the Questor's Society. I did notice that they both bore a brand on the palm of their left hand with the symbol of their order, a hare standing in front of a mountain. From what I have learned, it represents the endurance of the earth coupled with the humility of the hare.

Damage Reduction (Ex): At 1st level, a gleaner gains damage reduction. Subtract 1 from the damage the gleaner takes each time she is dealt damage from a weapon or a natural attack. At every three gleaner levels thereafter (3rd, 6th, 9th level, etc.), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0. This ability replaces Stunning Blow and Quivering Palm.

Aura of Courage (Su) At 3rd level, a gleaner is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the gleaner is conscious, not if she is unconscious or dead. This ability replaces Maneuver Training 3rd.

Ignore Effect (Su) At 4th level, a gleaner is able to ignore selected spells and conditions. At 4th level and ever two levels afterward she can select an effect from the list below to become immune to.

- At 4th level and higher a gleaner can select immunity to Confused, Fatigue/Exhaustion, Sickened/Nauseated, Dazed, or Staggered.
- At 8th level and higher a gleaner can select immunity to Ability Damage/Penalties, Blindness/Deafness or Curses.
- At 12th level and higher a gleaner can select immunity to Ability/Energy Drain, Paralysis, or Stunning. This ability replaces Slow Fall.

Stalwart (Ex) At 12th level, a gleaner can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw 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 the inquisitor is wearing light armor, medium armor, or no armor. A helpless gleaner does not gain the benefit of the stalwart ability. This ability replaces Abundant Step.

Bound to the Earth (Su) At 17th a gleaner gains tremorsense 30 ft. This ability replaces Tongue of Sun and Moon.

Unchanging Body (Su) At 19th, the gleaner becomes immune to and Petrification and Polymorph spells and effects. This ability replaces Empty Body.

Body of the Earth (Su) At 20th level, a gleaner becomes a magical creature. He is forevermore treated as an elemental rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk is no longer subject to critical hits or flanking. She also does not take additional damage from precision-based attacks, such as sneak attack. Unlike other elementals, the gleaner can still be brought back from the dead as if he were a member of his previous creature type.

Warden of the Earth (Paladin Archetype)

Wardens of the Earth are martial order of *Our Grandmother Earth*, who dedicate themselves to protecting the mortal world from those who would abuse her gifts, but primarily they oppose those that intrude upon what they perceive as the natural order. While the paladin's of The Great Church of the Pantheon concern themselves primarily with the protection of the innocent and opposing the forces of tyranny, slaughter and greed; the wardens of the earth seek out and confront the incursion of unnatural forces. These are primarily aberrations, outsiders, and undead whom the warden's name outlanders. While I have observed them taking orders from the prelates, in general they serve the church as knights-errant, in a never-ending battle against what lies beyond the veil of the natural order.

Their creed is frighteningly simplistic, some like myself consider them highly prejudicial, as they even appose assimars, and godlings born of the pantheon; they believe there are natural and magical beasts that are a part of the mortal sphere, who *Our Wellspring of Fertility* meant to be a part of this reality. Creatures not native to this world that enter it from beyond are a scourge that poisons *Our Sovereign of the Earth* and must not be tolerated, which often means executing them or if you're lucky being banished or imprisoned. They see themselves as game wardens, preserving the natural order from outside intrusion, but I see them as prison wardens, dealing with violators.

Alignment: Lawful Neutral

Aura of Law (Ex): The power of a warden of the earth's aura of law (see the *detect law* spell) is equal to her paladin class level. This replaces the aura of good class feature.

Detect Outlander (Sp): At will, a warden of the earth can use *detect undead*, as the spell, except it also detects any aberrations, non-native outsiders, and non-elemental creature with the extraplanar subtype. A

warden of the earth can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is an outlander, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the warden of the earth does not detect outlanders in any other object or individual within range.

Smite Outlander (Sp): Once per day, a warden of the earth can call out to the powers of the earth to aid her in her struggle against outlanders. As a swift action, the warden of the earth chooses one target within sight to smite. If this target is an outlander (aberrations, non-native outsiders, undead, and non-elemental creatures with the extraplanar subtype), the warden of the earth adds her Cha bonus (if any) to her attack rolls and adds her paladin class level to all damage rolls made against the target of her smite. If the target of smite outlander is an non-native outsider with the chaotic subtype, an chaotic-aligned aberration, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per paladin class level the warden of the earth possesses. Regardless of the target, smite outlander attacks automatically bypass any DR the creature might possess.

In addition, while smite outlander is in effect, the warden of the earth gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the warden of the earth targets a creature that is not an outlander, the smite is wasted with no effect.

The smite outlander effect remains until the target of the smite is dead or the next time the warden of the earth rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the warden of the earth may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

Heal or Harm (Su): at 2nd level and every time a warden of the earth gains a level a warden of the earth may choose to replace her lay on hands class feature with an anti-paladin's touch of cruelty and vice versa.

Aura of Endurance (Su): At 3rd level, a warden of the earth gains Endurance as a bonus feat. Each ally within 10 feet of her gains a +2 morale bonus on all Fortitude saving throws. This ability functions only while the warden of the earth is conscious, not if she is unconscious or dead.

Meld into Stone (Sp): At 3rd level, the power of the earth makes a warden of the earth able to meld into stone at will, as a move action with a caster level equal to her paladin class level This replaces the divine health class feature.

Mercy or Cruelty (Su): At 3rd level if a warden of the earth may choose to replace her lay on hands class feature with an anti-paladin's touch of cruelty she gains an anti-paladin's cruelty class feature, is she chooses the paladin's lay on hands class feature she gains a paladin's



*Tu “Wehrlite” Child of Kurvik, of the line of Kavv
Stonewarden Gargoyle and Warden of the Earth*

mercy class feature. This replaces the paladin’s normal mercy class feature.

Positive or Negative (Su): At 4th level if a warden of the earth chooses to replace her lay on hands class feature with an anti-paladin’s touch of cruelty she gains an anti-paladin’s channel negative energy class feature, is she chooses the paladin’s lay on hands class feature she gains a paladin’s channel positive energy class feature. This replaces the paladin’s normal channel positive energy class feature.

Divine Bond (Su): A warden of the earth’s divine bond cannot add the holy weapon quality though it can add the wounding weapon properties, in at 11th level, a warden of the earth’s bonded mount does not gain the celestial creature template instead it gains the advanced template. Otherwise, this ability is unchanged from the paladin’s divine mount class feature.

Aura of Repudiation (Su): At 11th level, a warden of the earth can expend two uses of her smite outlander ability to grant the ability to smite outlander to all allies within 10 feet, using her bonuses. Allies must use this smite outlander ability by the start of the warden of the

earth's next turn and the bonuses last for 1 minute. Using this ability is a free action. Outlander creatures gain no benefit from this ability. This replaces the aura of justice class feature.

Swift Banishment (Sp): At 14th level, a warden of the earth can use banishment as the spell, once per day as a swift action with a caster level equal to her paladin class level. At 17th level, she gains an additional use per day of this class feature. This replaces aura of faith and aura of righteousness.

Champion of the Earth (Su): At 20th level, a warden of the earth becomes a conduit for the power of her deity or ethos. Whenever she uses smite outlander and successfully strikes an outlander, the outlander is also subject to a *banishment*, using her paladin class level as the caster level (her weapon and holy symbol automatically count as objects that the subject hates). After the *banishment* effect and the damage from the attack is resolved, the smite immediately ends. In addition, whenever she channels positive/negative energy or uses lay on hands or touch of corruption, she heals or inflicts the maximum possible amount.

Code of Conduct

A warden of the earth must be of lawful neutral alignment and loses all class features except proficiencies if she ever willingly commits a chaotic act. Additionally, a warden of the earth's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help farmers, miners, herdsman, and grandmothers in need (provided they do not use the help for chaotic ends), and punish those who harm or threaten innocent farmers, miners, herdsman, and grandmothers.

A Warden of the earth seeks to defend the mortal world from the depredations of outlander. She considers all life sacred and strives to protect and nurture mothers and grandmothers. A warden must always remember that the reason for her struggle against outlanders is to protect natural life of mortal world. While pillaging goblins might not be good for the current environment they are a part of the earth's natural order, they will however oppose an angel as they see them as an alien and unnatural influence upon the mortal world. Any warden of the earth who kills another warden of the earth without just cause or defiles the earth and its treasures immediately loses her special abilities and is considered a fallen paladin.

Associates: While she may adventure with native outsider allies, a warden of the earth avoids working with outlander characters or with anyone who consistently offends her moral code. Under exceptional circumstances, a warden of the earth can ally with outlander associates, but only to defeat what she believes to be a greater outlander foe. A warden of the earth should seek an *atonement* spell periodically during such an unusual alliance, and should end the alliance immediately should she feel the other outlander has become the greater foe. A warden of the earth may accept only henchmen, followers, or cohorts who are lawful neutral followers of her deity or ethos.

In addition, a warden of the earth has the **10 Prime Precepts** she must follow:

1. Do not suffer the outlanders to exist upon the earth: Outlanders are aberrations, non-native outsiders, undead, and non-elemental creatures with the extraplanar subtype, they should be slain, destroyed, imprisoned, or banished from the earth).
2. Do not consort with those that deal with outlanders: Those who summon outlanders, animate the undead, or create aberrations etceteras.
3. Do not join in physical or spiritual union with any race not born of the earth. (No aberrations, outsiders, elementals, undead or any creature with the extraplanar subtype).
4. Do not partake of any sustenance not born of the earth. No food stuffs that are extraplanar in origin, no meat from aberrations, outsiders, elementals, undead or creatures with the extraplanar subtype).
5. Do not sow the land with salt. (Do not ruin the land for planting).
6. Do not waste seed – (either that for planting or your own).
7. Observe the day of fasting: Eat no food grown of the earth on the last day of each week.
8. Observe the day of sharing: On the second to last day of each week, you must share food with a non-family member.
9. Observe the ritual of bounty: one-tenth of all you raise, grow, or earn must be given to those who are needier than you or the church of *Our Grandmother of the Earth*.
10. Follow the trail of the Cottontail Stone: if one discovers a trace of the holy relic known as the Cottontail Stone, one must within a tenday take up the quest of the stone until that trace is lost.

Our Heavenly Archmage of Secrets

"Magic loses its power, if you reveal its secrets. Yet magic will die out, if you do not share its secrets with the next generation. This is why Our Heavenly Archmage of Secrets has given out clues to some mysteries, while hiding others. And why wizards are

very particular about their apprentices." –Myrddin, 3rd Mystagogue of the Towers Unseen.

"Our All-Seeing Sovereign and All Knowing Master, nothing is hidden from your sight nor your prescience. Our Keeper of Secrets, bless us with your knowledge

and make us aware. Our Imperious Cat of Keys, grant us understanding and the foresight of consequence. Our Whispering Scholar of Lore, Gift us discretion and prudence so we do not falter Our Aloof Rook of Locks, keep us safe from the knowledge that will harm." – Prayer of the Wizard's Apprentice.

Alignment: CN

Portfolio: cats, curiosity, keys, knowledge, locks, lore, magic, the mind, pseudodragons, ravens, rooks (bird), runes, science, scribes, secrets, weasels

Worshippers: the inquisitive, mages, magi, scholars, scribes, sorcerers, wizards

Aliases: All-Seeing Sovereign, All-Knowing Master, Keeper of Secrets, Aloof Rook of Locks, Whispering Scholar of Lore, Imperious Cat of Keys

Cleric Domains: Chaos, Knowledge, Magic, Rune

Subdomains: Arcane, Divine, Language, Memory, Thought, Wards

Favored Weapon: staff, knife, and dagger

Superior: *Our Mother of Wisdom and Mercy*

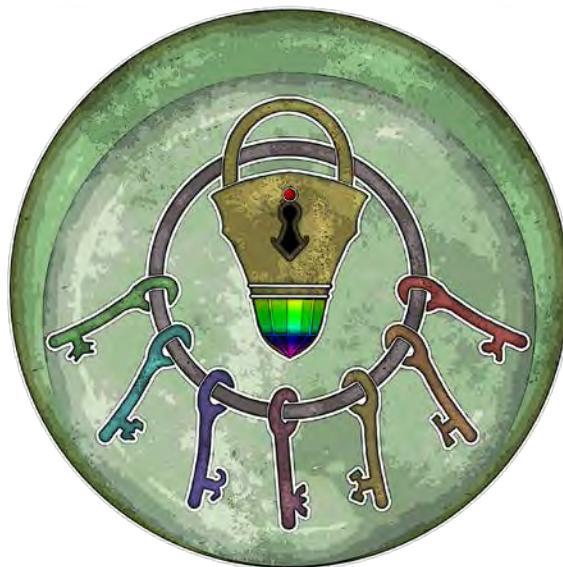
Allies: *Our Mother of Many Ways, Uriel the Archangel*

Foes: *Their Dark Lord of Fire, Their Lordly Brother of Cunning*

Symbols: lock, key, or red ruby worn on the brow

You will find the towers of *Our Heavenly Archmage of Secrets* hidden by illusion, normally within the major cities, with a rare few isolated in the wilderness. They serve foremost as libraries are repositories of knowledge, some small, some vast, with scribes known for stealing books, coping them for the towers, only to later return them to where they were discovered. Their apprentice program for young mages funds their activities along with the required payment to read books from their libraries. There are also lectures given by the very wise and learned on nearly every subject known to mortals, but these also cost coin and are private invitation only events, for the towers hoard their knowledge jealously. They have a belief that each individual when they die, go before *Our Keeper of Secrets* and must prove their worth by showing what hidden truths they have unraveled. Those judged worthy will ascend into his service; those judge unworthy will be reincarnated back into the ignorant masses to try yet again.

The Towers Unseen is accessed only by teleportation magics (and as such cannot be located within the Gorgon Walls of Questhaven), its exact locality is masked by powerful abjurations that bar even *discern location*. There are no windows or doors leading to the outside of this vast interconnected web of towers and the abjurations prevent magic from revealing what is outside the tower. The clergy have also developed a habit of moving the furniture and even reshaping walls and rooms so as to discourage mages from teleporting to any place else but one of the specially prepared "advent" and "exodus" rooms. Remember secrecy here is not just about security, it is about religion. If the Towers are trying to keep a secret, they do so zealously, and recognize no law but their own within its walls. I happened to be studying in one such room when after a priest I met in the Great Church agreed to take me here,



when a chaise longue kill some young fool when he attempted to teleport in to steal one book or another. As I learned later they wiped his memory and gave him over to rehabilitation at Salvation Keep.

There are at least two permanent *teleportation circles* leading here. One is at the shrine found on the Antegate bridge, though they activate it via command word before one is allowed to enter the room. The other may not be an actual teleportation circle but a part of the Emperor's Way, so it is possible there are two other unknown entrances, I could not determine where that door lead to. When I asked, the libraries said I had no need for that knowledge. And it was guarded by magi from the League of the Ruby Mongoose.

If one is looking to do research, to scribe a particular spell, or to locate a specific truenam in their vast library it can be done for a price. The Towers Unseen only engages in the politics of Questhaven where they as an institution decide to perform research at a particular site within the Protectorate. They tend to get their way as they have a vast amount of influence amongst the mages of the area who use the towers vast library, including many Questors. Most folks, and especially the powerful, also fear what secrets *The Towers Unseen* knows and keeps about them.

A company belonging to the Questor's Society after a transcendental experience at *The Towers Unseen* formed the *League of the Ruby Mongoose*, which now serves as a small but militant order of various different magus pledge to protect this holy site and enforce the rules of Honorable order of Theurgic Mastercraftsmen. The Tower Librarians (and the Mystagogue) rule supreme here and they range from formal clergy to various mages from different backgrounds. The Mystagogue is currently a powerful lurker transmuter, who likes to work through subordinates, I only happened to learn this by accident when a very young librarian accosted another more senior librarian for using a candle with an open flame in the library, when the elder scoffed his cat transformed into the Mystagogue.

Mythology

The Rook Storm is a massive number of swarms composed of ravens, crows and rooks who when not massed together go from the mortal plane to Heaven and back, reporting to *Our All-Seeing Sovereign*. It is said though that when *Our Whispering Scholar of Lore*, becomes enraged by a particular act, usually involving willful ignorance of the truth, he will unleash the Rook Storm upon the person, group, or even an entire realm. Legends hold that the storm roosts in the spires of *The Towers Unseen*.

Manifestations

Our Heavenly Archmage of Secrets shows his favor by the appearance of a tall humanoid wearing flowing robes of white, with golden hair, golden eyes, and a red ruby upon his brow. In his left hand, there is always a staff slightly taller than himself engraved with ever changing runes, and from his waist hangs a ring heavy with cold iron keys. His omens are often two rooks, two ravens or two crows; Once when we were about to disturb the tomb of the 3rd Mystagogue, in the 3rd Fell Repository our mage's familiar split into two ravens and its eyes became rubies glowing with a fiery light, with slits the shape of key locks. We prudently decided to leave the tomb alone. His blessing is usually the discovery of some new or forgotten magic, the verification of a truth, or preventing a secret from being exposed. His foremost servant is an independent eidolon of his own creation; The Recorder who serves as a perfect receptacle for information. The Recorder likes to often personally witness great events as they unfold, he has no foreknowledge but knows only that his creator has sent him there. Another of his servants The Mad Librarian, born of the magic of *Our Mother of Many Ways* and *Our Heavenly Archmage of Secrets*, tends a library that holds all the books that may have ever yet be written but lay unfinished.

Holiday

The Celebration of the Written Word: For eight full days, starting on the Summer Solstice, the church reveres books, scrolls, scholarship, and learning and seeks to pass this reverence on to the masses. The Towers Unseen in alliance with the Great Church of the Pantheon bestow kingly gifts upon the scholars who have made the greatest contributions to scholarship since the last celebration, and gives yearly grants to the best institutes that educate the ignorant. These grants are what make the high level of literacy possible within the bounds of the Protectorate. There are also great feasts, lectures, and recitals held during the celebrations. I fully expect this book to be nominated if not win such a prize at the Celebration this year.

Secret:

Where are the Towers Unseen?

They are located in the ... As you can see when I try to write them down some spell crafted by The Mad Librarian removes my words. When I try to speak them no one seems to understand me, but do understand you

can learn this secret, it is just very hard to share, which gives me great faith in this church and its teachings.

Feats

Warding of Lore

"It takes advantage of the weakest point of a weapon, *the wielder*."

Prerequisites: Wis 13, lore keeper knowledge domain class feature, hand of the acolyte magic domain class feature

Benefit: When you are struck by a melee weapon you can attempt to disarm it or hinder it as an immediate action via a magical burst of force and you gain the benefits of your lore keeper ability with a +3 bonus (if you are 10th level or higher you gain a +6 bonus). You must make a combat maneuver check to disarm (manufactured weapons) or hinder (natural weapons). You use your divine caster level + your wisdom modifier for your CMB +2.

If you successfully disarm or hinder your opponent the weapon (whether it's manufactured, natural or an unarmed attack) then attacks its former wielder on its own. It fights for 4 rounds and then drops to the ground (or the subject regains use of it). It uses your divine caster level (as its base attack bonus) + your Wis modifier, plus any enhancement bonuses and special weapon qualities for its attack rolls. It adds your Wis modifier to its damage rolls (plus any enhancement bonuses or special qualities it possesses). While doing this, it cannot make attacks of opportunity, and you are not considered armed with the weapon and your opponent cannot make attacks with it. While disarmed or hindered, the weapon shares the same space as the original wielder and can only attack the original wielder (manufactured weapons with reach cannot attack its former wielder). Activating this feat consumes a use of both the lore keeper and hand of the acolyte abilities and hence it can only be used a number of times per day equal to 3 + your Wisdom modifier).

Lace Lore

"Magical artifice has specific rules it follows, but my god made those rules."

Prerequisites: Wis 13, knowledge and magic domain class features (or their subdomains), divine caster level 8

Benefit: You can as a swift action, use this feat and lace any offensive spell you cast. This lace causes one creature that spell effects to make a successful saving throw against that spell (offensive spells without saving throws are unaffected) or one magic item chosen by you (or its most powerful magic item if one is not chosen) has all of its magical abilities suppressed for 1 minute per divine caster level you possess (similarly to how *dispel magic* would, but for a far greater duration). You make a caster level check against the caster level of the magic item. For the effect's duration, the item has no magical power (although a magic sword is still a sword and can be used as such). Artifacts are immune to this effect.

In addition you can track that magic item for one hour per caster level. You make Knowledge Religion checks instead of Survival checks as you see religious omens that lead you in the proper direction and may add have your divine caster level to the check. Instead of weather affecting the subject's ability to follow, discharges of divine magic in an area have the same effect as rain on the magical tracks.

League of the Ruby Mongoose (Magus Prestige Archetype)

These folk can be your greatest ally or your greatest enemy depending on your relationship with the church of *Our Heavenly Archmage of Secrets* and the Honorable Order of Theurgic Master craftsmen. I have had one defend me from a Purifier of the Burning Pentagram who sought to burn the book I had written about the Church of *Their Dark Lord of Fire*. Later she tried to kill me when she learned I had sold a wand of cure light wounds to some hard hurt adventures from across the sea, all in the name of her order. They explore the world to acquire rare books and scrolls to copy, returning those copies to the Towers Unseen. They defend and great libraries and authors of great works, but they will destroy anyone who violates the guild laws of Honorable Order of Theurgic Master Craftsman. This happens most often when you purchase a magic item from someone who is not a guild member; or when you sell magic items when not belonging to the guild. They do not consider a purchase at cost prices amongst members of the same company within the Questor's Society to be a sale, but they do if one is not of the same fellowship.

For some, this calling is purely about the acquisition of rare writing a passion, for others it is a religious zealotry of defending knowledge, and still more are stirred by the challenge of battling with those who trade in magic. The League of the Ruby Mongoose's missions often thrust her into the role of defender of knowledge and destroyer of evil, and I found they make excellent leutenants or to the leader of a fellowship. A number of quests can come to revolve around their desire to acquire a copy of a particular book or the need to destroy an enemy of the guild or church.

Prestige Archetype: Unlike traditional archetypes, the League of the Ruby Mongoose functions similar to a prestige class that requires you to meet specific prerequisites.

- **Alignment:** Unlike all other members of the church, the League of the Ruby Mongoose follows of code of defense, protection, and the punishment of those who threaten the church and the guild, as such they must be lawful.
- **Requirements:** BAB +2, arcane pool, cantrips, magus arcana, spell combat, spell-strike, Able to cast 1st-level magus spells, must be proficient with all martial weapons.
- **Special:** Must receive a blessing from the deity of magic.



Ruby Mongoose

Defender of the Word (Su): Starting at 4th level when defending or protecting a book, a great author, a library or other repository of knowledge, the league member gains a divine bonus to AC equal to half her class level. All Knowledge skills, and Linguistics become class skills. This ability replaces Spell Recall.

Strike of the Mongoose (Su): Starting at 7th level when the ruby mongoose can expend 1 point from her arcane pool to make a single attack as a standard action that ignores all a foe's magic-based protections (Armor Class bonuses, stoneskin, and so on). The ruby mongoose cannot use this ability to ignore spells or effects that take affect when a foe is attacked, like fire shield. The character must declare her use of this ability before making the attack. This ability replaces Knowledge Pool.

Guild Customs (Sp): Starting at 11th level you can cast *identify* as a spell-like ability at will. Due to exhaustive training in the records of the magic item crafter's guild you gain a +10 bonus to identify magic items. If you successfully identify the magic item, you automatically know if the most recent sale of the item agrees with the local magic item guild laws or not. This ability replaces Improved Spell Recall.

Strike of the Ruby: Starting at 19th level a ruby mongoose can once per day choose to channel great arcane and divine power into a single attack in melee combat (which can be a part of either a full attack,

standard action, or attack of opportunity). The attack, if successful, inflicts damage as if the weapon inflicted a critical hit—even if striking a foe normally immune to critical hits. If the strike of the ruby attack inflicts an actual critical hit, increase the weapon's critical multiplier by +1; thus, a longsword inflicts a $\times 3$ critical hit. If the attack misses, the ability is still considered used for that day. This ability replaces Greater Spell Access.

Gemcaster (Wizard Archetype)

Masters of the arcane arts have long been aware of the utility of gems in spellcasting, either as spell components or in the creation of magical items and formulas. Rarely are such baubles treated as anything else, however. Those who truly understand gems know these “tears of the earth” are capable of so much more. Inspired by the gem worn upon the brow of *Our Heavenly Archmage of Secrets* there exists a rare breed of wizards who utilize gems to enhance their own spellcasting. Schooled from an early age to recognize, understand, and work with jewels of all kinds, these gemcasters soon discover that their magic can be greatly improved by using what others dismiss as simple rocks—pretty and valuable, yes, but still nothing more than polished stones. Gemcasters rarely bother arguing with such people; instead they simply nod and keep the mysteries to themselves just as *Our Aloof Rook of Locks* does.

I have seen gemcasters of nearly every race but the vast majority are dwarves, gnomes, lurkers, and stonewarden gargoyles—as few other races possesses the interest for this special form of magic. In addition to their ability to create beautiful articles of jewelry with their inherent craft skills, gemcasters can also utilize gems as spell foci, enabling them frequently to avoid the requirements of spell components that can be expensive to find and/or bulky to haul around. Gemcasters can store spells in jewels, employ gems as impromptu metamagic feats, and increase their spellcasting abilities. Not bad for just a few faceted baubles!

The primary disadvantage of this branch of wizardry is its expense. Gemcasters need to be wealthy enough to fitter away and consume valuable gems, as many of their abilities result in the destruction of the gems they use. In addition, they tend to walk around virtually encrusted in jewels and as such, they attract the attention of thieves. Any would-be robber must, of course, contend with a mage's powers, but even so, gemcrafters definitely draw attention wherever they travel.

I have long been fascinated with the magic of gems and had my own gifts taken me down the path of wizardry, this devotion was one I might have followed. I am drawn by its ability to make what one casts better, the majesty of gems enhancing one's own power rather than diluting it. I am fascinated by how different gems equate with the different schools of magic and in awe of how spells are stored within precious jewels. I have even known a few wizards who after becoming gemcasters



*Niman Unconquered Sun
Wyrd Gemcaster*

chose to transform into stonewarden gargoyles because of their connection with the “tears of the earth.”

Create Gemscroll: At 1st level, gemcasters can employ gems in lieu of scrolls. A gem used in this manner can hold but a single spell. It must be of the appropriate type as related to the school of magic involved (see Gem Foci, below) and of a value at least as high as the cost to scribe a scroll of the spell's level. Scribing a spell into a gem requires the same procedure and time as scribing a scroll but uses no writing implements or special inks—instead, the gemcaster discharges the spell into the gem and locks it there using unique arcane methods.

Invoking the spell within the gemscroll is handled as with a scroll, except that a character that is not a gemcaster must make a successful Use Magic Device check to use it; *read magic* still discloses what kind of spell is locked within the gem. The gem crumbles to powder when the spell is triggered.

A gemscroll may be used as a gem focus (see below) as long as the spell contained within is not used. If a failed Spellcraft check destroys the gemscroll being used as a focus, however, the spell within is discharged. This is harmless, affecting nothing, unless the spell has an area of effect (the gem acts as ground zero). This replaces the scribe scroll class feature.

Gem Foci (Ex): At 1st level, a gemcaster can use various jewels as the focus for certain magical abilities.

To do so, he must have a jewel of the appropriate type in hand or on some piece of jewelry he is wearing. A gem focus worn as a ring, amulet, or similar item does not count as “using” that magic item slot— unless, of course, it actually *is* a magic item in its own regard. Gems must be unaltered and uncovered to serve as gem foci—the gemcaster could not conceal them with paint or by using *reduce item*, for example.

Each of the schools of magic is represented by a specific type of gem (see below). If the gem involved comes in several types (e.g., sapphire, star sapphire, etc.), any variant will do. The value of the gem is important for certain class abilities, so it is useful for the character to have a well-developed Appraise skill.

To use a special ability that involves a jewel, the gemcaster must be able to touch the gem, and if it is used as the focus for any spell that affects anyone other than the gemcaster himself, it must be aimed or pointed at the target. For a spell that requires touch, the character need not touch the jewel *to* the target—he only needs to be in contact with it himself while he touches the recipient.

School of Magic	Gem Focus
Abjuration	Topaz
Conjuration	Emerald
Divination	Ruby
Enchantment	Jacinth
Evocation	Diamond
Illusion	Moonstone
Necromancy	Opal
Transmutation	Sapphire

Gift of Jewels (Ex): At 1st level, a gemcaster is familiar with gems and jewels of all types. When using the Appraise skill on a gem or piece of jewelry that includes gems or crafting a jewel or cutting a gem, he earns a +1 bonus per 2 class levels to Appraise and Craft (gemcutting) checks. If this check succeeds, he can also identify the exact type of gem by name (opal, ruby, garnet, etc.). This bonus does not extend to Appraise checks for non-gem precious metals such as gold or platinum, nor does it include similar objects of value—such as pearls—that are not actually gems.

Power Gem (Sp): At 1st level, a gemcaster can concentrate arcane energies into a gem focus of at least 500 gp value, granting it certain powers. By discharging a single 1st-level spell of the appropriate school into a gem, he grants the resulting *power gem* certain special abilities. These effects last for one minute per gemcaster level regardless of which spell was actually used up. A gemcaster may discharge as many 1st-level spells as he has available into different gems, but no more than one spell into any particular gem. A gem focus used for this purpose must be nonmagical, and if it is being used as a gemscroll, any spell it contains is lost when the jewel is used as a *power gem*.

A *power gem* provides certain benefits to a gemcaster when he uses it as the arcane focus for any spell he casts

(he may use such a gem regardless of whether or not the spell requires components or a spell focus). Using a gem in this manner does not affect the *power gem*'s status, but it may be destroyed on a failed Spellcraft check (DC and effect as described for the gem component ability). The character may use only one *power gem* as the arcane focus for any single spell.

- *Abjuration, Enchantment:* The spell's duration increases by 50 percent. This does stack with the Extend Spell feat.
- *Illusion, Necromancy:* The spell's saving throw Difficulty Class increases by 1. This stacks with the Spell Focus feat, and with the Greater Spell Focus.
- *Transmutation, Evocation:* The caster gains a +2 bonus to his check to defeat spell resistance.
- *Divination, Conjuration:* The spell's variable numeric effects increase by 20 percent in the same manner as with the
- Empower Spell feat. This does stack with Empower Spell. If a conjuration spell is used to summon a creature, the
- 20 percent bonus applies to the creature's hit points (up to its normal maximum).

This replaces the arcane bond class feature.

Gem Components (Ex): At 5th level, a gemcaster gains Eschew Material s as a bonus feat and learns the art of using gems as an arcane spell focus instead of material components. When any spell requires a material component or spell focus costing up to 25 gp, the gemcaster may substitute a gem of the appropriate type worth 25 gp. The gemcaster may substitute more valuable gems for the same amount in material components as he gains levels: up to 100 gp value at 6th level, up to 250 gp value at 8th level, up to 500 gp value at 10th level, and up to 1,000 gp value at 12th level.

If the gemcaster employs a gem instead of the normal components or focus, the gem may shatter in the casting.

On a successful Spellcraft check (DC based on the component value), the gem substitutes for the component. On a failed check, the gem shatters and is destroyed (a roll of 1 on this check is always a failure).

Component Value	Spellcraft DC
Up to 25 gp	10 + double spell level
Up to 50 gp	11 + double spell level
Up to 100 gp	12 + double spell level
Up to 150 gp	13 + double spell level
Up to 200 gp	14 + double spell level
Up to 250 gp	15 + double spell level
Up to 1,000 gp	20 + double spell level

For example, a 7th-level gemcaster casting *stoneskin* while employing a 250 gp topaz to take the place of the required granite and diamond dust makes a Spellcraft check (DC 23). The gold piece value is that of the required component, not the gem itself; so a 1,000 gp topaz has the same Difficulty Class as the 250 gp one. This replaces the bonus feat a wizard gains at 5th level.

Greater Power Gem (Sp): At 15th level, the gemcaster can create more potent *power gems*. The jewel must be of at least 1,000 gp value, and a 2nd-level spell must be discharged into it to enjoy the advanced abilities (a gem from 500–999 gp in value manifests only the standard *power gem* effect even if a 2nd-level spell is cast—thus, it is important to be accurate with Appraisal).

Improved abilities are as follows:

- *Abjuration, Enchantment:* The spell is cast as if the full Extend Spell feat was employed; this stacks with Extend Spell.

- *Illusion, Necromancy:* The spell's saving throw Difficulty Class increases by 2. This stacks with the Spell Focus and
- Greater Spell Focus feats.
- *Transmutation, Evocation:* The caster gains a +4 bonus to his check to defeat spell resistance.
- *Divination, Conjunction:* The variable numeric effects increase by 40 percent. This does stack with Empower Spell. If a conjunction spell is used to summon a creature, the 40 percent bonus applies to the creature's hit points (up to its normal maximum).

This replaces the bonus feat a wizard gains at 15th level.

Our Laughing Traveler of Passages and Messages

"Why fight them, when we can manipulate...I mean speak them."— Hyfaidd, High Wayfarer of the Merry House.

"May we depart from the familiar and find your divine aid at the start of The Journey.

May we pass those that guard the threshold of The Journey.

May we find a friend, a mentor, and give not into temptation during The Journey.

May we be reborn, if we die, transformed by the revelation of The Journey.

May we find redemption for our sins before we learn that one cannot go home again once you have been on The Journey." – Prayer of the Hero's Journey.

Alignment Chaotic Good

Portfolio: adventure, borrowing, diplomacy, foxes, good fortune, guile, joy, kestrels, laughter, lending, messages, monkeys, otters, trade, travel, trickery, wealth

Worshippers: adventurers, djinni, humans, merchants, moneylenders, jesters, scouts, rebels, travelers, tricksters, thieves, rogues, would-be-heroes

Aliases: Sovereign of Paths, Master of Ways, Silver-Tongued Messenger, Wiley Fox of Many Faces, Merry Champion of Heaven.

Cleric Domains: Chaos, Good, Knowledge, Luck, Travel, Trickery

Subdomains: Azata, Exploration, Deception, Memory, Thievery, Thought, Trade,

Favored Weapon: Shortsword

Superior: *Our Mother of Wisdom and Mercy*

Allies: *Our Mother of Many Ways, Our Heavenly Archmage of Secrets, Our Fairest Lady of Love and Song*

Foes: *Their Dark Lord of Fire, Their Cunning Brother of Tyranny, Their Hungering Brother of Greed*

Symbols: A gold coin.



The church of *Our Laughing Traveler of Passages and Messengers* varies depending on the community, some strong, some weak. In some places, there are many places of worship, in others there is only one. One thing they all have in common though, is they started out as a house for the lending of money and many continue to serve in this role.

In the city of Questhaven there is only one place of dedicated just to *Our Merry Champion of Heaven*, and no money can be legally lent without the approval of the Merry House, granting them a ridiculous amount of power. So much so that they can inflict penalties even on members of the Questors Society, and a few of them have ended up in their debtor's prison or subject to some form of indentured servitude (fortunately form members such as myself they often will absolve a debt if you go on an adventure for the church). They also



*The Golden Monkey of Heaven
battling the great wyrm pyroclastic dragon Ardon-nue "The Breaking Fire"*

sponsor festivals, trailblazing expeditions, forays into ruins, diplomatic missions, travel to other planes of existence, trade missions, plus the training of jesters, linguists, messengers, scouts, and I would say a few other illegal arts. To me and other members of the Questors Society they have provided financial counseling and other sage advice though they often act as trick-some mentors to our frustrations. They also offer sanctuary to all travelers who seek it within their walls for one fortnight, this often leads to an accusation that the house is a haven of criminals, which causes constant strife between the Merry House and the courts of *Our Steely-eyed Judge*. At least once a year these two churches will enter into a clandestine proxy war over an accused criminal the Merry House is sheltering.

This melding of wealth and religion creates paradox. The church sponsors the forays of adventures who rule the city, yet also supports the rebel movement against them; they are the moneylenders yet they train thieves; they seek to spread joy and laughter yet take delight in tricking and deceiving others. The paradox

they claim is simply the divine mystery of *Our Wiley Fox of Many Faces*. The church is a collection of three orders the Wayfarers (priestly order), the Rebel Champions (paladin order), and The Jaunters (rogue order).

Mythology

The immensely strong and fast Golden Monkey of Heaven is the foremost servant of *Our Sovereign of Paths*. Legends say that once when *Our Judge of the Dead* banished him from Heaven and Hell he spent his time in the lands of the Protectorate, and was once even imprisoned by The Anointed One under Mt. Jotunheim. To this day he delights in traveling about the protectorate shapechanging into various forms performing great mischief upon the foolish and the arrogant. He can use polymorph any object with a strand of his golden hair, at will, along with being a gifted sorcerer.

Manifestations

Our Laughing Traveler of Passages and Messengers shows his favor by the appearance of a very handsome young male humanoid (matching the local culture) with a golden laurel crown upon his brow just above his laughing eyes. Underneath a cloak of many stars one can see a lovely silver engraved shortsword. His omen is for someone to fall for an elaborate or obvious trick that should have been easy to avoid had it been detected. His blessing is the discovery of a golden object of value and beauty, a path free of obstacles, and good news sent by a timely messenger. Besides the Golden Monkey of Heaven Our Master of Ways is served by the Silver Fox of the Endless Woods, the Onyx Otter of the Slumbering Sea, and the Ruby Kestrel of the Empty Sky.

Holiday

The Grand Parade is a universal festival that takes place at different times for each community it always involves a special type of food, and drink along with celebrating some local resource or skill. In the city of Questhaven it is called the Grand Parade of Adventure, and it is celebrated on the first week of the ninth month of the year with ostentatious displays from the Questor's Society with epic bardic tales, awards from the society to its members, and displays of the greatest finds from the society that year. The church only allows the serving of two foods during the Grand Parade of Adventure the first is a flatbread garnished with red sauce, tomatoes, cheese, and basil; the second are slices of potato boiled in olive oil. The only drink allowed the local church provides from their native spring of naturally carbonated mineral water though many local establishments add various fruit and nut flavorings.

Secret:

What is the church doing with all the coin it earns from moneylending?

It took me six years of research and no small amount of undercover work, but I have learned that coins used to pay the loan the church granted me were used to buy armor, weapons, and magic for the traitorous Fellowship of the Phoenix. The Fellowship of the Phoenix is an organization that is seeking to overthrow the government of Questhaven and impose some kind of mob rule by the common folk. As if they were brave enough, enlightened enough, or educated enough to rule.

Jaunters of Our Sovereign of Paths (Rogue Archetype)

Although their order is small in number, I have found these blessed worshipers of *Our Master of Ways*, the deity of travel and trickery, in the strangest of places. Jaunters, whom the wyrd name *Ruaama* "Strider of Stars", and the lurker's call *Barkal* "Hidden Fox", keep their secrets closely guarded but after traveling with one



The Bad Samaritan *A Lurker Jaunter of Our Sovereign of Paths*

member named Konrad Wainwright, I have learned a number of things I will pass along in these writings.

Aleksandr Wainwright founded the order over seven hundred years ago, shortly before the Rebellion of the Harmonious Fist. Aleksandr is also well known for discovering the existence of the wyrd as the new leaders of the Immortal Emperor's forces, slaying one of the Broken Beasts, and being taught the Ritual of Open Paths by the Golden Monkey of Heaven. The ritual, which granted the jaunters their gifts, was performed on the Chamber Map of the Emperor's Pathways during the time of the Grade Parade of Adventure, a massive cathedral sized room that once had the directions, and instructions to the Immortal Emperor Cynmark's entire network of magical portals which he creature over a thousand years ago. The tenets written down by Aleksandr state that Our Silver-Tongued Messenger wanted to break the strangle hold the Cynmark Dynasty had placed on travel and trade, and so created a group that could travel to all the forbidden places of the earth, regardless of the laws of mortals. Konrad Wainwright is related to Aleksandr, though he would not explain how; I learned about him through other Questors due to his battle with Bisiir "Discord's Essence" the most powerful body jumper creature in the known world.

The jaunters I met through Konrad now travel through the most clandestine of secret doors to the multiverse by the Grace of *Our Laughing Traveler of Passages and Messages*, moving from one point to another without covering the intervening distance. It requires a devotion to transversers in *Our Merry Champion of Heaven's* hidden pathways, though, and those who betray the faith often find themselves robbed of their abilities in the most precious of positions when they need those abilities the most. Due to this divine gift, jaunters are viewed with suspicion in some places and revered with awe in others, but jaunters care little

for how other view them and, instead, are dedicated to exploration and carry their messages wherever they must go. This turns out to fit well with a life of adventure, as many jaunters take messages off to faraway places and go traveling on side quests with their companions while they're about it. As such, the jaunters are Questhaven's most skilled messengers and explorers.

Jaunter is not a lawful profession, by any means, since the members are meant to discover and travel to all the secret places of both the mortal and immortal spheres, which often puts them at odds with the local rulers and private citizens. Though many of them still find work as messengers, heralds, envoys, runners, couriers, dispatch riders, and emissaries the world over. Acolytes to the order you will often find in Legacy houses or other business, performing simple "hop" deliveries, in which they take a message from their location to the next one, to the church or to the Questors Society. If they eventually develop the gift, a Jaunter or Wayfarer awards them with a silver pin made in the likeness of half a fox jumping out of a whole in the air, and trained in their gifts. Of all the individual orders that exist in Questhaven that I wish I had the blessing for, it is that of a jaunter, as Konrad seems truly happy porting about the world like a plane hopping swashbuckler.

Alignment: Neutral Good, Chaotic Good, Chaotic Neutral, or Neutral

Jaunting (Su): at 1st level a Jaunter gains the benefits of the Jaunter's Hop rogue talent (see below) at 1st level. This class feature replaces trapfinding.

Disappearing (Su): At 3rd level the jaunter knows how to use her special distortion ability to deceive the senses of her observers. Every day she gains a pool of stealth points equal to her jaunter class level. These points refresh at the start of each day. Before making a Stealth check, she can choose to put stealth points into the roll, gaining a bonus on Stealth checks equal to the number of stealth points she puts into the roll. If she gains a bonus to Stealth checks because of a feat (such as Skill Focus [Stealth]), she adds a number of points to her stealth pool equal to the bonus the feat grants. This class feature replaces trapsense +1 bonus gained at 3rd level.

Remove any Trace (Su): At 6th level the jaunter knows how to dispose of trace evidence using her special distortion abilities, such as removing blood, hair, footprints, fingerprints, etc. though not major evidence such as a body or disposing of a weapon. She can use her stealth points to increase the DC track her using Survival and on Disguise skill checks. If she gains a bonus on Disguise checks because of a feat (such as Skill Focus [Disguise]), she adds a number of points to her stealth pool equal to the bonus the feat grants. This class feature replaces trapsense +2 bonus gained at 6th level.

Jaunter's Maneuver (Su): At 9th level the jaunter learns how to manipulate special dimensions to give him

an advantage in combat he can remove points from his stealth pool to add to his Combat Maneuver Bonus. She can also expend a point as a free action (even if it is not her turn) so as not to provoke an attack of opportunity when performing a Combat Maneuver. If she gains a bonus on Combat Maneuver checks because of a feat (such as the Dirty Trick Feat), she adds a number of points to her stealth pool equal to the bonus the feat grants. This class feature replaces the trapsense bonus gained at 9th level.

Jaunter's Message (Su): At 15th level The Jaunter can as an immediate action expend a point from her stealth pool, and speak to an ally, providing morale support. The message is conveyed to him via a *whispering wind* type effect, though in reality it is distorting space so that her voice teleports the distance; if the ally can hear understand her, this ally gains a morale bonus equal to the jaunter's Charisma modifier on his next d20 roll. The jaunter can gain an additional use of this ability as a move action and as a standard action allowing her to effect up to three allies in a single round (if she has the stealth points to spend on each use). She can only affect the same ally a number of times per day equal to her Charisma modifier. She cannot provide the bonus to herself. This ability is a sonic, mind affecting, language dependent effect. This does not allow two-way communications so you must be aware of the situation your ally faces in order to grant the bonus. This class feature replaces the trapsense bonus gained at 9th level.

Jaunter's Threat (Su): At 18th level the jaunter can as an immediate action expend a point from her stealth pool and speak to an opponent issuing a threat via his Jaunter's message ability. If the target opponent can hear you and understand you he must succeed at a Will save (DC 10+1/2 the jaunter's class level + her Charisma modifier) or suffer a morale penalty equal to the jaunter's Charisma modifier on his next d20 roll. The jaunter 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 (if she has the stealth points to spend on each use). This ability is a sonic, language dependent, mind-affecting effect. This class feature replaces the trapsense bonus gained at 18th level.

Jaunter's Terminus (Su): At 20th level you gain Jaunter's Terminus as a bonus advanced rogue talent. This replaces the master strike class feature.

Rogue Talents

Jaunter's Hop

Prerequisites: rogue 2, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: Each day, the rogue gains a pool of supernatural motes of movement equal to three plus her rogue class level. Using a mote of movement does not

provoke an attack of opportunity nor does teleporting. You can use these motes to perform a number of effects but you can only expend one mote of movement each round.

- **Instant Liberation (Su):** As a swift action, the rogue can expend a mote of movement to instantaneously teleport to a standing position from prone position or whisks herself out of a grapple losing the grappled and pinned conditions and is teleported to the nearest unoccupied square the rogue chooses.
- **Instant Escape (Su):** The rogue automatically expends a mote of movement to instantly *blink* to avoid any confirmed critical hit or any attack that would reduce her to 0 hit points or less, this ability only operates if the rogue chooses to avoid the critical hit. Avoiding the hit requires a successful Ref save (DC 10 + $\frac{1}{2}$ the attack bonus or the DC of the spell/effect) though she adds her Charisma modifier to this save rather than her Dexterity modifier. In the case of a damaging spell or ability that would reduce the character to 0 hit points or less, this effectively grants the rogue a second saving throw to negate the spell or effect. This ability expends a mote of movement even if the rogue has used one already for this round, however this ability can only function once per round. If you the rogue is at least 10th level you she does not need to spend a mote of movement to use the narrow escape ability; she need have at least one point in her mote of movement pool.
- **Dimensional Hop (Su):** As a move action the rogue can expend a mote of movement to instantaneously teleport to any other spot within 25 ft. + 5 ft./2 rogue class levels. If the spot the rogue chooses is within line of sight, the rogue arrive there unerringly. If the destination is not in line of sight, the rogue must be able to visualize the spot or state the direction and distance to it, but the hop has a 25% chance of a mishap and the rogue cannot take any further actions until the rogue's next turn. No matter what the rogue's destination, the rogue can transport only herself and a maximum 100 lbs. (or your maximum load, whichever is less) of objects you carry or touch. You cannot transport any creature except for the rogue's familiar or an animal companion or cohort of up to Tiny size (whose weight counts against your load limit). If the rogue suffers a mishap or arrives in a place already occupied by a solid body, the rogue and any creatures with her take 1d6 points of damage and are shunted to closest random open space on a suitable surface of the intended location. If the rogue is at least 8th level this can functions as *dimension door* instead.

Jaunter's Filch

Prerequisites: rogue 6, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend a mote of movement to teleport one unattended object within 25 ft. + 5 ft./2 rogue class levels to any other

location within the same range, including into the rogue's hands. If used on any object attended by a creature, the subject gets a Will Save (DC 10+1/2 the rogue's class level + her Charisma modifier) to negate and the subject is aware something attempted to teleport the object. This is considered a spell-like ability with a caster level equal to the rogue's class level.

If the rogue is at least 14th level she can expend 3 motes and this functions as *teleport object*.

Jaunter's Mastery

Prerequisites: rogue 10, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: The rogue may now spend multiple moments of chance per round, if she wishes.

Jaunter's Prison

Prerequisites: rogue 4, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend a mote of movement to create an extradimensional prison for one day per rogue class level where the rogue can store a helpless or willing creature (without gear) touched in stasis. This is often done when a foe is granted an option between this type of imprisonment and death, a subject will submit to this effect. Willing targets cannot be tricked or magically compelled. This places the subject into a state of suspended animation. For the creature, time ceases to flow, and his condition becomes fixed. The creature grows no older. His bodily functions virtually cease, and no force or effect can harm him. This prison is tied to the rogue, so that when the effect ends, the freed subject appears next to the rogue. This is considered a spell-like ability with a caster level equal to the rogue's class level.

If the rogue is at least 14th level she can expend 3 motes of movement and affect an unwilling target if it fails a Will save (DC 10+1/2 the rogue's class level + her Charisma modifier), and she only expends the motes of movement if the subject fails its save, but if it succeeds it is immune to this rogue's Jaunter's Prison for 24 hours. If the rogue is at least 18th level she can expend 4 motes and this can function as an *imprisonment* with the same DC.

Jaunter's Rein

Prerequisites: rogue 8, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As an immediate action, the rogue can expend a mote of movement to cast *dimensional anchor* as a spell-like ability (CL equal to the rogue's class level). This can be used to stop a creature that uses anything more than a swift action to activate a form of dimensional movement.

If the rogue is at least 12th level she can take 30 minutes and expend a mote of movement, if she does so she affects an area up to 200 sq. ft. / rogue class level for 2 hours / rogue class level with a teleport transfer affect. If any conjuration (teleportation) supernatural, spell or

spell-like ability is used within the area of this affect, or if the area of the spell is the effect of a conjuration (teleportation) spell or effect, the destination of the teleportation is redirected to a location the rogue choses, within the warded area, when you activate the teleport transfer affect. For example, a rogue could activate this ability in her secret lair, with a dungeon cell equipped with a crushing stone trap as a transfer destination. Now, if anyone in the dragon's lair attempts to cast *teleport*, it ends up in the cell.

The whole area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific area, if successful (CL equal to the rogue's CL), allows for normal teleportation to work in that area. A successful mage's disjunction destroys the entire teleport transfer effect.

If the rogue is at least 16th level she can as an immediate action expend 4 motes of movement to cast a *dimensional lock* as a spell-like ability (CL equal to the rogue's class level). This can be used to stop a creature that uses anything more than a swift action to activate a form of dimensional movement.

Jaunter's Slice

Prerequisites: rogue 4, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a swift action, the rogue can expend a mote of movement to teleport some part of a creatures body into the closest empty square chose by the jaunter, this deals 1d6 points of damage + 1d6 points of damage for every two rogue class levels. A successful Will Save (DC 10+1/2 the rogue's class level + her Charisma modifier) results in half damage. The actual damage type is subject to GM determination but the default is slashing, resulting from a portal slicing off a portion of the victims exterior, a failed save usually resulting in more internal injury but it is still subject to Damage Reduction unless it is overcome by magic and slicing weapons.

Jaunter's Strike

Prerequisites: rogue 6, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action the rogue can expend a mote of movement to momentarily whisk herself off to another location within 100 ft. + 10 ft./rogue class level, returning to her previous location seconds later. Upon activating this ability, you instantaneously appear anywhere within the ability's range. You have enough time to perform a single standard action before you are transported back to where you were when you active the ability.

Jaunter's Wink

Prerequisites: rogue 8, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend a mote of movement to *dimension door* as a spell-like ability, except you have minor selective control over

blink's effects. As a result, you can move through solid objects with no chance of failure.

Advanced Rogue Talents

Jaunter's Juxtaposition

Prerequisites: rogue 10, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action the rogue can expend 2 motes of movement to cast *hostile juxtaposition* (See Pathfinder Roleplaying Game: Advanced Player's Guide) as a spell-like ability. If the rogue is at least 14th level she can expend 3 motes of movement and this can function as *greater hostile juxtaposition*.

Jaunter's Labyrinth

Prerequisites: rogue 16, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend 4 motes of movement to cast *maze* as a spell-like ability. If the rogue is at least 18th level she can affect an additional target for each mote of movement she expends up to a maximum of 6, all of which must be within 15 feet of each other.

Jaunter's Ostracism

Prerequisites: rogue 18, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend 4 motes of movement to send a target within 100 ft. + 10 ft./rogue class level, whose name she utters, away from this plane and into a dimension of her choosing unless he makes a successful Will save (DC 10+1/2 the rogue's class level + her Charisma modifier). Upon a failed save the target is sent to the new dimension and even if the target normally has the ability to return (or to travel to any other plane), he cannot do so and suffers 10d6 points of damage instead. This effect cannot be dispelled though it can be removed with any effect that can remove a curse. The damage dealt by this effect cannot be healed until the curse is removed. The rogue only expends the motes of movement if the subject fails its save, but if it succeeds the subject is immune to this rogue's Jaunter's Ostracism for 24 hours. This is a spell-like ability with a caster level equal to the rogue's class level.

Jaunter's Rally

Prerequisites: rogue 14, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As an immediate action, the rogue can expend a mote of movement to teleport up to one ally per five rogue levels to her location, these allies must be on the same plane as the rogue. The rogue determines which allies she wants to teleport at the time of activation; these allies have 1 round to decide to allow or refuse Jaunter's Rally, and they teleport immediately

upon accepting. Allies are teleported as if the rogue had cast *teleport* on them (her current location is at least “studied carefully” for this purpose), appearing in an empty space adjacent to the rogue. If the rogue is in combat and her allies were not, her allies may roll initiative upon arrival but are not considered flat-footed even though they have not taken any actions.

Jaunter's Removal

Prerequisites: rogue 14, Jaunter's Hop, Jaunter's Slice, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend 3 motes of movement to teleport a vital organ out from inside the body of a living creature that is within 25 ft. + 5 ft./2 rogue class levels. If the subject fails a Will save (DC 10+1/2 the rogue's class level + her Charisma modifier) it suffers 2d6 points Constitution damage, plus 2 points of Constitution damage per round, and is rendered helpless. A *greater restoration*, *limited wish*, *miracle*, *regenerate*, or *wish* spell is required to negate this damage. A successful save results in the victim suffering only 2 points of Constitution damage (as the spell instead teleports a non-vital organ) and negates the helpless condition. After suffering this damage, a subject that succeeded on the saving throw is immune to this rogue's Jaunter's Removal for 24 hours. This is considered a spell-like ability with a caster level equal to the rogue's class level.

If this rogue is at least 16th level she can teleport a target creature or object into a solid surface or object that she can

see within close range (25 feet + 5 feet/two rogue class levels). This has the same effect as a standard extraction except it can affect a non-living creature, and the subject becomes half embedded or fully embedded in the object. The same spells or effects will negate the embedded effect.

Jaunter's Retreat

Prerequisites: rogue 12, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend a mote of movement to cast *getaway* (See *Pathfinder Roleplaying Game: Advanced Player's Guide*) as a spell-like ability.

Jaunter's Seeking

Prerequisites: rogue 10, worships deity that can grant clerics the Knowledge and Travel domains (or their subdomains)

Benefits: With the help of the rogue's deity, the rogue can track down the recipient of the message he bears. If the rogue possesses some piece of information about the recipient that uniquely identifies her (like a unique name or a childhood memory), or an item that belongs to the recipient, it is as though the runner has cast a *locate creature* spell with the recipient as its subject – though the spell has a duration of “until the message is delivered” and has a range of “unlimited.” Unlike the spell *locate creature*, Jaunter's Seeking is not broken by

running water or *polymorph*. It is still fooled by *mislead* and *nondetection* unless the rogue makes a successful check against the *nondetection* effect (CL equal to the rogue's class level). If the subject is on a different plane the rogue learns the name of the plane and the direction to the closest portal to that plane.

Jaunter's Stride

Prerequisites: rogue 10, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action the rogue can expend a mote of movement to cast *teleport* as a spell-like ability. Activating this ability does not provoke an attack of opportunity nor does teleporting into or out of a threatened square. If the rogue is at least 14th level this functions as *greater teleport*. If the rogue is at least 20th level this can function as *interplanetary teleport* (See *Pathfinder Roleplaying Game: Ultimate Magic*).

Jaunter's Terminus

Prerequisites: rogue 20, Jaunter's Hop, 4 other Jaunter's Rogue Talents, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend 5 motes of movement and send a target within 100 ft. + 10 ft./rogue class level, upon a failed Will Save (DC 10+1/2 the rogue's class level + her Charisma modifier) as *greater teleport* to any location upon the same plane. This is usually a terminal location she knows about such as the bottom of the world's deepest ocean trench, the void of outer space, or the heart of an active volcano; regardless the subject suffers 200 points of damage of a type appropriate to the location upon a failed save (DC 20 + the rogue's Charisma modifier). Upon a successful save the dimensional rift fails to suck the target through though, he still suffers 100 points of damage but afterwards is immune to the effects of Jaunter's Terminus for 24 hours.

Jaunter's Tomb

Prerequisites: rogue 18, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend 4 motes of movement to send a target within 100 ft. + 10 ft./rogue class level, upon a failed Will Save (DC 10+1/2 the rogue's class level + her Charisma modifier) as *greater teleport* to another safe location where he remains (with all of his equipment), held entombed in *temporal stasis*. The subject remains there unless a specific condition is met (see below), someone dispels the *temporal stasis*, or someone casts a *freedom* spell at the creature's current location or at the locale where this ability was activated. If *freedom* is used to free the creature, it reappears in the original locale. The rogue only expends the motes of movement if the subject fails its save, but if it succeeds the subject is immune to this rogue's Jaunter's Tomb for 24 hours.

The creature is released from *temporal stasis* when specific conditions are fulfilled according to the rogue's

command as set at the time of the abilities activation. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. The effect cannot distinguish alignment, level, Hit Dice, or class except by external garb. The range limit of a trigger is 15 feet per rogue class level, so a 17th-level rogue can command the Jaunter's Tomb effect to respond to triggers as far as 270 feet away. Regardless of range, the effect can respond only to visible or audible triggers and actions in line of sight or within hearing distance. This is a spell-like ability with a caster level equal to the rogue's class level.

Jaunter's Wake

Prerequisites: rogue 12, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend a mote of movement to *dimension door* as a spell-like ability (CL equal to her rogue's class level) except she leaves behind a burst of acid, cold, electricity, fire or sonic energy, the type is chosen at the start of each day when she fills up her pool. Choose one corner of the rogue starting square. A 10-foot-radius burst of the chosen energy explodes from that corner the moment she leaves, dealing 1d6 points of damage + 1d6 points of damage for every two rogue class levels. A successful Reflex Save (DC 10+1/2 the rogue's class level + her Charisma modifier) results in half damage.

Jaunter's Void

Prerequisites: rogue 16, Jaunter's Hop, worships deity that can grant clerics the Trickery and Travel domains (or their subdomains)

Benefits: As a move action, the rogue can expend 8 motes of movement and the target designated by this rogue, which must be unoccupied by creature or object, becomes a planar vortex and inexorably draws creatures and objects into its grasp. At the end of the round in which the ability is activated, all creatures and objects within 20 feet of the target who fail their save (DC 10+1/2 the rogue's class level + her Charisma modifier) are moved via the force of gravity 10 feet closer to the target.

At the end of the round after the ability is activated, all creatures and objects within 30 feet of the target (including those in the original area of effect) who fail their save are moved 20 feet closer to the target. At the end of every subsequent round, the affected area expands by 10 feet and the distance moved increases by 10 feet (on the fourth round, all creatures and objects within 50 feet who fail their saving throw are moved 40 feet toward the target, etc.). This movement provokes attacks of opportunity. Unlike normal circumstances, allies can use this attack of opportunity to grab and hold an ally, which grants an additional save (with a +2



bonus from aid another); failure by 5 or more results in the ally doing the holding also being forced to make a second save.

Any creature or object that enters the target area immediately takes 15d6 hit points of damage and is *plane shifted* to a plane of absolute void (no air, gravity, heat etc.). There is no save against the effects of entering the target area.

Jaunter Feat

Extra Mote of Movement

Prerequisite: rogue 2, Jaunter's Hop,

Benefit: Your pool of motes of movement increases by 2.

Special: You can gain this rogue talent multiple times. Its effects stack, granting you an increase to your pool of motes of movement each time you take this rogue talent.

Rebel Champion (Paladin Archetype)

The rebel champions I know are detached from any political structure, including that of the House of the Merry Champion. The way of the rebel champions seems to be to abandon attachment to any one place or people and instead travel the world seeking new places to free, new adventures to enjoy, and new tyrannies to overthrow. The rebel champions do take the time to train other rebels and other resistance groups in a particular place, often leading them to victory, but then moving on.

I once observed Dame Emersanda de Eldritchton recognize one who has jumped at *Our Laughing Traveler of Passages and Messages'* call to adventure

and take that one on as a squire. This rebel squire kept Dame Emersanda's mount, polished her armor, cleaned her weapons, and other duties as needed. It is in this manner I believe that the order continues to grow, though from hearing of Dame Emersanda's tale a rare few rise up on their own under the blessings of *Our Merry Champion*.

From Dame Emersanda I learned that the guiding principle of the rebel champions is to protect liberty, joy, and prosperity. It is simple enough goal, and it leads them into a life of terrific adventure, terrible peril, and fabulous wealth. While the rebel champion embraces these things, they are not the point – the rebel champion strives to achieve good goals, though as I learned while traveling with her this does not necessarily mean through the performance of good deeds.

Dame Emersanda was one of the rare few rebel champions that are members of the Questors Society. She joined because the society is supportive of adventurers and the impulse to go forth and fight monsters, delve dungeons, win treasures, and conquer evil. But there is a problem for like me, when I first met Dame Emersanda, many consider the rebel champions as perpetually blessed adventurers, but they are also liberators, and the Questors Society is an oligarchy of rulers. Rebel Champions have a profound love for debate, and Dame Emersanda and I argued over the deeds of the Society. However, she took part in the Insurrection of Adventure against the Immortal Emperor, but now I suspect her and a few other of their members support the rebellion against the Questors' rulership. This is probably because as Dame Emersanda said to me members of her order make the most horrible group of rulers you will ever know, as they would rather lead a civil war than lead a free country, and if you are not an adventurer Questhaven is not truly a free country. Dame Emersanda and her order serve the Questors Society best by leading resistance groups against the Last Warlord and the predations of Steelcrag

for they are excellent speakers, diplomats, and wily traders. Yet I fear one day Dame Emersanda and those of her order will be fighting on opposite sides of a civil war over the rule of Questhaven.

Alignment: Chaotic Good

Class Skill: The Rebel Champion gains Bluff as a class skill.

Aura of Chaos and Good (Ex): At 1st level he power of a rebel champion's aura of chaos and good (see the *detect chaos/good* spell) is equal to her paladin class level. This replaces the aura of good class feature.

Detect Organization (Sp): At 1st level, at will, a rebel champion can use *detect undead*, as the spell, except it only detects members of a specific organization chosen at the time of activation and not a creature of a particular type. A rebel champion can, as a move action, concentrate on a single item or individual within 60 feet and determine if it belongs to the chosen organization, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the rebel champion does not detect organization in any other object or individual within range. This replaces the *detect evil* class feature.

Smite Evil (Su): Starting at 1st level, a rebel champion's smite evil does not deal extra damage to outsiders with the evil subtype, evil-aligned dragons, or an undead creatures. Instead if the target of the rebel champion's smite evil is a member of a lawful evil organization (subject to GM adjudication) the bonus to damage on the first successful attack increases to 2 points of damage per class level the rebel champion possesses. In all other ways this functions as the smite evil class feature.

Introduction to Questhaven

Questhaven is Rite Publishing's default campaign setting (currently in development) for most of the material it produces with connections to such product lines as *The Plane of Dreams (Coliseum Morpheuon, Faces of the Tarnished Souk)*, *Jade Oath*, and *Kaidan*. Listed below are the primary themes of the Questhaven Campaign Setting written as a first person account by the adventurer Owain Northway.

Themes of Questhaven

This is really what makes Questhaven different from any other place you have ever been.

It's about the Adventure!: This book will not take the time to name all the flowers found within Questhaven and its Protectorate, it was written as a tour guide book for adventurers by an adventurer. I, Owain Northway am that adventurer. Within my book I will

highlight what I consider to be some of the most evocative sites, shops, organizations, inns, lodgings, restaurants, taverns, "dungeons" and other exciting locations with the Protectorate, that would—in my not so humble opinion—interest you the adventurer. Additionally, included with my notes on each piece within my book are my answers to some of Questhaven's greatest secrets. I will include historical and cultural context within these pages so that you know how and why Questhaven functions the way it does, but my main focus will be about what is important to you as an adventurer.

Adventurer's Rule, Literally: The adventure's guild, known as the Questor's Society, reigns over Questhaven as an Oligarchy. So in order to form an adventuring company or fellowship her you need to seek out a commission, but more about that later my friend. Upon receiving your commission, you and yours become

members of the ruling elite. While this eliminates some of the more mundane problems you as an adventurer might face such as commoners not doing what you know is wise, it instantly embroils you in the cut and thrust that is political intrigue of the city, its Protectorate, and the Questor's Society. Just by choosing this lifestyle, you and your fellowship have become a very important part of my homeland.

Magical Renaissance Society: Unlike some backwaters of the world that have never seen a cantrip or run afoul of a giant rat, much less a dragon, Questhaven flows with magic, especially when wielded by the companies belonging to the Questor's Society. Yet beyond this, the greatest masters of the hallowed and eldritch arts are discovering and rediscovering true wonders of magic for this is a golden age. The spells, magic items, and supernatural creatures you are so familiar with as an adventurer affects Questhaven's culture, economics, and government just as the basic laws of nature do in the most mundane of rural hamlets. And yes you can order and purchase magic items in the city, but their purchase are governed and tracked by a powerful guild—The Honorable Order of Theurgic Master Craftsmen—and trust me they use and abuse that power to maintain their government sanctioned monopoly.

Beyond the Core: Questhaven reaches beyond the scope of what you know as the three core books of adventuring. It is on the edge of the wilderness, out on the rim of the known world. A vast number of renegade products and ideas find their home in the Evocative City, and nothing in it relates to just the traditional experience of an adventurer. For example in most traditional cities of your world you find elves, dwarves, gnomes, half-orcs, half-elves, and halflings, within this land while you might find a member of those races you are far more likely to find wyrd (elves/ogre magi), stonewarden gargoyles (former humans and dwarves), jotun giants, lurkers (gnomes/cloakers), wretches (hags/orcs), blinklings (halflings/blink dogs), restless souls (spirits returned from beyond the grave) and ironborn (artificial humanoids). You will find much more within these pages from Time Thieves to Gutter Mages, from a 1001 spells to long forgotten foes, it has just about everything including the kitchen's water basin.

Secrets: Nearly every major piece within my book be it an evocative site or quirky character, has some unanswered question surrounding it, a secret if you will. I want you to explore Questhaven, and nothing in my opinion captures the thrill of adventuring quite so effectively as the search for answers, especially when it comes to secrets. Within my book, I have done my best to put answers to these questions, and while I have based them on the best information available, backed up by my vast experience and keen intellect, sometimes circumstances have forced me to base my answer on rumor, circumstantial evidence, and guesswork. So do not get complacent, there are a tremendous number of secrets still to unravel, and I have spent an entire adventure attempting to uncover the answer to just one of these secrets. Always remember that I will not lie to you, but that does not mean what I write here will prove

to be true. This also does not even begin to cover the secrets relating to the pieces of Questhaven and the Protectorate I have not touched upon, nor what I failed to consider as a truly important part of the realm. There is always another secret yet to discover.

Complex Characters: In my homeland, you will find agents of chaos and evil working right alongside those who serve the lords of order and good. Yet both of these groups are patriots, they love their families, they both genuinely believe what they do is for the best and yet still they make horrific decisions. Some such as the vengeful wyrd, believe their acts are virtuous when laid against the backdrop of the culture, others like members of House Larkchild are suffering from circumstances beyond their control. Even the Righteous Servants of Heaven still disagree over the paramount path towards forging a better world, and these disagreements can lead to devastating conflicts. People, monsters, and even the Last Warlord of Cynmark have complex motivations and their own personal agendas so be careful when you label something as a vile abomination with no redeeming qualities for its hardly ever true for in the city of Questhaven there is rarely a single side to a story, usually there are at least three.

Cultural Mosaic: Questhaven is a mix of ethnic groups, languages, and cultures that co-exist remarkably well. This is due to its inhabitants being composed mostly of slaves imported from all over the world. The Immortal Emperor and Dread lich Cynmark, who enslaved the land for over two thousand years, enforced this co-existence by imposing a single common language and a single religion (the Great Church of the Pantheon) upon all the Protectorate's denizens. While many of the humans assimilated to the ideals of the Cynmark Dynasty, others rebelled, most especially those non-humans by holding on to their cultural identity, made easier by their longer lifespans. After the Insurrection of Adventure that freed my homeland from the yoke of tyranny, this love of one's original culture exploded, yet all hold a sense that Questhaven is their true home. This has gone further by a number of refugees having fled to Questhaven due to its cultural tolerance from war torn or less tolerant societies.

Crossroads: The Protectorate is a center of politics, commerce, religion, culture, and even crime. Ships from nearly every ocean visit Questhaven, while others travel down the Oneiric River, brave merchants travel from out of the north braving the wilds of Steelcrag, while others come up from the south passing around Mt. Jotunheim. In addition, a few strange travelers arrive on the shifting shores from the Plane of Dreams, as planer travel from there to Questhaven is comparatively easy. No matter the adventurous path you take, you will eventually find yourself in Questhaven.

Crossroads of Dream/Dream haven

Any spell or effect that attempts to travel from Questhaven, or its Protectorate to the plane of dreams and vice vs. has its affect enhanced. Here are some examples.

- **Teleport:** The results of off-target, similar area, and mishap result adds the additional effect of the true

location the subject has arrived as being on the plane of dreams.

- **Maze:** The extradimensional labyrinth created by this spell exists on the plane of dream.
- **Plane Shift:** If you do not possess a forked metal rod attuned to the plane of travel or it is damaged, you arrive on the plane of dreams. If you use it to travel to the plane of dreams, you arrive on target rather than 5 to 500 miles from your intended destination.
- Any spell that is limited to the same plane treats the plane of dream, Questhaven and its Protectorate as if they were the same plane.

Special Note: While one cannot bypass the Gorgon Walls that surround Questhaven, one can transport to the plane of dreams within those walls arriving at the cities reflection in Dream.

Themes Behind The Screen

Beyond the Core: What Owain is saying is that Questhaven draws from beyond the core books of the Pathfinder Roleplaying Game, from Rite Publishing products and from other 3rd Party Publishers. However, I never assume you own the original source material; if I reference something here, it is always available for free access via d20pfsrd.com,

Modular not Generic: When designing the Questhaven Campaign Setting I wanted to make sure that each piece I designed for Questhaven could be picked up easily and placed in another campaign setting with little to no retooling, but when placed together as a

whole it creates a unique setting. For example, the people of Questhaven do not refer to their deities by name, as they consider that a blasphemy, they refer to them by their title. This makes the religion very fungible, as you can substitute *Our War Marshal in Heaven* for any non-evil deity of war. I have attempted to make every piece of the campaign setting maintain a modular nature, so that it makes it easier for GMs to mine for ideas and tools to enhance their homebrew setting or customize an existing one.

Owain Northway: This is a theme about presentation, Owain has already talked about the book's tour guide format but what I did as a designer is use Owain Northway's point of view to describe the campaign setting. Giving you the in character perspective of an actual resident, along with all of his opinions, suppositions, beliefs, prejudices and mistakes. I wrote the Questhaven Campaign setting so that it does not read like a DVR instruction manual, but rather like an immersive form of exploration, learning as you discover each new place Owain chooses to take you.

Secrets: GMs should remember to strew hints and clues through adventure and campaigns, weeks, months and sometimes even years before the PCs so that Questhaven seems alive further enhancing the player's willing suspension of disbelief. The simplest way to drop a clue is to have a NPC or perhaps a book put forward the question to the player. However, GMs should use the secrets in moderation lest PCs start to feel overwhelmed, secrets are simply here to help inspire adventures, and so PCs always have something else to explore.



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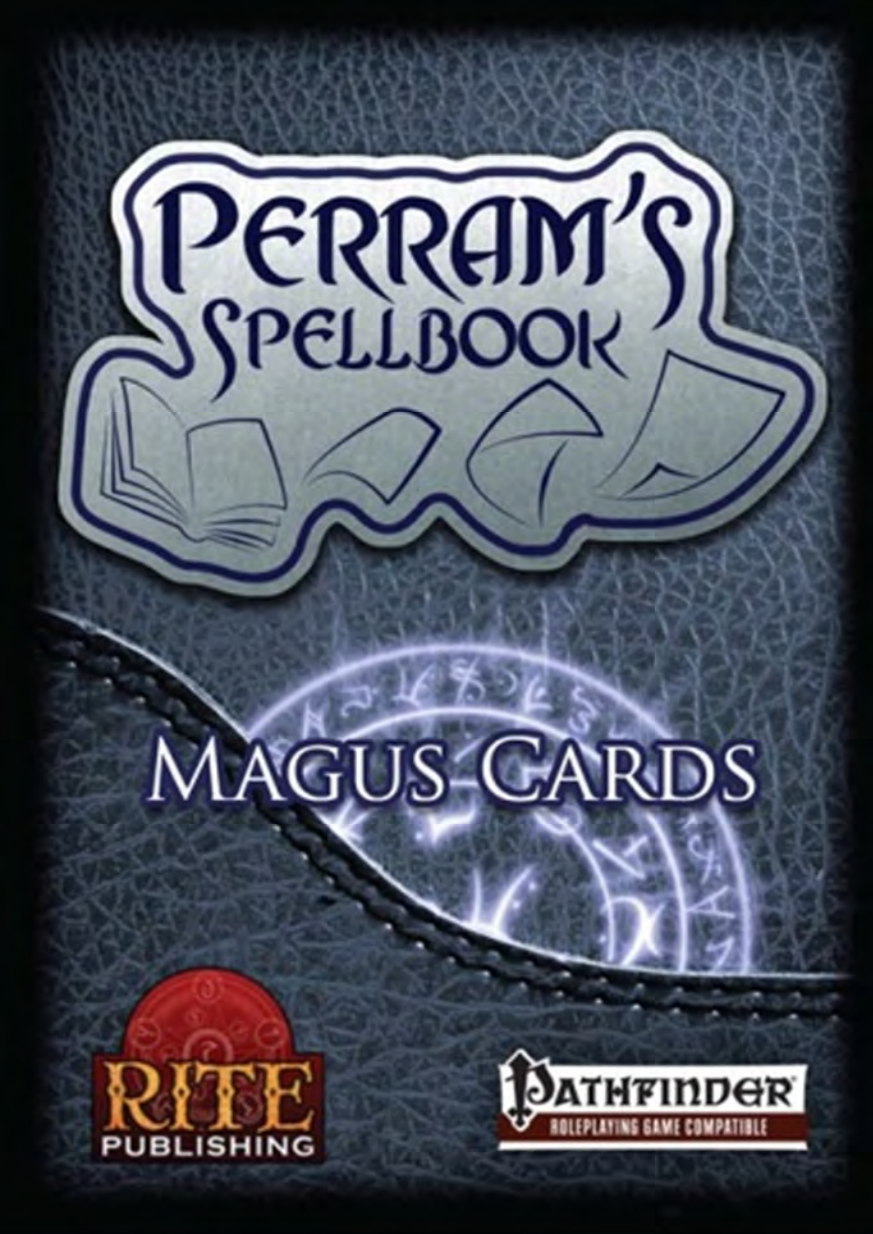
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