



RACIAL PROFILES EXPANDED THE MAEDU

AUTHOR KALEN TESSMANN

EDITOR KIM FRANDSEN

LAYOUT & ILLUSTRATION DAVID CLINGERMAN

~~~~~

# CONTENTS

REPERE

**FIRI** 

**-** 1

디디디디

#### INTRODUCTION

| THE MAEDU                   | 5  |
|-----------------------------|----|
| PHYSICAL DESCRIPTION        | 5  |
| SOCIETY                     | 5  |
| RELATIONS                   | 6  |
| ALIGNMENT & RELIGION        | 6  |
| Adventurers                 | 6  |
| AGE & WEIGHT TABLES         | 7  |
| MAEDU RACIAL TRAITS         | 8  |
| ALTERNATE RACIAL TRAITS     | 9  |
| FAVORED CLASS OPTIONS       | 10 |
| MAEDU CLASS ARCHETYPES      | 12 |
| ANDROKTASAI (NINJA)         | 12 |
| BARBAZUTZU MASTER (BRAWLER) | 13 |
| CURSE-EATER (MONK)          | 14 |
| SNAKE CHARMER (MESMERIST)   | 15 |
| FAMILIAR ARCHETYPES         | 15 |
| ARCANOVIPERS                | 16 |
| CRANIOBOA                   | 16 |
| New Prestige Class Options  | 18 |
| ABOMINATION                 | 18 |
| NEW FEATS                   | 22 |
| BARBAZUTZU BLOODBATH        | 22 |
| BARBAZUTZU HEMORRHAGE       | 22 |
| BARBAZUTZU STYLE            | 22 |
| BULWARK OF MINDS            | 22 |
| Coiled Darters              | 22 |
| CURSE-FISTED                | 24 |
| EMERALD GAZE                | 24 |
| LASHING LOCKS               | 24 |
| MENDHIKA                    | 25 |
| MOONSTORM CONSTELLATIONS    | 25 |

r i r i r i r i

| MOONSTORM ORBIT               | 25 |
|-------------------------------|----|
| MOONSTORM STYLE               | 25 |
| PAJENKI WEAVER                | 26 |
| SNAKE NECKLACES               | 26 |
| TEMPETRIFICATION              | 26 |
| TOXICOIFFURE                  | 26 |
| UNCONQUERED SUN DAWN          | 26 |
| UNCONQUERED SUN PERIHELION    | 26 |
| UNCONQUERED SUN STYLE         | 27 |
| THE CURSE OF THE HYDRA        | 28 |
| NEW MAGIC ITEMS               | 27 |
| PAJENKI STONE                 | 27 |
| PAJENKI STONE, DULL RED       | 30 |
| PAJENKI STONE, BRIGHT CRIMSON | 30 |
| PAJENKI STONE, CLEAR-SHELLED  | 30 |
| PAJENKI STONE, OBSIDIAN       | 31 |
| PAJENKI STONE, BALANCED       | 31 |
| PAJENKI STONE, RUEFUL         | 32 |
| PAJENKI MARBLES               | 32 |
| MAEDU WEAPONS                 | 33 |
| SNARESPEAR                    | 33 |
| SUN RING                      | 33 |
| FURTHER MAEDU INFORMATION     | 34 |
| HISTORY                       | 34 |
| MAEDU TODAY                   | 37 |
| THE GOD HUNTERS               | 38 |
| CULTURAL IMPACT               | 38 |
| PRODUCT IDENTITY              | 40 |

<u> Reserved a server a s</u>



## INTRODUCTION

Monstrous races have always been dear to me. From the earliest days of flipping through monster manuals, I always found myself stopping and pausing on the creatures that were just a little too inhuman, too bizarre to gain favor as a mainstream playable race. So often they were the ones that struck me as the most interesting, offering up unique roleplaying challenges as a player and wonderful setting design opportunities as a game master. Of course, almost no such creatures were ever built with the intent of them being playable, with such options often locked behind higher-level play with kludged-together rules. I found that insufficient.

Of the monstrous races that I explored, few stuck with me like the medusa. Rooted in ancient real-world myth, the imagery of the snake-haired herald of death is familiar to people around the globe, and yet so often they seemed to be used as throwaway monsters with a predictable modus operandi. I looked at them, and I saw a challenge. An interesting challenge, and a chance to re-imagine them into something that, without making them less monstrous, would make them something more than just another monster.

The book you're now reading is the end result. I've tried hard to keep the defining elements of what makes medusa a distinctive figure in mythology, while at the same time balancing things in a way that makes them a reasonable addition to the roster of player races. Their history, explored at the end of the book, contextualizes some of the tropes commonly associated with them, such as their tendency to dwell in ruins, while other options in the book cover other incarnations of the medusa, paying homage to Ray Harryhausen among others.

I would be amiss if I didn't acknowledge putting my own spin on things though, and my love of wuxia shows through in some of the weapons and archetypes contained herein. Some of the ideas in this book grew from seeds planted over a decade ago, and seeing it come to fruition has been immensely satisfying. I hope you enjoy reading this book as much as I've enjoyed writing it! THE MAEDU LEGACY OF SCALES & STONE

REPERE

On a lost chain of islands, beneath choking jungles and within crumbling ruins, the light of an ancient civilization still flickers in the dark. Twisted by infernal curses and condemned to never know mental solitude or live with open eyes, the once-elves of the isle of Maedu are survivors to the core. Despite being a shadow of their former glory, they have overcome challenge after challenge to earn their continued existence. Not content with cowering in their ruins, they skirmish with forces of hell itself as they attempt to reclaim their birthright. Their sporadic appearances across the world are the result of them raiding the lower planes via a one-way portal and returning in an uncontrolled and ad-hoc fashion, leaving battle-tested bands of survivors searching lands they don't know for a path home.

Many stories and legends follow them, speaking in hushed tones about serpent-people bearing strange and exotic weapons, whose eyes spell death for any who gaze into them. The stories also speak of their unabashed aggression towards infernal beings, and many cults know them as a vicious scourge as dangerous to them as any order of paladins.

#### PHYSICAL DESCRIPTION

The most distinct feature of the maedu is the writhing mass of serpents on their heads. Often gathered or simply willed into some manner of style, these snakes provide the maedu with their vision the majority of the time. The snakes often sport eye-catching colors and patterns, which remain uniform across a given individual's entire head of snakes. The maedu's true eyes, set into a face with elven cheekbones, are kept closed except for rare and dangerous moments. They are often given to sinewy builds, and their tough, leathery skin has light scales in some areas. They average the same height as elves.

In contrast to the opulent outfits worn during the height of their civilization, modern maedu clothing is of a spartan design, but they still often display a fondness for jewelry—the older the better. Blindfolds are worn in polite company, while those going into battle often paint elaborate false eyes on their eyelids.

#### SOCIETY

The maedu are the remnants of a fallen elven civilization, and its collapse and the ensuing struggle helped shape what their society has become. There are two principal groups; the wanderers and the islanders. Wanderers are the descendants of god hunters, or god hunters themselves. They are searching for the islands, but some of them, those who have already managed to find the islands, enjoy the adventure of a wandering life. Islanders were born and raised in the ruins on the isle of Maedu and are well-acquainted with their people's history or educated in combat styles rarely seen on the mainland. Adventurous islanders who don't wish to leave the islands are in high demand, as they are the ones responsible for recovering remnants of their earlier civilization from the dangers of the

other isles. Many god hunters train this way before venturing through the portal, testing themselves against the lingering handiwork of fiends before confronting them.

#### RELATIONS

The curse of the maedu is known through rumor and legend, though not well understood. It is common knowledge in the lands they traverse that to look one in the eyes is to tempt fate, but fewer are aware that using this power puts the maedu at risk for the same stony demise. This, along with their appearance, causes many to be uneasy around them at first. Many maedu choose to conceal their nature while in public rather than deal with nervous and frightened glances, and this preference for subtlety has not been a boon to their reputation as a race.

Humans and elves are the easiest populations for the maedu to move through, as with the addition of a hooded robe they can often pass undetected. When they are noticed in such communities, they become the focus of much attention and local discussion. A fact that is unknown even to most maedu is that, beneath all the generational curses, maedu are still elven enough to interbreed with humans and elves. Such unions, when they produce a child, produces a full maedu, a result of the curses exerting themselves. A non-maedu parent raising a maedu child poses unique challenges, and very few such children manage to reach adulthood, most turning to stone during infancy.

Dwarves, halflings, and gnomes don't find much common ground with maedu, seeing

6

them as dangerous if well-meaning transients who don't know how to relax. On the flip side of that, maedu tend to see the comfort-loving halflings and gnomes the way some soldiers see civilian life—too soft for them. They enjoy the company of dwarves, if the dwarves aren't busy drinking.

Of all the common races, half-orcs tend to be able to get along with maedu the best. Much like the maedu, half-orcs tend to understand a life of adversity, and they too face prejudice for their appearance and savage ancestry.

#### ALIGNMENT & RELIGION

Once the gods fell, so too did the empire. Feelings towards the gods range from a sense of obligation and duty to a feeling of resentment. None exemplify this range so much as the god hunters, for not all seek the safe return of the gods—there are those among them who believe the gods to be dead or not worth saving, and who seek only to reclaim the power of the fallen gods so that they might themselves ascend.

In general, maedu show a disposition towards law over chaos. Long conflict with the forces of hell have entangled concepts of "us versus them," "good versus evil," and "the ends justify the means" to a point where these concepts are often conflated. As a result—despite a trend towards neutrality on the good/evil axis they view themselves in the corner of good.

#### ADVENTURERS

Maedu society churns out adventurers at a high rate, considering their small total population. Many bands of god hunters have



passed into the portal, and those who made it back found that their skills translate to an adventuring career as they sought to return to the islands. Sometimes, those who reach the islands are the children or grandchildren of the original band that went through the portal, seeking their fabled homeland with a sense of wonder. These wandering maedu rarely settle down on the islands once they find them though, often staying for a few years to learn their heritage and train in ancient skills before feeling the itch of wanderlust. Whether they return to the mainland or follow their ancestors through the portal, they are rarely happy with a stationary lifestyle. Maedu adventurers often follow monastic paths, although those who are particularly in tune with the serpents on their heads gravitate

towards classes that allow the snakes to serve in the capacity of a familiar or animal companion. Maedu are more likely to be drawn to divine mysteries than the secrets of the arcane.

Male Names: Jokat, Kairos, Rhenja, Tokos Female Names: Hejra, Mara, Pajhzin, Sokaya



#### MAEDU AGE & WEIGHT

| Maedu Random Age Table |                     |                |           |                    |      |                             |  |  |
|------------------------|---------------------|----------------|-----------|--------------------|------|-----------------------------|--|--|
| Adulthoo               | d Intuitive         | Intuitive      |           | Self-Taught        |      | Trained                     |  |  |
| 20 years               | +4d6 years          | (24-44 years)  | +6d6 ye   | ears (26 - 56 year | s)   | +8d6 years (28 - 68 years)  |  |  |
| 7                      |                     |                |           |                    |      |                             |  |  |
| Maedu A                | ge Progressio       | on Table       |           |                    |      |                             |  |  |
| Middle Ag              | je (                | DId            | V         | enerable           |      | Maximum Age                 |  |  |
| 150 years              | 150 years 200 years |                | 250 years |                    |      | 250 + 5d% years             |  |  |
|                        |                     |                |           |                    |      |                             |  |  |
| Maedu R                | andom Weigh         | nt & Height Ta | able      |                    |      |                             |  |  |
| Gender                 | Base Height         | Height Modi    | fier      | Base Weight        | We   | ight Modifier               |  |  |
| Male                   | 5 ft. 4 in.         | +2d6 in. (5'6" | - 6'6")   | 110 lbs            | +(2  | d6x4 lbs.) (118 - 158 lbs.) |  |  |
| Female                 | 5 ft. 2 in.         | +2d8 in. (5'4" | - 6'6")   | 100 lbs.           | +(20 | d6x4 lbs.) (108 - 148 lbs.) |  |  |
|                        |                     |                | 0.5555.08 | The second second  |      |                             |  |  |

## MAEDU RACIAL TRAITS (15 RP)

+2 Dex, +2 Con, -2 Int (1 RP): Maedu are tough and move with the speed of a striking snake, but the cacophony of small reptilian consciousnesses linked with their own taxes their minds.

Humanoid (0 RP): Maedu are humanoids with the maedu subtype.

**Medium (0 RP):** Maedu are Medium creatures and have no bonuses or penalties due to their size.

Base Speed (0 RP): Maedu have a base speed of 30 feet.

+1 Natural Armor (2 RP): Where a maedu's skin isn't covered in scales, the flesh is abnormally tough.

**Basilisk's Cursed Gaze (5 RP):** 30 ft. range. While a maedu's regular eyes are open, they take 1d4 points of Dexterity damage per round as their features begin to calcify and turn to living stone from the eyes outward, though they may reduce this damage to 1 with a successful Will save (DC = 10 + 1/2 HD + Charisma modifier). Anyone meeting a maedu's gaze while their eyes are open takes 1d4 points of Dexterity damage and can make a Will save of the same DC to negate the damage. Anyone whose Dexterity reaches 0 because of this is permanently turned to stone. A maedu cannot reduce the ability damage taken from using this ability to less than 1. Only creatures made of flesh are affected by this ability. Any effect that undoes petrification removes all ability damage caused by this ability. This is a supernatural ability.

**Hardy (3 RP):** Maedu gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

**All-Around Vision (4 RP):** A maedu's snake-hair allows them to see in all directions. Maedu gain a +4 racial bonus to Perception checks and cannot be flanked.

**Languages:** Maedu begin play speaking Common and Maedu. Maedu with high Intelligence scores can choose from the following: Abyssal, Aquan, Elven, Infernal, Orc, and Undercommon.

#### **ALTERNATE RACIAL TRAITS**

Broken-Faced: A maedu's eyes act as lenses for their petrifying curse. This has the unintended side effect of making vision problems far more dangerous for them, as the level of defect that would cause any other race to simply need glasses instead causes their curse to exert powerful amounts of shear stress on their features when they begin to petrify. This causes their features to crack and shatter, often leaving a somewhat disturbing crater-like hollow where the eyes should be. While the damage often looks horrific, the petrifying effects of the curse keep them alive through what would otherwise be a fatal amount of damage, although the curse itself ceases spreading or healing beyond the shattered portion. The affliction renders the maedu completely blind without the aid of their snakes. Symptoms vary from one case to the next but may also include loss of nose and sense of smell, and in extreme cases partial loss of the upper jaw. No longer able to petrify others, they instead gain an affinity for stone magic as the refracted curse courses through their being.

Broken-faced maedu gain fast healing 2 for 1 round anytime they take acid damage. They can heal up to 2 hit points per level per day with this ability, after which this ability ceases to function.

In addition, broken-faced maedu add +1 to the caster level of any spells they cast with the earth descriptor. Broken-faced maedu also gain the following spell-like abilities with a caster level equal to their character level:

#### Constant-nondetection;

**1/day**—magic stone, stone shape, stone tell This racial trait replaces basilisk's cursed gaze.

**Indomitable Soul:** Some maedu, especially those who spent their youth fighting lingering fiends across their island home, show less resistance to poisons and spells, and far more resistance to things which would attack their life force. They gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school. This racial trait replaces hardy.

**Ophidian Warding:** Some maedu have skin that never thickens to the point of developing scales but shows enhanced resistance to magic. They gain spell resistance equal to 6 + their character level. This racial trait replaces natural armor.



#### **FAVORED CLASS OPTIONS**

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist:** Add +1/4 to the alchemist's natural armor bonus when using his mutagen.

**Arcanist:** Increase the total number of points in the arcanist's arcane reservoir by 1.

**Barbarian:** Add +1 to the barbarian's base speed. In combat, this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

**Bard:** Add a +1/4 bonus on Perform (act, comedy, dance, or oratory) skill checks made as part of the distraction bardic music ability.

**Brawler:** Add 1 foot to the brawler's base speed. In combat, this has an effect only for every five increases in the brawler's base speed.

**Bloodrager:** Increase the bloodrager's total number of bloodrage rounds per day by 1.

**Cavalier:** Add +1 foot to the cavalier's mount's base speed. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); a speed of 54 feet is effectively a speed of 50 feet, for example. If the cavalier ever replaces his mount, the new companion gains this base speed bonus.

**Cleric:** Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.

10

**Druid:** Add a +1/3 to the druid's natural armor bonus when using wild shape.

**Fighter:** Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.

**Gunslinger:** Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus +5). This bonus does not stack with Critical Focus.

**Hunter:** Add 1 hit point to the hunter's animal companion. If the hunter replaces his animal companion, the new animal companion gains these bonus hit points.

**Inquisitor:** Add +1/2 to the inquisitor's level for determining the effects of one type of judgment.

**Investigator:** Increase the total number of points in the investigator's inspiration pool by 1/3.

**Kineticist:** Add a 1/3 point of damage to earth element blasts that deal the kineticist's elemental overflow bonus.

**Magus:** Add +1/4 to the magus's arcane pool.

**Medium:** Gain a + 1/2 bonus on saving throws against possession and a + 1/2 bonus on saving throws to end haunt channeler, location channel, and spacious soul.

**Mesmerist:** When casting mesmerist enchantment spells, add 1/2 to the effective caster level of the spell, but only to determine the spell's duration.

**Monk:** Add +1/4 to the monk's ki pool.

**Occultist:** Increase the occultist's total number of points of mental focus by 1/2 point. **Oracle:** Reduce the penalty for not being

proficient with one weapon by 1. When the non-proficiency penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

**Paladin:** Add +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.

**Psychic:** Gain a +1 bonus on concentration checks required because of taking damage while casting spells from the psychic class.

**Ranger:** Add a +1/2 bonus on wild empathy checks to influence reptilian animals.

**Rogue:** The rogue gains +1/6 of a new rogue talent.

**Shaman:** Add +1/4 to the natural armor bonus of the shaman's spirit animal.

**Skald:** Increase the skald's total number of raging song rounds per day by 1.

**Slayer:** Increase the studied target bonus on Perception and Survival checks by 1/4. When the slayer gains the stalker class feature, he also gains this increase to the studied target bonus on Stealth checks.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

**Spiritualist:** Add 1 hit point to the spiritualist's phantom.

**Summoner:** Add +1/4 to the eidolon's evolution pool.

**Swashbuckler:** Increase the number of times per day the swashbuckler can use charmed life by 1/4.

Vigilante: Gain 1/6 of a new vigilante talent.

**Witch:** Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level lower than the highest-level spell she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

**Warpriest:** Gain a +2 bonus on rolls to stabilize when dying.

**Witch:** Add +1/4 natural armor bonus to the AC of the witch's familiar.

**Wizard:** Add 1/3 to the effective caster level of the wizard's illusion spells, but only to determine duration.



11

## MAEDU CLASS ARCHETYPES

The following are a series of new archetypes available to maedu characters, subject to your GM's approval.

#### **ANDROKTASAI**

#### NINJA ARCHETYPE

If there's one thing that the maedu know well, it's that a curse is what you make of it. Even before their forms were twisted, the islands produced an unusually high number of individuals bearing strange curses with accompanying powers. In fact, such individuals made up the backbone of the oracular temple faith. Not all who were struck by such curses received the same training, however-not all were particularly sifted with magic, and the temple had a need of protectors and agents. To this end, the order of the androktasai was established, fusing the oracle's strange powers with ki-fuelled martial prowess.

#### ANDROKTASAI CURSE (SU)

Every androktasai bears an oracle's curse. This choice is made at first level, and once made it cannot be changed.

12

The androktasai's curse cannot be removed or dispelled without the aid of a deity. An androktasai's curse is based on the total of her androktasai and oracle levels + 1/2 her total level in other classes. If the androktasai already had oracle levels, they do not pick a new curse, and if an androktasai later becomes an oracle, they also do not pick a new curse. At any level where your curse would add one or more new spells to your oracle spells known, you instead permanently increase the size of your *ki* pool by 2 points. This ability replaces the no trace ability.

#### MYSTERY

Each androktasai draws upon a divine mystery to grant her powers. This mystery also grants additional class skills and other special abilities. This mystery can represent a devotion to one ideal, prayers to deities that support the concept, or a natural calling to champion a cause. For example, an androktasai with the ancestors mystery may have been born among ruins and found a natural calling to aid and attend to the spirits of those who came before, for good or for ill. Regardless of its origins, the



mystery manifests in several ways as the androktasai gains levels. The androktasai must pick one mystery upon taking her first level of androktasai. Once made, this choice cannot be changed.

#### REVELATION

At 3rd level, and every four levels thereafter (7th, 11th, and so on), an androktasai uncovers a new secret about her mystery that grants her powers and abilities. The androktasai must select a revelation from the list of revelations available to her mystery. If a revelation is chosen at a later level, the androktasai gains all the abilities and bonuses granted by that revelation based on her current level. Unless otherwise noted, activating the power of a revelation is a standard action.

Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 the androktasai's level + the androktasai's Charisma modifier. This ability replaces the increase to sneak attack damage gained at those levels.

#### FORKED PATH

At 20th level, an androktasai must choose between unlocking the final revelation of their mystery or gaining the hidden master ninja ability. Once this choice is made, it cannot be changed. This ability modifies the hidden master ability.

#### BARBAZUTZU MASTER

BRAWLER ARCHETYPE Loosely imitating the style of the bearded devil, practitioners of barbazutzu gravitate towards polearms rather than close-in weapons, though can switch to an empty-handed stance that emphasizes creating openings for their snake hair to strike if their foes move in too close. Many masters of this style sport very long head snakes and being able to bring them to bear against a foe kept at spear distance is one of the trademark maneuvers of the discipline.

#### WEAPON & ARMOR PROFICIENCY

A barbazutzu master is proficient with all simple weapons plus the scythe, trident, and weapons from the polearms fighter weapon group. She is proficient with light armor and shields (though not tower shields). This modifies the normal weapon and armor proficiencies.

#### STRIKING SERPENTS (EX)

At 2nd level, barbazutzu masters gain Lashing Locks as a bonus feat. If they already have Lashing Locks, they gain Coiled Darters as a bonus feat. This replaces the bonus combat feat gained at 2nd level.

#### HISSING FLURRY (EX)

Starting at 2nd level, a barbazutzu master can make a hissing flurry as a full-attack action. When doing so, a barbazutzu master has the Two-Weapon Fighting and Multiattack feats when attacking with any combination of unarmed strikes, snake hair, weapons from the polearm fighter weapon group, or weapons with the "monk" special feature. She does not need to use multiple weapons to use this ability.

A barbazutzu master with natural weapons other than snake hair can't use such weapons

as part of hissing flurry, nor can she make natural weapon attacks in addition to her hissing flurry attacks unless they are made with her snake hair. This ability replaces brawler's flurry.

#### POLEARM MASTERY (EX)

At 5th level, a barbazutzu master's long hours of practice with polearms pays off. Whenever she attacks with a weapon from the polearm fighter weapon group she gains a +1 bonus on attack and damage rolls. Every four levels thereafter, this bonus increases by +1. This ability replaces close weapon mastery.

#### **CURSE-EATER**

MONK ARCHETYPE

Curse-eaters refuse to live in fear of their own power and instead learn to harness the drawbacks of their petrification abilities. As creeping stone overtakes their form, they learn to use their hardening flesh as armor.

#### STONESCALES (EX)

14

At 1st level, a curse-eater monk gains a +1 bonus to her natural armor. This bonus stacks with any existing natural armor the curse-eater monk already has. At 4th level, and every 4 levels thereafter, this bonus increases by +1. In addition, this bonus temporarily increases by +1 for every 2 points of Dexterity damage the curse-eater has taken from using basilisk's cursed gaze. This increase lasts until the ability damage is healed. This ability replaces the monk's AC bonus ability.

#### **BONUS FEATS**

At 1st level, a curse-eater adds Curse-Fisted and Mendhika to her list of available bonus feat choices.

#### GRANITE SHIRT TECHNIQUE (EX)

At 3rd level, a curse-eater gains a +1 enhancement bonus to their existing natural armor bonus for each enemy adjacent to them, up to a maximum bonus equal to their Wisdom modifier (minimum 1). This ability replaces fast movement.

#### SHATTER AFFLICTIONS (SP)

At 11th level, a curse-eater can cast restoration on themselves as a spell-like ability by spending 2 ki points. This ability replaces diamond body.

#### PETRIFYING STRIKE (SU)

At 15th level, a curse-eater can turn an opponent to stone with a single strike. She can use this ability once per day and must announce the attempt before making her attack roll. If the curse-eater monk's strike is successful, the creature must succeed at a Fortitude save (DC = 10 + 1/2 the monk's level + the monk's Wisdom modifier) or be petrified. Incorporeal creatures and creatures immune to petrification are unaffected by this ability. A curse-eater can undo the effects of their own petrifying strike as a standard action, by touching the affected target and spending 2 ki points. This ability replaces quivering palm.

#### **SNAKE CHARMER**

MESMERIST ARCHETYPE

Some maedu find that the writhing of their snakes has a hypnotic effect on others. Snake charmers hone this quirk into a weapon, inviting foes to gaze at their serpents before spitting acidic venom into their wide and upturned eyes.

renderenderenderenderenderenderen bereiten ber

#### CONSUMMATE TORMENTOR

A snake charmer gains a bonus equal to 1/2 her mesmerist level (minimum 1) on Bluff checks. A snake charmer can take Improved Dirty Trick and Greater Dirty Trick without having Combat Expertise or an Intelligence score of 13. She can also ignore those two prerequisites for other feats that have Improved Dirty Trick or Greater Dirty Trick as a prerequisite. This ability replaces consummate liar.

#### **OPHIDIAN HALO (SU)**

A snake charmer learns to draw and hold attention with the hypnotic movement of her snakes. She can turn her focus on one creature within 15 feet as a swift action, plus one additional creature for every three levels after 1st. Otherwise, the snake charmer's ophidian halo has the effects of the standard mesmerist's hypnotic stare, and it gains further benefits as normal from abilities like the painful stare and bold stare class features. This ability alters hypnotic stare.

#### SPITTING VIPERS (SU)

At 3rd level, a snake charmer can use their snake hair to spit venom at nearby foes. As a

standard action, a snake charmer can make a ranged touch attack that deals 1d6 points of acid damage plus 1 point per mesmerist level. This ability has a range of 15 feet and can be used a number of times per day equal to 3 + her Charisma modifier.

If the target of the mesmerist's spitting vipers is also a target of her ophidian halo, that creature must succeed at a Will save (DC = 10 + 1/2 the snake charmer's mesmerist level + her Charisma modifier) or be blinded for 1 round. This ability replaces touch treatment (minor) and touch treatment (moderate).

#### ACID RAIN (SU)

At 10th level, a snake charmer is able to blanket a wide area in a spray of her spitting viper's acidic venom. This can target either a 15-foot burst or a 30-foot cone, requiring a ranged touch attack against each target in the area, or a single target within 60-feet. If used against a single target, this ability deals double normal damage on a successful attack.

Whichever choice she makes, using this ability expends one use of spitting vipers. This ability replaces touch treatment (major).

#### FAMILIAR ARCHETYPES

Maedu spellcasters have an additional option available to them when selecting a familiar: the snakes that wreath their head. This comes with both pros and cons, for while the additional lower minds linked to their own can bolster their spellcasting powers, their merged nature doesn't allow for the teamwork of having two separate bodies. This causes a physical change in the snakes involved, causing their colors

to become vibrant and to take on shades not found in nature, with scale patterns that almost look like glyphs and sigils from the right angle.

#### ARCANOVIPERS

Unlike familiars with only one mind, arcanovipers share a collective, if highly compartmentalized, consciousness. While they may have different personalities that become more and more pronounced as they develop, they all work from the same communal pool of knowledge—it's how they react to that knowledge, how they interpret it and how they view it that varies.

Arcanovipers function as a viper familiar, with the following changes:

#### BONDED (EX)

16

Unlike most familiars, arcanovipers are naturally attached to their master. They lack any movement speed or ability to survive when severed from their master's head. They always have the benefit of soft cover and concealment due to the snakes surrounding them. In the event of their arcanovipers being cut off, the master loses all the benefits of this familiar until they regrow.

This ability replaces the familiar's spell resistance and improved evasion abilities.

#### BULWARK OF MINDS (EX)

The master gains Bulwark of Minds as a bonus feat, even if they don't meet the prerequisites. Arcanovipers are intelligent enough to be deliberately annoying while responding to unwanted attempts at thought probes, and usually find failed attempts at such to be quite funny.

This ability replaces alertness.

#### MENTAL LINK (SU)

The master has a direct mental link to the many snakes that make up their familiar. They can communicate mentally as if they were using a common language.

This ability replaces empathic link and speak with master.

#### SHIFT CONCENTRATION (EX)

If the master is 6th level or higher, when they cast a spell that normally requires concentration to maintain, they can allow their familiar to do the concentrating. The familiar may only concentrate on one spell at a time, plus an additional spell every six levels.

This ability replaces deliver touch spells and scry on familiar.

#### CRANIOBOA

Some maedu boast head snakes that have grown to an impressively large size, possess more powerful minds, and are threatening combatants. These noteworthy specimens are in addition to a nearly normal number of smaller snakes, which develop independently of their larger companions. These larger snakes sometimes have a different head structure from the smaller ones, reminiscent of hydras, sea serpents, or even dragons.

#### STARTING STATISTICS

Size Small; Speed —; AC +2 natural armor;
Attack 2 bites (1d3 plus poison [Frequency 1 round (6), effect 1 Str damage, cure 1 save,
Con-based DC]); Ability Scores Str 10, Dex 15, Con 11, Int 1, Wis 12, Cha 2;
Special Attacks spit (ranged touch attack, 10-foot range, poison, usable every 1d4 rounds);
Special Qualities greater specimens, physically attached, low-light vision, scent

#### **7TH-LEVEL ADVANCEMENT**

**Size** Medium; **Attack** 2 bites (1d4 plus poison); **Ability Scores** Str +4, Dex -2, Con +2.

#### **GREATER SPECIMENS (EX)**

Cranioboa are separate from regular head snakes. They do not benefit from feats or class features that alter or use snake hair, such as barbazutzu, but they can be affected by anything that affects animal companions.

#### **PHYSICALLY ATTACHED (EX)**

Cranioboa cannot move around on their own, and always occupy the same square as the maedu they are attached to. They suffer no penalties for occupying the same space and do not get in each other's way during movement.



#### **New Prestige Class Options**

The following new prestige class is available to maedu characters, subject to the GM's approval.

#### ABOMINATION

18

There are a few among the maedu who find a way to embrace (some would say lose themselves to) the curses that so define their being. Their bodies become increasingly monstrous and their powers more dangerous, but at the cost of what remains of their elven ancestry. Nonetheless, many abominations feel that what they represent is the future of their people.

Following the path of the abomination is a commitment to mutation and change. An abomination's features inevitably grow to be more snakelike over time, and while the details vary from one individual to another, there is never any question of their monstrously reptilian heritage.

#### Hit Die: d8.

REQUIREMENTS

To qualify to become an abomination, a character must fulfill all the following criteria:

#### Base Attack Bonus: +4.

Feats: Any two Maedu racial feats.

Alignment: Any nongood

**Special:** Must gather reagents and toxins worth at least 1,000 gp for a foul ritual meant to jumpstart their long-dormant curses.

#### **CLASS SKILLS**

The abomination's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), and Sense Motive (Wis).

Skill Ranks Per Level: 2 + Int modifier.

| The Abomination |                      |                   |                |              |                           |  |  |  |
|-----------------|----------------------|-------------------|----------------|--------------|---------------------------|--|--|--|
| Level           | Base<br>Attack Bonus | Fortitude<br>Save | Reflex<br>Save | Will<br>Save | Special                   |  |  |  |
| 1st             | +0                   | +1                | +0             | +0           | Awakening                 |  |  |  |
| 2nd             | +1                   | +1                | +1             | +1           | Scalehide +1              |  |  |  |
| 3rd             | +2                   | +2                | +1             | +1           | Metamorphosis             |  |  |  |
| 4th             | +3                   | +2                | +1             | +1           | Rattler                   |  |  |  |
| 5th             | +3                   | +3                | +2             | +2           | Greater Path              |  |  |  |
| 6th             | +4                   | +3                | +2             | +2           | Scalehide +2              |  |  |  |
| 7th             | +5                   | +4                | +2             | +2           | Taste the Air             |  |  |  |
| 8th             | +6                   | +4                | +3             | +3           | Constrictor               |  |  |  |
| 9th             | +6                   | +5                | +3             | +3           | Petrivore                 |  |  |  |
| 10th            | +7                   | +5                | +3             | +3           | Master Path, Scalehide +3 |  |  |  |

#### **CLASS FEATURES**

The following are class features of the abomination prestige class. The caster level for abilities that duplicate spell effects is equal to the abomination's character level.

#### WEAPON & ARMOR PROFICIENCY

An abomination gains no additional weapon or armor proficiencies.

#### AWAKENING (SU)

During their induction into this prestige class, an abomination undergoes a profane ritual that rekindles the mutating effects of their inherent curses. In addition to seeding countless changes throughout their body, this ritual also fortifies their bodies against external curses.

The abomination gains a +2 bonus on saving throws against curses, mind-affecting effects, and effects that cause ability damage.

The eyes of an abomination are notoriously deadly, dealing an additional 1d4 points of Dexterity damage to victims of their cursed gaze attack. This increase does not apply to the abomination themselves.

When an abomination first gains awakening, they must decide if their mutations take the path of the cobra or the path of the viper. If the character was a spellcaster before becoming an abomination, they can choose either the path of the cobra or the path of the viper. If the character was not a spellcaster before becoming an abomination, they must follow the path of the viper.

#### PATH OF THE COBRA (SU)

Starting at 2nd level, an abomination following the path of the cobra gains new spells per day as if they had also gained a level in a spellcasting class they belonged to before adding the prestige class. They do not,

however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if they are a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an abomination, they must decide to which class they add the new level for determining spells per day. Once made, this choice cannot be changed.

#### PATH OF THE VIPER (SU)

An abomination following the path of the viper's base attack bonus from their abomination class levels is equal to their abomination level.

#### SCALEHIDE (EX)

At 2nd level, an abomination's scales begin to thicken and harden. Their natural armor bonus increases by +1. At 6th level and again at 10th, this bonus increases by an additional +1.

#### METAMORPHOSIS (SU)

At 3rd level, an abomination undergoes their most distinctive transformation as their legs fuse together into

20

a long, coiling tail. They gain a climb speed of 20 and can no longer be tripped, but lose the ability to wear footwear. In addition, they gain a tail slap secondary natural attack, dealing 1d6 + 1/2 of their Strength modifier damage.

#### RATTLER (EX)

At 4th level, the end of an abomination's tail undergoes a change that reshapes it into a functioning rattle. When retrying failed attempts to demoralize an opponent, the DC only begins to increase after the second failed attempt rather than the first. In addition, the rattling sound of the tail provides a +4 morale bonus to Intimidate checks.

#### GREATER PATH OF THE COBRA (SP)

At 5th level, an abomination following the path of the cobra gains the ability to summon a swarm of snakes 3 times a day as a standard action. This functions as *summon nature's ally III*, except that they summon 1d3 snake swarms (see the Pathfinder Roleplaying Game Bestiary 3).

~~~~~~

GREATER PATH OF THE VIPER (SU)

At 5th level, the size of an abomination following the path of the viper permanently increases to Large. This comes with a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1penalty on attack rolls and AC due to increased size. It also increases the damage of their natural attacks and allows them to use larger weapons, despite most of the growth taking place in their tail.

TASTE THE AIR (EX)

At 7th level, an abomination's senses sharpen, giving it the scent ability.

CONSTRICTOR (EX)

By 8th level, an abomination has grown increasingly confident in the use of its tail. Their tail slap attack gains the grab special quality, and they gain a constrict attack dealing 1d6 + Strength modifier damage, increasing to 1d8 if the abomination is Large or bigger.

PETRIVORE (SP)

At 9th level, an abomination can spend 10 minutes devouring the flesh of a creature suffering from petrification. This requires the removal of one or more limbs from the petrified creature and affects the abomination with restoration. This is a particularly filling meal for an abomination and provides all the nourishment they need for the day, although they still need to drink.

A petrified creature can only be affected by petrivore once—attempting to feed on a previously-dined-upon target provides no nutrition or benefits, even to a different abomination.

MASTER PATH OF THE COBRA (SP)

At 10th level, an abomination following the path of the cobra gains a powerful hypnosis ability, and the power to conjure more dangerous snakes. Their summoning ability now functions as summon nature's ally V, except that they summon 1d3 venomous snake swarms (see the Pathfinder Roleplaying Game Bestiary 3). In addition, as a standard action, they can use greater command, up to 3 times per day.

MASTER PATH OF THE VIPER (EX)

At 10th level, an abomination following the path of the viper undergoes changes to their jaw, allowing them to devour prey entirely. They gain the swallow whole special attack, usable on a Medium or smaller opponent grappled with its tail. If it succeeds, the swallowed prey takes constrict damage rather than bite damage. Each round the prey remains swallowed it takes constriction damage, plus an amount of acid damage equal to the abomination's character level.

고민이는 이 아이는 것이 아이는 것이 아이는 것이 아이는 것이 아이는 것이 아이는 것이 안 있다. 것이 아이는 것이 안 있는 것이 안 있는 것이 아이는 것이 안 있는 것이 없는 것이 없다. 것이 없 않이 없 않이 없 않이 없 않이 없 않는 것이 없는 것이 없 않 않는 것

New Feats

The following new feats are available to maedu characters, subject to the GM's approval.

BARBAZUTZU BLOODBATH

(COMBAT, STYLE)

You become a master of bloody momentum in combat, leaving a trail of envenomed and exsanguinated foes.

Prerequisite(s): Barbazutzu Hemorrhage, Combat Reflexes

Benefit: When you hit a target with a free strike from your snake hair as a part of barbazutzu style and that target is already bleeding from the effects of barbazutzu hemorrhage, you may trigger barbazutzu style a second time during your turn. This requires you to land another two unarmed (or special, if a monk or brawler) hits against a target, and the free snake hair attack is made at your full base attack bonus –5.

BARBAZUTZU HEMORRHAGE

(COMBAT, STYLE)

22

Your head snake venom develops anticoagulant properties, which when combined with your fighting style leaves weeping wounds that are difficult to staunch.

Prerequisite(s): Barbazutzu Style, Toxicoiffure

Benefit: Free attacks made with your snake hair as a part of barbazutzu style cause extra bleed damage equal to twice the number of barbazutzu style feats you possess.

BARBAZUTZU STYLE

(COMBAT, STYLE)

You have learned to imitate the fighting style of the bearded devil, using your strikes to create openings for your snake hair.

Prerequisite(s): Maedu, Lashing Locks, Improved Unarmed Strike

Benefit: Once per turn when you hit a single opponent in reach of your snake hair with two or more unarmed strikes, as an immediate action you may make a free extra attack against that target with your snake hair at your full base attack bonus.

Special: A monk or brawler with this feat can use monk weapons to activate this feat in addition to unarmed strikes. A barbazutzu master with this feat can also activate this feat with weapons from the polearms fighter weapon group.

BULWARK OF MINDS (GENERAL)

The many small minds linked to your own grant you a measure of resistance towards effects that target your thoughts.

Prerequisite(s): Maedu, Iron Will

Benefit: You get a +2 bonus on all saving throws against mind-affecting effects. In addition, any attempt to read your thoughts must first succeed on a caster level check (DC 10 + 1/2 HD + your Wisdom modifier) or pick up nothing but snake thoughts.

COILED DARTERS (COMBAT)

Some of your snakes have grown quite long and can display impressive reach when prey is nearby.

New Feats		
Feat	Prerequisite(s)	Benefit(s)
Barbazutzu Bloodbath*	Barbazutzu Hemorrhage, Combat Reflexes	Allows a second free attack with snake hair.
Barbazutzu Hemorrhage*	Barbazutzu Style, Toxicoiffure	Snake hair attacks now causes bleed damage.
Barbazutzu Style*	Maedu, Lashing Locks, Improved Unarmed Strike	Allows a free attack with snake hair.
Bulwark of Minds	Maedu, Iron Will	+2 attacks against mind-affecting spells and effects.
Coiled Darters*	Maedu, Lashing Locks	Increase reach of snake hair to 10 feet.
Curse-Fisted*	Maedu, base attack bonus +1	Free casting of stone fist spell when afflicted with Basilisk's Cursed Gaze.
Emerald Gaze*	Maedu	Increases damage of Basilisk's Cursed Gaze.
Lashing Locks*	Maedu	Snake hair now has a bite attack.
Mendhika	Maedu, Craft (calligraphy) 1 rank	Inscribe pattern on face that reduces chance to avoid gaze attack.
Moonstorm Constellations*	Moonstorm Style, base attack bonus +6	Increase damage of pajenki stone with distance.
Moonstorm Orbit*	Moonstorm Style	+2 shield bonus when using pajenki stone.
Moonstorm Style*	Int 13, Weapon Focus (pajenki stone)	Increase damage with pajenki stone if using both hands.
Pajenki Weaver	Caster Level 6th, Must have recovered related secrets or been instructed by someone with this feat, 5 ranks in Craft (glass or jewelry)	Allows the creation of pajenki stones.
Snake Necklaces	Maedu, Int 13	Snake hair can now wear a ring instead of headgear.
Tempetrification*	Curse-Fisted, Improved Unarmed Strike, base attack bonus +3	Increase damage of unarmed strike under certain conditions.

~~~~~

a safe

24.20

| New Feats continued            |                                                |                                                         |  |  |  |  |  |
|--------------------------------|------------------------------------------------|---------------------------------------------------------|--|--|--|--|--|
| Feat                           | Prerequisite(s)                                | Benefit(s)                                              |  |  |  |  |  |
| Toxicoiffure*                  | Maedu, Lashing Locks                           | Snake hair is now poisonous.                            |  |  |  |  |  |
| Unconquered<br>Sun Dawn*       | Unconquered Sun Style                          | Reduce penalty for fighting defensively with sun rings. |  |  |  |  |  |
| Unconquered<br>Sun Perihelion* | Unconquered Sun Style,<br>base attack bonus +6 | Extra effect when throwing sun ring.                    |  |  |  |  |  |
| Unconquered<br>Sun Style*      | Weapon Focus (sun ring),<br>Dodge              | +2 shield bonus when wielding a sun ring.               |  |  |  |  |  |

\*This is a combat feat and can be selected as a fighter bonus feat.

**Prerequisite(s):** Maedu, Lashing Locks **Benefit:** The reach of your bite attack using your snake hair increases to 10-feet. Unlike many other weapons with reach, you can use them against foes anywhere within your reach, including adjacent foes.

#### **CURSE-FISTED** (COMBAT)

When your curse hardens your form, you can direct its petrifying effects towards your hands, turning them into dangerous weapons.

Prerequisite(s): Maedu, base attack bonus +1

**Benefit:** When you take Dexterity damage from using Basilisk's Cursed Gaze, you gain the benefits of the stone fist spell with a caster level equal to your character level.

**Special:** A monk with this feat may spend 1 ki point to renew the stone fist effect as long as they still are suffering Dexterity damage resulting from Basilisk's Cursed Gaze.

#### **EMERALD GAZE** (COMBAT)

24

The curse of the basilisk has manifested particularly strongly in you, empowering your gaze to petrify faster.

#### Prerequisite(s): Maedu

**Benefit:** Basilisk's Cursed Gaze deals 1d6 points of Dexterity damage on a failed saving throw instead of 1d4. This applies to the maedu using it as well.

#### LASHING LOCKS (COMBAT)

Your snakes are eager to strike out at nearby threats, sinking their sharp fangs into any foes who gets too close.

#### Prerequisite(s): Maedu

**Benefit:** You gain a natural bite attack using your snake hair, dealing 1d4 damage plus your Strength modifier. You're considered proficient in this attack and can apply feats or effects appropriate to natural attacks to it. If used as part of a full attack action, the bite is considered a secondary attack and is made at your full base attack bonus –5 and adds half your Strength modifier to the damage dealt. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with your snake hair.

#### **MENDHIKA** (GENERAL)

Using herbs ground into a paste, you can paint decorative patterns on your face that emphasize your eyes and draw the gaze of onlookers.

**Prerequisite(s):** Maedu, Craft (calligraphy) 1 rank

**Benefit:** You can spend 15 minutes to decorate your face with a pattern that lasts for 6 hours. While it lasts, any creature attempting to avoid your gaze attack by averting their eyes only has a 25% chance to avoid having to make the saving throw against your gaze attack.

**Normal:** A creature averting its eyes has a 50% chance to avoid having to make a saving throw against a gaze attack.

## MOONSTORM CONSTELLATIONS

(COMBAT, STYLE)

As your mastery of katas reinforces your growing sense of precision with pajenki stones, you learn to not only bounce the pajenki stone between targets with violent force but to utterly overwhelm and crush single opponents.

**Prerequisite(s):** Moonstorm Style, base attack bonus +6

**Benefit:** When attacking two or more targets with a pajenki stone in the same turn, the first attack against a new target gains a +1 bonus to damage for every 5 feet of distance from the previous target. In addition, when attacking the same target multiple times in a round, you deal extra damage equal to the number of attacks you've already made against them that round.

#### **MOONSTORM ORBIT**

(COMBAT, STYLE) As you grow more comfortable with close-range control of a pajenki stone, you learn to keep it circling you in a defensive motion.

Prerequisite(s): Moonstorm Style

**Benefit:** As long as you have an active pajenki stone, you gain a +2 shield bonus to armor class. If the pajenki stone is used to make an attack at a range that causes it to return as though it possessed the returning quality, this bonus is lost until the start of your next turn.

#### **MOONSTORM STYLE**

(COMBAT, STYLE)

You have practiced an ancient martial style applicable to pajenki stones. The first stage of which is proper form, which really requires two hands.

**Prerequisite(s):** Int 13, Weapon Focus (pajenki stone)

**Benefit:** You can "wield" a pajenki stone in two empty hands to deal 1-1/2 times your Intelligence bonus to damage. In addition, while using two hands to guide the pajenki stone, the range at which you can use a pajenki stone to make iterative attacks increases to 15 feet.

**Normal:** Pajenki stones can only be wielded in one hand without this feat, adding your Intelligence bonus to damage. Attacking a foe beyond 10 feet causes pajenki stones to come back as though they possessed the returning quality, being ready for use at the start of the controller's next turn.

## 고민이어나 이 아이는 것이 아이

#### PAJENKI WEAVER (GENERAL)

You have learned the lost art of crafting pajenki stones, relics from before the collapse of maedu civilization.

**Prerequisite(s):** Caster Level 6th, Must have recovered related secrets or been instructed by someone with this feat, 5 ranks in Craft (glass or jewelry).

**Benefit:** You have rediscovered the lost art of grinding and enchanting pajenki stones. Crafting a stone follows the rules for creating a magic weapon.

#### SNAKE NECKLACES (MAEDU)

One or more of your head snakes actively enjoys wearing jewelry, using rings as necklaces. In addition to being charming, this allows you to benefit from more magical rings than usual.

#### Prerequisite(s): Maedu, Int 13

**Benefit:** Your head snakes may wear magic rings. When you have nothing equipped to your head slot, you benefit from one of the rings as if you were wearing it yourself, and it does not count against your two-ring limit. The snakes can wear up to four magical rings at once, and changing which one you are currently benefiting from is a full-round action that provokes attacks of opportunity while you momentarily meditate.

#### **TEMPETRIFICATION** (COMBAT)

26

Blows from your curse-stiffened fists cause a temporary and mild case of localized petrification, making movement difficult for your foes. **Prerequisite(s):** Curse-Fisted, Improved Unarmed Strike, base attack bonus +3 **Benefit:** While stone fist is active as a result of Curse-Fisted, a target that is dealt damage from your unarmed strike is entangled for 2 rounds.

#### **TOXICOIFFURE** (COMBAT)

The vicious little serpents that crown your head are getting better at what they do, and can afflict foes with viper venom.

**Prerequisite(s):** Maedu, Lashing Locks **Benefit:** The bite attacks of your snake hair deal the following poison damage: Bite—injury; save Fort DC 10 + Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

#### **UNCONQUERED SUN DAWN**

(COMBAT, STYLE)

In battle, you are as unrelenting and untouchable as the sunrise. The harder your foes try to bring you down, the worse they will be injured by dawn's first light.

**Prerequisite(s):** Unconquered Sun Style **Benefit:** Your attack penalty for fighting defensively with a sun ring is reduced by 2. In addition, if you have been using unconquered sun style for at least two turns, the first attack you make on your turn with a sun ring gains a bonus to damage equal to the number of attacks against you that missed since the end of your previous turn.

#### **UNCONQUERED SUN PERIHELION**

(COMBAT, STYLE) You have learned that there are only two truly



acceptable moments to let go of your weapon during a fight: when it's coming right back, or when it's going to end the fight.

**Prerequisite(s):** Unconquered Sun Style, base attack bonus +6

**Benefit:** When throwing a sun ring, one of two effects occur depending on if you choose to deal bludgeoning or slashing damage.

If you choose to deal bludgeoning damage, on a successful hit the sun ring bounces back to the square it was thrown from, landing at the start of your next turn. If you are still there, you may catch it automatically. Otherwise, it drops to the ground.

If you choose to deal slashing damage, your sun ring's threat range is doubled. This effect doesn't stack with any other effects that expand the threat range of a weapon (such as the keen edge spell or the Improved Critical feat).

#### **UNCONQUERED SUN STYLE**

(COMBAT, STYLE)

This style allows you to use a sun ring as a shield, as well as hooping and catching attacker's weapons to wrench them from their grasp.

**Prerequisite(s):** Weapon Focus (sun ring), Dodge

**Benefit:** When you fight defensively while wielding a sun ring, you gain an additional +2 shield bonus to AC until the start of your next turn. In addition, once per turn, if an attacker misses you with a melee attack by more than 5, you may attempt a disarm combat maneuver against them as a swift action without provoking an attack of opportunity.

#### **New Magic Items**

The following new magic items are available to maedu characters, subject to the GM's approval.

#### **PAJENKI STONE**

Relics from before the fall of their civilization, the art of creating *pajenki stones* has long been lost to the maedu. Those that still exist were either passed down or recovered from ruins. During the height of their empire, these stones were relatively common among the upper class, but many were lost or destroyed during the collapse.

Visually, a *pajenki stone* appears to be smooth, semi-crystalline orb of uniform or gradient hue, ranging in size from six inches to a foot and a half across. Each one contains an imperfection in the core that, when active, glows with an internal light that refracts around the inside of the stone, giving it the appearance of having onion-like layers of progressively more vibrant and bright coloration. Although pretty and apparently valuable, they are inert unless someone picks one up and attempts to use it.

An inert *pajenki stone* has a faint magical aura but won't seem otherwise special until someone picks it up and succeeds on a DC 15 Use Magic Device check that takes one minute. Upon activation, the stone binds with whoever activated it. It becomes a crude extension of their will, and with the aid of gestures, can be controlled like a telekinetic cannonball. When not engaged in combat or otherwise mentally directed, the stone hovers within 2 feet of whoever it is bound to. A *pajenki stone* that is moved more than 30 feet away from its controller returns to being inert, although if



#### THE CURSE OF THE HYDRA

Perhaps the defining physical feature of the maedu is their snake hair, resulting from one of the earliest mutations to afflict them: the curse of the hydra. Many were driven mad by the sudden flood of primitive thoughts from the serpents that burst from their head, while others found themselves unable to stop their own snakes from mutilating them. Only those with a strong will were able to keep the snakes in line, and even then, it required a constant portion of their focus. When the curse first struck, there were many who tried to free themselves of it by cutting the snakes off. After the stumps had dried and withered, they discovered bumps under their scalp that soon erupted into a new generation of snakes. Like any powerful curse, it was not so easily foiled.

In the event of all a maedu's snakes being severed, they are subjected to an abrupt and alien mental silence. They lose all-around vision until their snakes regrow and are rendered blind unless they choose to use their true eyes and risk petrification. The snakes regrow to a usable state after 1d3 weeks or can be restored using regenerate. Losing one's snakes is a traumatic experience for a maedu, typically causing them to seek comfort by surrounding themselves with friends to alleviate the suddenly oppressive sense of loneliness. Once the new snakes break free, they reach maturity rapidly over the final few days of healing, returning to the same size they were before being severed once the healing is complete.

Later, when the curse of the basilisk was inflicted upon the remaining population, those who had learned to coexist with their snake hair found that they could put it to use as a new set of eyes, though the perspectives of so many small creatures were numerous and dizzying to manage. Through practice and discipline, they learned to adapt, and by so doing turn one curse against another.

28

In the long years since, as children were born never knowing, the silence of a solitary mind, command over the snakes became more intuitive, and the drain on their focus less felt. Eventually, the knowledge of what it was like to live alone in one's own head passed from living, memory. Now, maedu see their snakes as something of a cross between a pet and an extension of themselves. The snakes do tend to have individual personalities, which usually only come out when the maedu is relaxed or otherwise at ease—during, combat or high-stress situations, the snakes become an extension of the maedu's will.

There is quite a wide variety of colors, patterns, and head shapes to be found among maedu snakes. Simple viper-like heads are by far the most common, though some individuals sport heads full of hooded cobras or snakes with spiked scales. While shades of green and yellow are the most frequent colorations, some reds and even blues can be found, often with striking patterns. The length to which a maedu's snakes grow is influenced by their subconscious to some degree and typically range from one to three feet. A healthy head of snakes will contain 30-40 individual serpents.

There are in fact "subraces" of head snakes, with the type described above representing the overwhelming majority. A few individuals possess, in addition to many normal head snakes, some unusually large or intelligent specimens. Two such examples, arcanovipers and cranioboa, are detailed in earlier pages. These greater specimens don't act in concert with the rest and don't become subjugated by the maedu's will in stressful situations.

Not all maedu have snakes that develop poison glands. Among those that do, the makeup of the venom varies quite substantially, and can in some cases even be acidic.

|                       |           |         | 1. 19. 19. 19. 19. 19. 19. 19. 19. 19. 1 |          |        |        |      |         |
|-----------------------|-----------|---------|------------------------------------------|----------|--------|--------|------|---------|
| Exotic                |           |         |                                          |          |        |        |      |         |
| One-Handed<br>Weapons | Cost      | Dmg (S) | Dmg (M)                                  | Critical | Range  | Weight | Туре | Special |
| Pajenki Stone         | see below | 1d4     | 1d6                                      | x3       | 30 ft. | 4 lbs. | В    | _       |

returned, the previous controller can reactivate it as a move action without having to make a Use Magic Device check as long as it hasn't been bound to anyone else in the meantime. Only one *pajenki stone* may be bound to a given creature at a time; binding oneself to a new stone will immediately sever the connection with the previous one and cause it to go inert.

It's hard but not impossible to disarm a controller of a *pajenki stone*, and the resulting reverberations in the stone make it harder for the controller to pick it back up. The controller gains a +2 bonus to their CMD against disarm attempts, but a successful disarm will not only knock the stone into being inert, it will force it to stay inert until the end of the controller's next turn.

Pajenki stones return to their controllers after being used as part of an attack, and at short range can return quickly enough to be used for multiple attacks in the same round. Pajenki stones behave as melee weapons at ranges of 10 feet or less. Attacking a foe beyond 10 feet causes the pajenki stone to come back as though it possessed the returning quality, being ready for use at the start of the controller's next turn.

Pajenki stones cannot be deliberately flung out of one's own zone of control, meaning that they can't be used to attack foes further away than 30 feet away. Line of sight is not required to control a *pajenki stone*, although it's very difficult to strike accurately without it. Attacks made with a *pajenki stone* that cannot be seen by the controller automatically treat the target as having total concealment.

Pajenki stones do not handle like normal weapons. Even the weakest of them is at least a +1 item, and the closest there is to a non-magical version is a flung rock. As it is guided by one's willpower as opposed to brute strength or fine motor control, attacks made with a pajenki stone add neither the user's Strength or Dexterity bonuses to hit or deal damage. Instead, they apply the user's Wisdom bonus on attack rolls and their Intelligence bonus on damage rolls. Although the user does not actually hold the *pajenki* stone, controlling it in combat requires at least one free hand to gesture emphatically with. As they are ill-suited to catching on foes, any disarm, or trip attempt made with a *pajenki* stone suffers a - 4circumstance penalty.

In addition to this functionality as a weapon, many *pajenki stones* have additional powers, usable only when they are bound to a strong enough soul. The imperfections in the core of such stones are usually more complex and often appear as symbols when viewed from certain angles.

Pajenki stones use the rules for scaling magic items, as presented in the **Pathfinder Roleplaying Game Pathfinder Unchained**.

#### PAJENKI STONE, DULL RED

**Aura** moderate transmutation; **CL** 3rd; **Slot** none; **Price** 8,000 gp; **Weight** 4 lbs.;

#### DESCRIPTION

Dull red pajenki stones are exactly one foot in diameter and are cold to the touch even in warm conditions. The rosy light that pulses from within is steady but dim.

#### **BENEFIT(S)**

This +1 *pajenki stone* is only capable of pure combat functionality as described above. Before the fall, stones such as this were considered mostly to be training pieces, used to learn control of movement before moving on to more complex ones. This made them comparatively common, and less likely to be employed against fiendish foes and lost or destroyed than more powerful stones. For these reasons, most pajenki stones recovered from ruins are dull red.

CONSTRUCTION REQUIREMENTS Feats Craft Magic Arms and Armor, Pajenki Weaver; **Spells** mage hand; **Cost** 4,000 gp

#### PAJENKI STONE, BRIGHT CRIMSON

**Aura** moderate transmutation; **CL** 3rd; **Slot** none; **Price** 8,000 gp; **Weight** 4 lbs.; Scaling wonder

#### DESCRIPTION

Along with vibrant colorations, these stones have a faint yellowish tint towards the core.

#### BENEFIT(S)

30

While very similar to dull red stones, bright crimsons channel the strength of the user's soul and were regarded as a warrior's stone.

The stone's abilities depend on the total character level of its user:

1st-9th level: The stone is a +1 pajenki stone.10th level: The stone is a +1 seeking

pajenki stone.

**11th level:** The stone is a +2 seeking pajenki stone.

**13th level:** The stone is a +2 seeking cruel pajenki stone.

**15th level:** The stone is a +3 seeking cruel pajenki stone.

**16th level:** The stone is a +4 seeking cruel pajenki stone.

**17th level:** The stone is a +5 seeking cruel pajenki stone.

CONSTRUCTION REQUIREMENTS Feats Craft Magic Arms and Armor, Pajenki Weaver; Spells mage hand, true seeing, cause fear, death knell; Cost 52,000 gp

#### PAJENKI STONE, CLEAR-SHELLED

**Aura** moderate transmutation; **CL** 8th; **Slot** none; **Price** 14,000 gp; **Weight** 4 lbs.; Scaling wonder

#### DESCRIPTION

This stone has a colorless, glass-like outer layer, changing abruptly to either green, white, red, or blue towards the core.

#### BENEFIT(S)

The clear-shelled pajenki stones share a strong bond to one of the elemental inner planes as determined by their color (earth, air, fire, and water, respectively), and grant their controller abilities related to that energy type.

The stone's abilities depend on the total character level of its user:

**1st-10th level:** The stone is, depending on its color, a green +1 *acidic pajenki stone*, a white +1 shock pajenki stone, a red +1 *flaming pajenki stone*, or a blue +1 *frost pajenki stone*. **11th level:** The enhancement bonus of the stone increases to +2.

**13th level:** The controller of the stone gains resist energy 10 against the corresponding energy type as long as the stone remains within 10 feet.

**15th level:** The stone is, depending on its color, a +2 *acidic burst pajenki stone*, a +2 *shocking burst pajenki stone*, a +2 *flaming burst pajenki stone*, or a +2 *icy burst pajenki stone*.

**16th level:** Once a day as a standard action, the controller can cast a powerful spell that is determined by the color of the stone. Green grants *earthquake*, white grants *whirlwind*, red grants *wall of lava*, and blue grants *seamantle*.

CONSTRUCTION REQUIREMENTS **Feats** Craft Magic Arms and Armor, Pajenki Weaver; **Spells** mage hand, resist energy, green: (acid arrow, earthquake) or white: (call lightning or lightning bolt, whirlwind) or red: (fireball or flame strike, wall of lava) or blue: (chill metal or ice storm, seamantle); **Cost** 46,540 gp

#### PAJENKI STONE, OBSIDIAN

**Aura** moderate transmutation; **CL** 10th; **Slot** none; **Price** 19,000 gp; **Weight** 4 lbs.; Scaling wonder

#### DESCRIPTION

This dark, glassy spheres has a core that pulse with purple light.

#### BENEFIT(S)

The obsidian pajenki stones contain powerful gravity-altering magic that can control a battlefield.

The stone's abilities depend on the total character level of its user:

**1st-13th level:** The stone is a +1 *anchoring pajenki stone*.

**14th level:** By using the stone as a focus, the controller can cast *telekinetic charge* as a standard action 3 times per day.

**16th level:** The stone is a +2 anchoring pajenki stone.

**18th level:** By sending the stone next to the desired target and using it as a focus, the controller can cast *telekinesis* as a full round action. This use of *telekinesis* can only target a single object or creature, and it cannot move or effect a target further than 30 feet. Only the violent thrust application of the spell can move a target further than 30 feet from the controller, and the *pajenki stone* abandons the target as it crosses that threshold. Once the spell ends, this ability cannot be used again for 1d4 rounds.

CONSTRUCTION REQUIREMENTS Feats Craft Magic Arms and Armor, Pajenki Weaver; **Spells** *levitate*, *telekinesis*, *telekinetic charge*; **Cost** 66,300 gp

#### PAJENKI STONE, BALANCED

**Aura** moderate transmutation; **CL** 9th; **Slot** none; **Price** 24,000 gp; **Weight** 4 lbs.; Scaling wonder

#### DESCRIPTION

This pajenki stones is half obsidian black, and half quartz white. The line is runs straight

down the middle, with a gentle wave to it. Spots of white appears on the black side and black spots on the white.

#### **BENEFIT(S)**

Under the command of one who is in tune with their ki, these stones become powerful lenses for their inner strength.

The stone's abilities depend on the total character level of its user:

**1st-11th level:** The stone is a +2 *ki focus pajenki stone*.

**12th level:** If the controller has a *ki* pool, as long as they have at least 1 *ki* point remaining, the base damage of the stone is equal to the unarmed damage of a monk 4 levels lower than the controller's character level.

**14th level:** By using the stone as a focus, the controller can cast *ki leech* as a standard action once per day.

**15th level:** By spending 2 *ki* points as a standard action, the controller can temporarily convert the orb to energy and attempt to contain one creature within it, as though casting *resilient sphere*.

CONSTRUCTION REQUIREMENTS Feats Craft Magic Arms and Armor, Pajenki Weaver; Spells ki leech, mage hand, resilient sphere, transformation; Special Creator must have a ki pool. Cost 32,320 gp

#### PAJENKI STONE, RUEFUL

**Aura** moderate transmutation; **CL** 9th; **Slot** none; **Price** 14,000 gp; **Weight** 4 lbs.; Scaling wonder

#### DESCRIPTION

32

This crystal stone has a bleached white skull encased within. There is an imperfection in the core of the stone, but light filters out through the eye sockets and cracks on the skull. The crystal encasing the stone is a murky green and slimy to the touch.

#### **BENEFIT(S)**

The stone's abilities depend on the total character level of its user:

**1st-10th level:** The stone is a +1 *bane pajenki stone*. The skull encased within the *pajenki stone* is of the type that bane affects.

**12th level:** By using the stone as a focus, the controller can cast *murderous command* as a standard action. This can only target creatures whose type matches the stone's bane property. **13th level:** The stone is a +2 bane

pajenki stone.

**14th level:** The stone is a +3 bane pajenki stone.

**15th level:** The stone is a +4 bane pajenki stone.

**16th level:** The stone is a +5 *bane pajenki stone*.

CONSTRUCTION REQUIREMENTS Feats Craft Magic Arms and Armor, Pajenki Weaver; Spells mage hand, summon monster I; Cost 46,200 gp

#### **PAJENKI MARBLES**

**Aura** moderate transmutation; **CL** 3rd; **Slot** none; **Price** 8,000 gp; **Weight** 4 lbs.; Scaling wonder

#### DESCRIPTION

Consisting of a cloud of linked miniature stones that behave as a single swarming entity, they produce a level of harmonic disruption that feels like an electrical charge in the air. They are a rainbow of different colours and



varying sizes, none of them larger than an inch and a half across.

#### BENEFIT(S)

The stone's abilities depend on the total character level of its user:

*Pajenki marbles* deal piercing instead of bludgeoning damage. Otherwise, they function as a normal *pajenki stone*.

**1st-12th level:** The marbles are a +1 *pajenki stone*.

**13th level:** By using the marbles as a focus, the controller can cast *greater dispel magic* as a standard action with a maximum range of 30 feet. Only the area dispel is possible, not the targeted dispel or counterspell versions of *greater dispel magic*. After using this ability, it cannot be used again for 1d4 + 1 rounds.

**14th level:** The marbles are a +1 *called pajenki stone*.

**15th level:** The marbles are a +2 called pajenki stone.

**16th level:** The marbles are a +3 called pajenki stone.

**17th level:** The marbles are a +5 called pajenki stone.

CONSTRUCTION REQUIREMENTS **Feats** Craft Magic Arms and Armor, Pajenki Weaver; **Spells** *greater dispel magic, mage hand*; **Cost** 67,800 gp



#### MAEDU WEAPONS

In the following section you'll find a series of new weapons for your maedu characters, subject to your GM's approval.

#### SNARESPEAR

A hefty staff with an unadorned, puncturing spike on one end. The opposite end bears a small metal hoop that boasts a colorful variety of streaming objects. These typically include dyed rope cords tied off into balls and braids of thick leather straps for weight, silk ribbons for color, and through it all a tangle of metal wires bristling with hooks and barbs. The heavier elements give the jagged wires enough weight to catch on a target, allowing the "tail" to wrap around weapons and foes and cause painful, raking wounds.

In amateur hands, the tail can be more dangerous to the user than to the foe. Training snarespears don't use metal wires, but sometimes have absorbent strings that are soaked in water or slow-drying dye before sparring.

#### SUN RING

A wood and metal hoop, 2 to 3 feet in diameter. One half has knobby carvings or embellishments, while the other half supports a long, curved blade. There is one primary interior handle, bridging one of the two points where the bladed side meets the blunt side. Other than this main handle, there are typically five or six smaller hoops the width of a finger at evenly spaced points inside the ring. A long strip of twisted cloth, usually silk, is strung through these (and often the main handle) to

create a second layer of handholds. The primary hand is used to hold the ring by the handle, while the off-hand holds an intersection of the silk webbing and provides precision and additional leverage. Singlehanded use by experienced practitioners sees frequent adjustments of grip during fighting, rolling the ring and the webbing around the forearm and catching it by another point.

Different schools once had distinctive ways of stringing sun rings, and while the principle remained constant there were often minor variations. Styles that involve throwing the weapon often favor symmetrical patterns, while others string the ring in a manner that emphasizes blows with either the blunt or sharp side. An unstrung sun ring is treated as broken and does not count as a martial weapon when wielded with two hands.

Characters can use a sun ring two-handed as a melee martial weapon but must take the Exotic Weapon Proficiency (Sun Ring) feat to use it one-handed or throw it. It is a part of the thrown fighter weapon group.

The below image shows some sample ways to string 5 and 6 hoop sun rings, with the webbing handholds circled in blue.

|                             |       |         |         | 1.2. 1. 1. 1. 1. | The second second | and the second second |             | Sector Sector         |
|-----------------------------|-------|---------|---------|------------------|-------------------|-----------------------|-------------|-----------------------|
| Exotic                      |       |         |         |                  |                   |                       |             |                       |
| Ranged<br>Weapons           | Cost  | Dmg (S) | Dmg (M) | Critical         | Range             | Weight                | Туре        | Special               |
| Sun Ring                    | 53 gp | 1d6     | 1d8     | х3               | 30 ft.            | 5 lbs.                | B or S      | —                     |
| Two-Handed<br>Melee Weapons | Cost  | Dmg (S) | Dmg (M) | Critical         | Range             | Weight                | Туре        | Special               |
| Snarespear                  | 60 gp | 1d4/1d3 | 1d6/1d4 | x2               |                   | 12 lbs.               | P/B<br>or S | disarm,<br>monk, trip |

#### FURTHER MAEDU INFORMATION

The final section of this book addresses elements of maedu history—where they've come from, where they're going, and how they're getting there, as well as some suggestions to help them fit smoothly into your campaigns.

#### HISTORY

34

While there are countless small outcroppings of stone and jungle throughout the southern

seas, there are three great islands that make up the remains of the once-great lands of the Southern Elves. These islands; Rokai, Hanju, and Maedu, inherited their names from ancient elven clans, though few on the mainland know them as anything but the Boiled Islands.

In ancient times, indigenous clans of jungle elves fought over the southern islands. The islands had a long history of bloody warfare, with petty warlords rising and falling, and it wasn't until an outside enemy that the pattern



broke. Nobody knew what dark part of the sea the skum had slithered forth from or why, but they chose to stake their own claim on the islands. Against this foe from the depths, the elves had the choice to either stand together or die alone and stand together they did. Though not without internal power struggles and ongoing simmering conflict, the elves managed to put enough of their differences aside to stain the beaches with fishman blood.

Crumbling murals still depict the final days of the battle, when the sea roiled with nightmare apparitions and lights from the depths. At this time the islands were nearly lost to the invaders before divine intervention, in the form of a sea serpent of primordial size, turned the tide. Answering the pleas of what would later become the temple-sect of the southern elves, the god-serpent left only empty waters in its passing. While the truth of what happened, that day may never be known, the symbol of the snake still seems to prevent skum attacks. Even now, it's not uncommon to see a snake carved or painted on the hull of a Southern ship for good luck, though it's considered to be superstitious.

Following the war with the skum, the elves of the islands didn't fall back to feuding. The recession of the skum of the southern seas came as a boon to the rising cultures of the mainland, who began to sail the waters for trade and piracy, and this led them to cross paths with the island folk. It only took a couple of brushes with mainland pirates for the elves to fall back into an "Us vs. Them" mentality, and their response came as a nautical crusade against the pirates. Used to fat merchants, the pirates were not prepared for battle-hardened elven boarding parties, and in a few short skirmishes the islanders had established themselves as the de-facto force of law in the southern seas.

In the following years, the Principalities of the Elves became prosperous because of their untouchable trade fleets, and trade blossomed as the elven navy brought law to the seas.

The island of Rokai was the closest major island to the mainland, and it in many ways functioned as the gateway to the Principalities. As the economic heart of the Principalities, at its height, the island was a place of great beauty, boasting a grand city of ornate architecture in tones of jade and gold. Being the primary trading point for mainlanders coming to the islands, Rokai was the most well-known of the islands to the outside world, and much of the mainlander's idea of what island life was like came from this opulent jungle city. The island hosted several temples to different patron gods, each one a display of prosperity and art in equal, excessive measure. The pulsing lifeblood of Rokai was its markets. Objects and currencies of every description passed through Rokai; art, weapons, spices, and silks. As the trade flowed, Rokai flourished.

Hanju served as the military core of the islands, and the vessels produced by its shipyards were some of the finest to ever grace the waters of the South. The armories of the island were stocked with elegant weapons of battle-tested design, and the warriors trained on the island were second to none. It was rare but not unheard of for outsiders to visit Hanju, influential people of great wealth interested in commissioning a great ship or weapon, or

## 고민이는 이 아이는 것이 아이는 것이 아이는 것이 아이는 것이 아이는 것이 아이는 것이 안 되었다. 것이 아이는 것이 아이는 것이 안 있는 것이 아이는 것이 안 있다. 것이 아이는 것이 아이는 것이 안 있는 것이 아이는 것이 안 있다. 것이 아이는 것이 아이는 것이 안 있는 것이 아이는 것이

occasionally those who wished to train with the Hanju. Though reluctant to share their secrets with outsiders, the Hanju slowly took in foreign students of exceptional dedication. Those familiar with Rokai were often surprised when first visiting Hanju, as while they shared general architectural styles, Hanju was a study in slate tones and columnar basalt, a fortress city, strengthened since its initial construction during the skum war.

Maedu was the most reclusive of the islands, and if mainlanders ever did visit it, none of their stories survive to the present day. The spiritual heart of the Principalities, the Maedu culture became the backbone of the elven temple faith, led by the oracular order. Even in those days the isle of Maedu was said to sit atop some ancient darkness, and while references about what they understood it to be are varied and unclear, it seemed to be unanimously understood that it was a source of great physical and spiritual danger kept in check by what they believed to be gods. It was in response to this that an ascetic warrior order formed within the temple, one that over time would come to blend Hanju martial skill with Maedu mysticism. While the temples made offerings to lend their god's strength in their vigil, secluded monasteries trained a last line of defenders.

At its height, Maedu supported a city of learning and spiritual balance. The Temple's grand library stood there, housing copies of countless texts that the elves had come across, and much of the Temple's leadership made their homes there.

The golden age of the elves was not to last. The darkness beneath Maedu made itself

36

known one day when the waters around the islands began to heat up and oracles saw visions of serpents vanishing beneath a taloned shadow. Before a new moon had passed, the seas around the islands were boiling, throwing a deadly cloud of steam high into the sky that meant a scalding death for any brave soul trying to sail through it, and the gods had begun to fall silent one by one. The elves didn't even have time to deal with the abrupt and total collapse of their trade fleets, as the boiling sea proved to only be a side effect of the true threat beneath Maedu: a weakness in the fabric of the world in which the infernal planes had torn open a grand portal. Maedu was the first of the islands to fall as the last of their gods disappeared, their great city being torn open from beneath as a vanguard of devils led a devastating first strike. The darkness beneath the island had become nothing less than an open gateway into hell itself, sitting in the middle of the fresh ruins like a massive, evil sinkhole.

The infernal conquest of the islands was short and brutal after that. The stout walls of Hanju meant little to a foe who could fly or teleport, and the elves of Rokai were massacred. With their hold on the island complete, the fiends began to enact their own dark designs. As devils began to remake Hanju into a foothold for an assault on the material plane, the fiends amused themselves by tormenting the surviving, scattered elves, as a sort of twisted game. There was no hiding from their profane curses, and they took delight in twisting the bodies of the elves into mockeries of the gods that had failed to protect them, giving them debilitating

reptilian qualities as a reminder of having been forsaken.

While these deformities often resulted in death or madness, those who managed to survive and adapt were often punished with further alterations. The devils no longer considered the elves to be a threat, even the ones who fought hardest to resist the hellish incursion. After all, their society was broken and there was only a fraction of them left. Only on the isle of Maedu, where asceticism had already been in practice, was there a sizeable number of survivors who had managed to muster the mental discipline to remain sane despite ever-mounting mutations. More importantly, they had the company of a "demigod": a couatl who helped to hide them from infernal eyes, though it could not shield them from the curses. They were struck with the curse of the basilisk, forcing them to live in near-total blindness or turn to stone. When the survivors adapted, when they had the audacity to cling to their sanity, they were cursed with a mental connection to the countless snakes that soon erupted from their scalp. Their numbers dwindled still, but those who adapted learned to see through the eyes of the snakes. It was at this point that the Maedu began to catch the notice of the infernal forces.

The martial traditions that the temple-sect had inherited from Hanju had, in the hands of the Maedu ascetics, been refined in their use against fiendish foes. Where once their motions had been informed by the striking snake and the snapping turtle, they were now patterned after the very devils trying to destroy them. These forms helped give them a fighting chance and allowed them to plunder the ruins of the grand library until they stumbled upon a solution: thy could not close the portal, but they might be able to fundamentally alter it. While their foes closed in on them, a band of ascetic warriors escorted a group of mystics to the yawning portal. Although their methods were lost with them, they succeeded in damaging the portal and turning it into a one-way entrance to the lower planes. With the portal's value as an invasion gateway ruined, the infernal forces abandoned their grand designs on the islands and fled back through the portal, though some remained in the hopes of crushing the survivors in an act of revenge. The seas, no longer befouled by infernal energies, cooled once more.

#### MAEDU TODAY

In the time since the hellish retreat, survivors of the Isle of Maedu began to rebuild as much as they were able. Exploratory missions to the other islands have revealed nothing but ruins infested with horrific snake monsters, tormented spirits, and lingering infernal beings, leaving the Maedu people as the sole inheritors of their people's legacy. As they begun to build a new life for themselves, the remnants of the temple-sect sought answers for the disappearance of their gods. Communion with the few remaining couatls revealed that their deities had been the first to fall in the invasion, and that they had been lost body and soul to the lower planes. This revelation, along with the nearby doorway to said lower planes, gave rise to a new tradition: the god hunters.

Once every few decades, a band of volunteers—prepared to brave the depths of hell to

recover the gods or anything that could lead to their freedom-forms. They seek out information, power, and even allies. Some groups manage to locate something of value and find an exit back to the material plane, while at least as many never make it out of the lower planes. Those who manage to find a portal and escape are rarely anywhere near where they started, finding themselves lost in foreign lands with no knowledge of how to return to the islands. The survivors and descendants of such groups account for the majority of Maedu found outside the islands, and most adventuring Maedu will have an ear out for rumors that could lead them back to the islands. Often, they will have something, some trinket or phrase that they need to take home.

#### THE GOD HUNTERS

38

Once the maedu had reclaimed their island, they were left with the one-way hole to the lower planes through which their deities had vanished. Those still sensitive to the will of the gods could feel them, and this revelation spurred many into action. From those who wish to rescue the gods to those who don't want to see their power fall into hellish hands, even some who sought to claim the power of their fallen gods for themselves, many bands came together over the years to prepare and venture into the portal. Such expeditions bordered on the suicidal, and of the groups that managed to return to the mortal realms, none were without casualties. The hardened survivors of such outings were then faced with a long trek through unknown lands to find their bearings and return home, all while

bringing whatever knowledge or relics they had managed to steal from the lower planes. Though generally less dangerous than the flight through hell, this tended to be the longest part of most expeditions, often taking decades or more to find where in the world they are and trek back to the island. In some cases, it was the descendants of such expeditions, following passed-down legends, that manage to return to the island. Most expeditions would manage to return faster, but it is a point of honor to oppose the schemes of fiends when they come across them, and this often causes them to get embroiled in conflicts against cults during their journeys.

The appearance of a band of battle-hardened, snake-haired travelers has a way of causing a stir and putting people on edge, and so most returning groups learn the benefits of keeping a low profile and wearing concealing clothing. Such groups tend to pass unnoticed unless they make a mistake or get embroiled in local affairs.

#### CULTURAL IMPACT

Depending on the needs of your setting, the isles can be adjusted regarding what they provide. The biggest variable here is how long it's been since the maedu began to rebuild. In those early days, few if any god hunters had gone through the portal, and the events that led to their transformation had not yet passed from living memory. As time goes on, more god hunters pass through the portal, and they begin to create a web-like map as they filter back to the islands through their own winding paths, leading to more prepared groups that are better able to get their bearings upon return to the material plane.

REPERE

As experienced god hunters return to the islands, those who stay aid in the reclamation of first Hanju and then Rokai. This leads to better equipped god hunters, and an increase in the use of pajenki stones, which soon come to be associated with the maedu. Increasing familiarity with the wider world leads to better return strategies, such as where to find major port cities on which continents, and connections with specific transport guilds or other such groups. The wide-ranging travels of the god hunters cause them to bring back goods and ideas from all corners of the globe, and as their population recovers their society begins to forge an identity for itself beyond "the cursed survivors."

A recovered society of maedu would see them once again hold dominion over the islands and be known to those on the mainland. Depending on what the god hunters have managed to bring back from the lower planes and on their returns, the maedu may have advances in magic that are hard or impossible to find anywhere else. Should they find some way to gain full control of the open portal through which the god hunters pass, they would be able to change the exit point and allow two-way travel, giving them an advantage as a society regarding supply lines and military tactics. Depending on current events on the mainland and in the world at large, they may begin to construct a naval fleet once again. Breathing life back into the trade city of Rokai would involve cutting it free from the jungle and driving any remaining monsters from the ruins-a task that would draw the attention of many an adventurer.

Should any of the god hunters have true success, the ramifications could be massive. The return of one or more of their gods would lead to changes, but the manner of changes depends on the gods that returned. The temple would see an abrupt rise to prominence, and there would be a new wave of divine chosen. The return of gods may also see the return of lost knowledge, such as the method to create pajenki stones.

If you are sneaking the maedu into an existing setting or otherwise want them to have a subtler presence, it's easiest to have maedu society be in the early stages of reconstruction. They won't have had time to become a known element, and their strange appearance would be more likely to be met with fear and revulsion. The reconstruction doesn't need to have come right on the heels of the fall—if there was a major event that rocked the setting in the past several hundred years, especially one that is interplanar in nature, it may be worth re-imagining the fall to be an element of that cataclysm.

The degree of player relation to the islands can also vary quite a bit by background. While being a god hunter or the descendant of one is the most common background for earlyreconstruction era maedu adventurers, a more developed society sees individuals sailing from the islands in search of adventure. Such free spirits wouldn't be seeking a return to the islands and may be the cause of some mainland maedu communities. In any case, while the islands provide a racial origin point and potential site of player interest, their impact on the setting can be as large or small or as your campaign calls for.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

#### **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product

40

Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights,

title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply**: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### **15. COPYRIGHT NOTICE**

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

**Pathfinder Roleplaying Game Core Rulebook.** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 3.** © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Advanced Class Guide** © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

**Pathfinder Roleplaying Game Occult Adventures.** © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

**Pathfinder Roleplaying Game Pathfinder Unchained.** © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Magic.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Combat.** © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, **Tim** Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Equipment.** © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Intrigue.** © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

41

Racial Profiles: The Maedu © 2019, d20pfsrd.com Publishing; Author: Kalen Tessmann

# THE RACIAL PROFILES EXPANDED:

# OPEN GAMING STORE

ATTA

CALL OF T

Segues & devocious

JONES

D20 DF5RD

COME SEE WHAT'S NEW. FIND JUST WHAT YOU'VE BEEN LOOKING FOR. WE HAVE HUNDREDS OF INSPIRED PRODUCTS TO ENHANCE YOUR GAMING EXPERIENCE. SO COME ON IN, THE DOOR'S ALWAYS OPEN!

opengamingstore.com

## RACIAL PROFILES EXPANDED THE MAEDU

Find out what it means to be truly cursed as you immerse yourself in the life and culture of the maedu.

A once noble elven race, forsaken by the gods, and plagued by a monstrous bane.

#### The pages of this book feature:

- One new playable race, the acursed maedu
- 18 new feats
- 4 new racial archetypes
- 2 new familiars
- Several new magic items
- 2 new exotic weapons
- And an expansive history of the maedu, and their plight

Spit in the face of fate, and find out if you have what it takes to stand with the Maedu. Well—do you?





