

VERANTHEA CODEX

LOST LEGENDS OF URETHIEL



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MIKE MYLER

**ROGUE
GENIUS GAMES**

LOST LEGENDS OF URETHIEL

A *Veranthea Codex* supplement of eastern folklore and wuxia legends for the Pathfinder Roleplaying Game.



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Rules elements with the superscript ^{TG} refer to the official guide to technology published for the *Pathfinder Roleplaying Game*, the rules from which can be found online in the Pathfinder Reference Document (www.paizo.com/prd).

Other superscript references refer to the following titles:

APG—*Pathfinder Roleplaying Game: Advanced Player's Guide*
 MA—*Pathfinder Roleplaying Game: Mythic Adventures*
 MC—*Pathfinder Roleplaying Game: Monster Codex*
 NPC—*Pathfinder Roleplaying Game: NPC Codex*
 OA—*Pathfinder Roleplaying Game: Occult Adventures*
 UC—*Pathfinder Roleplaying Game: Ultimate Combat*
 UM—*Pathfinder Roleplaying Game: Ultimate Magic*
 VC—*Veranthea Codex* (Rogue Genius Games)



WORDS OF LEGEND

I've been gaming in some variety for over twenty years. In this time, I've encountered so much content directly inspired by Japanese culture—considering the influence Japan has with video games, anime, manga, movies, and more, it's not surprising. When Mike Myler asked me to join him in fleshing out the high-fantasy wuxia themed continent of Urethiel, I knew that I wanted to look into the cultures of the rest of Asia. Japan is cool, but I just knew there was so much more I could pull from that I would be missing out on if I stuck with the typical Japanese or even Chinese influences. I believe drawing from these other cultures helped cement Urethiel as a setting all its own, with the mix of people, names, clothes, artwork, and ideas that are at times familiar, but also brand new for a reader (and myself!)

When the time came to bring more content to life, I knew what I wanted to do: monsters. Again, I wanted to look at monsters from all over Asia in part because I knew there were lots of cool monsters and in part because I wanted to freak myself out with monsters that were new to me. While I still dip into the more commonly seen Japanese creatures, I also have plenty to share from elsewhere, too. I urge you to check out some of these urban legends and creatures from folklore for yourself.

- **Amigara** - Inspired by the unsettling works of Junji Ito, the amigara is a living stone figure searching for the person who will make it whole.
- **Shichi Fukujin** - In Japanese culture the Seven Gods of Fortune provide good luck to those they favor. In Lost Legends of Urethiel we have two of the seven: Benzaiten and Hotei
- **Fire Naga** - Tales tell of mysterious, glowing orbs that rise out of the rivers in Laos and Thailand. The locals attribute these fireballs to the naga that reside in their waterways.
- **Orang-Bati** - The skies of the island of Seram in Indonesia are said to be dotted with these strange bat-men who swoop down to steal away people for food.
- **Orang-Minyak** - An oily man from Malaysian myth, the orang-minyak made a deal with a devil for love—only to become twisted into this terrible creature.
- **Seong-samang** - The urban legend in South Korea is that if you sleep with a fan on, you can die in your sleep. The only obvious explanation is this ghost that steals your breath.
- **Sigbin** - Reminiscent of the chupacabra, the sigbin is a small beast that drinks the blood of people. Even worse, this twisted marsupial-esque cryptid steals their hearts, too.
- **Tek-Tek** - A Japanese urban legend of a person torn in half by a passing train is the inspiration for this even more gruesome version of the monster.
- **Tsuchigumo** - This creature is not only inspired by the yokai of ancient Japanese legend, but also has its history in ancient clan warfare where it was used as a derogatory term.

—Luis Loza



This stone figure's shape is eerily similar to a humanoid form and as it moves, hollow sounds echo from within its body.

AMIGARA

CR 8 — XP 4,800

NE Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 75 (10d10+20)

Fort +3, **Ref** +6, **Will** +3

Defensive Abilities soul tap; **DR** 5/—; **Immune** construct traits

OFFENSE

Speed 40 ft., burrow 10 ft., climb 20 ft.

Melee 2 slams +18 (2d10+8 plus grab)

Special Attacks encase

TACTICS

Before Combat Amigara freeze when they sense their intended victim.

During Combat Amigara slam to grapple and then encase.

Morale Amigara fight to the death.

STATISTICS

Str 27, **Dex** 16, **Con** —, **Int** —, **Wis** 10, **Cha** 7

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 31

Skills Stealth +3 (+11 in rocky regions);

Racial Modifiers +8 Stealth in rocky regions

SQ freeze

ECOLOGY

Environment any mountain or underground

Organization solitary pair, or squad (3–5)

Treasure incidental

SPECIAL ABILITIES

Encase (Ex) If an amigara begins its turn with an opponent of its size or smaller than itself grappled, it can attempt a new combat maneuver check (as though attempting to pin the opponent) to open its stone shell and encase the opponent. An amigara may only have one creature encased at a time and can release its current inhabitant as a free action.

An encased creature is pinned and may attempt to break free as a full-round action. Encased creatures must succeed a DC 15 Fortitude save every turn or fall unconscious due to the negligible air available and pressure against their chest. The save DC is Constitution-based.

Immunity to Magic (Ex) An amigara is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A [transmute rock to mud](#) spell slows an amigara (as the [slow](#) spell) for 2d6 rounds, with no saving throw, while [transmute mud to rock](#) heals all of its lost hit points.
- A [stone to flesh](#) spell does not actually change an amigara but releases an encased creature and negates the amigara's damage reduction and immunity to magic for 1 full round.

Soul Tap (Ex) An amigara siphons life energy from any creature it encases. While it has a creature encased, an amigara gains fast healing 5 and a +2 bonus to saves. If the encased creature falls unconscious, the amigara instead gains fast healing 10, a +4 bonus to saves, and DR 10/—.

Amigara are strange shells of stone hailing from the valleys along Mount Nestraka, particularly an area known as the Canyon of the Spiral. The canyon is said to have evil energies that give life to the stone beings. The canyon specifically draws upon the grieving souls of the countless pantako from within the Wheels of Wunai, creating half-complete beings intent on returning to a life lost ages ago. Every amigara has a unique silhouette, matching that of a specific person in Urethiel.



An amigara searches endlessly for its match, intent on encasing the creature within its hollow body and returning to the wall or stone where it originated. Once there, the amigara enters the hole created by its awakening and slowly consumes the victim's soul, eventually becoming that creature and replacing them. Although they generally act individually, amigara sometimes move in groups, intent on finding entire families.

A typical amigara weighs 100 pounds.

CONJURING AN AMIGARA

Although an amigara is not an outsider, it may nonetheless be conjured by either [planar ally](#) or [planar binding](#). The spellcaster must use special inks for complex spiral diagrams and an image of a particular person for the amigara to engulf. Failure to follow these procedures correctly produces an amigara in the image of the spellcaster. These components cost 4,500 gp and replace the usual costs associated with casting either spell (including [planar binding's](#) Charisma check requirement).

CANYON OF THE SPIRAL

The Canyon of the Spiral is one of the largest of the spiraling valleys in Urethiel, situated in the eastern reaches of the Jungles of Zerrah; while there are many smaller rifts throughout the land it is one of the largest and where a great many amigara originate. The walls of the valley are worked stone, but no known records show that anyone created the area and throughout its 600 foot descent, spiral imagery that none can decipher sporadically appears and disappears without rhyme or reason.



1. CANYON ENTRANCE

A strange silence hangs over this coiling valley and the abandoned buildings atop it.

The top of the canyon is easily accessible and for the unwary the derelict structures can provide shelter. Anyone approaching the entrance becomes magically compelled to continue deeper into the canyon. A successful DC 17 Will save resists this compulsion. Any creatures that freely enter the canyon feel the pull of the compulsion, as if their soul is slowly spiraling away.

2. AMIGARA HOLE

A humanoid hole sits in the wall here, surrounded by carvings of spirals. The hole appears to be the perfect outline of a person. There are more holes along the walls, continuing down the length of the canyon.

These holes were created by amigara who left for the rest of Urethiel to find their matching person. Any creature that looks at a given hole for more than one round must succeed a DC 18 Will save or become fascinated for one minute. During this time, their soul energy spirals down to make contact with the spire at the bottom of the canyon. Once the minute has passed, an amigara spawns at the bottom of the canyon and begins to pursue the creature.

Studying the spirals along the walls allows one to break the soul compulsion and prevent the creation of a personal amigara. This requires at least an hour of study and a successful DC 15

Knowledge (arcana) or Wisdom check. Failure causes to immediately develop a manic obsession with spirals unless that creature succeeds on a DC 14 Will save (see the ["Sanity and Madness"](#) section in the Pathfinder Roleplaying Game Game Mastery Guide).

3. HELIX SPIRE

A tall spire carved in a rising corkscrew shape rests here. The smooth black stone of the spiral is highly reflective and emits a low, disturbing hum.

Though it is not the source of the amigara, the obsidian spire serves as a focal point to channel the energy that animates the constructs. Creatures within 20 feet of the spire must succeed a DC 20 Will save or become fascinated as if staring at an amigara hole. The spire has hardness 10 and 100 hit points. Attempts to destroy the spire animate 2d6 amigara, and an additional 1d4 per round, to defend it. If destroyed, all amigara originating from this canyon are instantly destroyed, including any that have replaced a person in Urethiel.



This hauntingly beautiful woman plays a soothing melody from her instrument.

BENZAITEN

CR 15 — XP 51,200

NG Large outsider (fukujin, good, native)

Init +10; **Senses** darkvision 120 ft, low-light vision; Perception +25

Aura inspiration (60 ft.)

DEFENSE

AC 30, touch 25, flat-footed 23 (+6 Dex, +8 deflection, +1 dodge, +5 natural)

hp 189 (18d10+144)

Fort +13, **Ref** +17, **Will** +16

Defensive Abilities fukujin resistance; **DR** 10/evil; **Immune** bleed, mind-affecting effects, petrification, poison, polymorph; **Resist** acid 10, electricity 10, fire 10; **SR** 23

OFFENSE

Speed 30 ft., swim 30 ft., fly 40 ft (perfect)

Melee *Biwa of the Waves* +19/+14/+9 (3d8+8)

Space 10 ft.; **Reach** 10 ft.

Special Attacks bardic performance 46 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, frightening tune, inspire competence +5, inspire courage +4, inspire greatness, inspire heroics, *mass suggestion*, soothing performance, *suggestion*)

Spell-Like Abilities (CL 18th; concentration +26)

Constant—*water breathing*, *water walk*

At will—*bless water*, *calm emotions* (DC 20), *create water*, *summon instrument*

3/day—*pied piping*^{APG} (DC 24), *sound burst* (DC 20), *water breathing*, *water walk*

1/day—*control water* (DC 22), *deafening song bolt*^{APG} (DC 23)

TACTICS

Before Combat Benzaiten avoids a fight by soothing her foes with a song.

During Combat When called by priests, Benzaiten uses bardic performance to inspire allies, keeping a safe distance, jumping in and out with Spring Attack.

Morale If reduced to fewer than 50 hit points, Benzaiten flees via *plane shift*. When her foes threaten a grand masterpiece she fights to the death.

STATISTICS

Str 12, **Dex** 22, **Con** 20, **Int** 17, **Wis** 20, **Cha** 27

Base Atk +18; **CMB** +20; **CMD** 45

Feats Arcane Strike, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lingering Performance^{APG}, Mobility, Nimble Moves, Spring Attack

Skills Diplomacy +29, Handle Animal +29, Knowledge (nature) +24, Perception +26, Perform (string) +29, Sense Motive +26, Swim +27

Languages Koé; truespeech

SQ shichi power

ECOLOGY

Environment any

Organization solitary

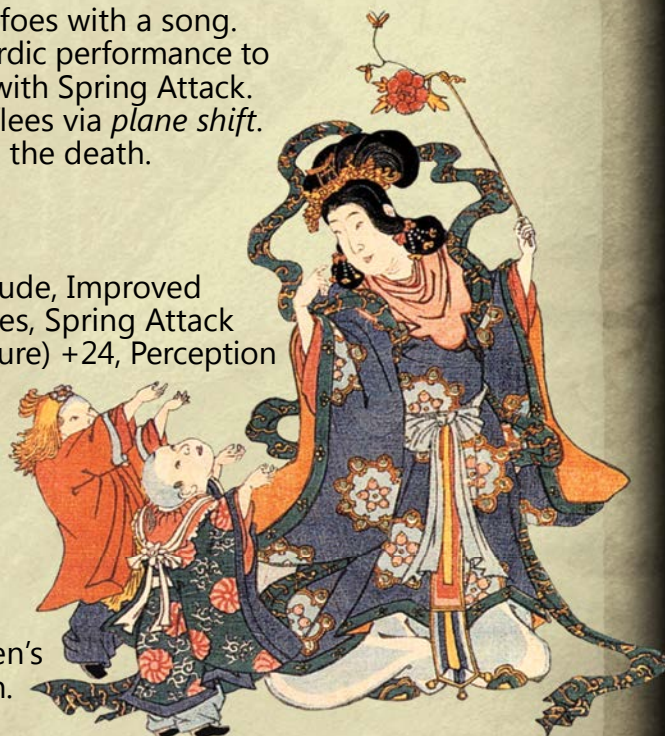
Treasure none

SPECIAL ABILITIES

Aura of Inspiration (Su) Any creature that hears Benzaiten's music becomes inspired to make a masterpiece of their own. The creature gains a +5 luck bonus to all Craft or Perform checks for one week afterwards.

Bardic Performance (Su) Benzaiten may use bardic performance as an 18th-level bard.

Biwa of the Waves (Su) Benzaiten's musical instrument functions as a masterwork lute. When held in Benzaiten's hands, the biwa is a magical sacred weapon that functions similarly to a mace except that it deals 3d8 damage and adds Benzaiten's Charisma modifier instead of her Strength modifier to weapon damage.



The immense robed man before you sits cross-legged, a full and mirthful smile spread across his face despite the child riding on his shoulders and covering his eyes with their hands.

HOTEI

CR 15 — XP 51,200

CG Large outsider (fukujin, good, native)

Init +1; **Senses** darkvision 120 ft, low-light vision; Perception +25

Aura fortune (30 ft.)

DEFENSE

AC 30, touch 15, flat-footed 29 (+1 Dex, +4 deflection, +15 natural)

hp 243 (18d10+144) fast healing 5

Fort +21, **Ref** +9, **Will** +17

Defensive Abilities fukujin resistance; **DR** 10/evil;

Immune bleed, mind-affecting effects, petrification, poison, polymorph; **Resist** acid 10, electricity 10, fire 10; **SR** 19

OFFENSE

Speed 20 ft., fly 40 ft (perfect)

Melee 2 slams +25 (3d8+10)

Space 10 ft.; **Reach** 10 ft.

Special Attacks smite evil 1/day (+4 atk, +18 dam)

Spell-Like Abilities (CL 18th; concentration +22)

At will—*allfood*^{APG}, *divine favor*,
purify food and drink, *true strike*

3/day—*create food and water*, *divine power*

1/day—*hero's feast*, *joyful rapture*,
plane shift (DC 21)

TACTICS

Before Combat Hotei peacefully uses Diplomacy.

During Combat If his foes are clearly evil, Hotei uses smite. When called by priests to aid in a fight, he prefers to stay back and bless his allies before engaging with Greater Vital Strike.

Morale If reduced to 75 hit points or less, Hotei casts *plane shift*. He only fights to the death when children are threatened or when faced with an absolute evil.

STATISTICS

Str 24, **Dex** 12, **Con** 26, **Int** 13, **Wis** 18, **Cha** 19

Base Atk +18; **CMB** +26; **CMD** 41

Feats Combat Reflexes, Combat Expertise, Great Fortitude, Greater Vital Strike, Improved Vital Strike, Iron Will, Lightning Reflexes, Skill Focus (Perform [oratory]), Vital Strike

Skills Diplomacy +25, Heal +25, Knowledge (local, religion) +22, Perception +25, Perform (oratory) +22, Sense Motive +25

Languages Koé; truespeech

SQ shichi power

ECOLOGY

Environment any

Organization solitary

Treasure clothes sack (bag of holding type IV)

SPECIAL ABILITIES

Aura of Fortune (Su) All non-evil, non-fukujin creatures within 30 feet of Hotei receive a +1 luck bonus to attack rolls and saves. Creatures in this aura are immune to unfortunate effects that force the rolling of multiple dice and taking the lower result, such as the misfortune hex. Ongoing unfortunate effects are suppressed until the creature leaves the aura. Additionally, any creature that remains in the aura for at least 1 minute is satiated as if it had eaten a meal. Hotei may suppress or resume this aura as free action.



FUKUJIN OF URETHIEL

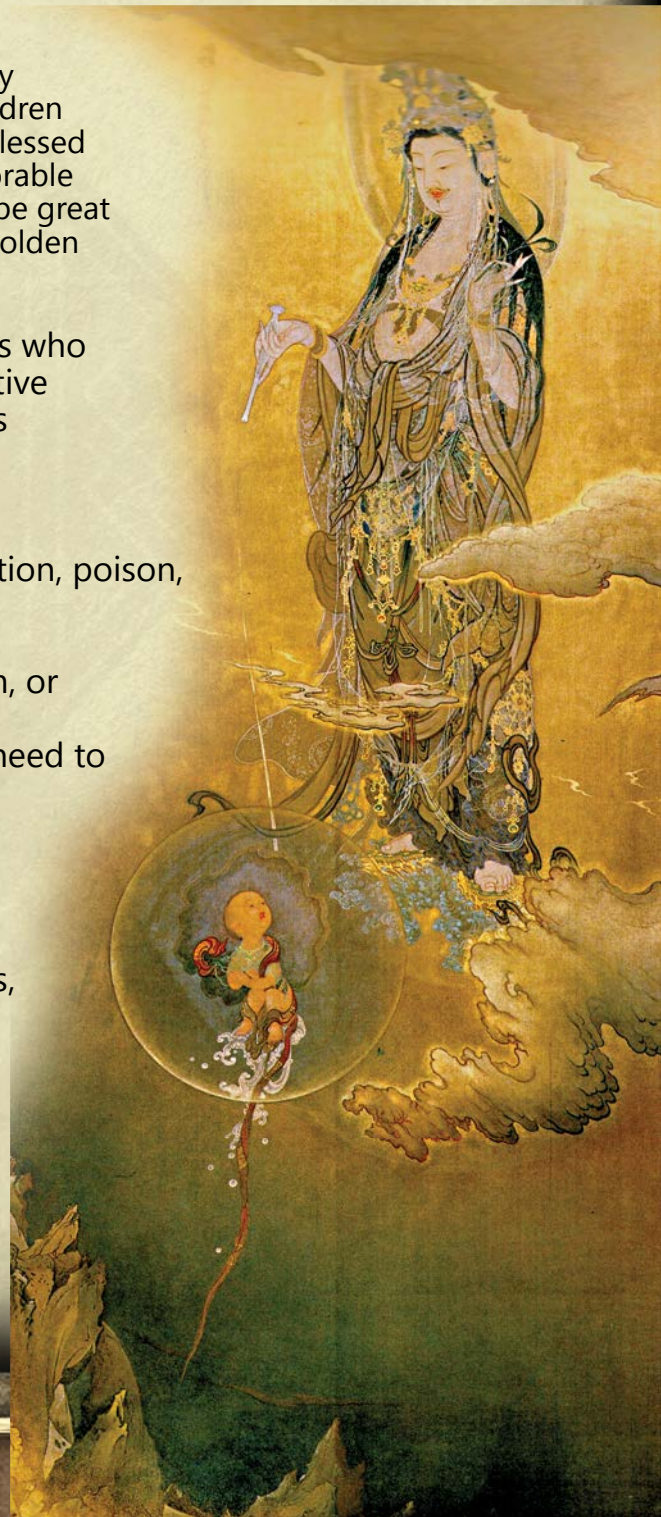
The Seven Fukujin of Urethiel are beings that embody the seven aspects of good fortune. The fukujin travel Urethiel, granting their blessings to the people of the land. Hotei is the fukujin of good luck and good health, providing food and wealth to those worthy of his blessing. Wherever he is found, Hotei asks only for a simple meal and an hour of conversation with those he encounters. Hotei travels with a bag of old clothes that he shares with the less fortunate. In his encounters people sometimes rub his head or his belly for good luck, a gesture that Hotei brushes off with a jolly laugh.

Benzaiten is a patron spirit of art, inspiring musicians as well as artists, dancers, poets, and geisha. Additionally, she is a spirit of the waters of Urethiel, defending the rivers that flow through the land. She is commonly seen walking on the rivers, bringing her song to the people. While she does not stop to speak with any who see her wandering the waterways of the Enchanted Continent, she occasionally stops to play her biwa, drawing animal and person alike to her performances.

Hotei is a protector of children and usually trailed by a number of orphans who join him in his travels. These children are commonly seen climbing on Hotei and are said to be blessed with his luck. When the time is right, Hotei locates an honorable family for the children. Many of these children grow up to be great icons in Urethiel and legends state that His Personage of Golden Fortitude was such child.

Fukujin Subtype: Fukujin are a race of native outsiders who symbolize virtues. All fukujin are outsiders with the native subtype. A fukujin possesses the following traits unless otherwise noted in a creature's entry.

- Darkvision 120 feet and low-light vision.
- Damage reduction 10/evil.
- Immunity to bleed, mind-affecting effects, petrification, poison, and polymorph effects.
- Resist acid 10, electricity 10, fire 10
- Spell resistance 15 + bonus to Intelligence, Wisdom, or Charisma (whichever is highest).
- Although they are native outsiders, fukujin do not need to eat, drink, or breathe.
- *Fukujin Resistance (Ex)* All fukujin gain a deflection bonus to AC equal to their bonus to Intelligence, Wisdom, or Charisma (whichever is higher).
- *Shichi Power (Ex)* Fukujin within 60 feet of another fukujin receive a +1 sacred bonus to AC, attack rolls, damage rolls, saving throws, and skill checks. This bonus stacks up to a total bonus of +7.
- *Truespeech (Su)* All fukujin can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to fukujin's Hit Dice). This ability is always active.



This immense snake is covered with gold and crimson scales and sports a massive horn above its humanoid face.

NAGA, FIRE

CR 12 — XP 19,200

NG Huge aberration (aquatic)

Init +7; **Senses** darkvision 60 ft. *detect evil*, see *invisibility*; Perception +26

DEFENSE

AC 28, touch 11, flat-footed 25 (+3 Dex, +17 natural, -2 size)

hp 168 (16d8+96)

Fort +11, **Ref** +10, **Will** +17

Immune fire; **SR** 23

OFFENSE

Speed 40 ft., swim 60 ft.

Melee bite +18 (4d6+16 plus bleed), tail slap +13 (2d6+4 plus trip)

Ranged three fire blast +15 ranged touch (2d8 fire plus burn)

Space 15 ft.; **Reach** 15 ft.

Special Attacks bleed (1d8), beguiling flames, burn (2d6, DC 24), entrancing gaze

Spell-Like Abilities (CL 16th; concentration +22)

Constant—*detect evil*, see *invisibility*, *tongues*

At will—*cure light wounds*, *suggestion*

3/day—*cure serious wounds*, *mass cure light wounds*,
mass suggestion, *neutralize poison*

1/day—*modify memory*, *remove curse*, *remove disease*

1/week—*break enchantment*, *heal*

Sorcerer Spells Known (CL 10th; concentration +16)

5th (4/day)—*hold monster* (DC 22)

4th (7/day)—*geas*, *lesser* (DC 21), *hallucinatory terrain* (DC 21)

3rd (8/day)—*dispel magic*, *hold person* (DC 20), *fireball* (DC 19)

2nd (8/day)—*blur*, *detect thoughts* (DC 18), *flaming sphere* (DC 18), *minor image* (DC 19), *whispering wind*

1st (8/day)—*cause fear* (DC 17), *obscuring mist*, *protection from evil*, *silent image* (DC 18), *sleep* (DC 18)

0th—*daze* (DC 17), *dancing lights*, *detect magic*, *detect poison*, *flare* (DC 16), *ghost sound* (DC 17), *mending*, *message*, *resistance*

TACTICS

Before Combat The fire naga uses Bluff and Diplomacy to lure foes into the open for her entrancing gaze. When she has coiled around a victim she attacks with her bite.

During Combat The fire naga casts her offensive spells, paralyzing warriors with *hold monster* or beguiling them with *suggestion* and burning spellcasters to death with *fireball* or fire blasts.

Morale Fire naga retreat when reduced to 30 hp or less.

STATISTICS

Str 27, **Dex** 17, **Con** 23, **Int** 22, **Wis** 24, **Cha** 22

Base Atk +12; **CMB** +22; **CMD** 35 (can't be tripped)

Feats Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Eschew Materials^B, Improved Initiative, Lightning Reflexes, Spell Focus (enchantment, illusion)

Skills Climb +23, Bluff +18, Diplomacy +18, Intimidate +21, Knowledge (local, religion) +21, Perception +26, Sense Motive +23, Stealth +18 (+26 in water), Swim +28; **Racial Modifiers** +8 Stealth in water

Languages Aquan, Celestial, Infernal, Koë; tongues

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or coven (3–5)

Treasure standard



SPECIAL ABILITIES

Beguiling Flames (Ex) As a standard action, a fire naga breathes out a small orb of flame. This orb hovers over the ground or the surface of water for one hour. Any creature within 500 feet of the orb that can see it, must succeed a DC 24 Will save or be compelled to approach the orb as per suggestion. Creatures within 500 feet of the orb, but farther than 100 feet receive a +5 bonus to this save. If the orb sits over water, the creature is only compelled to walk towards the water's edge. A fire naga can have one flame active at a time and may dismiss an active flame as a free action. This is a mind-affecting effect. The save DC is Charisma-based.

Entrancing Gaze (Su) Range 30 ft., Will DC 24 negates. A fire naga can fill its eyes with a hypnotizing flame. Those who fail their saves are fascinated. The fire naga can maintain the fascination effect as long as it concentrates. Creatures follow the fire naga if it moves as long as it maintains the effect by concentrating. This is a mind-affecting effect. The save DC is Charisma-based.

Powerful Bite (Ex) A fire naga applies twice its Strength modifier to bite damage.

Spells A fire naga casts spells as a 10th-level sorcerer.

Fire naga are the protectors of small villages and other locations that do not have the means to defend themselves against the horrors of Urethiel. These naga live in the waters close these locations, typically in the rivers nearby. Fire naga make use of their brilliant balls of fire to attract creatures to the waterways in which they reside, either to assist someone in need or destroy a creature that threatens these societies. These balls of fire vary in size from the size of an apple to as large as a halfling.

When a naga is born, it will leave the body of water it resides in and find the nearest village. This village becomes the naga's ward and it will defend the village to the death. Due to the nature of how a ward is determined, it is possible for a village to be protected by multiple nagas. This is especially notable as a given village may see multiple orbs of fire to indicate the increased protection.

When dealing with the people of its village, a fire naga generally works as a healer, healing the citizens from behind the scenes. Fire naga avoid making direct contact with people that require their help, choosing instead to call out with their orbs and alter a person's memory afterwards. While many see the orbs of a fire naga, very few ever detail seeing a fire naga in person. Most people instead report of dreams where they travel to a lake or river and drink from the waters to heal themselves.

A fire naga will do its best to stop any monsters or creatures with wicked hearts from bringing harm to its ward. Fire naga weed out harmful individuals from their ward and call them over to their home. Here, it will use its abilities to convince

OVERWHELM PERSON

School enchantment (compulsion) [mind-affecting]

Level bard 6, mesmerist 6, shaman 8, psychic 8, sorcerer/wizard 8, witch 8

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid

Duration 1 round/level

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

This spell functions like *dominate person*, except that you can even command a dominated humanoid to carry out self-destructive commands, such as leap from a cliff or drown itself. When forced to take such actions, the target receives a new Will save every round it attempts to carry out the destructive action.

the trespasser to leave or even put an end to the creature once and for all. For particularly sinful individuals, fire naga work together to bring an end to the evil creature, usually by compelling them to follow a fire naga into its home where the invader is drowned. Many Unwanted Folk on the Enchanted Continent seek out these serpents, both to harvest their organs for the purposes of spellcasting and to curry favor (frequently seeking the death of a rival or nemesis, often bought in exchange for the souls of an unfortunate settlement).

A typical fire naga is 16 feet long and weighs up to 600 pounds.

Furred leather wings sprout from the back of this red-skinned humanoid and its long, thin tail whips wildly.

ORANG-BATI CR 3 — XP 800

N Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 13, flat-footed 16 (+3 Dex, +3 natural)

hp 36 (5d10+9)

Fort +4, **Ref** +7, **Will** +5

Immune fear; **Resist** cold 5, fire 5

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 2 claws +10 (1d4+5 plus grab)

Special Attacks hunting howl

TACTICS

Before Combat Orang-bati spy prey from above.

During Combat Orang-bati unleash a hunting howl before descending, grappling foes to carry them aloft and drop them from a great height.

Morale Orang-bati fight to the death.

STATISTICS

Str 21, **Dex** 17, **Con** 16, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 23

Feats Improved Initiative, Flyby Attack, Hover

Skills Fly +15, Perception +9, Stealth +11 (+19 in forests); **Racial Modifiers** +8 stealth in forests

Languages orang-bati

ECOLOGY

Environment any forest or mountain

Organization solitary, pair, flock (3–10)

Treasure none

SPECIAL ABILITIES

Hunting Howl (Ex) An orang-bati lets out a loud, mournful wail. Creatures within 500 feet of the orang-bati that can hear the howl must succeed a DC 15 Will save or become stunned with fear for 2d4 rounds. A creature that successfully saves is not subject to the same orang-bati's howl for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Orang-bati are terrible creatures from the Jungles of Zerrah, known to flyout to all edges of southern Urethiel to steal away prey to feed on. Due to their proximity to Fenghuang many people commonly confuse them for werebats, only to learn too late of the creature's true nature as it unleashes a horrific howl. The village of Kebakaran is the only known orang-bati civilization, nestled inside the caldera of Mount Api. The few who have survived a visit to the village claim to find a tribe of orang-bati living within

clay homes, leading some to believe that the orang-bati are misunderstood and possibly capable of peaceful interactions. A typical orang-bati is 5 feet tall and weighs 130 pounds.



This humanoid shape is a mass of darkness. It is covered in black oil, dripping all over.

ORANG-MINYAK CR 6 — XP 2,400

NE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflect, +7 Dex, +1 dodge)

hp 84 (8d10+40)

Fort +6, **Ref** +9, **Will** +7

DR 5/—; **Immune** prone

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 slams +14 (2d6+6 plus grab)

Special Attacks overwhelm

TACTICS

Before Combat Orang-minyak are cunning, hiding in wait for a target and tracking them to where they sleep before making an initial assault.

During Combat Orang-minyak attack targets that can be overwhelmed.

Morale Orang-minyak retreat when reduced by 20 hp or less.

STATISTICS

Str 22, **Dex** 16, **Con** 19, **Int** 11, **Wis** 9, **Cha** 12

Base Atk +8; **CMB** +14 (+18 grapple); **CMD** 32 (cannot be tripped)

Feats Dodge, Combat Reflexes, Iron Will, Toughness

Skills Climb +17, Escape Artist +19, Stealth +14, Survival +10; **Racial Modifiers** +8 Escape Artist

Languages Common, Infernal

SQ compression, oily form, trail of oil

ECOLOGY

Environment any urban

Organization solitary

Treasure none

SPECIAL ABILITIES

Oily Form (Ex) An orang-minyak is covered in a supernaturally thick oil. This oil allows the orang-minyak to stick to any surface as spider climb. The oil also provides a deflection bonus to AC equal to the orang-minyak's Constitution modifier.

Overwhelm (Ex) An orang-minyak that successfully maintains a grapple can engulf its target in oil. The grappled creature becomes pinned by the oil and must attempt a DC 18 Fortitude save or begin to suffocate. The creature can attempt to escape as normal, using the orang-minyak's CMD at the time that it became engulfed. The orang-minyak does not need to continue maintain the grapple once the creature is pinned. The save DC is Constitution-based.

Trail of Oil (Ex) An orang-minyak drips oil where it walks, leaving a trail of the slippery fluid in its wake. The area traversed by the orang-minyak in its most recent movement, such as a move action or a charge, is covered with oil that functions as grease. Creatures can move through this area with a DC 18 Acrobatics check. Any fire damage dealt in the area of the trail or adjacent to the trail instantly ignites the oil, burning away the trail and dealing 2d6 fire damage to the orang-minyak. The Acrobatics DC is Constitution-based.

Tales of the orang-minyak claim that it begins life as a hopeless romantic that chooses to make a deal with a malevolent force in exchange for the power to visit their true love—but the wish is twisted to create vile creatures of thick, black oil. This new form allows the creature to enter through any narrow crack or entryway, only to find their horrified lover within. The wicked taint of the evil wish that birthed the orang-minyak eventually corrupts the person's heart, converting it into a spiteful being with malevolent intent. Some orang-minyak reject their evil nature and work to redeem themselves after their failed wish. These orang-minyak eventually are reborn as leugho and forced to live in the Forever Dark until they complete their penance of 55 years.

A typical orang-minyak weighs 200 pounds.



This ghostly figure hovers menacingly in the air, holding a pair of intricate fans that slowly sway to the side to reveal that the spirit has no jaw.

SEON-SAMANG

CR 5 — XP 1,600

NE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +13

Aura breathlessness (20 ft., DC 17)

DEFENSE

AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex)

hp 59 (7d8+36)

Fort +6, **Ref** +5, **Will** +8

Defensive Abilities incorporeal, channel resistance +4; **Immune** cold, undead traits

OFFENSE

Speed 30 ft., fly 40 ft. (perfect)

Melee draining touch +8 touch (1d3 Wis damage) or two +1 fighting fans +9 (1d6+4, Crit x3)

Special Attacks night terror

TACTICS

Before Combat Seon-samang turn incorporeal and rise up to gather as many targets as possible in their breathless aura, preferably in their sleep (using night terror to keep them subdued).

During Combat Seon-samang use draining touch after being harmed but otherwise attack with their fans.

Morale Seon-samang turn incorporeal and retreat when reduced to 15 hp or less.

STATISTICS

Str 11, **Dex** 16, **Con** —, **Int** 13, **Wis** 17, **Cha** 18

Base Atk +5; **CMB** +5; **CMD** 22 (cannot be tripped while incorporeal)

Feats Combat Expertise, Double Slice^B, Improved Feint, Skill Focus (Disguise) Two-Weapon Fighting^B, Weapon Finesse

Skills Bluff +14, Disguise +17, Fly +21, Knowledge (local) +11, Perception +13

Languages Koé

SQ fans, reconstitute

ECOLOGY

Environment any urban

Organization solitary

Treasure negligible (two fighting fans)

SPECIAL ABILITIES

Breathlessness Aura (Su) Any creature within 15 feet of a seong-samang must succeed a DC 17 Fortitude save or have its breath sapped from its body. If the creature remains within this aura on subsequent turns, it begins to suffocate. A seong-samang can suppress or resume this aura as a free action. The save DC is Charisma-based.

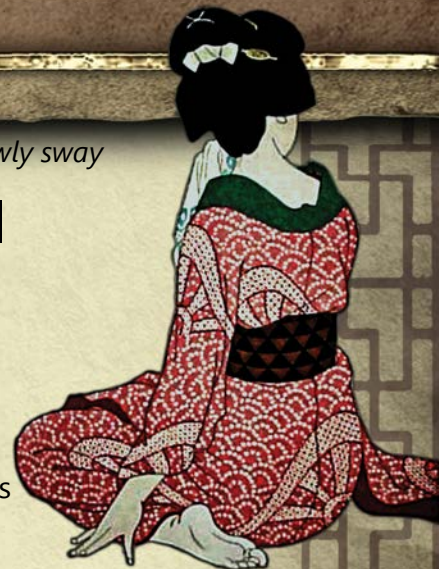
Draining Touch (Su) A seong-samang steals a creature's breath with its draining touch. Upon successfully stealing breath, the seong-samang gains fast healing 5 for one round.

Fans (Su) When wielded by a seong-samang, a fan is considered a +1 *fighting fan* that deals 1d6 slashing damage and adds the seon-samang's Dexterity modifier instead of its Strength modifier to damage. Additionally, the seong-samang is treated as having the Double Slice and Two-Weapon Fighting feats while wielding fans.

Night Terror (Su) As a standard action, a seong-samang sends nightmares to a sleeping creature within 10 feet, filling its mind with terrible dreams and imagery. If the creature fails a DC 17 Will save, it will not wake when struck by the seong-samang's draining touch and is fatigued when it wakes. The save DC is Charisma-based.

Reconstitute (Ex) As a full-round action, a seon-samang can become corporeal or incorporeal. While corporeal, it loses its fly speed and incorporeal subtype, but gains the ability to attack with its draining touch or its fans. In its incorporeal state, it adds its Charisma bonus as a deflection bonus to AC.

Seong-samang are spirits of people who died due to asphyxiation or suffocation. They are said to have suffered so much in their final moments that their spirits linger, unable to move on as they are unaware their suffering is ended. Instead they seek out any meager breath they can find, placing their hand on the chest of a sleeping person to steal it away in hopes of relieving the suffering. They are known to stalk people close to them in life in hopes of drawing a breath with more vitality.



Although the bottom of her face is obscured by a coyly held fan, this mysterious woman's beauty is truly breathtaking.

CHO-NYO

CR 8 — XP 4,800

Seong-samang mesmerist 4

NE Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +14

Aura breathlessness (20 ft., DC 21)

DEFENSE

AC 21, touch 21, flat-footed 16 (+6 deflection, +5 Dex)

hp 115 (11d8+66)

Fort +9, **Ref** +11, **Will** +13

Defensive Abilities incorporeal, channel resistance +4, towering ego; **Immune** cold, undead traits

OFFENSE

Speed 30 ft., fly 40 ft. (perfect)

Melee draining touch +13 (1d3 Wis damage) or two +1 *fighting fans* +14 (1d6+6, Crit x3)

Special Attacks bold stare (sapped magic), hypnotic stare (–2), mesmerist tricks 8/day (false flanker, fear-some guise, levitation buffer), night terror (DC 21), painful stare (2d6)

Mesmerist Spells Known (CL 4th; concentration +10)

2nd (8/day)—*catatonia*^{OA} (DC 18), *mad hallucination*^{UM} (DC 18)

1st (8/day)—*cause fear* (DC 17), *hypnotism* (DC 17), *forced quiet*^{UM} (DC 17), *paranoia*^{OA} (DC 17)

0th—*dancing lights*, *detect magic*, *ghost sound* (DC 16), *mage hand*, *message*, *open/close*

TACTICS

Before Combat Cho-Nyo remains hidden in incorporeal form.

During Combat Cho-Nyo does her best to isolate her foes, using her spells to break up groups until she can target a single foe and attempts to suffocate them with her aura (preferring to target spell casters).

Morale More of a manipulator than anything else, Cho-Nyo flees when reduced below 50 hit points or if her foes make use of ghost touch weapons.

STATISTICS

Str 11, **Dex** 20, **Con** —, **Int** 15, **Wis** 19, **Cha** 23

Base Atk +8; **CMB** +8; **CMD** 29 (cannot be tripped while incorporeal)

Feats Double Slice^B, Extended Stare^{OA}, Improved Feint, Greater Feint, Skill Focus (Bluff) Two-Weapon Fighting^B, Weapon Finesse

Skills Bluff +30, Diplomacy +22, Fly +22, Intimidate +23, Knowledge (local) +16, Knowledge (nobility) +16, Perception +14, Sense Motive +18

Languages Common, Koé, Undercommon

SQ consummate liar, fans, fearless, reconstitute, touch treatment 9/day (minor)

Combat Gear *potion of inflict critical wounds*; **Other Gear** fighting fans

Deep in the bath houses of Tian-Ti Ang is a small group of living courtesans known as the Moonlight Sirens, one of the few groups that make any contact with the rest of Urethiel. These men and women use their skills to please any visitor to their establishment while gathering information on all the political workings of the rest of the continent. The most notable Moonlight Siren was a woman named Cho-Nyo.

Cho-Nyo was leagues above her contemporaries, able to work out secrets even her visitors were unaware that they knew but unfortunately, her great work won her many enemies.

After stealing away a secret from the breath of a high-ranking diplomat from Oisho, she learned that some secrets were too dangerous to escape. Soon she found herself sealed into a bath, left to drown in a haze of hot steam and an ever declining air supply. It was a week before she was found again but by then Cho-Nyo had risen as a seong-samang, intent on

drawing every last breath and secret from her murderer.

She now stalks the lands stuck in her old ways, and rumors spread of a courtesan too beautiful to lower her fan targeting nobles and diplomats all throughout Urethiel.



This small creature resembles a hornless goat with a long, slender tail. It walks with its head lowered between its massive hind legs, rearing up onto all fours as it senses a presence nearby.

SIGBIN

CR 4 — XP 1,200

NE Small magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

Aura stench (DC 15, 4 rounds)

DEFENSE

AC 17, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +2 natural, +1 size)

hp 45 (6d10+12)

Fort +7, **Ref** +9, **Will** +3

Defensive Abilities unassuming cloak

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +9 (1d6+1), 2 claws +9 (1d4+1), tail slap +4 (1d4 plus trip)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tail slap)

Special Attacks shadow drain

TACTICS

Before Combat The sigbin goes completely still, using unassuming cloak to vanish from sight.

During Combat The sigbin uses its shadow drain attack before reverting to its normal full attack.

Morale Sigbin only flee when reduced to 5 hp or less.

STATISTICS

Str 12, **Dex** 19, **Con** 15, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 22

Feats Agile Maneuvers, Combat Reflexes, Dodge

Skills Climb +9, Stealth +17

Languages Koé (cannot speak)

ECOLOGY

Environment warm forests and urban

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Shadow Drain (Su) A sigbin drinks blood by stealing it through a creature's shadow. As a standard action, the sigbin bites the shadow of an adjacent, unaware creature, dealing bite damage as normal. The sigbin gains 2 temporary hit points for 1 hour (up to a maximum of 10 temporary hit points). On the damaged creature, this damage manifests as feelings of fatigue. This attack does not end the unassuming cloak ability.

Unassuming Cloak (Su) A sigbin can obscure itself from a creature's vision by remaining still. After 1 round of being still, it vanishes from sight as per invisibility. The sigbin returns to sight if it moves. Children and young creatures are immune to this ability and can see a sigbin normally.

Sigbin are small creatures that live in the forests of Urethiel and prey on the nearby small villages. Most citizens of Urethiel believe them to be a childish fear, but they are unaware that the creatures are more than stories. The few who believe the tales say that the sigbin stalks people with the intent to drink their blood and steal their hearts. Those whose blood is drained in such a manner complain of sudden headaches and drowsiness. This weariness usually leads to the victim lying down to rest, only to have the rest of their blood drained before they die peacefully in their sleep. Once their prey has passed, a sigbin takes the person's heart—now as hard as stone—and keep it for themselves as a trophy.

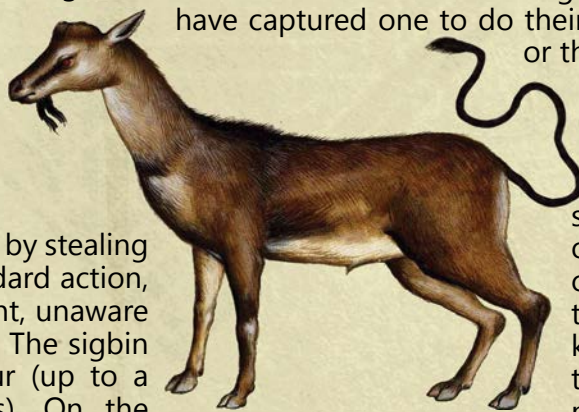
In Urethiel sigbin are commonly reported during festivals, such as the Festival of the Lotus Dew and the Nestraka Jubilee. Why sigbin decide to attack more often during these times is not entirely understood. Some believe that the creatures harbor malicious intent towards the faithful and attack during these celebrations as an affront to those who would celebrate. Others instead consider that large gatherings of people make it simpler for a sigbin to feed on the unaware. Regardless, many local priests create talismans to ward off the presence of these mythical monsters and harmful spirits. These talismans are blessed during the festivities and handed out to the population.

Even rarer than a sigbin are those who have captured one to do their bidding. *Sigbinan*,

or those who own a sigbin, are capable of crafting special containers to hold the beasts. Most sigbinan are cultists or malevolent spellcasters intent on tormenting or even killing others with the use of these malicious creatures.

More commonly, smiths are taught the sigbinan craft by the old masters of the unique art, beholden to settlements across Urethiel as a staple for any major festivals or grand celebrations. Sometimes they can be quite territorial, framing or sabotaging a rival's work to make sure their business is as thriving as their strange livestock.

A typical sigbin weighs 15 pounds.



CAPTURING A SIGBIN

The act of capturing a sigbin is a dangerous prospect—most only feed on the blood of humanoids and luring a sigbin requires living bait or a fresh corpse, usually no more than three days old. Once the body is prepared, there are a number of special prayers said to call a sigbin to the area, announcing the feast. A DC 10 Knowledge (religion) check is enough to know such a prayer, but sigbin are particular about how they are called and require a DC 14 Perform (oratory) or (sing) check before answering. Once nearby, a sigbin is compelled to crawl into a sigbin jar prepared nearby.

Not all who capture sigbin do so intending to be a sigbinan. Many priests are called to exorcise villages of the presence of a sigbin. These priests forgo using a humanoid for bait (as this is generally seen as evil or disrespectful at best) and draw out the beasts with the blood of other creatures, such as livestock, but this generally requires a large number of animals for the sigbin to be enticed. In these instances, dozens of sigbin can answer the call to feed, usually leading to the capturer being overwhelmed.

SIGBIN AMULET

Aura moderate necromancy; **CL** 5th
Slot neck; **Price** 9,000 gp; **Weight** —

This small, blood red ruby is attached to a simple chain. The jewel glows with a soft, dull crimson light that pulses ever so slightly with power.

A sigbin amulet causes all of the wearer's natural attacks to deal 1 bleed damage in addition to their normal damage. When bleed damage is dealt in this way, the wearer gains 1 temporary hit point. These temporary hit points stack with themselves up to a maximum of 5. If the wearer confirms a critical hit with a natural attack, the wearer gains 1d4+1 temporary hit points instead (these temporary hit points can exceed the maximum of 5 temporary hit points).

As an immediate action, the amulet can be crushed, erupting in blood (destroying it). The wearer is sprayed with blood and gains fast healing 5 for 5 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, bloody claws, false life; **Cost** 4,500 gp

SIGBIN CHARM

Aura moderate necromancy; **CL** 3rd
Slot neck; **Price** 5,500 gp; **Weight** —

This small talisman is made of hardened clay (reminiscent of the clay used for a sigbin jar) and inscribed with numerous prayers.

The sigbin charm is said to keep sigbin at bay and allow the wearer to notice when a sigbin is nearby. Sigbin who can see the talisman must succeed a DC 12 Will save or become shaken at the sight of the magic item. The wearer of the sigbin charm can concentrate as a full-round action to notice the presence of adjacent invisible creatures as per blind sense (with a range of 5 feet).

CONSTRUCTION

Requirements Craft Wondrous Item, see invisibility; **Cost** 2,750 gp

SIGBIN JAR

Aura moderate necromancy; **CL** 9th
Slot none; **Price** 6,000 gp; **Weight** —

This simple, clay jar bears the visage of a terrible beast with deep, red eyes on the lid.

The sigbin jar is used to contain a captured sigbin. If a sigbin is within 30 feet of a sigbin jar with at least a pint of blood held inside, it must succeed a DC 14 Will save or be compelled to squeeze into the jar.

Once a sigbin is captured, it remains quietly inside. Anyone who holds the sigbin jar can command the sigbin, which dutifully follows any order given to it. The sigbin completes its task to the best of its abilities, but receives another Will save to return to the sigbin jar if it completes its task further than 1 mile away from the magic item.

A sigbin so captured must be pacified with at least one cup of blood daily (equivalent to 1 bleed damage). A sigbin who goes for 24 hours without being fed blood receives an additional Will save to escape every hour.

CONSTRUCTION

Requirements Craft Wondrous Item, suggestion; **Cost** 3,000 gp



A living torso moves around on its arms, its legs seemingly torn off. In their place is a large axe made of bone that swings beneath the horrifying monstrosity.

TEK-TEK

CR 4 — XP 1,200

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +10

Aura deranged chitter (60 ft., DC 15)

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 45 (7d8+14)

Fort +5, **Ref** +2, **Will** +7

DR 10/bludgeoning; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee vertebrae axe +10 (1d12+8)

Space 5 ft.; **Reach** 5 ft. (10 ft. with vertebrae axe)

Special Attacks sprint

TACTICS

Before Combat The tek-tek drags itself toward enemies, searching for one affected by its deranged chitter before it charges.

During Combat Tek-tek focus on killing one enemy at a time, saving sprint for when a target attempts to flee.

Morale Tek-tek fight until destroyed.

STATISTICS

Str 19, **Dex** 11, **Con** —, **Int** 8, **Wis** 10, **Cha** 15

Base Atk +5; **CMB** +9; **CMD** 19 (15 vs. trip)

Feats Iron Will, Power Attack, Run, Weapon Focus (vertebrae axe)

Skills Climb +14, Perception +10, Stealth +10

Languages Koé

SQ legless, vertebrae axe

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Deranged Chitter (Ex) A tek-tek continually emits guttural clicks and twitters. Any creature within 60 feet of the tek-tek that can hear the sound take a –10 penalty on auditory Perception checks and must succeed a DC 15 Will save as soon as they hear it or be shaken. This condition lasts as long as the creature is within range of the chitter and for 1d4+1 rounds afterwards (roll separately for each shaken creature). A creature that successfully saves is not subject to the same tek-tek's chitter for 24 hours. The save DC is Charisma-based.

Legless (Ex) A tek-tek has no legs and uses its arms for all locomotion. It can never attempt a grapple combat maneuver and is more susceptible to trip attempts. A tek-tek cannot attack while prone.

Sprint (Ex) Once per hour, a tek-tek can move at 5 times its normal speed (100 feet) when it makes a charge.

Vertebrae Axe (Ex) A tek-tek's spine ends in a sharp mass of fused bone shaped like an axe. This axe is a primary natural attack and adds twice the tek-tek's Strength bonus on damage rolls. The tek-tek's axe has a reach as if it were one size category larger.

Tek-tek are creatures spawned from the vengeful souls of a person who was drawn and quartered or suffered execution by bisection. Tek-teks roam Urethiel in search of new



victims to join them in their suffering, chasing down a target mercilessly. A tek-tek rises weeks after it is slain, having grown excess bone to create a large, swinging axe that it torments others with. The rattling of the undead horror is said to be the excess bone from the axe, caught in the various recesses of the remaining torso.

A typical tek-tek weighs 100 pounds.

TEK AXE

Aura moderate necromancy; **CL** 6th
Slot none; **Price** 11,600 gp; **Weight** 12 lbs.

DESCRIPTION

This immense axe is made of fused bone and rattles eerily as it swings through the air.

This +1 greataxe emits clacking and rattling when swung, disconcerting creatures around it. Creatures within 15 feet of the wielder receive a -2 penalty to saves against fear effects. A creature struck by a *tek axe* must succeed a DC 13 Will save or become shaken until the end of the wielder's next turn. On a critical hit, the creature struck must save or become frightened until the end of the wielder's next turn.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cause fear*; **Cost** 5,800 gp

TEK AXE, GREATER

Aura strong necromancy; **CL** 12th
Slot none; **Price** 19,000 gp; **Weight** 12 lbs.

DESCRIPTION

The specially treated material of this enormous axe appears to be thick, blood-stained bone. A horrible clatter rings from within the weapon.

This +2 greataxe emits clacking and rattling when swung, instilling panic into the hearts of creatures. Creatures within 15 feet of the wielder receive a -2 penalty to saves against fear effects. A creature struck by a *greater tek axe* must succeed a DC 15 Will save or become frightened until the end of the wielder's next turn. On a critical hit, the creature struck must save or become panicked for 1d4 rounds instead.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fear*; **Cost** 9,500 gp

TEK BRACERS

Aura faint necromancy; **CL** 5th
Slot wrist; **Price** 3,600 gp; **Weight** 2 lbs.

DESCRIPTION

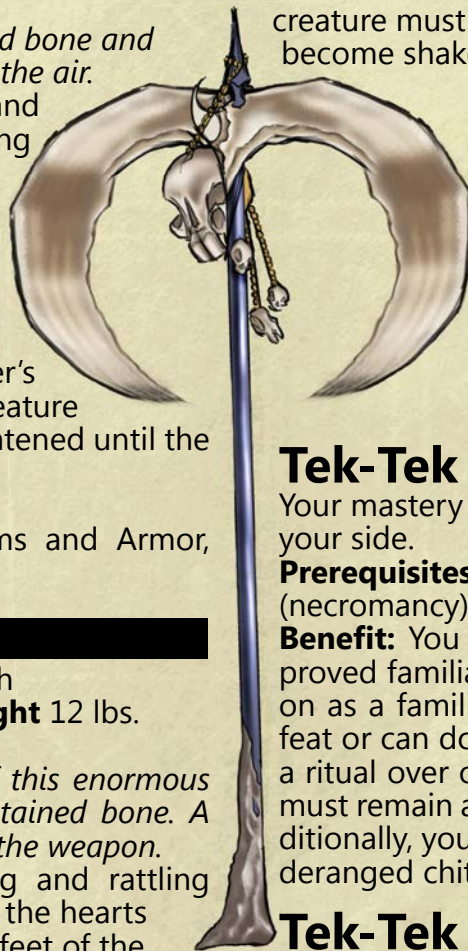
These simple vambraces are made of dozens of small bones bound together.

These vambraces rattle constantly, even while the wearer is still. The rattling resonates in such a way that makes the wearer immune to the shaken condition (but not the frightened or panicked conditions). Additionally, if the wearer confirms a critical hit with an unarmed strike, that struck creature must succeed a DC 13 Will save or become shaken for 1d4 rounds.

The constant rattling of the vambraces is so loud that the wielder receives a -4 penalty to auditory Perception checks and to Stealth checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *cause fear*, *remove fear*; **Cost** 1,300 gp



Tek-Tek Familiar

Your mastery of death energy calls a tek-tek to your side.

Prerequisites: Improved Familiar, Spell Focus (necromancy), caster level 7th

Benefit: You may choose a tek-tek as an improved familiar. You choose to take the tek-tek on as a familiar immediately when taking this feat or can do so at a later time by performing a ritual over one week. Once gained, a tek-tek must remain as your familiar until it is slain. Additionally, you become immune to the tek-tek's deranged chitter ability.

Tek-Tek Pet

Your soul rattles with the same frequency as a tek-tek's chilling blade.

Prerequisites: Ranger level 7th

Benefit: You may replace your animal companion with a tek-tek. You choose to take the tek-tek on as an animal companion immediately when taking this feat or can do so at a later time by performing a ritual over one week. Once gained, a tek-tek must remain as your animal companion until it is slain. Additionally, you become immune to the tek-tek's deranged chitter ability.

This enormous spotted red-yellow spider looks at you malevolently, an evil intelligence clear in its eyes.

TSUCHIGUMO

CR 10 — XP 9,600

CE Large aberration

Init +4; **Senses** darkvision 120 ft., scent, tremorsense 60 ft.; Perception +20

DEFENSE

AC 24, touch 14, flat-footed 19 (+4 Dex, +1 dodge, +10 natural, -1 size)

hp 127 (15d8+60) fast healing 5

Fort +10, **Ref** +9, **Will** +11

Defensive Abilities evasion; **DR** 6/—;

Resist cold 10, fire 10; **SR** 20

OFFENSE

Speed 50 ft., climb 50 ft.

Melee bite +16 (1d8+6 plus grab and poison) and 6 claws +11 (1d6+3 plus grab)

Ranged tsuchi-web +14 ranged touch (entangled plus poison, Range 50 ft.)

Space 10 ft.; **Reach** 10 ft.

Special Attacks poison (injury; save—Fort DC 20; frequency —1/round for 6 rounds; effect—1d4 Wis; cure—2 consecutive saves)

Spell-Like Abilities (CL 15th; concentration +19)

At will—*ghost sound* (DC 14), *major image* (DC 17), *tongues*

TACTICS

Before Combat Tsuchigomo lure creatures into their webs with *major image* and *ghost sound*.

During Combat Tsuchigomo move, strike, and move, carrying away an enemy with every assault.

Morale Tsuchigomo flee when reduced to 30 hp or less, renewing their assault when back above 100 hp.

STATISTICS

Str 23, **Dex** 18, **Con** 17, **Int** 19, **Wis** 14, **Cha** 16

Base Atk +11; **CMB** +18 (+24 grapple); **CMD** 33 (35 vs. grapple, 45 vs. trip)

Feats Dodge, Great Fortitude, Improved Grapple, Mobility, Multiattack, Power Attack, Spring Attack, Toughness

Skills Acrobatics +22, Bluff +26, Climb +18, Intimidate +18, Knowledge (the planes) +22, Perception +20, Sense Motive +17, Spellcraft +12, Stealth +20, Survival +17; **Racial Modifiers** +8 Bluff, +8 Climb

Languages Aklo, Koé; *tongues*

SQ compression, sound mimicry

ECOLOGY

Environment underground

Organization solitary or pair or murderweb (3-12)

Treasure double

SPECIAL ABILITIES

Tsuchi-Transformation (Su) A creature that has its Wisdom score reduced to 0 by a tsuchigomo's poison falls into a catatonic state and is enveloped by a cocoon of spectral webbing (identical to a force cage spell). After 24 hours the creature emerges as a hybridization of its former form and that of the mutated spider it is destined to become, gaining the tsuchigo template (until the changes are complete, a period that can take between 5 and 50 years).

Tsuchi-Web (Ex) Tsuchigomo can use webs to support themselves and up to two Large-sized creatures or six Medium-sized creatures. In addition, it can throw webs indefinitely. These webs are similar to an attack with a net but have a maximum range of 200 feet, with a range increment of 50 feet, and they are effective against targets up to one size category larger than the tsuchigomo. An entangled creature can escape with a successful DC 20 Escape Artist check or burst the web with a DC 20 Strength check (both are standard actions. Attempts to burst a web by those caught in it suffer a -4 penalty.

Tsuchigomo can create sheets of sticky webbing up to ten times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has 15 hit points, hardness 3, resist cold 5, and resist fire 5. Tsuchigomo can move across their own web at double their climb speed and can pinpoint the location of any creature touching their web. At the start of its turn, a creature entangled by a tsuchi-web must save against the tsuchigomo's poison, though the DC is reduced to 17 when it is contracted from the tsuchi-web.



Not all of the souls that deny the will of the Wheels of Wunai become leugho or find their place in another plane of existence. Those that harbor unending malevolence or a truly dark will can emerge from the mountains as tsuchigo, gradually transforming into full tsuchigomo before a century passes. These plotting, conniving monstrosities work to a multitude of ends, creating truly intricate traps for their prey—be that a person that wronged them in their former life, like a local lord or a clan's samurai, or an entire settlement. There are even rumors that a tsuchigomo lurks beneath the streets of Bahrn Tayl in Fordhatta, running a gambling operation that operates on wagers so despicable that only demons, devils, and the truly fell of heart engage in.

CREATING A TSUCHIGO

"Tsuchigo" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid.

Challenge Rating: Same as base creature +3.

Alignment: The creature's alignment changes to chaotic evil.

Size and Type: The creature (referred to hereafter as the base creature) gains the tsuchigo subtype. The base creature's size increases by one category.

AC: The tsuchigo has the natural armor bonus of the base creature increased by +4.

Defensive Abilities: A tsuchigo gains DR 3/—, evasion, resist cold 5, resist fire 5, and spell resistance equal to its hit dice. The tsuchigo's CMD against trip combat maneuvers increases by +12.

Speed: The base creature's speed increases to 40 feet and it gains a climb speed of 40 feet.

Melee: A tsuchigo gains two claw (1d6) attacks and a bite (1d8) attack in addition to the base creature's regular attacks. When taking a full attack action these attacks are made at a –5 penalty. A tsuchigo has one or more of the base creature's arms and may wield weapons the base creature was proficient with.

Special Attacks: A tsuchigo retains all the special attacks, qualities, and abilities of the base creature. It gains darkvision 90 ft., scent, tremorsense 30 ft., and the following:

Tsuchigo Poison (Ex) injury; save—Fort DC 10 + ½ hit dice + Con modifier; frequency—1/round for 6 rounds; effect—1d2 Wis; cure—1 consecutive save.

Tsuchi-Web (Ex) Tsuchigo can use webs to support themselves and up to two Large-sized creatures or six Medium-sized creatures. In addition, it can throw webs indefinitely. These webs are similar to an attack with a net but have a maximum range of 100 feet, with a range increment of 20 feet, and they are effective against targets up to one size category larger than the tsuchigo. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check (DC 10 + ½ hit dice + Constitution modifier; both are standard actions). Attempts to burst a web by those caught in it suffer a –4 penalty.

Tsuchigo can create sheets of sticky webbing up to ten times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has 10 hit points and hardness 0.

Tsuchigo can move across their own web at double their climb speed and can pinpoint the location of any creature touching their web.

At the start of its turn, a creature entangled by a tsuchi-web must save against the tsuchigo's poison, though the DC is reduced by –3 when it is contracted from the tsuchi-web.

Ability Scores: +6 Str, +4 Dex, +4 Con, +4 Int, +2 Wis, +4 Cha.



"You enter a sacred place, stranger.
What are your intentions here?"

XINGZHI OF THE GROVE CR 1 — XP 400

Female human druid 2

LN Medium humanoid (human, rěns hòu)

Init +3; **Senses** Perception +7

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 16 (2d8+4)

Fort +4, **Ref** +3, **Will** +5

SR 7

OFFENSE

Speed 30 ft.

Melee mwk shortspear +3 (1d6+1) or club +2 (1d6+1)

Ranged shortspear +4 (1d6+1, Range 20 ft.)

Druid Spells Prepared (CL 2nd; concentration +4)

1st—*aspect of the falcon*^{APG}, *entangle* (DC 13),
speak with animals

0th—*create water*, *detect poison*, *flare* (DC 12),
know direction

TACTICS

Before Combat Xingzhi first casts *entangle* around her enemies, then casts *speak with animals* and requests assistance from any powerful beasts nearby.

During Combat Xingzhi uses her shortspear to engage foes from afar while Tuólù or another animal keeps them busy in the *entangle*.

Morale Xingzhi flees when reduced to 5 hp.

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15

Feats Point-Blank Shot, Precise Shot

Skills Knowledge (nature) +7, Perception +7,
Sense Motive +4, Stealth +5, Survival +9

Languages Druidic, Koé

SQ nature bond (elk named Tuólù), nature sense,
wild empathy +1, woodland stride

Combat Gear *oil of magic weapon* (2), *oil of shil-
lelagh* (2), *potion of cure light wounds* (3); **Other**

Gear *elixir of hiding*,
mwk leather armor,
club, mwk shortspear,
shortspear (3),
backpack, belt
pouch, spell
component pouch,
torch (10), 6 gp;

Attuned Gear
+1 leather
armor [AC 16]



TUÓLÙ (Elk Animal Companion) CR —

N Medium animal

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 50 ft.

Melee gore +3 (1d6+1), 2 hooves –2 (1d3)

TACTICS

Before Combat Tuólù does as Xingzhi commands, usually staying out of sight until ordered to attack.

During Combat Tuólù assaults targets it is directed to, falling back to defend Xingzhi's body if she is incapacitated.

Morale Tuólù flees when reduced to 5 hp or less.

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 2, **Wis** 15, **Cha** 5

Base Atk +2; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Run, Skill Focus (Perception)

Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Perception +10, Survival +3

SQ tricks (attack, come, defend, guard, heel, seek, stay)



Xingzhi is a follower of Kami, one of the more obscure and ancient religions in Urethiel. She and her elk companion Tuólù traveled across the Enchanted Continent for a decade before settling in an unlikely pristine grove in the Forest of Poihtan. Though at first the local grippli were suspicious of the two, the Great Whipli vetted the druid herself and since then they have been indispensable in protecting their chosen home.

The Respite of Shéns h èng is a truly holy place of great power, but Xingzhi has only the slightest inkling of what she and Tuólù have sworn to defend and only because the High Phoenix Lau-Yi himself once came to visit the grove, asking her many curious questions. Since the chance meeting, she has become reclusive and taken great care to familiarize herself with all of the local fauna in the event that any more powerful visitors—possibly with less noble intentions—invade her home.



"You carry blood debt for thousands of my kind but ask for mercy? What fool would grant that?"

ĀIRÉN THE HAMMER CR 4 — XP 1,200

Male dwarf samurai 5

LE Medium humanoid (dwarf, shòuquán)

Init -1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 armor, -1 Dex)

hp 52 (5d10+20)

Fort +7, **Ref** +0, **Will** +3; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, resolve 3/day, self reliant, shòuquán spell absorption (2nd-level, immediate action, up to 5 spell levels)

OFFENSE

Speed 20 ft.

Melee +1 *earth breaker* +10 (2d6+5, Crit x3)

Ranged shòuquán blast +4 ranged touch (2d6 per spell level, Range 30 ft.)

Special Attacks banner +2, challenge 2/day (+5 damage, +2 to hit and AC), hatred, mounted archer, weapon expertise (*earth breaker*)

TACTICS

Before Combat Āirén locates his enemy and charges toward them atop Jiàshǐ.

During Combat After unleashing a shòuquán blast during his approach, Āirén draws his +1 *earth breaker*, declares a challenge, and uses Power Attack to devastating effect (+10, 2d6+16).

Morale Āirén fights to the death.

STATISTICS

Str 16, **Dex** 8, **Con** 16, **Int** 13, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 17 (21 vs. bull rush, 21 vs. trip)

Feats Fight On^{APG}, Power Attack, Weapon Focus (*earth breaker*)

Skills Acrobatics -1 (-5 to jump), Appraise +1 (+3 to assess nonmagical metals or gemstones), Diplomacy +7, Intimidate +7, Knowledge (nobility) +6, Perception +2 (+4 to notice unusual stonework), Ride +7, Sense Motive +10

Languages Dwarven, Giant, Koé

SQ mount (horse named Jiàshǐ), order (ronin)

Combat Gear *potion of cure serious wounds*;

Other Gear +1 *earth breaker*, +1 *kusari-gusoku*, katana, wakizashi, 10 days' rations, waterskin, wine; **Attuned Gear** +1 *shock earth breaker*

[**Melee** +1 *shock earth breaker* +10 (2d6+5 plus 1d6 electricity, Crit x3)]



JiASHI (Samurai Mount) CR —

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 42 (5d8+20)

Fort +8, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +6 (1d4+4), 2 hooves +1 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

TACTICS

During Combat Jiàshǐ moves as Āirén commands, only moving to attack if the dwarf is unmounted.

Morale Jiàshǐ flees when reduced to 8 hp or less.

STATISTICS

Str 19, **Dex** 14, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Combat Reflexes, Improved Initiative, Run

Skills Acrobatics +7 (+11 to jump with a running start, +15 to jump), Perception +6, Survival +2

SQ tricks (attack, combat riding, come, defend, down, guard, heel, seek, work)

The Chuizi family were one of the few to travel Veranthea's oceans before Wealbren's Rage began long ago, never understanding the prejudices against their peoples on Urethiel. The Dynasty Purges were particularly abhorrent to Āirén's ancestors, many of which fell to the blades and spells of Kind Folk before taking refuge in Mount Nestraka. Since then the entire Chuizi family have been trained in the arts of magic or martial warfare, though none have shown the same promise that Āirén has—or the renown. The dwarf has made it his mission in life to hunt them down and exact vengeance on the descendants of the ruling powers that allowed for the bloody Dynasty Purges, making Āirén the Hammer a name to be feared throughout the Enchanted Continent.

"Halt your steel and hear me—I have looked deep into the flame and seen the light of truth. I would share what I've learned with you rather than spill blood, but know that few have drawn blade against me and lived."

DAI-NÉNG

CR 7 — XP 3,200

Female elf pyrokineticist 8

CN Medium humanoid (elf, rěns hòu)

Init +8; **Senses** low-light vision; Perception +14

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 71 (8d8+32)

Fort +8, **Ref** +10, **Will** +3 (+5 vs. enchantments)

Immune sleep; **SR** 13

OFFENSE

Speed 30 ft.

Melee longspear +6 (1d8, Crit x3)

Ranged kinetic blast +10 ranged touch (Range 30 ft.)

Special Attacks elemental overflow +2, kinetic blast, metakinesis (empower)

Kineticist Wild Talents Known

Defense—searing flesh

Infusions—eruption (DC 17), extended range, extreme range, flash infusion (DC 16)

Blasts—blue flame blast (8d6+1 fire), fire blast (4d6+1 fire)

Utility—basic pyrokinesis, fire's fury, flame jet, flame trap, heat adaptation

TACTICS

Before Combat Dai-Néng makes it clear she is not to be trifled with but parleys for a peaceful resolution before unleashing fire.

During Combat Dai-Néng uses her wild talents to stay at range, unleashing blue flame blasts from cover.

Morale Dai-Néng flees when reduced to 15 hp or less.

STATISTICS

Str 10, **Dex** 18, **Con** 15, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +6; **CMD** 20

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Toughness

Skills Acrobatics +15, Diplomacy +7, Fly +6, Intimidate +12, Perception +14; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Elven, Koé

SQ burn (2 points/round, max 5), elven magic, expanded element (fire), gather power, infusion specialization 2, internal buffer 1

Combat Gear *potion of fly*; **Other Gear** +2 studded leather armor, belt of dexterity +2, longspear;

Attuned Gear +4 studded leather armor, boots of striding and springing, ring of protection +1 [AC 22;

Speed 35 ft.; **CMD** 21; **Skills** Acrobatics +20 to jump]

Dai-Néng has long stood removed from the petty conflicts of the dynasties, instead seeking enlightenment by refining her unique magical arts. For over a century she has trained atop the volcanic Huǒshān Mountain in Zahn, so intensively bathed in heat for such a long period of time that her very skin has been scorched red. After a fifth mischievous sylph interloper interrupted her studies in as many years, Dai-Néng has decided that she's had more than enough time to contemplate and train in solitude. For the past decade she has wandered all over Urethiel seeking other elementalists like her, learning their particular talents and taking from their experiences valuable techniques she would never have mastered on her own. One of her eldest peers told the elf about the amulet of Tǒngyī, a piece of jewelry said to have been breathed upon by Mytra the Untethered when the first great imperial dragons ruled over the lands of Urethiel. Dai-Néng is utterly devoted to recovering the relic and using it to finally find the zenith of understanding she has sought for so long, willing to do whatever it takes to acquire it.



"I am a tool of justice and you are nothing but metal in my forge."

BAO-LO | SĪXING

CR 10 — XP 9,600

Male half-orc vigilante 11

N or NG Medium humanoid (blessed, human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 12, touch 12, flat-footed 10 (+8 armor, +2 Dex)

hp 86 (11d8+33)

Fort +5, **Ref** +9, **Will** +8

Defensive Abilities orc ferocity

OFFENSE

Speed 35 ft., climb (ropes) 30 ft., climb 15 ft.

Melee unarmed strike +17/+12/+7 (1d3+15)

Ranged mwk tube arrow shooter +13/+8/+3 (1d4, Range 30 ft.)

Spell-like Abilities (CL 10th; concentration +11)

2nd (1/day)—*scorching ray*

1st (2/day)—*vanish*

0th—*acid splash*

TACTICS

Before Combat Sīxing stalks his target, waiting for them to wander into an area where no one will witness his assault.

During Combat Sīxing deals nonlethal damage, using sucker punch to take out targets one by one.

Morale Sīxing flees when reduced to 8 hp or less.

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +11; **CMB** +16; **CMD** 27

Feats Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Step Up, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +16 (+21 jump), Climb +26, Diplomacy +15, Disguise +15 (+35 to appear as part of polite society while in Bao-Lo social identity), Intimidate +3 (+9 in area of renown while in Sīxing vigilante identity), Perception +13, Stealth +16; **Racial Modifiers** +2 Intimidate

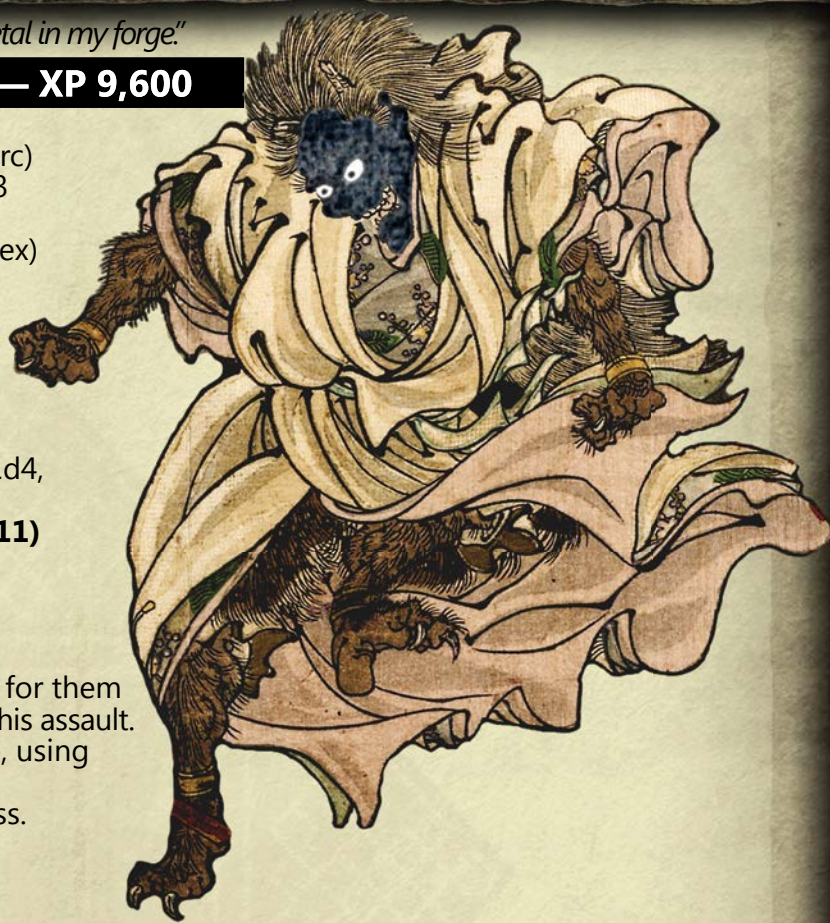
Languages Koé, Orc

SQ frightening appearance, orc blood, seamless guise, social talents (gossip collector, great renown, mocking-bird, quick change, renown, safe house), startling appearance, unshakable, vigilante specialization (avenger), vigilante talents (fist of the avenger, lethal grace, perfect fall, rooftop infiltrator, sucker-punch 2d6)

Combat Gear *potion of cure serious wounds*; **Other Gear** +3 *do-maru*, *amulet of mighty fists* +1, *boots of striding and springing*, mwk tube arrow shooter (15 bamboo shaft arrows), manacles (2); **Attuned Gear** *amulet of frost heartseeker mighty fists* +1 [**Melee** unarmed strike +17/+12/+7, 1d3+15 plus 1d6 cold, ignore concealment miss chance for living targets]

Growing up in Rukkhār might have been slightly easier on Bao-Lo than if his childhood had been in the lands of the dynasties, but Hesstrickians treat half-orcs only slightly better than the Kind Folk do on the eastern side of the continent. As an orphan it would have been a simple and easy thing for him to fall into a life of crime on the city streets, but a stubborn group of fellow half-breed monks took him in and showed him a better way of life, espousing justice for all regardless of heritage. Such a fair-minded group in the fervorous city of hobgoblin might was destined to destruction however, and just before reaching adulthood a massive raid by monstrous shinobi brought Bao-Lo's allies to ruin, destroying their very home in the process.

Fortunately for Bao-Lo the attack happened while he was elsewhere—after returning to his home in shambles and finding his adopted kin all slain, the half-orc traveled southeast in search of meaning and purpose. In a monastery on the peaks of Trak-Tiro's mountains during a long period of fasting, either fate or inspiration struck him a deep blow in the form of a vivid vision, of a dark swabbed monk bringing light to the city of Kaihuan in Verantai. For over a decade now he has foiled the 88th's most violent plans and purged wickedness from the City of Blossoms by night as Sīxing, prowling the rooftops in search of treachery, insinuating himself into the criminal underworld by day as Bao-Lo, a rickshaw operator and messenger.



"Dai-Shan tells me you carry the scent of a sylph. Maybe you aren't one, but I don't much care—there's reason enough to kill you."

TETZU THE WINDSLASHER

CR 12 — XP 19,200

Male half-elf hunter 13

LN Medium humanoid (elf, human, rěns hòu)

Init +3; **Senses** low-light vision; Perception +21

DEFENSE

AC 25, touch 16, flat-footed 21 (+9 armor, +2 deflection, +3 Dex, +1 dodge)

hp 101 (13d8+39)

Fort +9, **Ref** +11, **Will** +7 (+9 vs. enchantments)

Immune sleep; **SR** 18

OFFENSE

Speed 20 ft.

Melee +2 *naginata* +13/+8 (1d8+5, Crit x4)

Ranged +1 *composite* (+2) *longbow* +13/+9 (1d8+3, Crit x3, Range 110 ft.)

Special Attacks animal focus 13 minutes/day (two bonuses; usually bull—Str +4, mouse—improved evasion)

Space 5 ft.; **Reach** 5 ft. (10 ft. *naginata*)

Hunter Spells Known (CL 13th; concentration +16)

5th (1/day)—*animal growth*, *stoneskin*

4th (3/day)—*ball lightning*, *cure serious wounds*, *freedom of movement*, *nondetection*

3rd (5/day)—*call lightning*, *cure moderate wounds*, *mad monkeys*, *protection from energy*, *spike growth*

2nd (6/day)—*barkskin*, *brow gasher*, *cure light wounds*, *lesser restoration*, *natural rhythm*

1st (6/day)—*gravity bow*, *lead blades*, *liberating command*, *longstrider*, *produce flame*, *urban grace*

0th—*create water*, *detect magic*, *detect poison*, *light*, *mending*, *spark*

TACTICS

Before Combat Tetzu casts the following spells, as appropriate for the amount of time and preparation he has: *animal growth*, *barkskin*, *freedom of movement*, *lead blades*, *protection from energy*, *stoneskin*.

During Combat Tetzu rides on Dai-Shan, using hit-and-run tactics in between casting spells. When knocked off his tiger, Tetzu and the beast use their teamwork feats and flank opponents.

Morale Tetzu flees when reduced to 24 hp or less.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 8, **Wis** 16, **Cha** 10

Base Atk +9; **CMB** +11; **CMD** 27

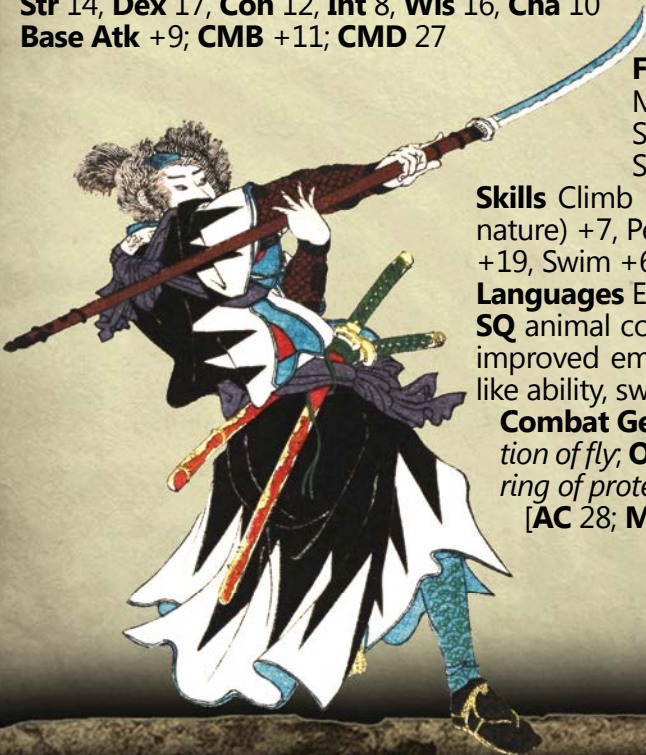
Feats Combat Casting, Coordinated Defense^B, Coordinated Maneuvers^B, Dodge, Mounted Combat, Outflank^B, Precise Strike^B, Ride-By Attack, Skill Focus: Ride^B, Spirited Charge, Swap Places^B, Toughness, Trick Riding

Skills Climb +6, Handle Animal +11, Heal +7, Knowledge (geography, nature) +7, Perception +21, Ride +25, Spellcraft +7, Stealth +19, Survival +19, Swim +6; **Racial Modifiers** +2 Perception

Languages Elven, Koé

SQ animal companion (tiger named Dai-Shan), elf blood, hunter tactics, improved empathic link, nature training, raise animal companion spell-like ability, swift tracker, track +6, wild empathy +13, woodland stride

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *potion of fly*; **Other Gear** +2 *naginata*, +3 *steel lamellar*, *bag of tricks* (gray), *ring of protection* +2; **Attuned Gear** +5 *naginata*, +5 *steel lamellar*
[**AC** 28; **Melee** +5 *naginata* +16/+11 (1d8+8, Crit x4)]



DAI-SHAN THE TIGER

CR —

N Large animal (animal companion)

Init +5; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 26, touch 15, flat-footed 20 (+5 Dex, +1 dodge, +11 natural, -1 size)

hp 97 (11d8+44)

Fort +10, **Ref** +12, **Will** +5 (+9 vs. enchantments)

Defensive Abilities devotion, evasion

OFFENSE

Speed 40 ft.

Melee bite +16 (2d6+8) and 2 claws +11/+11 (1d8+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks grab, pounce, rake (1d6)

TACTICS

Before Combat Dai-Shan follows Tetzu's lead, usually hiding if she is not being ridden into battle. The tiger's taste for sylph blood sometimes overwhelms her however, and if a wounded sylph is nearby she needs to make a DC 12 Will save or be compelled to attack.

During Combat Dai-Shan assaults targets that threaten Tetzu or as the hunter directs.

Morale Dai-Shan fights to the death or until prompted to stop by Tetzu (instantaneously at his command).

STATISTICS

Str 26, **Dex** 20, **Con** 17, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +8; **CMB** +17; **CMD** 33

Feats Coordinated Defense^B, Coordinated Maneuvers^B, Dodge, Improved Natural Weapon (bite, claw), Mobility, Multiattack, Outflank^B, Precise Strike^B, Spring Attack, Swap Places^B, Toughness

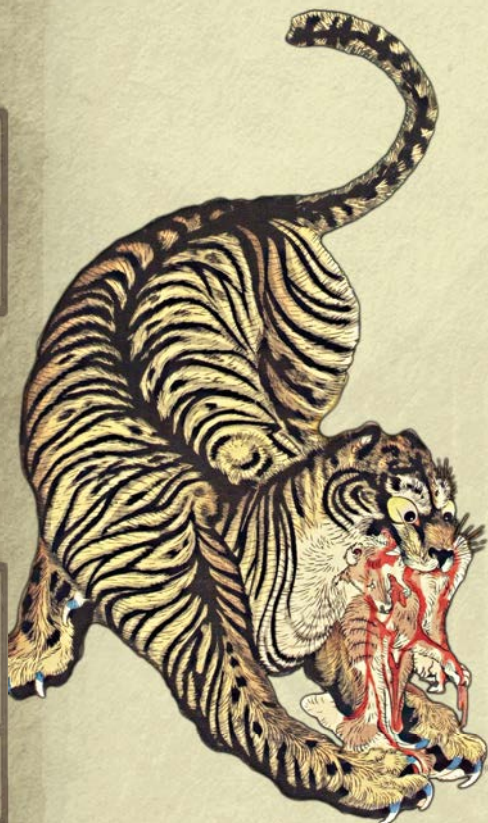
Skills Acrobatics +13, Climb +12, Perception +6, Stealth +6, Survival +6, Swim +12; **Size Modifiers** -4 Stealth

Languages speak with master

SQ link, share spells, [tricks](#)^{APG} (attack, bolster companion, come,

defend, down, guard, heel, rattling strike, seek, sic'em, stag's leap, surprise shift, track)

Gear collar of disguise (as a hat of disguise)



Tetzu the Windslasher was once in line for a position of respect and authority in the Steel Clan, but a wandering sylph trickster brought all of his dreams crashing down in a disastrous prank that revealed the young man's elven heritage. He mercilessly slew the interloper but the damage was already done—with little recourse otherwise, Maste Weimiao Suigin dismissed Tetzu. Ever since he has sought out the kin of air, murdering any that cross his path as he seeks out all of the sylph related to the prankster that took Tetzu's birthright from him.

The Windslasher has a greater conquest in mind than simply slaughtering the wind-touched folk he encounters however, one befitting someone of his lacking intellect and endless enthusiasm: to destroy Sekaridan. It is not a simple task for numerous reasons but none of them are enough to dissuade Tetzu from his plans for bringing ruin to the settlement nestled in the peaks high atop Mount Makuriyama. Throughout his travels the half-elf and his tiger companion make their talents and services available freely to any non-sylph, frequently intervening in fights solely to make allies that can be called upon later when Tetzu finally mounts his assault on Sekaridan. The duo have traveled all over the dynasties and are exploring western Urethiel, seeking out anyone—Kind Folk, Unwanted Folk, or otherwise—that might be recruited.

"I am a rice farmer."

STONE FARMER

CR 14 — XP 38,400

Male human (forsaken) fighter (two-handed fighter) 14

NG Medium humanoid (forsaken, human)

Init +2; **Senses** Perception +8

DEFENSE

AC 32, touch 16, flat-footed 29 (+13 armor, +3 deflection, +2 Dex, +1 dodge, +3 natural)

hp 193 (14d10+112) fast healing (4 hp per hour)

Fort +12, **Ref** +6, **Will** +4

Immune magic (as a golem)

OFFENSE

Speed 25 ft.

Melee +5 *scythe* +32/+27/+22 (2d4+12 for first attack, 2d4+28 for second and third attack, Crit 19–20/x4) or with Combat Expertise (as regular array but adds +4 to AC) or with Power Attack +28/+23/+18 (2d4+32 for first attack, 2d4+36 for second and third attack, Crit 19–20/x4)

Ranged +1 *spear* +19/+14/+9 (1d8+12, Crit x3, Range 20 ft.)

Special Attacks backswing, overhand chop (double strength damage when making a single attack for the round), petrifying light (Fort DC 19)

TACTICS

Before Combat Stone Farmer avoids violence and attempts to plead with his would-be attackers (though this rarely goes over well).

During Combat Stone Farmer uses Combat Expertise if out of his armor or fighting with a foe clearly much weaker than he is, only using Power Attack when infuriated.

Morale Stone Farmer flees when reduced below 40 hit points.

STATISTICS

Str 26, **Dex** 14, **Con** 16, **Int** 13, **Wis** 11, **Cha** 15

Base Atk +14; **CMB** +22 (+26 sunder); **CMD** 38 (42 vs. sunder)

Feats Abundant Spirit^{VC}, Cleave^B, Cleaving Finish^B, Combat Expertise^B, Dodge, Fleet, Great Cleave^B, Greater Weapon Focus (scythe)^B, Greater Weapon Specialization (scythe)^B, Improved Cleaving Finish^B, Improved Critical (scythe)^B, Power Attack, Restorative Spirit^{VC}, Toughness, Weapon Focus (scythe), Weapon Specialization (scythe)^B

Skills Acrobatics +10 (+15 to jump), Bluff +5, Climb +15, Diplomacy +5, Intimidate +10, Knowledge (history) +5, Knowledge (local) +5, Perception +8, Sense Motive +8, Survival +7

Languages Koé, Undercommon

SQ shattering strike +4 (damage vs. objects), weapon training (two-handed only; heavy blades 3, spears 2, bows 1)

Combat Gear +1 *spear* (6), +5 *o-yoroi*, +5 *scythe*; **Other Gear** [amulet of natural armor +3], [belt of strength +4], [boots of striding and springing], [hat of disguise device], [ring of protection +3]

SPECIAL ABILITIES

Forsaken Presence (Su) When Stone Farmer critically hits or deals more than 30 hp of damage in a single hit, rice flies from the wound and enemies within 30 feet are shaken until the end of Stone Farmer's next turn.

Petrifying Light (Ex) The top of Stone Farmer's o-yoroi helmet has a specially crafted trap door he can open or close as a swift action, revealing a powerful magic item that turns those who gaze upon it into stone. While open, any creature in a 30 foot cone that can see the pale green light must make a DC 19 Fortitude save at the start of its turn or turn into stone (as *flesh into stone*, CL 14th).

Piledriver (Ex) As a standard action, Stone Farmer can make a single melee attack with a two-handed weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity.



Over a millennium in the past, the man that would become Rice Farmer vied for the same affections of a woman favored by the fellow that ultimately became His Golden Personage of Fortitude. Then the Scarring struck Mount Nestraka, forever changing the face of Urethiel and in a twist of fate, making both men immortal. Leaving his humble nemesis to win the love of the mortal woman,



His Golden Personage of Fortitude amassed immense power and wealth to become emperor of Verentai—only to turn his considerable resources onto the man, making his unending life a living hell for centuries. Whenever the sound waves of the poor man's voice saying anything other than "I am a rice farmer", are detected by invisible magical sensors that constantly sweep across the continent, the golden emperor learns of where his longtime enemy is, renewing his punishment.

Recently however, fate has smiled on Rice Farmer. He and Xianghua (his 18th wife, a canny woman who took the time to learn Rice Farmer's curse after numerous frustrating nights) stumbled onto two very rare and particular items while traveling through a tomb on their way to the mountain peak settlement of Jai-Rey Ten: a magical gem that petrifies anyone who sees its light and a diamond worth a king's ransom. Between his wife's cunning, the stone of petrification, and Rice Farmer's immunity to most all magic, the two have gone on to ironically sell the diamond to His Personage of Golden Fortitude through mediators for a sum that some say approaches half a million gold coins, using their wealth to fund the scientific research of Kagaku Dorobo of Kaihuan.

The canny inventor has successfully crafted numerous scientific defenses for the simple Rice Farmer, turning him into a veritable juggernaut. Xianghua now wears some of the finest enchanted items ever crafted in Urethiel, secretly carrying a suite of devices deadly to even a forsaken. Rumors hold that the two are headed to the Duels of Honor in Nokada, and that even the mention of that land's immortal ruler's name infuriates the deadly buffoon men now call Stone Farmer.

"Speak of our passing to anyone and you die."

XIANGHUA CR 10 — XP 9,600

Female human (blessed) alchemist 5/monk 2/ninja 3

N Medium humanoid (blessed, human)

Init +5; **Senses** Perception +18

DEFENSE

AC 26, touch 26, flat-footed 20 (+4 deflection, +5 Dex, +1 dodge, +1 monk, +5 Wis)

hp 78 (10d8+30)

Fort +9, **Ref** +15, **Will** +10

Defensive Abilities evasion, poison resistance +4

OFFENSE

Speed 30 ft., climb 30 ft.

Melee unarmed strike +7/+2 (1d8+1 plus 1d6 electric)

Ranged bomb ranged touch +12 (4d6+1 fire, Range 20 ft.) or gravity rifle^{TG} +7/+2 or +5/+5/+0 ranged touch (2d6 force, Range 150 ft.)

Special Attacks bombs 6/day (4d6+1 fire, DC 13), sneak attack +2d6, stunning fist 3/day (DC 16)

Spell-Like Abilities (CL 10th, concentration +15)

2nd (1/day)—*silence* (DC 17)

1st (2/day)—*shield*

0th—*detect magic*

Extracts Prepared (CL 5th, concentration +6)

2nd—*cure moderate wounds, invisibility*

1st—*comprehend languages, cure light wounds, disguise self, expeditious retreat, negate aroma*

TACTICS

Before Combat Xianghua hides, watching foes from a distance and closing in if she is unable to hear them.

During Combat Xianghua remains hidden with *invisibility* or her vanishing ninja trick, feeding Stone Farmer [potions of cure moderate wounds] made with her Ancient Herbs feat (which he is able to be healed by). If confronted directly, she uses bombs before disappearing again.

Morale Xianghua has no interest in injury and flees when reduced to 50 hp or less.

STATISTICS

Str 11, **Dex** 20, **Con** 12,

Int 13, **Wis** 20, **Cha** 15

Base Atk +6; **CMB** +6;

CMD 32

Feats Ancient Herbs^{VC},

Brew Potion^B,

Combat Expertise,

Crane Style^B, Crane

Wing^B, Dodge^B,

Improved Unarmed

Strike^B, Mobility,

Spring Attack, Stunning

Fist^B, Throw Anything^B, Toughness

Skills Acrobatics +18, Appraise +5, Bluff +8, Climb +4, Craft (alchemy) +14, Diplomacy +6, Disable Device +11, Disguise +6, Escape Artist +9, Heal +13, Intimidate +6, Knowledge (arcana, history, local, nature, nobility, religion) +5, Linguistics +5, Perception +18, Sense Motive +13, Sleight of Hand +10, Spellcraft +5, Stealth +18, Survival +9, Swim +4, Use Magic Device +8

Languages Common, Koé, Trekth

SQ alchemy, discoveries (explosive bomb, precise bombs), ki pool (3 points), mutagen, ninja trick (vanishing trick), no trace +1, poison use, swift alchemy

Combat Gear [potion of cure moderate wounds] (8), *potion of invisibility*; **Other Gear** amulet of +1 shock mighty fists, bag of tricks (tan), belt of dexterity +4, monk's robe, periapt of wisdom +4, ring of protection +4, slippers of spider climbing, gravity rifle^{TG}



"What? Sai-Chi? Never heard of him. WHAT? ZHAI-ZHI? Oh, no, no I'm afraid not. Did you mean Shai-Ti? I might know a Shai-Ti in Kakkorr..."

ZHAI-ZHI THE DRAGONSLAYER CR 14 — XP 38,400

Male venerable human (forsaken) slayer 14

N Medium humanoid (forsaken, human)

Init +6; **Senses** Perception +16

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 armor, +6 Dex, +1 dodge)

hp 179 (14d10+42+56)

Fort +11, **Ref** +15, **Will** +5

Immune magic

OFFENSE

Speed 30 ft.

Melee +2 kukri +23/+18/+13 or +21/+21/+16/+16/+11 (1d4+8, Crit 15–20/x2)

Ranged mwk wushu dart +22/+17/+12 or +20/+20/+15/+15/+10 (1d3–1, Range 10 ft.)

Special Attacks 3rd studied target, quarry, slayer's advance 1/day, sneak attack +4d6

TACTICS

Before Combat Zhai-Zhi sets up inconspicuous ambushes, blending in seamlessly with his +21 Disguise bonus (which can become +31 with master of disguise) before moving to assassinate.

During Combat Zhai-Zhi uses Improved Two-Weapon Feint to open an opponent up to sneak attack, slashing apart his target before disappearing.

Morale Zhai-Zhi disappears immediately after downing an opponent, waiting for an opening before striking again.

STATISTICS

Str 8, **Dex** 22, **Con** 14, **Int** 16, **Wis** 13, **Cha** 15

Base Atk +14; **CMB** +13; **CMD** 30

Feats Combat Expertise^B, Dodge^B, Double Slice, Improved Critical (kukri), Improved Two-Weapon Feint, Improved Two-Weapon Fighting^B, Slashing Grace (kukri), Two-Weapon Feint, Two-Weapon Fighting^B, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +23, Bluff +19, Climb +10, Disguise +21, Escape Artist +19, Heal +5, Knowledge (dungeoneering, geography, history, local) +11, Perception +16, Ride +10, Sense Motive +18, Stealth +23, Survival +8, Swim +10

Languages Common, Koé, Trekth, Undercommon

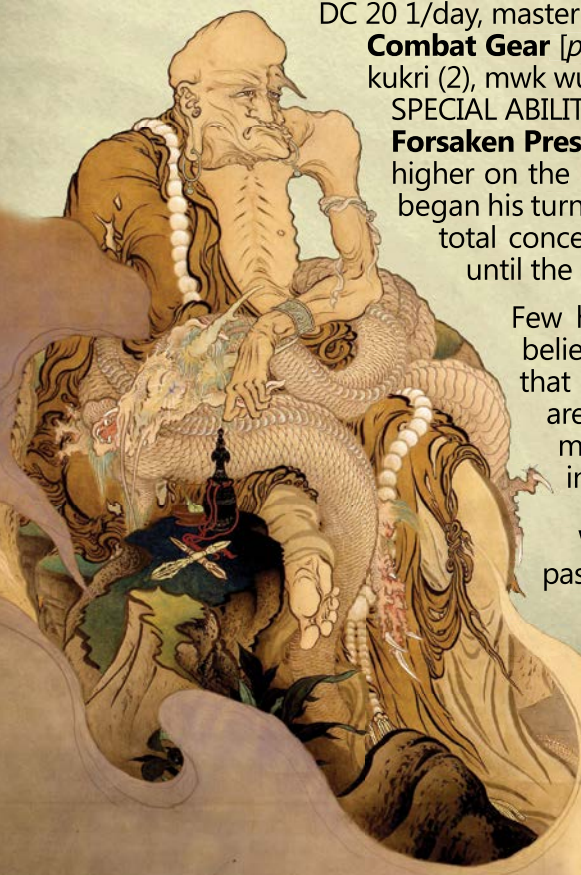
SQ slayer talents (combat trick, fast stealth, ranger combat style (2); assassinate DC 20, knock-out blow 1/day DC 20 1/day, master of disguise 1/day), stalker, swift tracker, track +7

Combat Gear [potions of cure critical wounds] (3); **Other Gear** +5 haramaki, +2 kukri (2), mwk wushu dart (15), mwk disguise kit, prayer bead smoke bombs (30)

SPECIAL ABILITIES

Forsaken Presence (Su) When Zhai-Zhi makes a Stealth check and rolls 15 or higher on the d20 roll, fog appears in a 20-foot radius around the square he began his turn in. Zhai-Zhi can see perfectly through the fog but it grants him total concealment from all vision aside from blindsight and tremorsense until the end of his next turn.

Few have the courage to say it to his face but not many people believe that Zhai-Zhi truly ever slayed a dragon. It's far more likely that he stole his most famous possession though from whom, none are entirely certain. The "Dragonslayer" is known to be one of the most notorious thieves in the history of Urethiel; he has traveled into and out of the vaults of His Golden Personage of Fortitude, through the vampire houses of Tian-Ti Ang, and even into the Wheels of Wunai for a soul or two, always leaving a mark of his passing. Normally he sells his services to the highest bidder but recently he has seemingly disappeared—not coincidentally, rumors of him stealing from Zhengfeng began to circulate around the same time.



"I would mend flesh rather than rend it, but a wise woman knows that a potent healer can do both."

SHÉNYÙ XIAOYÙHÉ

CR 16 — XP 76,800

Female halfling oracle 17

LG Small humanoid (halfling, shòuquán)

Init +7; **Senses** Perception +1

DEFENSE

AC 26, touch 18, flat-footed 23 (+8 armor, +4 deflection, +3 Dex, +1 size)

hp 131 (17d8+51)

Fort +10, **Ref** +11, **Will** +12; +2 vs. fear

Defensive Abilities evasion, shòuquán spell absorption (8th-level, immediate action, up to 17 spell levels), spirit shield (ranged attacks have a 50% miss chance)

OFFENSE

Speed 20 ft.

Melee +1 *corrosive oni-bane dagger* +13/+8/+3 (1d3 plus 1d6 acid, Crit 19–20/x2)

Ranged shòuquán blast +16 ranged touch (2d6 per spell level, Range 30 ft.)

Special Attacks storm of souls 3/day (range 100 feet, 20-foot-radius, 8d8 or 17d8 for undead, Fort DC 23 for half)

Oracle Spells Known (CL 17th; concentration +22)

8th (4/day)—*antimagic field*, *mass cure critical wounds*, *stormbolts*^{APG} (DC 23), *vision*

7th (6/day)—*bestow grace of the champion*^{UM}, *mass cure serious wounds*, *destruction* (DC 22), *ethereal jaunt*, *resurrection*

6th (6/day)—*banishment* (DC 21), *mass cure moderate wounds*, *greater dispel magic*, *heal*, *greater heroism*

5th (7/day)—*breath of life* (DC 20), *mass cure light wounds*, *dispel evil*, *hallow*, *raise dead*, *telekinesis*

4th (7/day)—*blessing of fervor*^{APG} (DC 19), *cure critical wounds*, *death ward*, *divine power*, *holy smite* (DC 19), *spiritual ally*^{APG}

3rd (7/day)—*archon's aura*^{UM} (DC 18), *cure serious wounds*, *daylight*, *dispel magic*, *heroism*, *remove curse*

2nd (7/day)—*aid*, *blessing of courage and life*^{APG} (DC 17), *cure moderate wounds*, *gentle repose* (DC 17), *hold person* (DC 17), *lesser restoration*, *spiritual weapon*

1st (8/day)—*bless*, *cure light wounds*, *divine favor*, *liberating command*^{UC}, *protection from evil*, *shield of faith*, *unseen servant*

0th—*create water*, *detect magic*, *guidance*, *light*, *mending*, *purify food and drink* (DC 15), *resistance*, *stabilize*, *virtue*

Mystery Ancestor

TACTICS

Before Combat Shényù attempts to avoid combat with opponents that are not obviously evil, only activating spirit of the warrior if she feels threatened.

During Combat Shényù focuses on healing her allies rather than harm, but if made to defend herself or presented with a truly vile foe she casts *destruction* and *stormbolts*.

Morale Shényù flees when she can no longer cast *cure critical wounds* and is reduced to 30 hp or less.

Special Statistics When Shényù enters into melee combat she uses spirit of the warrior, changing her statistics as follows: **Init** +9; **AC** 32; **hp** 165; **Fort** +12, **Ref** +13; **Melee** +1 *corrosive oni-bane dagger* +20/+15/+10/+5 (1d3+2 plus 1d6 acid, Crit 17–20/x2); **CMB** +17; **CMD** 36; **Skills** Acrobatics +7 (+8 to jump), Climb +3.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 12, **Wis** 8, **Cha** 20

Base Atk +12; **CMB** +10; **CMD** 27

Feats Abundant Revelations^{UM}, Combat Casting, Divine Protection^{ACG}, Extra Revelation^{APG}, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell

Skills Acrobatics +5 (+6 to jump), Climb +1, Diplomacy +25, Knowledge (history) +21, Knowledge (religion) +21, Perception +1, Sense Motive +19, Spellcraft +21; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Elven, Halfling, Koé; *tongues* (understand)





SQ oracle's curse (tongues), revelations (blood of heroes +3 3/day, sacred council +2 5/day, spirit of the warrior 34 rounds/day, spirit shield +8, storm of souls, wisdom of the ancestors)

Gear +1 *corrosive oni-bane dagger*, ring of evasion, ring of protection +4; **Attuned Gear**

+5 *corrosive oni-bane dagger*, +5 *glamered steel lamellar*, *periapt of wound closure* [AC 31;

Immune bleed damage to hp;

Melee +5 *corrosive oni-bane dagger* +17/+12/+7 (1d3+4 plus 1d6 acid, Crit 19–20/x2)]

To protect themselves from the Dynasty Purges the Xiǎoyùhé family of halfling healers pledged themselves to the Gold Clan of Fordhatta as interrogators. For generations they tortured their shortfolk kin, dwarves, and elves captured by the oppressive humans, and now centuries later, their descendant Shényù carries their burden. The aging oracle travels across Urethieldrawing on the power of her sorrowful ancestors to heal the wounds of the living, rooting out oni when the monsters rear their ugly heads to endanger unprotected settlements.

Xiǎoyùhé has become the hero of many a halfling folktale both in Kakorr and beyond. The most popular of her stories involve the shokusei notoko in the Valley of the Shrapnel, where she is rumored to have restored many of the plant creatures back to the flesh. The humble healer pays these tales little mind however, ever focused on her task of ridding evil from the face of the Enchanted Continent (though she has been known to chime in about inaccuracies when overhearing one of the myths about her).



"You know not to whom you speak but that hardly matters—lay down your arms and maybe your death will be painless."

JENRI-KAMAHI THE MAD WITCH HUNTER CR 18 — XP 153,600

Female human (shòuquán) barbarian (invulnerable rager) 10/conduit 8

CN Medium humanoid (human, shòuquán)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 25, touch 12, flat-footed 21 (+9 armor, +3 Dex, +1 dodge, +4 natural, -2 rage)

hp 232 (10d12+8d8+126)

Fort +12, **Ref** +8, **Will** +12; +6 morale bonus vs. spells, supernatural abilities, and spell-like abilities

Defensive Abilities dissipation, mystical conduction (9th-level, free action, up to 36 spell levels), mystical protections +2 (1 point, swift action, +2 deflection for 1 minute); **DR** 5/—; **Resist** fire 2; **SR** 14

OFFENSE

Speed 40 ft.

Melee +2 *katana* +24/+19/+14/+9 (1d8+11, Crit 18–20/x2) or unarmed strike +22/+17/+12/+7 (1d6+6)

Ranged mystical bolt +19 touch (1 point) or +19/+14/+9/+5 touch (5 points; 2d8, Range 70 ft.)

Special Attacks rage 25 rounds/day, conduct pool (33), improved conduit strike (melee touch, 3d8), improved mystical bolt

TACTICS

Before Combat Jenri-Kamahi is incredibly driven and focused, but impatient—when she has tracked down her target there are few things that can convince her to wait to strike. She keeps *wands of magic missile* to recharge her conduct pool whenever it is diminished below 20 points.

During Combat Jenri-Kamahi rages and grapples her foe, absorbing spells cast at her and using unarmed strikes to batter her enemy unconscious.

Morale Jenri-Kamahi fights to the death and should her target flee the Mad Witch Hunter follows them to the ends of Urethiel.

Base Statistics When not raging, Jenri-Kamahi's statistics change as follows:

Senses no darkvision or low-light vision;

AC 27; **hp** 196; **Will** +10; **Melee** +2 *katana* +22/+17/+12/+7 (1d8+8, Crit 18–20/x2) or unarmed conduit strike +20/+15/+10/+5 (1 point; 1d6+4+3d8); **CMB** +20 (+24 grapple).

STATISTICS

Str 22, **Dex** 17, **Con** 16, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +16; **CMB** +22 (+26 grapple);

CMD 34 (38 vs. grapple)

Feats Combat Reflexes, Dodge, Extra Rage Power, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Mobility, Power Attack, Spring Attack, Toughness^B

Skills Acrobatics +11, Bluff +6, Fly +10,



Intimidate +8, Knowledge (arcana, history, nature, religion) +6, Perception +22, Sense Motive +14, Spellcraft +17, Survival +22, Use Magic Device +12

Languages Aklo, Koé

SQ conduit powers (conduit strike, rapid bolts), desperate measures 4/day, extreme endurance, fast movement, invulnerability, mystical weapons, rage powers (darkvision, disruptive, eater of magic, low-light vision, superstition, witch hunter)

Combat Gear *potion of cure serious wounds* (4);

Other Gear +5 leather lamellar, amulet of natural armor +4, belt of strength +4, hat of disguise, ring of sustenance, wand of magic missile (3; 50 charges), heavy pick; **Attuned Gear** iron flask [if not empty for Jenri-Kamahi's current prey, it contains one of the following: Spellsword^{NPC} ([N Elf bard 15](#)), Master of Undeath^{NPC} ([NE Human cleric 15](#)), Creeping Death^{NPC} ([NE Elf druid 15](#)), Diabolical Charmer^{NPC} ([LE Human sorcerer 15](#)), Cruel Conjuror^{NPC} ([LE Human conjurer 15](#)), Death Master^{NPC} ([NE Half-elf cleric 5/evoker 5/mystic theurge 7](#))]

SPECIAL ABILITIES

Desperate Measures (Su) Four times per day Jenri-Kamahi may injure herself and gain some points for her conduction pool in exchange as a full-round action, taking 16 damage and gaining 8 conduction pool points.

Disruptive When raging, the DC to cast spells defensively increases by +4 for all enemies that are within Jenri-Kamahi's threatened area. This increase to casting spells defensively only applies if she is aware of the enemy's location and capable of taking an attack of opportunity. If she has already used her 4 attacks of opportunity, this increase does not apply.

Eater of Magic (Su) Once per rage, when Jenri-Kamahi fails a saving throw against a spell, supernatural ability, or spell-like ability, she can reroll the saving throw against the effect (this is not an action). If she succeeds at the second saving throw, she is not affected by the spell, supernatural ability, or spell-like ability and gains a number of temporary hit points equal to the effect's caster level (in the case of spell or spell-like abilities) or the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points last until damage is applied to them or 1 minute, whichever occurs first.

Mystical Bolt (Su) As a standard action, Jenri-Kamahi spends a single conduct point from her conduction pool and makes a ranged touch attack within 70 ft., dealing 2d8 damage to a single creature on a successful hit. For every additional conduct point spent to activate this ability, the damage increases by 1d6. Using mystical bolt does not provoke attacks of opportunity.

Mystical Movement (Su) As a standard action, Jenri-Kamahi gains an enhancement bonus to her base land speed equal to 10 ft. times the number of conduct points spent using mystical movement. In addition, she can spend one conduct point from their conduction pool to gain a 20 ft. climb or 20 ft. swim speed for 8 minutes. Jenri-Kamahi may expend 2 conduction pool points to gain a 20 fly speed (average maneuverability) for 8 minutes. Conduction pool points spent to increase new movement speeds grant 5 ft. per additional point expended.

Mystical Weapons (Su) For the expenditure of 2 conduction pool points, Jenri-Kamahi creates a melee weapon out of magical energy; this weapon may be of any type, and she is treated as proficient with it regardless of the form she chooses it to materialize as (though size penalties still apply). This weapon has a +2 enhancement bonus to attack and damage. Jenri-Kamahi may create one large weapon this way, two medium weapons, a medium weapon and a heavy or light shield, or up to four light weapons. These weapons persist for four minutes.

Rapid Bolts (Su) At the expense of one conduction pool point, Jenri-Kamahi may fire a number of mystical bolts (each at their normal cost) equal to her total number of attacks per round as a full-attack action.

A Hesstrickian military raid on the village of Sahai in Fordhatta orphaned Jenri-Kamahi as she hid in the woods nearby, watching hobgoblin soldiers slaughter the settlement to the last before setting it all to the torch. After scrounging in the wilderness for a few days she was taken in by a small cult of tribalistic warriors and witches recently emigrated from the Shadow Forests of Thelai, kept as one might treat a pet for almost a decade. The young woman watched intently and waited however, mastering her abilities in secret until the moment to strike presented itself. She slayed the warriors first (using a heavy pick she carries with her still) before going after the spellcasters, revelling in their terror as she turned their magic against them. Finding a thirst for blood infused with arcane or divine power, Jenri-Kamahi has become a terror in the dynasties and several times run across Shojo Matsumo, the Master in Irons. The bloodraging monk has escaped her grasp at every turn, but many fear it is only a matter of time before the mad witch hunter slays the jailer of magicians (something sure to prompt a response from his lord the Golden Personage of Fortitude).



BLACK JOURNAL OF SĪWÁNG

Aura none* (overwhelming divination); **CL** 25th

Slot none; **Weight** 1/2 lb.

*When attempting to detect the *Black Journal of Sĭwáng's* aura, a DC 32 caster level check is required.

DESCRIPTION

The worn leather covering this ancient, thin tome is a dull cobalt blue accented with black and white impressions depicting a fading lion and a bird taking flight.

There are countless legends and rumors that involve the *Black Journal of Sĭwáng*, though the tales that truly know of it are rare indeed. The artifact is a simple, plain book comprising various names written mostly in Koé—the legibility of each entry is different, almost never penned by the same hand. Were the variances in the script not enough of a clue about how many different people have put ink to the *Black Journal of Sĭwáng*, the nature of the many

notes inside should: they are always a pair of names. It should be noted that many of the signatures are not long after seen again as targets (His Golden Personage of Fortitude appears many times, both as a target and signee.) Within 1 hour of having a target and signature added to it, the artifact disappears mysteriously as soon as it is not being actively handled or watched.

Anything that is written in the *Black Journal of Sĭwáng* that is not the specific name of an individual creature or person erases itself after six seconds. Should only one name be written in the tome and the signature of the writer is not beside it, the writing is erased after one minute. Should the writer leave their signature beside the name of another creature or individual however, it dies soon thereafter (within 1d10 days). The manner of death is always under mysterious circumstances—lethal accidents, natural disasters, unexpected sickness, or ends that are otherwise enigmatic. When a target resists the *Black Journal of Sĭwáng*, strange warriors of mystical origin appear to carry out the deed (sixteen 5th level ninjas, followed by eight 11th level ninjas, followed by four 15th level ninjas; use the statistics for Leni-Ta Shadows^{VC}, Jee Soo Mi^{VC}, or the 88th^{VC}) and when their work is done or they are destroyed, they disappear in a puff of black smoke (should they fail, more appear after 1d4 days, continuing to reappear until the target has passed away).

DESTRUCTION

The *Black Journal of Sĭwáng* must be flung into The Tao from the Broken Circles of the Wheels of Wunai while ninjas summoned by the artifact are engaged above.





TIAN-TI ANG, CITY OF VAMPIRES

Beneath Jai-Rey Ten and the peak of Mount Nestraka lies the vampire city of Tian-Ti Ang, known as the Lost Breath of Heaven. The secret city is populated solely by vampire and dhampir, making it an exceptionally insular settlement filled with deceit and treachery so cutthroat that in comparison, the corruption that plagues Fordhatta looks like a nursery. Its undead rulers are split into two castes ruled over by five great houses that each manage an essential function to ensure the city's survival, but trouble is brewing. The servant class of jiang-shi are not willing to suffer being oppressed for much longer, spurred on to rebellion by a secretive figure whispers claim to be Liúlàng-Zhě Doroji, a trueborn vampire. Beneath the notice of the ruling caste an alliance has been forged with the Silver Clan, making for a conflict that threatens to turn the whole of Tian-Ti Ang to chaos, one sure to spill all the evil within onto the lands of the dynasties.

Tian-Ti Ang

NE small city

Corruption +3; **Crime** -1; **Economy** +1; **Law** +3; **Lore** +1; **Society** -1

Qualities insular, magically attuned, notorious, racially intolerant (non-undead)

Danger +15

DEMOGRAPHICS

Government overlord; Hidden Anara Ang (LE Female human vampire fighter 7; [Mythic Vampire](#)^{MA})

Population 5,444 (2,488 jiang-shi; 844 vampires; 2,112 enslaved humanoids)

NOTABLE NPCs

Kānméngǒu the Dog (CE Male vishkanya jiang-shi vampire fighter 7; [Vampire Warrior](#)^{MC})

Lady Fāshì Bo-Tansu (CE Female half-elf vampire magus 14; [Vampire Lord](#)^{MC})

Lady Qūzhújiàn Kensaku (NE Female half-orc vampire barbarian 9; [Vampire Savage](#)^{MC})

Lord Ruòlǔ Gi-Raibo (LE Male human vampire bard 5; [Vampire Seducer](#)^{MC})

Lord Tōutōumōmō Doroji (LE Male human vampire monk [hungry ghost monk] 11; [Enlightened Vampire](#)^{MC})

MARKETPLACE

Base Value 6,000 gp; **Purchase Limit** 42,500 gp; **Spellcasting** 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6



The entirety of Tian-Ti Ang rings the inside of Mount Nestraka in a vast chamber over a mile and a half in circumference. Blood sconces scattered throughout the vast cavern provide low-light for creatures that lack darkvision, casting a baleful red glow onto tea houses, smiths, specialized slave traders, and merchants that deal in goods too despicable even for Fordhatten or Hesstrickian markets. Each of four sides is home to one of the lower houses of the city's ruling class, and suspended in the center by massive wrought iron chains is a chunk of rock that supports the fortress castle of the Ang family, accessible only by wooden bridges that seem to be as old as the stone.

THE FIVE HOUSES OF TIAN-TI ANG

THE FIFTH HOUSE: GI-RAIBO

Feeding an entire city of blood-sucking undead is no simple task, and it falls to the lowest house to provide enough flesh to sate the settlement's appetite. Every month the other houses replenish their stores of slaves for nourishment from the Gi-Raibo, a new tradition only a few decades old; while it was previously the domain of all the lesser houses to find their own food stock, a diabolical triple-alliance between the Bo-Tansu, Doroji, and Kensaku have jockeyed into positions of higher authority by forcing the Angs to publicly address the Gi-Raibo three times in as many years some almost a century ago. Since then the middle houses have been exempt from the task and rather than advance their position, the Gi-Raibo are far too busy capturing humanoids from the lands below to feed Tian-Ti Ang and remaining beneath the notice of the Kind Folk they prey upon.

While the Gi-Raibo are always interacting with the lands below the mountain, they have refined their methods of capture and their exposure to the dynasties is comparatively minimal. While the exact practices of the blood ranchers are a great enigma to the other houses, their peers know that something truly sinister inside of the fifth house's estate enables them to meet their grisly quotas each month. Worse yet, the Gi-Raibo's eldest and most powerful members are disappearing mysteriously (either destroyed by the other houses or abandoning the city altogether) and their current leader, Lord Ruòlǚ Gi-Raibo, is overwhelmed by his new position of authority.

The Gi-Raibo's Great Embarrassments

Not all of the servant class or the few travelers that dare to tread in Tian-Ti Ang know of what led to the downtrodden position held by the Gi-Raibo House, but most know at least one or two of the Gi-Raibo's Great Embarrassments.

- An impetuous and newly transformed vampire noble named Bào fā-Hù Gi-Raibo made the mistake of openly challenging one of the Angs to honor combat, only to be disastrously destroyed by one of the far more powerful undead in a disparaging public display.
- A group of adventurers masqueraded into a dinner held by the Gi-Raibo and the resulting combat caused part of the mountainous roof to fall in on an area of the city in their section, vastly discomforting many of the other houses' nobles. Behind the treachery was Kānméngǒu, one of the house's highest guards seeking to escape from the city loaded with treasures. He now relentlessly patrols the settlement, compelled by the Angs to capture any jiang-shi thought to be seeking their freedom.
- One of their senior nobles, Píngjízhe Gi-Raibo, turned away from the truths of Tian-Ti Ang. After making a very public show of his defection, he's taken refuge with the Mercury Clan in Fordhatta, working against the vampire city's interests from afar.

THE TERTIARY HOUSES (4TH-2ND)

The true hands of the Angs are these three houses, their agents enacting the will of Tian-Ti Ang across Urethiel in all manner of sabotage, subterfuge, and worse, ensuring that the city remains a myth in the minds of most Kind Folk. It is difficult to determine where any of them stand at any given time—their favor with the Angs waxes and wanes with the setting sun.

BO-TANSU

The Bo-Tansu are the nobles most commonly beneath only the Ang, led to prominence by the brutal intellect of Lady Fǎshī. There are more priests and mages in this house than any other, using their powerful magics to hide Tian-Ti Ang from attempts at scrying and other divinations. Many extraplanar creatures have alliances with the undead city that the Bo-Tansu frequently strengthen, traveling to other planes to bring gifts to the lords of other dimensions. These nobles are also the masters of trade in the hidden settlement, using their mastery of magic to make sure that forbidden items do not pass into its borders.

DOROJI

Throughout Urethiel there are countless opportunities for the despicable services of Tian-Ti Ang's most clandestine house, but the Ang only deploy them when and where their talents are needed. This coterie of despicable and duplicitous brigands are only kept in check by the iron fist of their leader Lord Tōutōumōmō Doroji and the threat of permanent destruction by the mythical vampire overlords of the city. Without these safeguards the cutthroat Doroji nobles would lay waste to the Kind Folk below in a slaughter that would put the treachery of the Great Betrayer Mai Shin Na to shame.

KENSAKU

When the bones of an upstart noble in Fordhatta need broken, vampire hunters gain too much prominence to experience a quiet death, or the Angs need to show the force their city can bring to bear, the Kensaku are called upon to be the settlement's blade. There are fewer spellcasters in their house than any of the others but the warriors of the Kensaku are incredibly deadly and ferocious, taking a greater blood debt from the Gi-Raibo every month to sate their thirst. No one thinks this arrangement is fair but after Lady Qūzhújiàn Kensaku tore the last dissenter into pieces there have been no more voices of protest.

THE FIRST HOUSE: ANG

Precious little is known about the ruling House of Ang save that they are all creatures of mythical power. Rumors abound of what the rulers of the city are up to but no nobles from the lesser houses are fool enough to trade such valuable information, meaning that all these rumors come from the unreliable tongues of the jiang-shi servant caste. Any who know of the city do agree on one thing about the Ang—without them Tian-Ti Ang would not be.

EDICTS OF TIAN-TI ANG

FORBIDDEN OBJECTS

To protect the nobility of the city, Bo-Tansu mages and priests frequently sweep the settlement for any traces of garlic, holy water, mirrors, and wood are banned (along with rice, though infractions for those found carrying it aren't quite as harsh).

INTERACTIONS

Interactions between vampire houses are almost always done in private tea houses or audience halls built and maintained solely for that purpose, but on particularly important occasions of fealty or obeisance these are done in the manors themselves.

Any vampire (or visitor to the city) that receives an invitation into another house's manor immediately becomes extremely important to both the guest and hosting clans, which encourages political maneuvering of nobles between organizations that would otherwise destroy one another. Those few true vampires invited into Ang Manor are virtually sacrosanct and always flanked by three highly-trained jiang-shi guards.

RESTRICTED MAGIC

The casting of any 3rd-level or higher spells by an undesignated spellcaster (someone lacking a marking from the Bo-Tansu) outside of a manor immediately sounds a far-reaching alarm and cuts out the blood sconces in the area (reducing the illumination in that part of Tian-Ti-Ang to complete darkness). The same thing happens for castings of *bless water*, *create wood*, and other 0th-2nd level spells that conjure forbidden objects.

VIOLENCE

Open combat in Tian-Ti Ang is virtually forbidden and most of the time when forces march in the city it is a feint, show of power, or other non-violent tactic. Squabbles in the street are tolerated and largely ignored as long as no vampires are involved, generally treated as though it were nothing more than light entertainment or street performance would be.

RIVALRIES

Most attacks and acts of deceit between the houses aren't actually done inside of Tian-Ti Ang because of the power its rulers wield and how much the lesser nobles want to avoid their attentions. The undead citizenry are familiar with sabotaging the affairs and doings of their rivals operating in Urethiel, forcing their nemeses to move about resources to make sure that no promises made to the first house (or for that matter, other houses) are reneged upon. Acting as assault teams, kidnappers, poisoners, bodyguards, and so on, the

nobles of Tian-Ti Ang wait to undermine or attack their enemies until they are outside of the neutral zone of the settlement. Though these practices were a little rough immediately after the Gi-Raibo's fall, it's become extremely calm in the settlement itself over the last two hundred years.

The use of jiang-shi servants to invade and attack another house isn't unheard of—they may lack the power of their “trueborn” brethren yet are not weak by any measure—but most of these assaults are handily detected or repelled.

LIÚLÀNG-ZHĚ DOROJI CR 12—XP 19,200

Female vampire ninja 11

NE Medium undead (augmented, rěnshòu)

Init +9; **Senses** darkvision 60 ft.; Perception +24
DEFENSE

AC 30, touch 17, flat-footed 24 (+7 armor, +5 Dex, +1 deflection, +1 dodge, +6 natural)

hp 130 (11d8+77) fast healing 5

Fort +8, **Ref** +14, **Will** +3

Defensive Abilities channel resistance +4, improved uncanny dodge; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10; **SR** 16

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 *wakizashi* +14/+9 or +12/+12/+7/+7 (1d6+6, Crit 18–20/x2) or slam +13/+8 (1d4+5 plus energy drain)

Ranged +1 *blowgun* +14/+9 (1d2+1, Range 20 ft.)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 20), energy drain (2 levels, DC 20), sneak attack +6d6
TACTICS

Before Combat Liúlàng-Zhě uses vanishing trick to disappear, getting into the interior of her opponent's defenses and using assassinate.

During Combat Liúlàng-Zhě makes use of Improved Two-Weapon Feint, quickly flaying her enemies apart. If someone continues to evade her, she resorts to a slam and level drain to make them weaker before renewing assault.

Morale Liúlàng-Zhě flees when reduced to 40 hp or less but doesn't stray far, returning to fight again when her hit points are restored to 100 or more.

STATISTICS

Str 20, **Dex** 20, **Con** —, **Int** 16, **Wis** 10, **Cha** 20

Base Atk +8; **CMB** +13; **CMD** 30

Feats Alertness^B, Combat Expertise, Combat Reflexes^B, Dodge^B, Double Slice, Improved Initiative^B, Lightning Reflexes^B, Improved Two-Weapon Feint, Improved Two-Weapon Fighting, Skill Focus (Disguise), Skill Focus (Stealth), Toughness^B, Two-Weapon Fighting

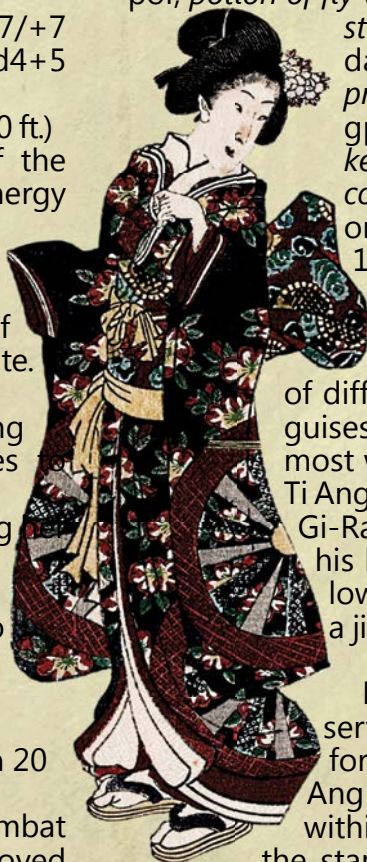
Skills Acrobatics +19, Bluff +27, Climb +19, Diplomacy +19, Disguise +25, Knowledge (local) +17, Perception +24, Perform (acting) +19, Perform (strings) +19, Sense Motive +24, Sleight of Hand +19, Stealth +33; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Draconic, Elven, Koé, Sylvan

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, ki pool (10), light steps, ninja tricks (assassinate [DC 20], forgotten trick, hidden weapons, sudden disguise, vanishing trick), no trace +3, poison use, shadowless, spider climb

Combat Gear blue whinnis (3), nightmare vapor, *potion of fly* (2); **Other Gear** +3 *glamered*

studded leather, +1 *blowgun* (20 darts), +1 *wakizashi* (2), *ring of protection* +1, oil of taggit (2), 4 gp; **Attuned Gear** +1 *corrosive keen wakizashi* (2) [**Melee** +1 *corrosive keen wakizashi* +14/+9 or +12/+12/+7/+7 (1d6+6 plus 1d6 acid, Crit 15–20/x2)]



Known as a beautiful humanoid woman that answers to dozens of different names in twice as many guises, Liúlàng-Zhě Doroji is one of the most well-traveled vampires in Tian-Ti Ang. Sensing great weakness in the Gi-Raibo after Píngjízhe abandoned his house, she infiltrated the city's lowest nobles by impersonating a jiang-shi she lured outside of the settlement and destroyed.

Liúlàng-Zhě's time with the servant caste garnered a respect for the “lesser” undead of Tian-Ti Ang however, and rather than work within the invaded house to better the standing of her own kin she has chosen instead to sow the seeds of rebellion against her trueborn peers. Nearly all of her plans within the city are nearly in place and soon she plans to disseminate information about the hidden settlement throughout the dynasties.

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