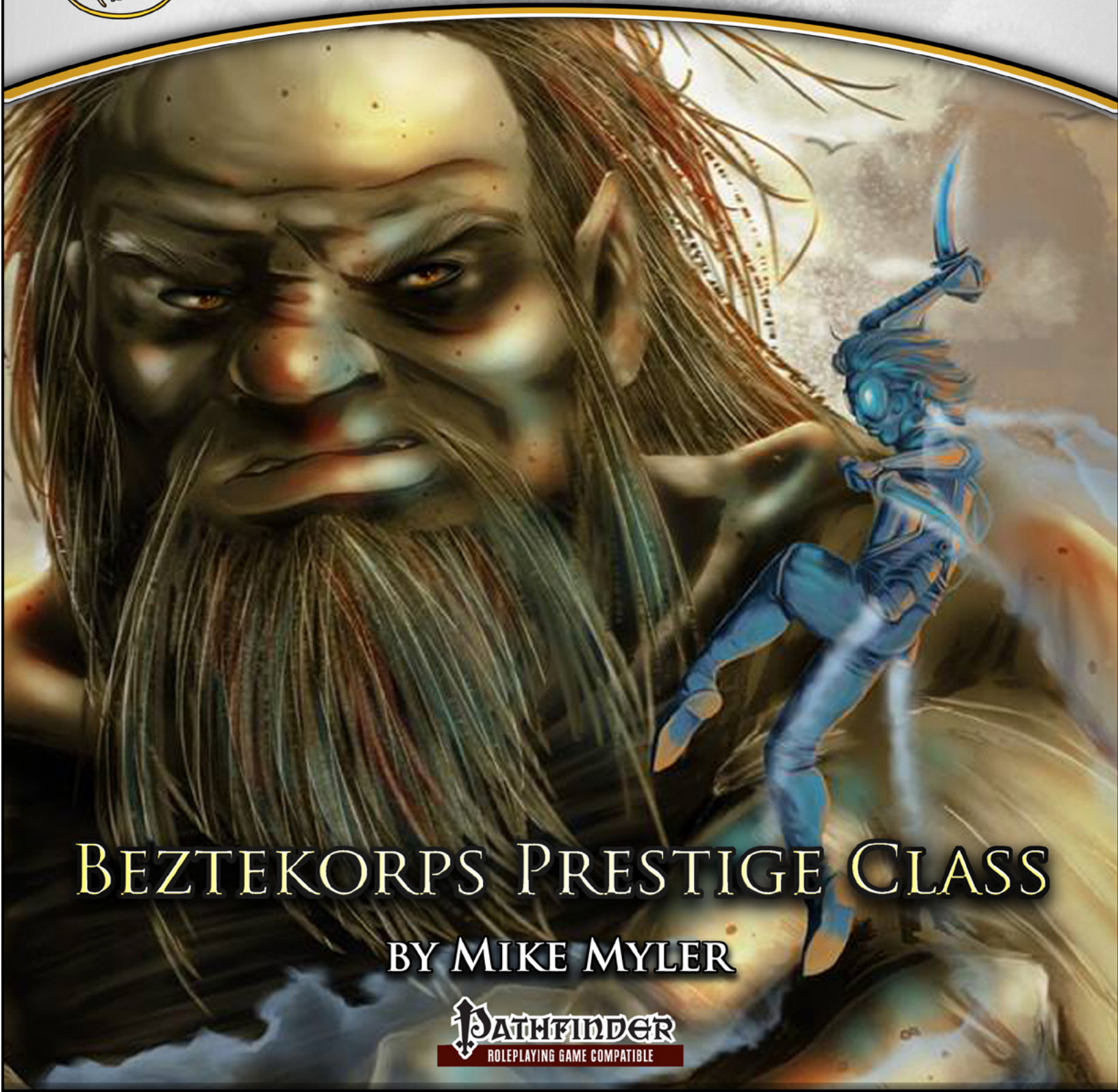


VERANTHEA CODEX



BEZTEKORPS PRESTIGE CLASS

BY MIKE MYLER



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VERANTHEA CODEX

Beztekorps Prestige Class

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The Dry Walkabout.....	1-3
<i>Ankshirr Water</i>	1
Reiciosteel.....	2
<i>Diminishment Gas</i>	2-3
Sciobtha Harness.....	4
Beztekorps.....	3-4
OGL.....	6



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The Dry Walkabout

South of the Scorched Desert and north of the water-borne realm of Srendath, the Dry Walkabout stretches from the Burning Sea across large spans of desert to the waters of the Koprik. It is a savanna filled with enormous predatory beasts and ruled over by powerful tribes of taiga giants—the only marks of humanoid civilization are heavily fortified city-states of halflings and gnomes.

These small folk control the vast majority of freshwater sources in the region, as well many magical springs that provide an endless supply of *ankshirr water*. The enchanted fountains formed after *The Scarring*, when a devastating blow against Wealbrems sent the water deity's essence touching upon the savanna. These exotic wells have caused the two forces within the region to clash for centuries as the giants found that the unique water turned them into incredible hunters, swift on the savanna and graceful in the kill. Daily, giants from The Nameless (CN)—the largest tribe in the Dry Walkabout—clash with the walled cities under the direction of their leaders, the venerable old Shoiree (CN Male druid 5) and youthful Toorrahk (CN Female barbarian 5).

As The Nameless and other taiga tribes destroyed each pocket of resistance, it seemed as if the victory of the giants was inevitable. Gnomes and halflings—once common throughout the high grasses—had to band together and form cities as their former survival tactics crumbled when their enormous enemies began to traverse the savanna more swiftly than the small folk could compensate for. It was in one of these cities on the coast of the Koprik Sea, under the leadership of Pondere Beztegloven, where two things happened that changed everything.

A spring of *ankshirr water* was found near the rapidly growing fortifications of Pondere's stronghold, and a strange Trectoyri device washed ashore—the first sciobtha canister. With the help of Lehertu Reicio (NG Male gnome alchemist 13), in a matter of days Pondere deciphered the device's purpose and saw how to turn the tide against the giants. By drinking *ankshirr water* to decrease their already reduced weight and manipulating the expulsion of gas from the canister, the halfling and gnome were the first two persons in Grethadnis to master sailing through the air—a technique that has come to define the Beztekorp.

After an intense first week and several unfortunate deaths, Pondere forged an elite team of warriors that could nimbly flit through the air. Using *ankshirr water*, innovative Reicio forged swords that cut through the taiga giant's thick skins with ease. Wielding the superior blades and flying into battle, the halfling Pondere led their army to an astounding victory over the giants.

Jumping onto the momentum of their victory, the rapidly growing Beztekorp reinforced the last desperate

Ankshirr Wells

The mystical water sources protected by the Beztegloven city-states are enormously valuable to any resident of the savanna. Their primary defenders—the Beztekorp—depend on it to fight off the persistent taiga giants.

ANKSHIRR WATER

Aura weak transmutation; **CL** 1st

Slot none; **Price** 650 gp; **Weight** —

DESCRIPTION *This vial of clear, fresh water is so incredibly light that if left unattended, it floats in the air of its own accord.*

Each vial of *ankshirr water* consumed reduces a character's weight by 30 lbs. (to no less than 1 lb.). This effect lasts for one hour, but has no mechanical benefit until this has reduced a character to at least 20% their original weight, at which point the imbiber feels the other effects of the enchantment.

An affected character gains a +2 enhancement bonus to Dexterity, a +15 enhancement bonus to Acrobatics checks made to jump (and are always treated as having a running start) as well as a +5 enhancement bonus to all other Acrobatics checks. Finally, affected characters also increase their base movement speed by 10 ft. (plus an additional 10 ft. for each size category above Small).

When applied to an inanimate object, *ankshirr water* reduces its weight by 30 lbs. for one hour. The effects of a vial of *ankshirr water* last for 1 hour and if drawn from a naturally occurring source, cannot be dispelled. The effects of a vial of *ankshirr water* cease if the affected creature carries more than a light load for more than one round.

CONSTRUCTION

Requirements: Craft Wondrous Item, *create water*, *featherfall*, *levitate*; **Cost** 325 gp

settlements that continued to resist their enormous enemies and for a little while it seemed as though the small folk were going to win back the Dry Walkabout. But the taiga are a spiritual people, and as the war turned against the giants, their leaders spoke more often with the deceased so as to gain valuable insight into the new methods their smaller opponents were using against them.

The small folk took advantage of what they saw as a retreat to create enormous, high standing walls around the surviving city-states, utilizing *ankshirr water* to make the task almost easy. To ensure the protection of each city, one of each of the original elite warriors of the Beztekorp was assigned to a settlement, which they trained their own warriors to

defend. Yet before long the halflings and gnomes saw their string of victories come to an abrupt, disheartening end, in a new wave of assault and horror known as *The Reckoning*.

Having spoken at length to their dead kin, the giants learned not only how to best strike down the flitting halflings, but also how to fill them with fear. The first wave of defenders—all experienced warriors of numerous bloody battles—were slaughtered and eaten alive as the giants climbed the walls, Pondere Beztegloven herself disappearing in a melee of taiga warriors. Only after heavy losses did the small folk beat the giants back, veteran Beztekorps each using their own unique martial style.

After *The Reckoning*, the city states banded together as the nation of Beztegloven and have remained in an uneasy stalemate with the taiga tribes, neither able to shift the balance of power permanently. Rumors of new springs of *ankshirr water* always interest both forces, but exploratory parties that strike out for them are often never heard from again—huge predators of the wastes being made all the more dangerous after drinking from the enchanted waters.

Yet, it seems that new wells of *ankshirr water* spring into existence wherever the Beztekorps venture, even beyond the Great Walkabout. Increasingly, the aerial warriors have been skirmishing over them with the Red Fist orc tribes or Cedrazi pirates, and even far-roaming cultists of Trianestra. To stand against their seemingly inexhaustible and ever growing list of enemies within and without, the four city-states: Bronic, Pondere, Napasc and Oszukac, have begun seeking new alliances or capable Beztekorps fliers, whose skytrails are growing more common every day.

Bronic sits far to the northwest and is lauded for their siege warfare and defensive flying techniques. **Pondere**, on the coast of the Burning Sea, is home of the ‘traditional’ and most maneuverable Beztekorps style, and is named after the group’s founder—Pondere Beztegloven. **Napasc** lays northeast, and houses the most foolhardy (but spectacular) aerial soldiers in the country while **Oszukac**, in the southeast, are the craftiest of the cities, masters of hiding their movements to catch targets off guard.

New Material

Reiciosteel: This remarkably light metal is unique to the Beztegloven city-states, forged by the small folk of the Dry Walkabout who are able to easily integrate *ankshirr water* into the forging process.

Most armors made from reiciosteel are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing reiciosteel full plate must

be proficient in wearing heavy armor to avoid adding the armor’s check penalty to all their attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from reiciosteel are decreased by 15%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

Any item made from reiciosteel weighs one tenth (1/10th) as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon’s size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of reiciosteel (a longsword can be a reiciosteel weapon, while a quarterstaff cannot.) Reiciosteel weapons count as silver for the purpose of overcoming damage reduction.

Reiciosteel weapons are specifically designed to cut through the defenses of taiga giants; against these targets, an attacker wielding a reiciosteel weapon ignores half a taiga giant’s deflection and natural armor bonuses (reducing their AC by 6 for most taiga giants). Against other creatures of the giant subtype, these weapons ignore half of their natural armor bonus.

Weapons or armors fashioned from reiciosteel are always masterwork items as well; the masterwork cost is included in the prices given below.

Reiciosteel has 20 hit points per inch of thickness and hardness 12.

Table 4-1: Reiciosteel Equipment

Type of Reiciosteel Item	Item Price Modifier
Light armor	+2,000 gp
Medium armor	+6,000 gp
Heavy armor	+12,000 gp
Shield	+3,000 gp
Other items	+750 gp/lb.

Diminishment Gas

Aura moderate transmutation; **CL** 13th
Slot none; **Price** 10,000 gp; **Weight** ½ lb.

DESCRIPTION

This black tube of metal is surprisingly light, and emblazoned on its front in bold, white letters are “XXX”.

When a Beztekorps assault squad or fortification is being overrun by their enormous enemies, they are sanctioned to use *diminishment gas*. Canisters of *diminishment gas* are designed to be thrown and act as simple weapons with a range increment of 40 feet. A round after being activated a canister of *diminishment gas* spews forth smoke that spreads

like a *stinking cloud* for 10 rounds. Creatures of the giant type must make a DC 20 Will save or take 1 negative level every round that they remain within the confines of *diminishment gas*. Once activated, a canister of *diminishment gas* expels smoke until it is empty.

CONSTRUCTION

Requirements: Craft Wondrous Item, 3 vials of *ankshirr water*, *enervation*, *mass reduce person*; **Cost** 5,000 gp

Sciobtha Propulsion

The Beztegloven city-states have mastered the art of capturing and pressurizing gasses. When used in conjunction with *ankshirr water*, sciobtha canisters can propel creatures through the air as if they were flying.

SCIOBTHA HARNESS

Price 260 gp; **Weight** 15 lbs.; **Slot** shoulders

This tight-fitting harness is made primarily of chains and thin metal plates, fitted with a half dozen brass canisters that each have nozzles pointed in different directions.

These complex harnesses allow their wearers to carefully control the release of gas from a number of sciobtha canisters, granting them limited powers of flight. Being non-magical, these harnesses are extremely complex and any character without the sciobtha trained class feature takes a -10 circumstance penalty on all checks to use a sciobtha harness.

As a swift action, characters under the effect of *ankshirr water* can activate a sciobtha harness with a DC 15 Fly check, gaining a fly speed equal to twice their base speed with poor maneuverability until the end of the round. Doing so uses 2 charges, of which a fully charged sciobtha harness has 60. Failing this check by 4 or less results in the character moving double their base speed in a direction of their choosing, failing by 5 or more results in this movement being in a random direction. For each 5 points a character succeeds their Fly check by, they can expend one extra charge to improve their maneuverability by one stage (to average, good then perfect). Characters not under the effect of *ankshirr water* gain no benefit from activating a sciobtha harness, but still expend charges.

Recharging a sciobtha harness requires special technology carefully guarded by the Beztekorp, and generally costs 60 gp.

A typical sciobtha harness is built for Small creatures. For each size category above Small, the price to create the same effect or to recharge is multiplied by 4.

Beztekorp

Masters of the sciobtha canisters and *ankshirr water*, these warriors fly through combat with astonishing ease. Crisscrossing the battlefield in rapid bursts of air, the Beztekorp slashes enemies as they streak from place to place, cartwheeling to and fro.

Role: Adventurers keen to make use of the Beztekorp's amazing equipment (to fly through the air like a boss and slash up enemies) or harboring a hatred for giants will be right at home with this prestige class.

Hit Die: d8

Requirements

To qualify to become a Beztekorp, a character must fulfill all the following criteria.

Skills: Acrobatics 3 ranks

Feats: Combat Expertise, Dodge

Special: Favored enemy (giant), gnome or halfling

Class Skills

The Beztekorp's class skills (and the key ability for each skill) are Acrobatics (Dex), Disable Device (Dex), Fly (Dex), Knowledge (geography) (Int), Knowledge (engineering) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the Beztekorp prestige class.

Weapon and Armor Proficiency: Beztekorp are proficient with simple weapons, bastard swords, falchions, greatswords, longswords, rapiers, scimitars, shortswords, and two-bladed swords. Beztekorp are proficient with light armor and shields, but not tower shields.

Aerial Bonus (Ex): While flying, the Beztekorp gains an insight bonus to AC, attack rolls, damage rolls and Reflex saves equal to half their level (minimum 1).

Rationed Resources (Ex): Beztekorp are all capable of creating *ankshirr water* as though they met the all the crafting requirements. Once per day, they can create a vial of *ankshirr water* at half the normal cost. In addition, Beztekorp who are part of large organizations are normally provided with 5 vials of *ankshirr water* and enough sciobtha canisters to fully recharge a sciobtha harness each week.

Sciobtha Trained (Ex): A Beztekorp is well-trained in the use of a Sciobtha Harness. When using a sciobtha harness to fly, they may add their ranks in Acrobatics to all Fly checks.

Improved Favored Enemy (Giant): At 2nd level, the Beztekorp's favored enemy bonus against giants increases by +2, and they deal +1d6 precision damage against giants.

Table 4-2: Beztekorps

Level	Base Attack	Fort	Ref	Will	Special	Aerial Bonus
1st	+1	+0	+1	+0	Rationed resources, sciobtha trained	+1
2nd	+2	+1	+1	+1	Flyby Attack, improved favored enemy (giant)	+1
3rd	+3	+1	+2	+1	Ankshirr Catalyst, defensive roll	+2
4th	+4	+1	+2	+1	Evasion, improved reaction	+2
5th	+5	+2	+3	+2	Sciobtha master, uncanny dodge	+3
6th	+6	+2	+3	+2	Slashing charge	+3
7th	+7	+2	+4	+2	Improved favored enemy (giant)	+4
8th	+8	+3	+4	+3	Improved evasion	+4
9th	+9	+3	+5	+3	Improved uncanny dodge	+5
10th	+10	+3	+5	+3	Aerial dervish	+5

At 7th level this bonus increases by an additional +2 and their precision damage increases to +2d6. This does not increase the bonuses granted against any other types of favored enemies.

Flyby Attack: At 2nd level, a Beztekorps gains Flyby Attack as a bonus feat.

Ankshirr Catalyst (Ex): As the Beztekorps becomes more accustomed to flying through the air with *ankshirr water*, their body becomes more receptive to the effects of it. At 3rd level they double the duration of its effects to 2 hours. At 9th level, the Beztekorps doubles the duration again (to 4 hours).

Defensive Roll (Ex): Starting at 3rd level, once per day, a Beztekorps can attempt to avoid a lethal blow. This functions as the rogue's advanced talent of the same name. At 6th level a Beztekorps may use this ability twice per day, and at 9th level they may use this ability three times per day.

Evasion (Ex): At 4th level, a Beztekorps gains evasion. If exposed to any effect that normally allows them to attempt a Reflex saving throw for half damage, they take no damage with a successful saving throw. The evasion ability can only be used if they are wearing light armor or no armor.

Improved Reaction (Ex): At 4th level, a Beztekorps gains a +2 bonus on initiative checks. At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Sciobtha Master (Ex): At 5th level, the Beztekorps has mastered the nuances of sciobtha canisters; they now expend half as many charges as normal (rounding up, minimum 1) when using sciobtha harnesses.

Uncanny Dodge (Ex): At 5th level, a Beztekorps cannot be caught flat-footed, even

if the attacker is invisible. They still lose their Dexterity bonus to AC if immobilized.

A Beztekorps with this ability can still lose their Dexterity bonus to AC if an opponent successfully uses the feint action against them.

If a Beztekorps already has uncanny dodge from a different class, they automatically gain improved uncanny dodge instead.

Slashing Charge (Ex): At 6th level, when a Beztekorps uses Flyby Attack to make an attack, they gain all the benefits of a charge, and can choose to make a single attack with a weapon in each hand.

Improved Evasion (Ex): This ability, gained at 8th level, works like evasion (see above). A Beztekorps takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, they take only half damage even if they fail their saving throw.

Improved Uncanny Dodge (Ex): At 9th level and higher, Beztekorps can no longer be flanked. This defense denies a rogue the ability to sneak attack the Beztekorps by flanking them, unless the attacker has at least four more rogue levels than the target has Beztekorps levels.

If a Beztekorps already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Aerial Dervish (Ex): At 10th level the Beztekorps can make a full-attack action during a Flyby Attack. They can always take a 10 on a Fly check to maneuver in a sciobtha harness and automatically confirm critical hits against giants while they benefit from their aerial bonus ability.

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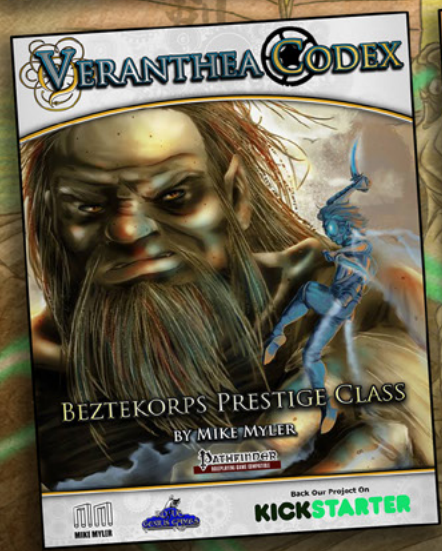
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