

RACIAL PROFILES EXPANDED:

HUNGRY SOULS



BY DAVID CLINGERMAN & KYLE NIELSON

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RACIAL PROFILES EXPANDED:

HUNGRY SOULS

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INTRODUCTION

Have you ever encountered a particularly fearsome beast with abilities that left you envious? Like a dragon's breath weapon, or a giant spider's ability to scale vertical walls effortlessly? That very question, combined with inspiration, curiosity, and many (many) sessions of the *Pathfinder Roleplaying Game* are the driving force behind *Racial Profiles Expanded: Hungry Souls*.

The ability to take a monster's skills and make them your own has been seen in several game titles over the last few decades. This inspiration spawned the building blocks for the vorpal knight, one of three new classes featured in this book. From there, over the course of countless games, we tested and molded the class into what it is now. It wasn't until recently that one of my players had a concept in mind for an archetype—the gourmand.

During the gourmand's creation and test play however; it became increasingly complex, and soon apparent that it could stand as a class on it's own, much like the ninja^{UC} and samurai^{UC} classes featured in Paizo's *Ultimate Combat*. From there, my friend conceptualized and brought to life the girran race, also featured in this book. Through the creation of these facets, we soon realized we had enough for a book and thus the long journey to creating *Racial Profiles Expanded: Hungry Souls* began.

Offering three new classes, three new races, new feats, spells, magic items, weapons, every page of this book bursts with unique new ways to play, add to the game, and help you best utilize the rules already presented in the *Pathfinder Roleplaying Game Core Rulebook*.

As the name suggests: this book focuses on concepts that center around consumption (souls, monsters, magic) as a means to advance in power or even prepare spells wielded by your foes. The rules contained herein have been put through the ringer and tested to be both fun and as simple to use as possible. That said, it is best that you consult your GM before using any of the content found within *Racial Profiles Expanded: Hungry Souls*.

NAVIGATING THIS BOOK

This book is organized by sections. Below is a brief overview of what is contained in each section.

Section 1—New Races: This section takes an in-depth look at all three of the new races presented: luxu, mouselings, and girrans. Each race section includes alternate racial traits, allowing you to customize your character's abilities to reflect their individual heritage, as well as new favored class bonuses and specific ideas to help get you started playing a character of any of the featured race and class combinations.

Section 2—New Classes: This section presents three new base classes. They are just as powerful as the original classes found in the *Pathfinder Roleplaying Game Core Rulebook*, though they are generally assumed to be less common in the world (unless a Game Master decides otherwise). Each of the three new classes is fully compatible with the existing class system, and features both new abilities and new approaches to game play and interparty dynamics. The vorpal knight draws on the power of the souls of slain enemies to grant her special powers. The gourmand, is a close quarters combatant, that consumes his enemies whole to add to his strength and gain abilities not at all dissimilar to the vorpal knight. Finally, the mystic savant is an anti-mage and capable caster, relying on his ability to neutralize spells and add them to his arsenal.

Section 3—New Feats: This section contains new feats that can be taken by the featured classes and individual races, including new racial and class specific feats that can enhance abilities and grant new ones, to give you the advantage in combat.

Section 4—New Equipment: Presented here are several new weapons and items of both magical and nonmagical design, to help characters survive out in that dog eat dog world; including new weapons, armor, specialized tools, and magic items which are exclusive to *Racial Profiles Expanded: Hungry Souls*.

Section 5—New Spells: This section contains further explanation on what a phylocrux is, and what to do if you encounter a creature type that isn't already listed; as well as new spells to be used with the *Pathfinder Roleplay Game*.

Appendix: This section, located near the back of the book, contains additional information for spells or items not fully expanded upon; as well as some optional rules.

Product Identity: This section contains a list of all the referenced material used throughout this book. Referenced material is denoted by small acronyms after the referenced word. (i.e. Oracle^{APG}).



SECTION 1

NEW RACES

GIRRANS + LUXO + MOUSELINGS







FEATURED RACES

From the towering luxo, to the rotund girran, all the way down to the timid mouseling; the races featured in *Racial Profiles Expanded: Hungry Souls* are unique and hardy peoples meant for use in the *Pathfinder Roleplaying Game*.

Each of the three races in this section is presented in the same format, starting with a generalized description of the race's role in the world. This is followed by a physical description of an average member of that race, a brief overview of the race's society, and a few words about the race's relations with the other races. Although your race doesn't force you to choose one religion or alignment over another, the typical choices for each race are mentioned. Next is a discussion of why a member of the race in question might decide to take on the

peril-filled life of an adventurer. Finally, we list a few sample names for males and females of each race.

Following this is a block of information including gameplay related statistics, including the ability score modifiers for the given race, size, starting languages, as well as their racial traits. Game Masters take note, the races presented here offer fairly powerful adjustments compared to the base races of the Pathfinder system, particularly at low levels, so plan accordingly.

The three races presented in this section have wildly different abilities, personalities, and societies, and were chosen because of their ties to the three classes featured in this book. Their construction follows the rules and guidelines for playing more powerful or more unusual races.

GIRRANS

Girrans, or Swamp Oni as they are known by some, are a burly and remarkably resilient race of ogre-like humanoids, possessed of monstrous strength and girth. Many who stumble upon them, however, are surprised by their tendency to be unhurried and extremely affable. Taking their name from the swamplands they call home, girrans spend most of their lives hunting and gathering food and supplies for their village as part of an elaborate, generations-long ritual, which permeates their day to day lives. Their physical appearance, lack of hygiene, and their tendency to stick anything they find into their mouths, results in what first looks like a brutish race of dullards, but bellies a surprising amount of depth, and civility.

Physical Description: Large for humanoids, but small for giants, girrans typically stand between 6 and 8 feet tall. Their girth, however, exceeds most humanoids by a wide margin. In addition to sizable guts, they also have large, wide heads, with massive mouths, filled with innumerable varied teeth, which continually regrow their entire lives. Their tough, thick skins vary between mottled shades of brown and gray with splashes of brighter colors. Those with a pure, single shade do exist, however, with pure blue being considered particularly auspicious. Girrans are hairless, but sport a pair of bovine horns, with size, color, and curvature varying between individuals. These horns are the easiest way for outsiders to differentiate between girran genders, which are entirely indistinguishable to non-girrans. Male horns are mostly straight, whereas female horns possess a curly organic nature. They have powerful limbs, thick digits, and a very upright posture, along with stubby, tapering tails, which often go unnoticed.

Society: Being swamp dwellers, girrans have limited options for agriculture. Instead, adults regularly visit their priests to receive marker tokens. These compass-like devices guide them on a long, curving trek through the swamps where they hunt or gather anything remotely edible, before eventually going back to their village to put their collections into the tribe's larders. This ritual is called stirring the pot (or a stir) and is central to much of their culture. Girran birth rates are very low, and as a result they are extremely protective of their children, keeping

them in communal nursing pens which form the center of their villages. Once they are of age, they spend most of their lives out on a stir. Most girrans are conceived and delivered during a stir, and when their time comes to die, they will often leave on one last journey, with the express intention of returning themselves to the swamp.

Relations: When girrans began to populate more frequented swamps, they often captured and ate travelers who passed through, treating them as they did any other animal they found in the swamp. This led to them being labeled as dangerous monsters, and between their low birth rates, and the regular flow of adventurers eager to hunt them down, their numbers quickly dwindled. Rather than die out, the survivors established a policy of "Never Eat Those You Know." This, combined with diplomatic efforts resulted in their recognition as a civilized race, and they now regularly find work as guides through the swamp lands. When dealing with other races, girrans often refer to that race's "flavor." For example, human-flavor is robust and varied, while dwarves might be called bitter and earthy. With few exceptions, girrans, tend to view other races in a decidedly patronizing manner, seeing most races as childlike due to their smaller size, fragile constitutions, tendency to bear grudges, and "pickiness" over things like comfort and food.

Alignment & Religion: While they are often satirized as gluttonous monsters, girrans have a strong sense of family and tradition. Those who win their trust understand that, while their ways are strange, they are remarkably civil. Girran culture holds stoicism as a great virtue, often instructing your children to simply endure their problems without complaint, or as it is often said, "put their problems in their stomach." Grudges are almost utterly anathema to them. This emphasis on enduring trials and accepting the nature of their homeland means that the majority of girrans are neutral in alignment. Their culture is widely driven by food and song, and because of this, they prefer to worship deities of feasting. The act of eating, preparing, and offering food holds many subtleties and great significance among girrans.

Adventurers: Although rare, girrans will venture out of their swamps on holy pilgrimages. It's also not unheard of for a girran to leave their swamp to seek out new cultures, and foods. Such ventures are known as Swells; so called due to

the intended increase in the girran's girth and palate. Girran combat is used for hunting and trapping beasts of the swamp, so rangers are common among them. Their strength and resilience also make them great fighters, monks, or barbarians, favoring spears or javelins. Girran spellcasters, are often clerics or druids, although some take up witchcraft, and

become hermits. Fewer still become gourmands chosen by their gods.

Names: Two Vultures Circling Slowly, Thirteen Fearless Centipedes Under A Stone, Four Bright Frogs Sharing A Footprint, Mist Leaving A Hollow Tree

GIRRAN RACIAL TRAITS (16 RP)

+4 Strength, +4 Constitution, -2 Intelligence, -2 Charisma

(8 RP): Girrans are incredibly tough and powerful, but struggle with concepts like formal schooling, or personal hygiene.

Natural Armor (3 RP): Girrans have a natural armor bonus of +2

Type (0 RP): Girrans are humanoids with the giant subtype.

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

Slow and Steady (-1 RP): Girrans have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Low-Light Vision (1 RP): Girrans can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light.

Sophisticated Senses (2 RP): Girrans receive a +2 racial bonus on crafting skill checks where taste or smell plays a significant role, such as cooking, or alchemy.

Oversized Maw (1 RP): Girrans have a natural bite attack which deals 1d4 points of damage.

Massive Girth (-1 RP): Girrans are treated as one size category larger when attempting stealth checks.

Healthy (2 RP): Girrans gain a +4 racial bonus on all Fortitude saves against poison or disease.

Weapon Familiarity (1 RP): Girrans are proficient with spears, tridents, and warhammers, and treat any weapon with the word "girran" in its name as a martial weapon.

Languages (0 RP): Girrans begin play speaking Common and Giant. Girrans with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Gnomish, Goblin, Halfling, Orc, and Bog Beast.



GIRRAN ADVENTURERS

Girran adventurers specialize in careers where they can utilize the skills they use on a stir, cater to their immense strength, or anything that might involve their sense of smell and taste.

Alchemist^{APG}: Although girran alchemists aren't as common in their society, girrans' extreme sense of smell and taste make them formidable potion masters; and their natural resistance to poisons allows them to work with more dangerous substances safely.

Barbarian: Despite their usually relaxed, accepting natures, there are some girrans who reach deep into their ogre heritage, channeling their immense power into terrible rage. Such girrans often leave their swamps, forsaking their kin to further harness the power of their ancestors.

Bard: The mysticism of song and storytelling is a vast and intricate part of girran society. Nearly every girran sings in some fashion or another, but there are those among them that take up the noble profession of the bard, weaving masterful tales, and thundering sonnets that inspire awe and shake their foe to the core.

Cavalier^{APG}: Though most girran prefer to traverse the swamps by foot, there are the few who tame large frogs, crocodiles, or other great beasts of the swamp as mounts. Fewer still take up the mantle of cavalier acting as village guards, or patrol the swamplands in search of those who require aid or direction.

Cleric: Very rarely does a girran worship anything other than a god of feasting. Those that choose to take on the mantle of the clergy often hold a revered position in girran society, as head of feasts or offerings to their deities.

Druid: Because of their close ties to the swamp, some girrans heed the call of druidism, usually to learn spells or to take on wild forms that aid them in hunting and gathering on a stir.

Fighter: Girran fighters are common in their society, as most girrans are trained from a young age to use the weapons of their people. A great many of them become experts with girran forks and hammers.

Gourmand: Every girran aspires to be the chosen maw of the gods, a gourmand capable of eating all manner of things, great and small. To embark on a swell, and grow fat on their foes.

Gunslinger^{UC}: Though practically unheard of, a girran who walks the path of the gunslinger is an unnaturally fearsome sight. Their immense size makes them capable of wielding much heavier guns.

Inquisitor^{APG}: While capable of faith and trust, most girrans rarely succumb to paranoia and suspicion, and don't usually take up the self-righteous cause of the inquisitor.

Monk: Their immense strength and sheer size make them formidable monks, easily capable of holding their own in close quarters combat. Girran monks usually excel at the Tetori arts, maintaining grappled foes with ease.

Mystic Savant: Like most races, the appearance of a mystic savant is unique if not unheard of in girran society. When it does happen, such girrans will venture forth on a swell to help them grow and understand the power they wield.

Ninja^{UC}: A comical thought at best, girran ninjas are practically unheard of; though their ability to stalk prey is about their only redeeming quality as a ninja.

Oracle^{APG}: Girran oracles act as the voice of their gods, often consuming food offerings to a deity of feasting, with the belief that they are feeding them directly. But like most oracles, they employ strange arts that vary wildly, often reflecting mysterious truths.

Paladin: Though girrans rarely aspire to heroic ideals, some do seek noble ways to defend their tribe. These rare few often become paladins sworn to their tribes chosen deity. Such girrans are renowned for their stoic nature and selfless actions.

Ranger: Girrans challenge themselves to best every kind of prey, as most are skilled hunters and trackers of beasts. Many girran rangers are known for helping those who have lost their way in the swamp.

Rogue: The concept of stealing doesn't really exist among the girran; most everything they have they share. Though this mentality usually gets them into trouble in normal civilized societies.

Samurai^{UC}: Girran samurai usually arise when a former cavalier leaves the swamp on a swell, pouring themselves into the perfection of their combative skills, and challenging foes with the might of their steel.

Sorcerer: With their oni heritage coursing distantly in their veins, some girran display latent magical abilities that manifest in their adolescent

years. Such girran often leave on swells to learn to control and grow their power.

Summoner^{APG}: Girran summoners often bond with outsiders such as eidolons without realizing it. Such eidolons usually manifest as creatures of the swamp, mixed with traits associated with their tribe's deity. It is not uncommon for some girran eidolons to resemble froghearts (Bestiary pg. 136)

Vorpal Knight: Though rare, girran's natural hunger lends itself to the ways of a vorpal knight; often eager to fill the void left by their reservoir.

Witch^{APG}: The girran who heed the call of witchcraft often become hermits of the swamp. Venturing out only should the need arise, such as protecting the swamps they call home, they use their mysterious and sometimes dangerous ways to bring down their foes.

Wizard: Most girran lack the insight to become fully fledged wizards, though the few who do often display a deep hunger for knowledge. Such girran refer to this endeavor as filling the belly of the mind.

ALTERNATE RACIAL TRAITS

The following racial traits replace existing girran racial traits. Consult your GM before selecting any of these options.

True Ogre: Some girrants grow to be the size of their giant counter parts, reaching heights and weights that double that of their girran brothers. However, this additional mass is usually coupled with unhealthy girth and deteriorated immune systems. A girran with this trait becomes Large, receiving a +2 bonus to Strength, a -2 penalty to Dexterity, a 10 foot reach, as well as appropriate changes to all size based combat modifiers. This trait replaces healthy, and sophisticated Senses.

Smooth Skinned: Most girrants have a thick, tough outer hide that protects them from harm. A few, however, do not develop this protective outer layer and instead have smooth, froglike skin. Although this mutation leaves them more vulnerable, it also exposes the remarkably strong and pointed fingertips that are normally buried beneath layers of hide. A girran with this trait gains a natural claw attack appropriate to their size. This trait replaces natural armor.

Fearsome Horns: Though usually too short to be used as a weapon, some girran's horns can be fearsome in size. Girrants whose horns grow to such

lengths make practice of using them in combat, forgoing the use of even girran made weapons. A girran with this trait gains a gore attack that deals 1d6 points of piercing damage. This ability replaces weapon familiarity.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever she gains a level in a favored class, girrants have the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all girrants who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Alchemist^{APG}: Add + 1/2 to bomb damage.

Bard: Add +1 to the girran's total number of bardic performance rounds per day.

Bloodrager^{UM}: Add 1 to the girran's total number of rage rounds per day.

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

Gourmand: Add +1 bonus to the damage dealt by the gourmand's stomach acid every time they take this option, so long as gourmand is their favored class.

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.

Witch^{APG}: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.



LUXO

Luxo, are a monastic race of elephant-like humanoids, who demonstrate patient strength and discipline in all they do. They are believed to be forged from the light of the stars, pieced together in the cosmos of the heavens. Those who chance upon them outside their sacred mountain homes find they are gentle giants, caring and generous to a fault. They have found an inner peace that few individuals can ever hope to obtain, let alone an entire race. To some they might seem slow, but they are possessed of a deep wisdom. Like the stars themselves they are quiet, yet resolute. But, when they choose to speak or act, it's hard to ignore them.

Physical Description: Luxo look like humanoid elephants, usually standing between 7 and 8 feet tall and weighing in around 900 to 1,000 lbs. They have thick, wrinkled, sparsely haired skin that ranges from pale white to deep black, with grey and tan being the most common colorations. Their eyes are generally a soft, long lashed brown, though blue and green eyes do occur. A luxo's arms are thick and muscular, with three fingers and a thumb on each hand. They have broad legs with flat feet, a short trunk, large ears, and a pair of sharp ivory tusks. Luxo cap their tusks with blunt metal baubles or plating. They favor simple clothing when traveling, but tend to adorn themselves with ornate decorations, often making extensive use of jewelry.

Society: Being mountain dwellers, Luxo practice terrace farming as their primary source of agriculture. Though their diets consist heavily of vegetation, they do actively fish and raise yaks for consumption. Luxo society and structure is heavily decided by unique deity stars and the courses they chart. A luxo born under a deity star of harvest, means they will apprentice in the field, while those born under the deity star of the oracle are destined to become star seers. Such luxo may eventually become High Star Seer, the highest place of honor and ruler in luxo society. Perhaps one of the most unique qualities of their culture is that they are communal. Once a luxo is born, (usually to a breeder, designated by the deity star of fertility) and their path divined, they are sent to live with and be raised by their respective commune. On rare occasions, those born under the the deity star of creation are destined to become vorpal knights,

with the express task of cleansing and returning souls to their believed source, the cauldron of stars.

Relations: The luxo have always been a secluded people, tucked away in hard to reach mountainous valleys. Though, they do not reject outsiders should they find themselves at the luxo's doorstep. Quite the contrary, they will greet them with open arms, and will even ensure their guests are fed and well supplied before seeing them on their way. Such has always been their custom. Despite this though, they do feel a great majority of the other races' strife stems from a lack of purpose and unity.

Alignment & Religion: Luxo are surprisingly egalitarian in their worship practices. Each deity has a star in the astral sea, and therefore each plays its part in their society. So long as it does not upset the path which a luxo is destined for, it is quite normal for them to follow any number of deities. No matter a luxo's path, when they come of age, they may choose to undergo a trial to claim an aurora stone. It is a precious metal, that only exists at the peak of mountains, where the aurora borealis passes over the cliff tops. Such stones are usually fashioned into some form of jewelry as a testament to their strength and will. When a luxo knows their time is coming, they will often embark on a holy pilgrimage, a designated path known as "The Pilgrims Way." It's a one way trip, that barring death from outside forces, leads the luxo to their ceremonial burial grounds, where they claim their final resting place in the elephant's graveyard. In general, luxo are lawful good by default, bound to the structure of their society, and the good nature they show to everyone.

Adventurers: Although rare, luxo do venture out of their mountain home on holy pilgrimages, or because they've been exiled from the commune. When a luxo comes of age, if they successfully complete their right of passage, they may choose to leave the commune and break the chains of fate. Doing so is a form of exile, which guarantees they will never return. It's also viewed as a kind of social death in their community, whereby such luxo are referred to in the past tense; as if they had made their final journey to their resting place. Because of their sheer physical stature, Luxo usually become monks, or fighters, rarer still, oracles or clerics. Though perhaps the most auspicious leave on holy pilgrimages to quell the corrupt souls of the land as vorpal knights, scions of the stars.

Male Names: Buucha, Ganosh, Banu, Ganoa, Macha, Ganesha, Lano.

Female Names: Vishni, Haatani, Cena, Musha, Lanlea, Ginnea, Meltoa.

LUXO RACIAL TRAITS (RP 14)

+2 Strength, +2 Constitution, +2 Wisdom, -2 Dexterity (RP 4): Luxo are disciplined in body and mind, as well as hardy, but usually a little slower to react.

Natural Armor (RP 3): Luxo's thick leathery skin grants them a natural armor bonus of +2

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

Slow and Steady (RP -1): Luxo have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Low-Light Vision (RP 1): Luxo can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light.

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

Lightbringer (RP 2): Because of their close tie to the stars, Luxo are immune to light-based blindness and dazzle effects, and are treated as one level higher when determining the effects of any light-based spells or effects they cast (including spell-like and supernatural abilities). If they have an Intelligence of 10 or higher, they may use *light* at will as a spell-like ability.

Mountaineer (Ex) (RP 1): Luxo are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.

Stability (Ex) (RP 1): Luxo receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

Languages (RP 0): Luxo begin play speaking Common and Giant. Luxo with high Intelligence scores can choose from the following: Elven, Dwarven, Orc, and Terran.



LUXO ADVENTURERS

Luxo who choose to become adventurers usually follow a clerical path, pursue the mastery of martial skills, or seek a career that lends to both. Luxo prefer the way of peace if it can be achieved, though they are willing to show their might in battle.

Alchemist^{APG}: Luxo favor the arcane disciplines over the use of experimental magicks, viewing alchemy as unreliable at best. A luxu alchemists would likely seek adventuring to practice their craft without the social burden imposed by their own society.

Barbarian: Luxo barbarians typically live in cities where gladiatorial work can be found. They often venture from town to town seeking out any match that will put their battle prowess to the test.

Bard: Luxo love art in all forms, but story telling and song are held in high esteem among them. Their booming voices and thunderous steps are inspiring to all who witness them.

Cavalier^{APG}: Known as mammoth riders, they can be found in service to religious orders, such as their own star seers. Luxo cavaliers are not to be taken lightly, as their mounts are often great beasts of burden.

Cleric: Luxo follow many faiths, and it is for their part that clerics are held in lofty regard. Many stand for the sanctity of all life or philosophies that root themselves in creation.

Druid: Luxo have a great reverence for all life and nature. They habitually seek harmony with it and this outlook naturally lends itself to the life of a druid.

Fighter: Luxo fighters are sought mercenaries for their natural martial prowess, strength, and ability to read the battlefield.

Gourmand: Most luxu enjoy the simple pleasures in life; with eating the most notable. It is for this reason that some luxu dare to become gourmands, leaving their mountain homes to explore and try new things.

Gunslinger^{UC}: Rarely ever seen, luxu gunslingers usually wield heavy arms too large for most normal sized creatures. The sheer sight of them sends even the most seasoned warriors running for the hills.

Inquisitor^{APG}: Though as a race, luxu encourage freedom and individuality, they are also steeped in tradition. Luxu inquisitors usually garner authority and respect.

Monk: The luxu race is monastic by nature and often focus on inward calm and stillness of mind. For this reason, luxu monks are common in their society and more easily encountered in the greater parts of the world.

Mystic Savant: Like most mystic savants, luxu are usually born into their power, often tasked with hunting down dangerous relics for the purpose of study and containment.

Ninja^{UC}: Cousin in a lot of ways to the monk, luxu ninjas are the result of one's desire to be light on their feet. It is a proud art that few luxu master.

Oracle^{APG}: The mysteries of the stars, life, and the great beyond drive luxu society. As such one of the most revered professions, save for the vorpal knight, is the oracle. Oracles use their skills to guide those they meet along their destined paths.

Paladin: Luxu paladins are steadfast and loyal to their deities, defending their people and homeland from all who would seek to desecrate it.

Ranger: Luxu are hardy and find themselves right at home in the midst of nature. However, luxu rangers favor mountainous terrain over any other.

Rogue: While thieves and brigands are rare, some luxu rogues do exist, finding work as scouts.

Samurai^{UC}: Often a more specialized sect among the mammoth riders, luxu samurai are masterful swordsmen and spear wielders.

Sorcerer: Because of their close ties to the stars, most luxu have a little magic flowing through their veins. Luxu sorcerers just have more, and favor fire, light, and the stars.

Summoner^{APG}: Luxu summoners' power stem from their close tie to the stars and the astral sea. It's not uncommon for a luxu's eidolon to serve as a guardian in some of their sacred mountain shrines.

Vorpal Knight: Often seen on pilgrimage, luxu vorpal knights scour the lands for those whose souls are tainted, to purge them and send them back to the astral sea.

Witch^{APG}: Uncommon though they are, luxu witches can be found living as hermits in the mountains. Many develop ties with creatures of their homeland, taking them as familiars to further bind them to the earth.

Wizard: Luxu are avid seekers of knowledge and wisdom. Those that specialize in the mysteries of the arcane become wizards.

ALTERNATE RACIAL TRAITS

The following racial traits replace existing luxu racial traits. Consult your GM before selecting any of these options.

Mountainous: Some luxu grow to be much larger in size, reaching heights and weights that double that of their kin. Though this additional might is usually coupled with a diminished fortitude as well as an inability to channel the light of the stars. A luxu with this trait becomes size Large, receiving a +2 bonus to Strength, a -2 penalty to Dexterity, a 10 foot reach, as well as appropriate changes to all size based combat modifiers. This trait replaces hardy, and lightbringer.

Fearsome Tusks: Though usually too short to be used as a weapon, some luxu's tusks can be fearsome in size. Such luxu are more likely to charge an enemy in lieu of waiting for them to attack. A luxu with this trait gains a gore attack that deals 1d6 points of piercing damage. This ability replaces stability (Ex).

Nimble Trunk: Some luxu have incredibly long trunks capable of grabbing and holding items and foes. Though they tend to be more prone to altitude sickness than the rest of their kind. Luxu with this trait gain a prehensile trunk, which can grab stowed items. While you cannot wield weapons with your trunk, you can use it to retrieve small, stowed objects carried on your person as a swift action. They also gain a +5 circumstance bonus when grappling to their CMB. This ability replaces mountaineer (Ex).

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, luxu have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to all luxu who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Barbarian: Add 1 to the luxu's base speed. In combat this has no effect unless the luxu has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with a

class's fast movement feature and applies only under the same conditions as that ability.

Bard: Add +1 to the luxu's CMD when resisting a disarm or sunder attempt.

Cavalier^{APG}: Add +1 hit point to the cavalier's mount. If the luxu ever replaces his mount, the new mount gains these bonus hit points. These bonuses only apply to a single mount gained as part of the cavalier's class.

Cleric: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.

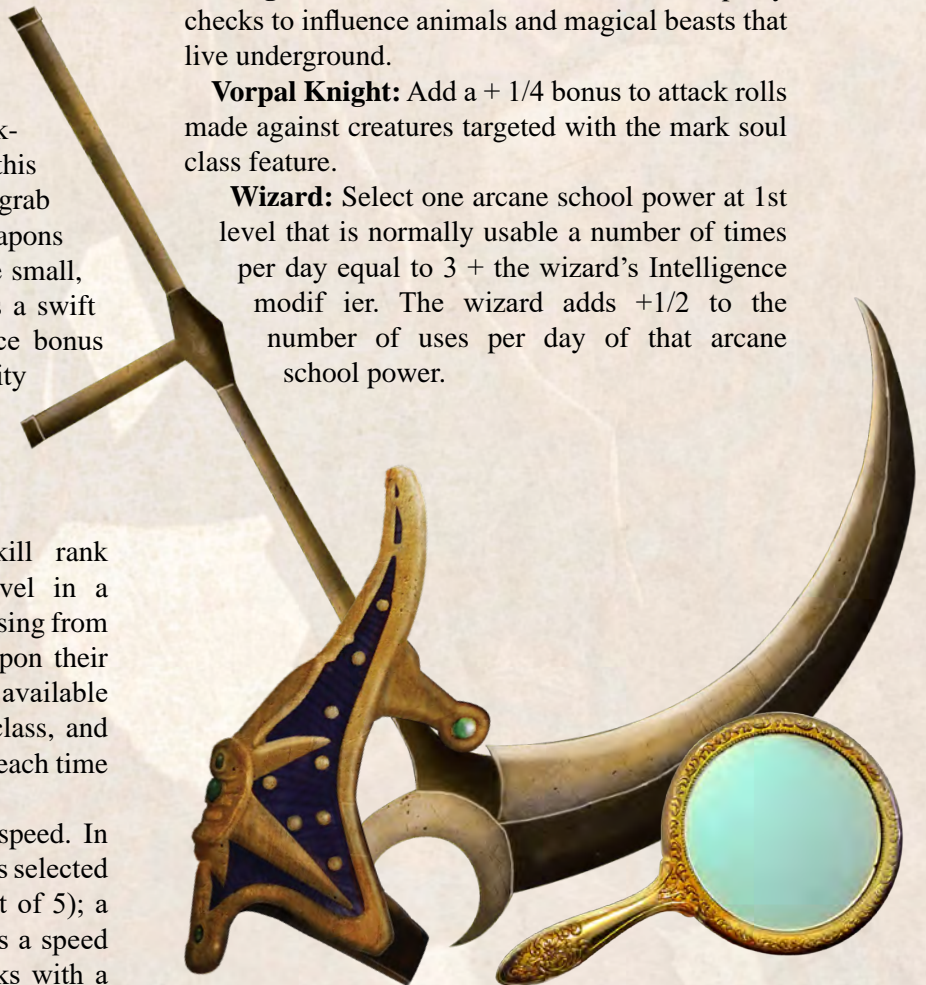
Oracle^{APG}: Reduce the non-proficient penalty for one weapon by 1. When the non-proficient penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

Paladin: Add a +1 bonus on concentration checks when casting paladin spells.

Ranger: Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that live underground.

Vorpal Knight: Add a +1/4 bonus to attack rolls made against creatures targeted with the mark soul class feature.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.



MOUSELINGS

Spritely and adorable swamp dwellers, mouselings are resilient fey who make their homes in the tree-tops. They are elusive and genuinely hard to spot in their own nesting grounds, a survival instinct they developed to hide from predators who find them delicious. When they do choose to be seen, they are genuinely kind, offering their help to any who have lost their way in the swamp. However, should a mouseling find their life to be in danger, they become a force to be reckoned with; dark beasts that would turn even the most courageous of knights on their heels.

Physical Description: Mouselings stand only knee high to most of the common races, making even halflings seem tall. At their largest, they reach heights of two and a half feet and tend to weigh just under thirty pounds. They have fine hair that covers their entire bodies, with thicker tufts around their necks. Their hair is usually wild and thick. Coloration usually ranges from tan to dark brown, matching their fur, however black, white, and patchy variations have been witnessed. Their eyes are usually a bright hazel, though like their gnomish cousins, their eye color can vary widely. A mouseling's limbs are limber, with clawed hands and feet. They also sport a prehensile tail, as well as large ears that aid them in avoiding predators. They usually adorn themselves with hempen cloth and grass garments, along with any trinkets they find in the mire. When their lives are threatened however, their physical features shift in a monstrous way. Their size nearly quadruples, as their flesh is engulfed by seething shadow, reaching heights of 7 feet or more. Their claws extend into deadly weapons, and their jaws gape with rows of sinister, razor sharp teeth.

Society: Mouselings are extremely communal, and live in large mischiefs in tree top villages nestled in swamps and forests. Here they store the things they gather and scavenge from their surrounding terrains. They feel an intense bond with their families and kin networks, living in harmony with one another. Mouselings will only fight if running is no longer an option, or their family is in danger, otherwise they are quick to hide. Should a social dispute arise among them, or with an outsider, they prefer to work out differences and settle disputes with mutually beneficial trades.

Because of their unnaturally long lives, if a mouseling mischief grows too large and the surrounding environment can no longer support their community, the elder will hold contests, wherein a single representative from each family is chosen to go on a gather. The mouseling that brings back the weakest find, determined by the mischief's head shaman, takes their kin and migrates to another area to begin a new mischief. Otherwise, individual mouselings are inclined to simply leave home and take up residence elsewhere, or wander on caravan trips that last most of the year, reducing the pressure of overcrowding at home.

Mouseling are an omnivorous people, though their diets consist primarily of herbs and vegetation. Because of this, their society is built heavily around scavenging and gathering in the swamps and forests where they make their homes. Nearly every mouseling gathers for their own family nest, from the time they are first able to carry their own pack. Their first scavenge is often accompanied by a member from the previous litter, as a guide to instruct in the ways of hiding and avoiding their many predators. Once a mouseling has returned successfully, they are permitted to leave on a scavenge whenever they wish. Mouselings that are born with purely white fur are considered to be sacred, and are prohibited from leaving their village. This custom arose from the fact that not only is it rare, but albino mouselings are unable to hide from predators effectively, and would often find themselves digested in the belly of a giant frog. Such mouselings usually become shamans, or some other figure of authority within the mouseling community.

Relations: Mouselings pride themselves on their ability to go unnoticed by other races—a trait that allows many mouselings to excel at scavenging. They get along well with gnomes, or any other friendly fey creature and have a healthy respect for most of the other humanoid races, but prefer to keep them at tail's length. Mouselings coexist well with most races, but are usually wary until an individual is proven trustworthy. Though should anyone find themselves lost within a mouseling's territory, they will be helpful.

Alignment & Religion: Mouseling individuals are driven by a desire to acquire interesting items and a curiosity for the world around them. The strong ties of mouseling communities give them an

appreciation for the benefits of an orderly society, and they are seldom willing to bend those rules. Most mouselings are good by nature, and those who take to religion tend to worship deities that represent commerce and family.

Adventurers: Mouselings' habit for scavenging, deep curiosity, and desire to help those in need, will sometimes lead them to pursue a life of adventuring. They may become wanderers to experience new aspects of life, because anything outside of their mischief is new and exciting.

Mouselings are physically smaller compared to most races, and see this as a simple fact of life to

be planned for. Most adventuring mouselings make up for their smallish demeanor by becoming druids, shamans, or wielders of the arcane. Those that don't, channel their natural ability to go unnoticed and become rogues or rangers.

Male Names: Mewt, Leef, Noul, Mepo, Guntree, Avel, Hemp, Twill, Irea.

Female Names: Lilty, Aonia, Luna, Mira, Penni, Lyra, Isseri.

MOUSELING RACIAL TRAITS (RP 10)

+2 Constitution, +2 Charisma, -2 Wisdom (RP 0); Mouselings are resilient and cute, but don't always make the best choices.

Small (RP 0): Mouselings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Scurry (RP 0): Unlike most small creatures, mouselings are remarkably fast for their size. They have a move speed of 30 feet.

Low-Light Vision (RP 1): Mouselings can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light.

Elusive Prey (RP 2): A Mouseling's keen ears and small frame grant them a +2 racial bonus on Perception and Stealth checks.

Prehensile Tail (Ex) (RP 2): Mouselings have a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action.

Nightmare Within (Su) (RP 3): Whenever a mouseling is reduced to below half their maximum health, their blood runs black and they change from a Small, harmless looking creature, into a terrifying, larger, shadow-like creature. When this occurs, the mouseling becomes size Medium, losing any bonuses and penalties associated with being Small. They also lose their Charisma bonus and gain a +2 to their Strength, as well as 2 claw attacks that each deal 1d4 points of damage, and a bite attack that deals 1d6 points of damage. This effect ends when combat is over, or the mouseling is rendered unconscious. This is a stress-induced ability and can not be executed outside of combat. This ability can only take effect once per day.

Delicious (Ex) (RP -1): Mouselings take a -2 penalty on Escape Artist and combat maneuver checks made to escape a grapple against any creature that has a bite attack with the grab ability.

Languages (RP 1): Mouselings begin play speaking Common and Gnomish. Mouselings with high Intelligence scores can learn any language they want, (except Druidic and other secret languages).



MOUSELING ADVENTURERS

Mouseling adventurers are often found in careers that lend to their ability to go unnoticed, that channel their innate magic, or that make use of their natural fey curiosity toward the world around them.

Alchemist^{APG}: Much like their fey cousins the gnomes, mouselings have an innate curiosity of the inner workings of the world and magic. For this reason, mouselings often excel in the field of alchemy.

Barbarian: Mouselings who have shed the fear of their nightmares sometimes find the void left is replaced by an uncontrollable rage. Those that learn to embrace it become mouseling barbarians.

Bard: Like most fey, mouselings have a deep love for all the arts, but among its many forms, the craft of music and dance are revered the most. Mouseling bards who leave the swamp often find work as street performers.

Cavalier^{APG}: Some mouselings befriend and tame beasts of the swamp as mounts. Those that do sometimes become cavaliers, sworn to protect their mischief with their lives.

Cleric: Mouseling clerics readily follow deities that embody family and nature, often acting as healers within their society. Those that become adventurers do so after aiding an adventuring party that passes through their swamp, if so lead.

Druid: Druidism is regarded by all mouselings as the faith of the old world, binding them to their ancient birthplace, the feywild. Mouseling druids often garner respect from other adventurers for their masterful display of their art.

Fighter: Mouseling fighters almost always take up arms out of necessity—such as when their mischiefs are in peril—but are never to be underestimated.

Gourmand: More often than not, it's the mouseling who gets eaten. But legends do tell of mouseling gourmands whose nightmares were so insatiable they could devour even the most fearsome beasts.

Gunslinger^{UC}: Their nimble physique and small size make mouselings natural candidates for ranged combat; with mouseling gunslingers being particularly quick on the draw.

Inquisitor^{APG}: Some mouselings learn the harshness of the outside world and harder-hearted races, donning the mantle of the inquisitor to defend their people and protect their homes from callous souls.

Monk: Mouselings are light on their feet,

curious, and timid by nature, and it shows in their pursuit of physical perfection. Many mouseling martial styles involve quick footwork and a stealthy fineness rarely matched by any other race.

Mystic Savant: Because of their deep connection to the fey, mouselings are more commonly born with the ability to see magic as it truly is. Such mouselings often become mystic savants, and travel the world seeking out new magic to see and understand.

Ninja^{UC}: Swamp style ninjitsu is practiced by many mouselings as a means to master their camouflage and stealth in their marshland homes.

Oracle^{APG}: With their inherent connection to the fey, mouselings take quite naturally to oracular devotion, interpreting otherworldly portents and whispers; often acting as spiritual leaders possessed of snow white fur.

Paladin: Mouselings who practice religious zeal or possess the passion to protect those around them might adopt the paladin's calling. Those that do usually serve as guards to their mischief's respective spiritual leaders.

Ranger: Well seasoned mouselings most often become rangers, relying on their innate relationship with nature and familiarity with the swamp life.

Rogue: Mouseling rogues are typically masters of speed and stealth, using their nimble claws to defeat locks and traps.

Samurai^{UC}: Although mouseling samurai are rare, mouselings swear honest oaths, and might master a broad array of tactics to defend their mischiefs and the swamps they love.

Sorcerer: The intrinsic arcane power of the fey bloodline is common in many mouseling families, though sorcerers of other bloodlines sometimes arise. Most all of these are accepted as normal in mouseling society.

Summoner^{APG}: Mouselings are masterful gatherers and timid by nature; because of this, mouseling eidolons often resemble fierce creatures or vigilant protectors.

Vorpal Knight: Although rare, the depths of a mouseling's soul is vast and well suited for a career as a vorpal knight. Such mouselings usually act as guardians to their mischiefs, seeking out and putting to rest the creatures who call them prey.

Witch^{APG}: Embracing their close ties to the swamp and surrounding forests, mouselings make very capable witches. Most adopt strange or exotic

swampland familiars to aid in their gathering.

Wizard: Mouselings have a more intuitive understand of magic than most races, often finding the illusion and elemental magic schools to be particularly easy to grasp.

ALTERNATE RACIAL TRAITS

The following racial traits replace existing mouseling racial traits. Consult your GM before selecting any of these options.

Albino: Some mouselings are born with pure white fur and stark red or blue eyes, which usually makes them easy for predators to spot. A mouseling with this trait treats all spells casted as if they were one caster level higher. In addition, If they have a Charisma of 10 or higher, they may use virtue at will as a spell-like ability. This trait replaces Elusive Prey.

Dwarfism: Some mouselings, though rare, have stunted growth. A mouseling with this racial trait is instead treated as tiny, incurring a -2 penalty to its strength and constitution scores, and reducing its speed to 20. This trait replaces Small and Scurry.

Untamed Instinct: Some mouselings grow to almost double their natural height; the added strength ensuring they never see their own nightmare form. A mouseling with this racial trait grows to be just under 5 feet tall, attaining medium size. He loses his Charisma bonus and instead gains a +2 to his Strength. This trait replaces Small and Nightmare Within (Su).

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, mouselings have the option of choosing from a number of other bonuses, depending upon their favored class. The following options are available to all mouselings who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Bard: Add 1 to the mouseling's total number of bardic performance rounds per day.

Cleric: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.

Druid: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Oracle^{APG}: Treat the mouseling's level as +1/2 higher for the purpose of determining the effects of the oracle's curse ability.

Mystic Savant: Add +1/2 to the number of uses per day of echoed spells. This increase only applies to spells available at 1st level and normally usable a number of times per day equal to 3 + the mystic savant's Charisma modifier.

Ranger: Add DR 1/magic to the ranger's animal companion. Each time the ranger selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic). If the mouseling ever replaces his animal companion, the new companion gains this DR.

Rogue: Add a +1 bonus on the rogue's Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Summoner^{APG}: Add +1 hit point to the summoner's eidolon for each level of summoner.

Wizard: Add +1/2 to the number of uses per day of arcane school powers. This increase only applies to arcane school powers available at 1st level and normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier.





SECTION 2

NEW CLASSES

GOURMAND + MYSTIC SAVANT + VORPAL KNIGHT



GOURMAND

Scholars debate the origin of the gourmand arts, though there are a few tales that are generally accepted among them. The first being that they are people who nearly starved to death and were brought back by a deity of hunger to gorge to their heart's content. While another suggests they are vorpal knights who consumed the soul of some large mouthed creature and underwent rituals to gain the ability to swallow their foes whole. One thing that is agreed upon though, is that a gourmand's hunger is matched by no other.

Role: A gourmand excels at close quarters combat, relying on grappling with and ultimately devouring their opponents. "You are what you eat," is something very literal for them, because each meal grants them a wide variety of options they can use in combat to defeat their foes.

Alignment: Any neutral.

Hit Die: d12

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The gourmand's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the gourmand.

Weapon and Armor Proficiency: A gourmand is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Bonus Feat: At first level and every three levels thereafter, a gourmand may select a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, or any feat pertaining to the gourmand class. Gourmand class feats include; Belly Bulwark, Bound Bag, Extra Stomach, Food Chain, Gastric Prison, Great Appetite, Greater Appetite, Hungry Vortex, Precise Vortex, Voracious Vortex.

Gourmand's Maw (Ex): At first level, a gourmand gains a bite attack. This is treated as a natural weapon with damage scaling as a monk's unarmed attacks, one size category larger than the gourmand. Additionally, the gourmand may make use of the grab ability after a successful bite attack, and may attempt to swallow the target on following rounds, as per the rules for swallow whole.

A gourmand may attempt to swallow any target of Medium size or smaller. This size limitation increases to Large at 5th level, Huge at 10th level, Gargantuan at level 15, and Colossal at level 20. A successfully swallowed target is placed in a stomach dimension and suffers bludgeoning damage equal to the gourmand's bite attack every round as well as 1d4 acid damage. This acid damage increases by 1d4 at every odd level.

The gourmand's stomach's AC is 10 + any natural armor bonus possessed by the gourmand. Each stomach has HP equal to 1/10 the gourmand's HP + the gourmand's level. A target that cuts their way free from the gourmand does not leave a hole, but is instead regurgitated by the gourmand into an adjacent square. A stomach that has been reduced to 0 HP cannot be used for 1d4 hours.

Eating a target at least one size category larger than the gourmand immediately causes the gourmand to become encumbered. This status can only be removed if the target is fully digested, escapes, or is used for the regurgitate class ability.

Digestion (Ex): At first level, a gourmand who has defeated an opponent with their gourmand's maw ability may choose to digest them. Digestion requires 8 hours of rest, at the end of which the target's body is absorbed by the gourmand, and he may choose one ability from them. A gourmand must have at least one indulgence to use digestion. Upon gaining a level, a gourmand may choose to change the abilities granted by any of their meals. The gourmand may also choose to fully digest a meal, freeing up an indulgence, but losing any benefits it may have previously granted. A gourmand cannot digest any foe with hit die exceeding their gourmand level by four or more and regurgitates the target into a square adjacent to the them on the following round after being swallowed. Any magical items on a meal digested by a gourmand are automatically expelled once digestion is complete. Mundane items are destroyed.

Indulgence: The gourmand begins with a single

indulgence at 1st level and gains a new one every level thereafter. An indulgence is used to store the essence of a meal, which the gourmand may use to gain certain feats, racial traits, special attacks, or spell-like abilities from a digested creature. An indulgence can store one essence from a single meal. Certain essence, may require the gourmand to possess other essence to function. Each type of essence is explained in further detail later.

Regurgitate (Ex): A gourmand who begins their turn with a swallowed creature may choose to take a standard action to spit it at a nearby target, dealing bludgeoning damage. This is a ranged attack with a range increment of 20 feet that does not provoke attacks of opportunity. The attack deals 1d6 damage, increasing by 1d6 for each size category above Medium the regurgitated creature is. The regurgitated creature suffers this damage as well, but may make a Reflex save (DC of 10 + 1/2 gourmand's level + Constitution modifier). Success results in half damage, while failure results in the regurgitated creature landing prone.

Additionally, the gourmand may make a special regurgitate attack as a 10 ft. cone breath weapon, that deals acid damage. This does not require the gourmand to have a swallowed target, and instead deals damage equal to the acid component of their swallow whole damage (1d4 at 1st level), plus their Constitution modifier.

The gourmand may make a standard regurgitate attack any time they have a creature held in one of their stomachs, however they may only use their acid breath a number of times per day equal to 1 + their Constitution modifier (if any).

Taste (Ex): Beginning at 2nd level, after a successful bite attack, a gourmand may choose to taste and release a target in place of their usual grab. This allows them to discern the creature's hit dice.

Additionally, at 8th level, the gourmand may make a corresponding knowledge skill check to determine any special attacks the bitten creature may have, adding the gourmand's class level to the check's result.

Empowered Digestion I: At 10th level, the gourmand receives several benefits.

First, the dice used for both their swallow whole acid damage as well as their regurgitate bonus damage are increased from d4s to d6s.

Second, the time needed to digest a meal is reduced to one hour of rest and the time needed for

a stomach to recover from being brought to 0 HP is reduced to 1d4 minutes.

Additionally, a gourmand may choose to expel any mundane items from a meal that is completely digested.

Finally, the gourmand may choose to enhance their regurgitate ability with one benefit from the following list.

Forceful (Ex): The gourmand expels their meal with tremendous force, dealing



TABLE 2-1: GOURMAND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bite Damage*	Stomach Acid Damage
1st	+0	+2	+0	+0	Bonus feat, gourmand's maw, digestion, regurgitate, indulgence	1d6	1d4
2nd	+1	+3	+0	+0	Indulgence, taste	1d6	1d4
3rd	+2	+3	+1	+1	Indulgence	1d6	2d4
4th	+3	+4	+1	+1	Bonus feat, indulgence	1d8	2d4
5th	+3	+4	+1	+1	Indulgence	1d8	3d4
6th	+4	+5	+2	+2	Indulgence	1d8	3d4
7th	+5	+5	+2	+2	Bonus feat, indulgence	1d8	4d4
8th	+6/+1	+6	+2	+2	Indulgence	1d10	4d4
9th	+6/+1	+6	+3	+3	Indulgence	1d10	5d4
10th	+7/+2	+7	+3	+3	Bonus feat, empowered digestion 1, indulgence	1d10	5d6
11th	+8/+3	+7	+3	+3	Indulgence	1d10	6d6
12th	+9/+4	+8	+4	+4	Indulgence	2d6	6d6
13th	+9/+4	+8	+4	+4	Bonus feat, indulgence	2d6	7d6
14th	+10/+5	+9	+4	+4	Indulgence	2d6	7d6
15th	+11/+6/+1	+9	+5	+5	Empowered digestion 2, indulgence	2d6	8d6
16th	+12/+7/+2	+10	+5	+5	Bonus feat, indulgence	2d8	8d6
17th	+12/+7/+2	+10	+5	+5	Indulgence	2d8	9d6
18th	+13/+8/+3	+11	+6	+6	Indulgence	2d8	9d6
19th	+14/+9/+4	+11	+6	+6	Bonus feat, indulgence	2d8	10d6
20th	+15/+10/+5	+12	+6	+6	Indulgence, the world's a feast	2d10	10d6

*The value shown is for Medium gourmands. See below for Small or Large gourmand damage. While it is possible for gourmands to become Huge, Gargantuan, or even Colossal, the relative bite damage for these sizes are not included.

additional bludgeoning damage equal to their bite damage to the target and regurgitated meal.

Lingering (Ex): Any target that suffers acid damage from the gourmand's regurgitate ability suffers additional acid damage equal to the gourmand's constitution score on the following round.

Lobbed (Ex): The gourmand can regurgitate over much longer distances, tripling the range increment for this ability.

Splashing (Ex): The Constitution based damage from the gourmand's regurgitate ability is dealt as a splash to all targets within five feet of the primary target.

SMALL & LARGE GOURMAND BITE DAMAGE

Level	Damage (Small Gourmand)	Damage (Large Gourmand)
1st - 3rd	1d4	1d8
4th - 7th	1d6	2d6
8th - 11th	1d8	2d8
12th - 15th	1d10	3d6
16th - 19th	2d6	3d8
20th	2d8	4d8

Empowered Digestion II: At 15th level, the gourmand receives another set of improvements.

First, gourmands receive a second stomach, capable of holding an additional target of their swallow whole ability. This second stomach functions identically to the first. Swallowed targets in either stomach cannot interact with each other, a target escaping from either stomach is immediately ejected as normal, and a swallowed target larger than the gourmand in either stomach causes the gourmand to suffer the encumbered status. Stomachs reduced to 0 hit points now recover in 1d4 rounds.

Finally, the gourmand may select a second ability from the regurgitate benefit list. This ability stacks with the first selected ability, but the same benefit may not be selected twice.

The World's A Feast (Ex): At 20th level the gourmand's powers reach their pinnacle. They receive two additional stomachs, and no longer suffer from encumbrance penalties when swallowing larger targets. Additionally, any target that ends its turn in a gourmand's stomach is subjected to 1d4 points of temporary Constitution damage as the gourmand absorbs some of their essence.

Meal Essence

A digested meal has several traits that make up their essence. A gourmand can draw upon these to increase his strength, defense, and even grant him special abilities. Certain types of essence may only be equipped when the gourmand is strong enough to control it. In the same way, some essence may only offer a partial bonus until requirements are met. For a full list, refer to *Table 2-2: Essence Restrictions*.

Damage Reduction (DR): A gourmand may choose one form of damage reduction if it is available. For example, if the creature has DR 10 vs cold iron or evil, he would have to choose between having DR 10 vs cold iron, or DR 10 vs evil.

Feats: A gourmand may choose to take any one feat possessed by the digested creature. They are still required to meet the feats prerequisites.

Immunity: A gourmand may choose one aspect of immunity if it is available from the digested creature. For example if the creature is immune to both electricity and petrification, the gourmand may choose to become immune to either electricity or petrification.

Languages: A gourmand gains every language possessed by the consumed creature. This includes additional communication methods like telepathy.

Natural Armor: A gourmand may choose to equip a meal's natural armor. This bonus does not stack with natural armor granted by spells or spell-like abilities. In such a case, the gourmand uses the higher armor bonus.

Natural Attacks: A gourmand may choose to take the essence of any natural melee attack possessed by the digested creature. The damage dealt by this attack is always the same as the creature's. For example, a barghest (*Bestiary* pg. 27) has a x2 claw attack that deals 1d4+4 damage, so the damage dealt would be 1d4 with any additional effects, such as grab. After acquiring a natural melee attack, it may manifest physically on the gourmand's body. In the case of the barghest's claws, the gourmand would gain a wicked set of sharp digits. A gourmand may not take bite attacks, but may use any feats or special abilities the creature had to enhance their own bite attack.

Phylocrux (Sp): Beginning at 2nd level a gourmand may gain a spell-like ability called a phylocrux when they digest a creature. The spell-like ability gained depends on the creature's type and total combined hit dice, and/or class levels. A gourmand may only use spell-like abilities acquired this way a number of times per day, similar to how a sorcerer or oracle casts their spells. See *Table 2-3: Phylocrux Uses Per Day*.

Aberration: 1-5 hit dice—long arm^{ACG}, 6-10 hit dice—cure serious wound, 11-15 hit dice—nightmare, 16-20 hit dice—walk through space^{UC}

Animal: 1-5 hit dice—speak with animals, 6-10 hit dice—animal aspect, greater^{ACG}, 11-15 hit dice—strong jaw^{APG}, 16-20 hit dice—summon nature's ally VIII

Construct: 1-5 hit dice—stone fist^{APG}, 6-10 hit dice—burrow^{UM}, 11-15 hit dice—stoneskin, 16-20 hit dice—iron body

Dragon: 1-5 hit dice—burning hands, 6-10 hit dice—draconic reservoir^{APG}, 11-15 hit dice—dragon's breath^{APG}, 16-20 hit dice—form of dragon III

Fey: 1-5 hit dice—disguise self, 6-10 hit dice—fey form I^{UW}, 11-15 hit dice—breath of life, 16-20 hit dice—euphoric tranquility^{APG}

Humanoid: 1-5 hit dice—true strike, 6-10 hit dice—haste, 11-15 hit dice—truespeak^{ARG}, 16-20 hit dice—shout, greater

Magical Beast: 1-5 hit dice—cure light wounds,

TABLE 2-2: ESSENCE RESTRICTIONS

Level	Maximum Essence Types*	Max Natural Armor Bonus	Max Damage Reduction	Allowed Immunities	Usable Attacks & Special Abilities	Usable Movement & Speed
1st	1	+1	+1	Sleep effects	Natural attacks	30 ft.
2nd	1	+1	+1	Deafness	Phylocrux (sp)	30 ft.
3rd	1	+2	+3	Blindness, hunger	Special attacks extraordinary (ex)	40 ft. Swim
4th	2	+2	+3	Nauseated		40 ft.
5th	2	+3	+3	Fear, shaken, bleed, charm	Special attacks supernatural (su)	40 ft. Climb
6th	2	+3	+5	Staggered, dazed		50 ft.
7th	3	+4	+5	Paralysis, drowning		50 ft. Fly (average)
8th	3	+4	+5	Mind-affecting		50 ft.
9th	3	+5	+5	Poison, disease		60 ft.
10th	3	+5	+10	Fire, cold, acid, electricity		60 ft. Burrow
11th	4	+6	+10	Petrification, gaze attacks		60 ft.
12th	4	+6	+10	Stun		70 ft.
13th	4	+7	+10	Sonic, channel energy		70 ft.
14th	4	+7	+10	Level drain, ability drain		70 ft.
15th	4	+8	+15	Precision damage, critical hits		80 ft. Any
16th	5	+8	+15	Force, psionics		80 ft.
17th	5	+9	+15	Spells, magic		80 ft.
18th	5	+9	+15	Death effects		90 ft.
19th	5	+10	+15	Weapon damage		90 ft.
20th	5	+10	+20	Any		100 ft.

*The gourmand may only have so many of a single type of essence. Types include; damage reduction, feats, immunity, languages, natural armor, natural attacks, phylocrux, resistances, senses, skills, special attacks, speed, and spell resistance.

6-10 hit dice—fly^{APG}, 11-15 hit dice—hold monster, 16-20 hit dice—protection from spells

Monstrous Humanoid: 1-5 hit dice—enlarge person, 6-10 hit dice—monstrous physique^{UM}, 11-15 hit dice—animate dead VI, 16-20 hit dice—giant form II

Ooze: 1-5 hit dice—corrosive touch^{UM}, 6-10 hit dice—vomit twin^{ARG}, 11-15 hit dice—ooze form I^{UW}, 16-20 hit dice—ooze form III

Outsider: 1-5 hit dice—reduce person, 6-10 hit

dice—protection from energy, 11-15 hit dice—elemental body II, 16-20 hit dice—summon monster VIII

Plant: 1-5 hit dice—entangle, 6-10 hit dice—cure serious wound, 11-15 hit dice—plant shape I, 16-20 hit dice—cure critical wounds, mass

Undead: 1-5 hit dice—grasping corpse^{HA}, 6-10HD—vampiric touch, 11-15 hit dice—undead anatomy II^{UM}, 16-20 hit dice—inflict critical wounds, mass

Vermin: 1-5 hit dice—ant haul^{APG}, 6-10 hit dice—vermin shape 1, 11-15 hit dice—insect plague, 16-20 hit dice—verminous transformation^{HA}

In the event an unlisted creature type is consumed, ask your GM what spells might be appropriate substitutes, using the following as a general guideline. 1-5 hit dice—1st level spell or lower, 6-10 hit dice—3rd level spell or lower, 11-15 hit dice—5th level spell or lower, 16-20 hit dice—8th level spell or lower.

Resistances: A gourmand may choose one type of energy resistance if it is available. For example if the digested creature has cold and fire resistance 10, he may choose a resistance of 10 to cold or fire.

Senses: A gourmand can choose any of the following senses if the digested creature possessed them: all-around vision, blindsight, darkvision, life-sense, low-light vision, and scent.

Skills: The gourmand may select any skill mentioned in the monster's entry, or that a character had ranks in. The gourmand gains a bonus equal to one half his gourmand level on all checks with that skill. Additionally, the gourmand is treated as if they were trained in that skill. This ability may be used multiple times, but a different skill must be selected each time.

Special Attacks: At 3rd level, a gourmand may choose to take a creature's extraordinary special attacks. Starting at 5th level they may take supernatural special attacks. For instance, a behir has a breath weapon (20-foot line), that deals 7d6 electricity damage, with a reflex (DC 20) save for half, which can be used every 1d4 rounds. It also has a rake with 6 claws that deal 1d4+6 damage each. The gourmand may choose to equip the essence of any one of these special attacks per essence.

Speed: A gourmand may choose one type of movement or speed the digested creature possessed. For example, if the creature had a movement speed of 40 feet and a fly speed of 100 feet; the gourmand could choose to overwrite his old base speed with the new one. Or he could choose to gain a fly speed of 100 feet. Additionally, no matter how good the digested creature's fly maneuverability (poor, average, good, etc.), the gourmand may only ever have a fly maneuverability of average or lower.

Spell Resistance (SR): A gourmand may choose to take a creature's spell resistance as his own if it is available. If you take another meal with spell resistance, they do not stack, you use the greater of the two.

TABLE 2-3: PHYLOCRUX USES PER DAY

Level	Tier 1	Tier 2	Tier 3	Tier 4
	1st - 5th	6th - 10th	11th-15th	16th-20th
1st	3	—	—	—
2nd	3	—	—	—
3rd	3	—	—	—
4th	3	—	—	—
5th	3	—	—	—
6th	5	3	—	—
7th	5	3	—	—
8th	5	3	—	—
9th	5	3	—	—
10th	5	3	—	—
11th	7	5	3	—
12th	7	5	3	—
13th	7	5	3	—
14th	7	5	3	—
15th	7	5	3	—
16th	9	7	5	3
17th	9	7	5	3
18th	9	7	5	3
19th	9	7	5	3
20th	9	7	5	3

A gourmand's phylocrux may only be used a number of times per day, similar to how a sorcerer or oracle casts their spells. The only difference is that their spells are based on tiers. Tier 1—0-1st level spells, Tier 2—2nd-3rd level spells, Tier 3—4th-5th level spells, Tier 4—6th-8th level spells.

MYSTIC SAVANT

There are many paths taken by spellcasters. Some devote their lives to studying esoteric tomes and rituals, others beseech or are chosen by greater powers, and still others are born with magic in their very being, and need only let it out. There are, however, some very few for whom magic is not a task to be studied, nor a gift to be channeled. For them, magic is something palpable and intuitive, something to simply be grasped and shaped. These intuitive molders of arcana, are called mystic

savants. This unique perspective on the magical arts can act as both boon and bane for these gifted few. While boundaries between the arcane and the divine do not exist for these practitioners, the living, breathing nature of spells in their eyes results in a tremendous difficulty in pinning down and retaining them. Instead, they find their niche taking hold of the spells of others, to redirect, or consume.

Role: With their great range of possible spells, mystic savants are most useful when they can use their flexibility to fill strategic gaps in a party, or when they can put their suite of counterspelling abilities to use against another dedicated caster. Without other casters around, they can instead use their abilities to craft, identify, and utilize magic items.

Alignment: Any

Hit Die: d6

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The mystic savant's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the mystic savant.

Weapon and Armor Proficiency: Mystic Savants are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor can interfere with a mystic savant's gestures, which can cause their spells with somatic components to fail (see Arcane Spells and Armor).

Spells: Mystic Savants prepare their spells in a manner unlike any other class. The primary means for spell preparation involves copying a spell cast by another spellcaster. Any time a mystic savant successfully identifies a spell being cast, using the Spellcraft skill, they may immediately prepare the identified spell into any available, unprepared spell slot of the appropriate level or higher. This preparation is done as a free action.

Additionally, a mystic savant may spontaneously prepare any spell on the mystic savant list, or

any spell currently saved in their echo slots. Copied spells are copied as their base form, regardless of any metamagic the original caster may be using. However, when preparing any spell, the mystic savant may prepare it as a metamagic spell, using the standard rules for preparing metamagic spells.

Any spells the mystic savant has prepared in their daily spell slots vanish when the mystic savant refreshes their total spells for the day.

To prepare or cast a spell, a mystic savant must have a Charisma score equal to at least 10 + the spell level. The DC for a saving throw against a mystic savant's spell is 10 + the spell's level + Charisma modifier.

Like other spellcasters, a mystic savant can cast only a certain number of each spell level per day. In addition, they receive bonus spells per day if they have a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

Echoes: While the nature of their magic prevents them from learning or preparing spells as other casters do, mystic savants do have the option to retain a small, flexible selection of spells. In addition to preparing an identified spell directly into a spell slot, a mystic savant has the option of saving that spell as an echo. After the mystic savant has succeeded on the Spellcraft check to identify a spell, they may choose to save that spell in one of their echo slots. Echo slots are not spell slots themselves, however the mystic savant may choose to prepare any spell in their echo slots into an appropriate unprepared spell slot as if they had successfully identified that spell. An echo is not used up when used to prepare a spell, and may be used repeatedly as long as the mystic savant has the appropriate unprepared spell slots available. The mystic savant may choose to overwrite an existing echoed spell with a new one any time they successfully identify a spell.

Knacks: A mystic savant knows a number of simple spell-like abilities, known as knacks. They know a number of knacks equal to their Charisma modifier. These abilities mimic 0-level spells, and may be used at will. Knacks may be chosen from the following list: *acid splash*, *bleed*, *create water*, *detect poison*, *jolt*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *purify food and drink*, *resistance*, *stabilize*, *virtue*.

Seeing Token: All mystic savants begin play

possessing a special token. This token may take the form of a lens, a small mirror, or any other similar small object that can show reflections, or be looked through. These seeing tokens act as a focus for mystic savants, providing them with the benefits of the Eschew Materials feat, as well as acting as their divine focus. A seeing token has a faint magical aura, but is otherwise a mundane object. If the mystic savant's token is lost or destroyed, they may attune themselves to a new object, by finding an item of the appropriate type and carrying it on their person for 24 hours. A mystic savant may only have one seeing token attuned to them at a time.

In addition to acting as a focus for their spells, a mystic savant may use their Seeing Token to grant them the effects of *detect magic* and *read magic* at will.

Spell Eating (Su): To a mystic savant, magic is a tangible thing, something to grasp and even consume. The mystic savant may choose to eat a spell, the effect of which is similar to using counterspell, wherein the mystic savant must select an opponent as the target. They do this by choosing to ready an action. In doing so, they elect to wait to complete their action until their opponent tries to cast a spell. The mystic savant may still move at their normal speed, since ready is a standard action.

If the target of their spell eating tries to cast a spell, the mystic savant makes a Spellcraft check (DC 15 + the spell's level). This check is a free action. Successfully identifying a spell in this manner allows the mystic savant to prepare the spell in any unprepared spell slot of an appropriate level or higher, or save it as an echo. If the check succeeds, the mystic savant must make a caster level check (DC 11 + the spell's caster's level). On a successful check, the savant consumes the spell and treats it as if it had been negated by counterspell. Otherwise, the spell is cast as normal. Starting at level 3 the mystic savant gains a +1 on this check, and an additional +1 every 3 levels thereafter. A mystic savant may eat spells a number of times per day equal to 3 + their Charisma modifier. Spell eating does not provoke an attack of opportunity.

A mystic savant must be able to present their seeing token to use this ability.

Intuitive Artifice (Ex): Beginning at 2nd level a mystic savant develops a special affinity for magic items. A mystic savant using a wand may use their

caster level in place of the wand's level. Additionally, for the purposes of using or creating magic items, the mystic savant is automatically considered to have the appropriate spells on their class spell list.

Finally, a mystic savant gains a bonus on all Use Magic Device checks equal to half their mystic savant class level, as well as a bonus on all



TABLE 2-4: MYSTIC SAVANT

Level	Base	Fort	Ref	Will	Special	Spells per Day								
	Attack Bonus					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Knacks, spell eating, seeing token	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Intuitive artifice	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Abstract synthesis, consuming aura (10 ft.)	3	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Drink magic	4	1	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	2	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Bonus feat, abstract synthesis	4	3	1	—	—	—	—	—	—
7th	+3	+2	+2	+5	Recognition	4	4	2	—	—	—	—	—	—
8th	+4	+2	+2	+6	Consuming aura (15 ft.)	4	4	3	1	—	—	—	—	—
9th	+4	+3	+3	+6	Abstract synthesis	4	4	4	2	—	—	—	—	—
10th	+5	+3	+3	+7	Bonus feat	4	4	4	3	1	—	—	—	—
11th	+5	+3	+3	+7	Consuming aura (20 ft.)	4	4	4	4	2	—	—	—	—
12th	+6/+1	+4	+4	+8	Abstract synthesis	4	4	4	4	3	1	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	2	—	—	—
14th	+7/+2	+4	+4	+9	Bonus feat, consuming aura (25 ft.)	4	4	4	4	4	3	1	—	—
15th	+7/+2	+5	+5	+9	Abstract synthesis	4	4	4	4	4	4	2	—	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	1	—
17th	+8/+3	+5	+5	+10	Consuming aura (30 ft.)	4	4	4	4	4	4	4	2	—
18th	+9/+4	+6	+6	+11	Bonus feat, abstract synthesis	4	4	4	4	4	4	4	3	1
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	2
20th	+10/+5	+6	+6	+12	Cosmic mirror	4	4	4	4	4	4	4	4	4

A mystic savant has a very limited array of spells they may cast, (see the mystic savant spells in the Spell Reference section). These spells are meant to be back up spells, incase they don't happen upon any other spell casters.

skill checks to craft magic items equal to their Charisma modifier.

Consuming Aura (Su): Starting at 3rd level a mystic savant gains a 10 ft. consuming aura. Any spell cast by another caster within this aura allows the mystic savant to use their spell eating ability as an attack of opportunity, so long as they haven't used up their attack of opportunity (see feat *Arcane Reflexes*), and still have charges available for their spell eating ability.

Spells consumed in this way, expend a use of

spell eating as normal, and do not allow the use of abstract synthesis, but may be stored or echoed.

The consuming aura increases to 15 ft. at 8th level, 20 ft. at 11th level, 25 ft. at 14th level, and 30 ft. at 17th level. This is a passive ability that is always active.

Abstract Synthesis (Su): At 3rd level, and every three levels thereafter, a mystic savant can select one abstract. Each abstract adds an effect the mystic savant can execute when using their spell eating ability. Whenever the mystic savant eats a spell, they can enact one effect from their list of chosen

abstracts. All spell effects gained from abstract synthesis use the mystic savant's caster level. Saves for abstract synthesis all have a DC of 10 + the consumed spell's level + the mystic savant's Charisma modifier. Enacting an abstract synthesis is considered a free action that does not provoke attacks of opportunity.

At 3rd level, the mystic savant can select from the following initial abstracts.

- *Magic Armor*: The mystic savant gains a protective layer of magical energy as the spell *mage armor*.
- *Reflect*: This abstract may only be used on spells that target the mystic savant and deal hit point damage as part of their effect. Upon consuming the spell, the mystic savant may target the original spellcaster with a ray. This ray is considered a ranged touch attack that deals damage equal to one-half the damage the consumed spell would have dealt to the Mystic Savant.
- *Spell Theft*: The mystic savant can choose to prepare the consumed spell in an expended spell slot of an appropriate level, regaining that spell use for the day.

At 6th level, a mystic savant adds the following options to the list of those that can be selected.

- *Hasten*: The mystic savant may use the consumed spell to grant them a burst of speed as the spell *Haste*.
- *Heighten**: This ability functions as the spell theft abstract, but when cast, the stolen spell is treated as though it were one caster level higher.
- *Regenerate (self)*: The mystic savant may choose to replenish their health as the spell *cure moderate wounds* (2d8) and add their class level to the result.

At 9th level, a mystic savant adds the following options to the list of those that can be selected.

- *Ability Up*: The mystic savant selects a single ability score and gains a temporary +4 enhancement bonus for a number of rounds equal to their mystic savant level.
- *Amnesia*: The mystic savant temporarily rips the knowledge of the consumed spell from the caster. Upon consuming a spell, the mystic savant may force the caster to make a Will save, or be unable to cast the consumed

TABLE 2-5: ECHO SLOTS

Level	Echo Slots								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	—	—	—	—	—	—	—	—
2nd	1	—	—	—	—	—	—	—	—
3rd	2	—	—	—	—	—	—	—	—
4th	2	1	—	—	—	—	—	—	—
5th	2	1	—	—	—	—	—	—	—
6th	2	1	1	—	—	—	—	—	—
7th	3	2	1	—	—	—	—	—	—
8th	3	2	1	1	—	—	—	—	—
9th	3	2	1	1	—	—	—	—	—
10th	3	2	1	1	1	—	—	—	—
11th	3	3	2	1	1	—	—	—	—
12th	3	3	2	1	1	1	—	—	—
13th	3	3	2	2	1	1	—	—	—
14th	3	3	2	2	1	1	1	—	—
15th	3	3	2	2	2	1	1	—	—
16th	3	3	2	2	2	1	1	1	—
17th	3	3	2	2	2	1	1	1	—
18th	3	3	2	2	2	1	1	1	1
19th	3	3	2	2	2	1	1	1	1
20th	3	3	2	2	2	1	1	1	1

spell for a number of rounds equal to the mystic savant's level.

- *Elemental Shift**: This ability functions as the spell theft abstract, but can only be used on a spell that deals or prevents elemental damage as part of its effect. When cast, the mystic savant may choose to change any elements to acid, cold, fire, or electricity.
- *Reflect (Greater)*: This ability functions as the reflect abstract, except the ray deals the full damage the spell would have dealt to the mystic savant. This ability may only be taken if the mystic savant has Reflect.
- *Sapping Spell**: This ability functions as the spell theft abstract, but can only be used on a spell with one or more targets. When cast, in addition to the stolen spell's normal effects the mystic savant chooses a single ability score. Targets affected by the spell must make

a Fortitude save or take a -4 penalty to the chosen ability score for a number of rounds equal to the mystic savant's level.

At 12th level, a mystic savant adds the following options to the list of those that can be selected.

- *Panacea (self)*: The mystic savant may choose to convert the consumed spell into a restoring surge that acts as the *neutralize poison*, *remove disease*, and *restoration* spells with themselves as the target.
- *Positive Charge*: If the mystic savant consumes and stores a spell that would normally heal a creature's hit points, when cast to heal themselves or an ally they may add their level to the hit points restored.
- *Replenish**: This ability functions as the spell theft abstract, except rather than preparing the consumed spell in an expended spell slot, the mystic savant may restore any number of expended spell slots whose combined levels equal the consumed spell's level.
- *Revenge*: This ability functions as the Reflect (Greater) abstract, but allows the mystic savant to add their level to the ray's damage. This ability may only be taken if the mystic savant has Reflect (Greater).

* Indicates that the mystic savant must select the spell theft abstract before selecting this ability.

These abilities are selected at 3rd level and every three levels thereafter. Once an abstract synthesis is chosen, it can't be changed.

Drink Magic (Su): Beginning at 4th level, a mystic savant gains additional insight into consumable magic items. Upon successfully identifying the spells contained in a potion, scroll, or spell trigger item, the mystic savant may prepare or echo those spells as if they saw them being cast, making a Spellcraft check (DC 15 + the spell's level) as normal. Additionally, by making the appropriate check and drinking a potion, completing a scroll, or consuming a charge from a wand or staff, the mystic savant may prepare the contained spell in an expended spell slot of the appropriate level or higher.

Bonus Feat: At 6th level, and every four levels thereafter, a mystic savant gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as metamagic feats. They must meet the prerequisites for these feats as normal.

Recognition (Su): Beginning at 7th level, a mystic savant gains the ability to recognise the inner workings of spell-like abilities. When a creature uses a spell-like ability, the mystic savant may attempt to identify it with a Spellcraft check (DC 15 + the spell's level), and may prepare or echo them as if they were a normal spell. Additionally, they may use their spell eating ability to nullify such abilities as they would any other normal spell.

Cosmic Mirror (Ex): At 20th level, the mystic savant reaches the pinnacle of their art; gaining access to all abstract synthesis options. Additionally, they may freely prepare or echo any spell or spell-like ability known or prepared by any caster within 120 feet. Finally, the mystic savant automatically succeeds on any Spellcraft check made to identify a spell or spell-like ability.

Mystic Savant Spells

Although the mystic savant is considered to have access to all spells, the list below represents spells they may spontaneously prepare as if they were echoed.

1st—*assess*, *comprehend languages*, *detect (chaos/evil/good/law)*, *detect secret doors*, *detect undead*, *identify*, *mask dweomer*^{APG}, *obscure object*, *see alignment*^{UC}

2nd—*arcane lock*, *assess*, *greater*, *detect magic*, *greater*^{UL}, *restoration*, *lesser*, *see invisibility*, *status*, *tongues*

3rd—*arcane sight*, *aura sight*^{ACG}, *clairaudience*, *clairvoyance*, *dispel magic*, *healing thief*^{UC}, *invisibility purge*, *nondetection*, *pierce disguise*^{ACG}

4th—*conjunction foil*^{UL}, *detect scrying*, *dimensional anchor*, *enchantment foil*^{ACG}, *restoration*, *scrying*, *spell immunity*, *spellcrash*, *lesser*^{ACG}

5th—*break enchantment*, *locate gate*^{HA}, *permanency*, *seeming*, *spell resistance*, *teleport*, *true seeing*, *truespeak*

6th—*analyze dweomer*, *antimagic field*, *dispel magic*, *greater*, *find the path*, *spellcrash*^{ACG}

7th—*arcane sight*, *greater*, *expend*^{APG}, *restoration*, *greater*, *scrying*, *greater*, *spell turning*

8th—*dimensional lock*, *mind blank*, *protection from spells*, *spellcrash*, *greater*^{ACG}, *spell immunity*, *greater*

9th—*mage's disjunction*, *time stop*, *wall of suppression*^{APG}

VORPAL KNIGHT

Some believe the soul to be the immortal essence of the mortal body—the seat of will, understanding, and personality. It is this very philosophy that drives the vorpal knight. By harnessing the souls of their enemies they become more powerful. Every soul they claim fills them with new knowledge, skills, and vitality. It is a sad existence however; for the more they slake their vile thirst, the emptier they become, until only a deep reservoir of darkness remains that nothing can satisfy but the souls of others. Most become unnatural beings, their own souls twisted and defiled to the point that they are no longer considered to be what they once were.

Role: A vorpal knight excels at combat—defeating their enemies, collecting their souls, and forging them into greater power. While each soul grants them a wide variety of options, few can match these monsters on the battle field.

Alignment: Any non-good.

Hit Die: d10

Starting Wealth: 5d6 × 10 gp (average 175 gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The vorpal knight's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Knowledge (Religion) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the vorpal knight.

Weapon and Armor Proficiency: A vorpal knight is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Bonus Feat: At first level and every three levels thereafter, a vorpal knight may select a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, or any feat pertaining to the vorpal knight class. Vorpal Knight class feats

include; Aspected Volatility, Infernal Burst, Infernal Release, Reap the Harvest, Renewing Breath, Renewing Breath (Greater), and Stoked Soul.

Mark Soul (Su): Once per day, a vorpal knight can mark the soul of a foe they wish to take, so long as the target's hit dice does not exceed her class level by three or more. For example, a 3rd level vorpal knight can mark the soul of a monster with 6 hit dice, but not one with 7 hit dice.

As a swift action, the vorpal knight chooses one target within sight to mark. If this target is a living



TABLE 2-6: VORPAL KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Reservoir, mark soul 1/day, assess (sp) (at-will), bonus feat, consume soul, infernal constitution
2nd	+2	+3	+0	+0	Reservoir
3rd	+3	+3	+1	+1	Reservoir
4th	+4	+4	+1	+1	Reservoir, mark soul 2/day, bonus feat
5th	+5	+4	+1	+1	Reservoir
6th	+6/+1	+5	+2	+2	Reservoir
7th	+7/+2	+5	+2	+2	Reservoir, mark soul 3/day, bonus feat
8th	+8/+3	+6	+2	+2	Reservoir
9th	+9/+4	+6	+3	+3	Reservoir
10th	+10/+5	+7	+3	+3	Reservoir, mark soul 4/day, empower aspect (lesser), bonus feat
11th	+11/+6/+1	+7	+3	+3	Reservoir
12th	+12/+7/+2	+8	+4	+4	Reservoir
13th	+13/+8/+3	+8	+4	+4	Reservoir, mark soul 5/day, bonus feat
14th	+14/+9/+4	+9	+4	+4	Reservoir
15th	+15/+10/+5	+9	+5	+5	Reservoir, empower aspect (greater)
16th	+16/+11/+6/+1	+10	+5	+5	Reservoir, mark soul 6/day, bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	Reservoir
18th	+18/+13/+8/+3	+11	+6	+6	Reservoir
19th	+19/+14/+9/+4	+11	+6	+6	Reservoir, mark soul 7/day, bonus feat
20th	+20/+15/+10/+5	+12	+6	+6	Reservoir, master of souls

creature (not a construct, mindless undead, or otherwise soulless creature), the vorpal knight adds her Charisma bonus (if any) to her attack rolls and adds her vorpal knight level to all damage rolls made against the target of her mark. Regardless of the target, mark soul attacks automatically bypass any damage reduction (DR) the creature might have.

In addition, while mark soul is in effect, the vorpal knight gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the mark. If the vorpal knight targets a creature that is considered to be soulless, the mark is wasted with no effect.

The mark's effects remain until the target is dead or the next time the vorpal knight rests and regains her uses of this ability. Once the creature targeted by mark soul is defeated, the vorpal knight may

take its soul and add it to her reservoir, if she has enough reservoir slots. At 4th level, and every three levels thereafter, the vorpal knight may use mark soul one additional time per day as indicated on the table above, to a maximum of seven times per day at level 19.

Consume Soul (Su): When a vorpal knight defeats a marked creature and could otherwise add its soul to a reservoir slot, she may instead choose to consume it. A consumed soul grants the vorpal knight a number of consumption points equal to her total combined hit dice and class levels. As a swift action, the vorpal knight may expend one or more consumption points to be healed for 1d8 hit points per consumption point. A vorpal knight may only expend points equal to her level at one time in this way, and has a maximum consumption pool equal

to her vorpal knight level.

Additionally, once per day, a vorpal knight may consume any soul she currently has stored in a reservoir. Doing this causes her to lose all aspects of the consumed soul, but adds a number of consumption points to her pool equal to half her vorpal knight level (minimum 1). Using this ability requires a high level of concentration, and cannot be performed in stressful situations, such as combat.

Assess (Sp): As a move action, the vorpal knight can focus on a single target and determine its hit dice and class levels. This functions as the *assess* spell, with a caster level equal to the vorpal knight's.

Infernal Constitution (Su): Beginning at 1st level, a vorpal knight gains a +1 insight bonus to her AC for every three souls she possesses in her reservoir.

Reservoir: The vorpal knight begins with a single reservoir at 1st level and gains a new one every level thereafter. A reservoir is used to house a marked soul from a defeated creature, which the vorpal knight may use to gain certain feats, racial traits, and special abilities. These are referred to as aspects of the soul. Once a soul is added to an empty reservoir, the vorpal knight must choose a single aspect from the soul to apply to herself. Some aspects, like special abilities, require other aspects to function. Each type of aspect is explained in further detail later.

Empower Aspect (lesser): At level 10 a vorpal knight may choose up to two aspects from any soul with 5 hit dice or less.

Empower Aspect (greater): At level 15 a vorpal knight may choose up to two aspects from any soul with 10 hit dice or less.

Master of Souls (Su): At 20th level a vorpal knight becomes a master of souls, and may choose two aspects from any soul she possesses. She may also mark the soul of any creature, regardless of its hit dice, and gains the maximum amount of health back that she would receive from the consume soul class ability, without having to roll.

Soul Aspects

A marked soul has several traits that make up their being. A vorpal knight can draw upon these to increase her strength, defense, and even grant her special abilities. Certain aspects may only be equipped when the vorpal knight is strong enough to control it. In the same way, some aspects may only

offer a partial bonus until requirements are met. For a full list, refer to *Table 2-7: Aspect Restrictions*.

Damage Reduction (DR): A vorpal knight may choose one form of damage reduction if it is available. For example, if the creature has DR 10 vs cold iron or evil, she would have to choose between having DR 10 vs cold iron, or DR 10 vs evil.

Feats: A vorpal knight may choose to take any one feat possessed by the slain creature. They are still required to meet the feats prerequisites.

Immunity: A vorpal knight may choose one aspect of immunity if it is available from the slain creature. For example if the creature is immune to both electricity and petrification, the vorpal knight may choose to become immune to either electricity or petrification.

Languages: A vorpal knight gains every language possessed by the slain creature. This includes additional communication methods like telepathy.

Natural Armor: A vorpal knight may choose to equip a slain creature's natural armor. This bonus does not stack with natural armor granted by spells or spell-like abilities. In such a case, the vorpal knight uses the higher armor bonus.

Natural Attacks: A vorpal knight may choose to take the aspect of any natural melee attack possessed by the slain creature. The damage dealt by this attack is always the same as the creature's. For example, a barghest (*Bestiary* pg. 27) has a x2 claw attack that deals 1d4+4 damage, so the damage dealt would be 1d4 with any additional effects, such as grab. After acquiring a natural melee attack, it may manifest physically on the vorpal knight's body. In the case of the barghest's claws, the vorpal knight would gain a wicked set of sharp digits.

Phyllocrux (Sp): Beginning at 2nd level a vorpal knight may gain a spell-like ability called a phyllocrux when they digest a creature. The spell-like ability gained depends on the creature's type and total combined hit dice, and/or class levels. A vorpal knight may only use spell-like abilities acquired this way a number of times per day, similar to how a sorcerer or oracle casts their spells. See *Table 2-8: Phyllocrux Uses Per Day*.

Aberration: 1-5 hit dice—long arm^{ACG}, 6-10 hit dice—cure serious wound, 11-15 hit dice—nightmare, 16-20 hit dice—walk through space^{UC}

Animal: 1-5 hit dice—speak with animals, 6-10 hit dice—animal aspect, greater^{ACG}, 11-15 hit dice—

TABLE 2-7: ASPECT RESTRICTIONS

Level	Maximum Aspect Types*	Max Natural Armor Bonus	Max Damage Reduction	Allowed Immunities	Usable Attacks & Special Abilities	Usable Movement & Speed
1st	1	+1	+1	Sleep effects	Natural attacks	30 ft.
2nd	1	+1	+1	Deafness	Phylocrux (sp)	30 ft.
3rd	1	+2	+3	Blindness, hunger	Special attacks extraordinary (ex)	40 ft. Swim
4th	2	+2	+3	Nauseated		40 ft.
5th	2	+3	+3	Fear, shaken, bleed, charm	Special attacks supernatural (su)	40 ft. Climb
6th	2	+3	+5	Staggered, dazed		50 ft.
7th	3	+4	+5	Paralysis, drowning		50 ft. Fly (average)
8th	3	+4	+5	Mind-affecting		50 ft.
9th	3	+5	+5	Poison, disease		60 ft.
10th	3	+5	+10	Fire, cold, acid, electricity		60 ft. Burrow
11th	4	+6	+10	Petrification, gaze attacks		60 ft.
12th	4	+6	+10	Stun		70 ft.
13th	4	+7	+10	Sonic, channel energy		70 ft.
14th	4	+7	+10	Level drain, ability drain		70 ft.
15th	4	+8	+15	Precision damage, critical hits		80 ft. Any
16th	5	+8	+15	Force, psionics		80 ft.
17th	5	+9	+15	Spells, magic		80 ft.
18th	5	+9	+15	Death effects		90 ft.
19th	5	+10	+15	Weapon damage		90 ft.
20th	5	+10	+20	Any		100 ft.

*The vorpal knight may only have so many of a single type of aspect. Types include; damage reduction, feats, immunity, languages, natural armor, natural attacks, phylocrux, resistances, senses, skills, special attacks, speed, and spell resistance.

strong jaw^{APG}, 16-20 hit dice—summon nature's ally VIII

Construct: 1-5 hit dice—stone fist^{APG}, 6-10 hit dice—burrow^{UM}, 11-15 hit dice—stoneskin, 16-20 hit dice—iron body

Dragon: 1-5 hit dice—burning hands, 6-10 hit dice—draconic reservoir^{APG}, 11-15 hit dice—dragon's breath^{APG}, 16-20 hit dice—form of dragon III

Fey: 1-5 hit dice—disguise self, 6-10 hit dice—fey form I^{UW}, 11-15 hit dice—breath of life, 16-20 hit

dice—euphoric tranquility^{APG}

Humanoid: 1-5 hit dice—true strike, 6-10 hit dice—haste, 11-15 hit dice—truespeak^{ARG}, 16-20 hit dice—shout, greater

Magical Beast: 1-5 hit dice—cure light wounds, 6-10 hit dice—fly^{APG}, 11-15 hit dice—hold monster, 16-20 hit dice—protection from spells

Monstrous Humanoid: 1-5 hit dice—enlarge person, 6-10 hit dice—monstrous physique I^{UM}, 11-15 hit dice—animate dead VI, 16-20 hit dice—

giant form II

Ooze: 1-5 hit dice—corrosive touch^{UM}, 6-10 hit dice—vomit twin^{ARG}, 11-15 hit dice—ooze form I^{UW}, 16-20 hit dice—ooze form III

Outsider: 1-5 hit dice—reduce person, 6-10 hit dice—protection from energy, 11-15 hit dice—elemental body II, 16-20 hit dice—summon monster VIII

Plant: 1-5 hit dice—entangle, 6-10 hit dice—cure serious wound, 11-15 hit dice—plant shape I, 16-20 hit dice—cure critical wounds, mass

Undead: 1-5 hit dice—grasping corpse^{HA}, 6-10HD—vampiric touch, 11-15 hit dice—undead anatomy II^{UM}, 16-20 hit dice—inflict critical wounds, mass

Vermin: 1-5 hit dice—ant haul^{APG}, 6-10 hit dice—vermin shape I, 11-15 hit dice—insect plague, 16-20 hit dice—verminous transformation^{HA}

In the event an unlisted creature type is slain, ask your GM what spells might be appropriate substitutes, using the following as a general guideline. 1-5 hit dice—1st level spell or lower, 6-10 hit dice—3rd level spell or lower, 11-15 hit dice—5th level spell or lower, 16-20 hit dice—8th level spell or lower.

Resistances: A vorpal knight may choose one type of energy resistance if it is available. For example if the slain creature has cold and fire resistance 10, he may choose a resistance of 10 to cold or fire.

Senses: A vorpal knight can choose any of the following senses if the slain creature possessed them: all-around vision, blindsight, darkvision, life-sense, low-light vision, and scent.

Skills: The vorpal knight may select any skill mentioned in the monster's entry, or that a character had ranks in. She gains a bonus equal to one half her vorpal knight level on all checks with that skill. Additionally, the vorpal knight is treated as if they were trained in that skill.

Special Attacks: At 3rd level, a vorpal knight may choose to take a creature's extraordinary special attacks. Starting at 5th level they may take supernatural special attacks. For instance, a behir (*Bestiary* pg. 34) has a breath weapon (20-foot line), that deals 7d6 electricity damage, with a reflex (DC 20) save for half, which can be used every 1d4 rounds. It also has a rake with 6 claws that deal 1d4+6 damage each. The vorpal knight may choose to equip the aspect of any one of these special attacks.

Speed: A vorpal knight may choose one type of

TABLE 2-8: PHYLOCRUX USES PER DAY

Level	Tier 1	Tier 2	Tier 3	Tier 4
	1st - 5th	6th - 10th	11th-15th	16th-20th
1st	3	—	—	—
2nd	3	—	—	—
3rd	3	—	—	—
4th	3	—	—	—
5th	3	—	—	—
6th	5	3	—	—
7th	5	3	—	—
8th	5	3	—	—
9th	5	3	—	—
10th	5	3	—	—
11th	7	5	3	—
12th	7	5	3	—
13th	7	5	3	—
14th	7	5	3	—
15th	7	5	3	—
16th	9	7	5	3
17th	9	7	5	3
18th	9	7	5	3
19th	9	7	5	3
20th	9	7	5	3

A vorpal knight's phylocrux may only be used a number of times per day, similar to how a sorcerer or oracle casts their spells. The only difference is that their spells are based on tiers. Tier 1—0-1st level spells, Tier 2—2nd-3rd level spells, Tier 3—4th-5th level spells, Tier 4—6th-8th level spells.

movement or speed the slain creature possessed. For example, if the creature had a movement speed of 40 feet and a fly speed of 100 feet; the vorpal knight could choose to overwrite her old base speed with the new one. Or she could choose to gain a fly speed of 100 feet. Additionally, no matter how good the slain creature's fly maneuverability (poor, average, good, perfect), the vorpal knight may only ever have a fly maneuverability of average or lower.

Spell Resistance (SR): A vorpal knight may choose to take a creature's spell resistance as her own if it is available. If she takes another soul with spell resistance, they do not stack, she uses the greater of the two.



SECTION 3

NEW FEATS

CLASS FEATS + RACIAL FEATS + COMBAT FEATS



NEW FEATS

Racial Profiles Expanded: *Hungry Souls* boasts the addition of some new racial, and class-based feats, as well as some combat feats, which can give you the edge, both in and out of battle.

Arcanum Finito

Your consuming aura counts as a magical dead zone for all but you.

Prerequisites: Enhanced Dispelling Aura, base attack bonus +8, consuming aura class feature

Benefit: As a swift action, you immediately negate all magical effects within your consuming aura. This functions as an antimagic field that persists within your aura as long as you concentrate on it. Maintaining the field requires a move action. Activating this ability requires one daily use of your spell eating ability.

Arcane Reflexes

You specialize in countering arcane combat.

Prerequisites: consuming aura class feature

Benefit: This feat functions like combat reflexes, except it only functions for casters entering your consuming aura, granting you additional attacks of opportunity equal to your Charisma modifier if multiple spells are cast in your aura that round.

Aspected Volatility

You can alter the elemental aspect of your infernal release ability.

Prerequisites: Infernal Release, Knowledge (arcana) 10 ranks, consume soul class feature

Benefits: When executing an infernal release or infernal burst attack, you may choose to designate the damage dealt as acid, cold, fire, or electricity.

Baffle Magic Item

Your understanding of magical items allows you to interfere with their function when others try to use them.

Prerequisites: Use Magic Device 5 ranks, intuitive artifice class feature

Benefit: As a full round action that provokes attacks of opportunity, you may attempt to baffle a single magic item you could normally try to activate. Attempt to activate the device as usual, but instead of providing any normal effects, you may

make a caster level check against the item's caster level. On a success, you place a baffle on the item for a number of rounds equal to your caster level. Anyone attempting to activate the magic item must succeed on a caster level check DC (10 + 1/2 your mystic savant caster level + Charisma modifier.) Whether you succeed or fail on your attempt to place the baffle, you may not attempt to use this feat on the same item again for 24 hours.

Beastly Belch

You pound your chest with a singular fist and unleash an noxious belch after swallowing a foe.

Prerequisites: Belching Blast, base attack bonus +5

Benefit: This feat functions as Belching Blast, with the following addition. If the target fails their saving throw, they roll 1d6 on the following table and receive a random condition.

1d6	Effect	Description
1	Staggered	The stench causes you to feel light-headed.
2	Stunned	The foul odor is almost unbelievable, you drop everything and cover your nose and mouth.
3	Nauseated	The putrid smell is so overwhelming that it causes you to become violently ill.
4	Blinded	The ghastly plume is so horrid, your eyes begin to water and burn.
5	Confused	Your senses are so horribly offended, that you no longer know who you are or what you're doing.
6	Paralyzed	The stench is so offensive that it causes every nerve in your body to seize up.

Belching Blast

You pound your chest with a singular fist and unleash a monstrous belch after swallowing a foe.

Prerequisites: regurgitate class ability

Benefit: Whenever a gourmand swallows a victim, that they could use with their regurgitate class ability, they may choose to instead release a noxious belch as a 15 ft. cone breath weapon. Creatures unfortunate enough to get caught in the area of effect must succeed a Fortitude save (10 + 1/2 gourmand level + Constitution modifier), or be nauseated for 1d4 rounds. A successful save results with target instead being sickened for one round.

Belly Bulwark

The safest place for an ally to a gourmand is his stomach.

Prerequisites: Extra Stomach

Benefit: As a standard action, a gourmand may swallow a willing or unconscious ally adjacent to them. They may keep them swallowed for up to one hour per gourmand level. When the gourmand chooses, or if they exceed their time limit, the swallowed ally will automatically exit, entering into an adjacent square of the gourmand's choosing. While swallowed, the ally is considered to be in a pocket dimension, and may only take actions to heal themselves or rest while in the gourmand's stomach. Additionally, a bag of holding, portable hole, handy haversack, or any such similar items will stop functioning while inside a gourmand's stomach.

Bleeding Gore

Some luxu tusks are exceptionally sharp, and rend flesh with ease.

Prerequisites: Fearsome Tusks racial trait, luxu race

Benefit: A luxu with this feat deals 2 additional points of bleed damage when making a gore attack. The target of the gore continues to take two points of damage each round until their hit points are restored either by a cure spell or heal check made to stop the bleeding.

Special: This may be taken multiple times, once at level 1, and again at levels 4, 8, 12, 16, and 20. Each time it is taken the bonus is increased by two, for a total of +12 bleed damage.

Bound Bag

The gourmand binds a bag of holding to itself, turning it into an intelligent bag of devouring, linked directly to one of the gourmand's stomachs.

Prerequisites: Knowledge (arcana) 9 ranks, gourmand class

Benefit: A gourmand may form a bond with a bag of holding by undergoing an arcane ritual, wherein the bag is transformed into an intelligent bag of devouring known as a gourmand's bag. The bound bag becomes linked to one of the gourmand's stomach dimensions and may be wielded as a personal weapon, or given to an ally to use. The stats for a gourmand's bag may be found in the equipment section of this book.

Special: This feat may be taken multiple times, up to as many times as the gourmand has stomachs. Each time it is taken, a bond is formed with a new bag. A gourmand may only have one bag bound to any one stomach at a time.

Chomp and Chew

You gain an additional bite attack.

Prerequisites: Base attack bonus +6, gourmand's maw class ability

Benefit: The gourmand gains an additional bite as a secondary attack.

Special: This may be taken again at level 15. When taken a second time the gourmand gains an additional bite as a tertiary attack.

Dispelling Aura

Your aura consumes one beneficial boon from those around you.

Prerequisites: Arcane Reflexes, base attack bonus +5, consuming aura class feature

Benefit: Whenever a creature with an active beneficial spell enters your consuming aura, you may make an attack of opportunity to attempt to dispel it. Treat this as if you had cast a targeted dispel magic on the creature, making all caster checks using your mystic savant level. Using this ability consumes one daily use of your spell eating ability.

Engulfing Nightmare

Some nightmares can engulf their enemies.

Prerequisites: Nightmare Behemoth

Benefit: A mouseling with this feat can engulf creatures in its path as part of a Standard Action. It cannot make other attacks during a round in which it engulfs. The mouseling merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make Attacks of Opportunity against the creature, but if they do so, they are not entitled to a Saving Throw against the engulf attack. Those who do not attempt an Attack of Opportunity can make a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the nightmare moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and are subject to crushing damage equal to the nightmare's bite damage each round they remain engulfed. Creatures that die while engulfed are absorbed.

Enhanced Dispelling Aura

Your aura can consume area effect magic.

Prerequisites: Dispelling Aura, base attack bonus +6, consuming aura class feature

TABLE 3-1: FEATS

Feat	Prerequisites	Benefits
Arcanum Finito	Enhanced Dispelling Aura, base attack bonus +8, consuming aura class feature	Consuming aura becomes a magical deadzone
Arcane Reflexes	consuming aura class feature	Additional attacks of opportunity for consuming aura
Aspected Volatility	Infernal Release, Knowledge (arcana) 10 ranks, consume soul class feature	Designate infernal release damage as acid, cold, fire, or electricity
Baffle Magic Item	Use Magic Device 5 ranks, intuitive artifice class feature	Protect allies in your stomach
Beastly Belch	Belching Blast, base attack bonus +5	Belching Blast becomes more potent
Belching Blast	regurgitate class ability	Gain a nauseating breath weapon
Belly Bulwark	Extra Stomach	Protect allies in your stomach
Bleeding Gore	fearsome tusks racial trait, luxu race	Deal bleed damage with luxu gore attack
Bound Bag	Knowledge (arcana) 9 ranks, gourmand class	Create and bind a gourmand's bag to your stomach
Chomp and Chew	base attack bonus +6, gourmand's maw class ability	You gain an additional bite attack
Dispelling Aura	Arcane Reflexes, base attack bonus +5, consuming aura class feature	Consuming aura dispels boons on creatures around you
Engulfing Nightmare	Nightmare Behemoth	Mouseling's nightmare form can engulf creatures
Enhanced Dispelling Aura	Dispelling Aura, base attack bonus +6, consuming aura class feature	Consuming aura dispels area of effect magic
Extended Aura	consuming aura class feature	Consuming aura increases by 5 ft.
Extra Spell Eating	spell eating class feature	Gain 2 additional uses of spell eating
Extra Stomach	base attack bonus + 3, gourmand class	Gain an additional stomach
Extract Analysis	assess class feature	You may better understand your enemy
Fast Swallow	base attack bonus +9, swallow whole ability	Can use Swallow Whole ability as a Free Action any time during your turn
Food Chain	Hungry Reflexes, Hungry Vortex, Voracious Vortex	Continue to devour prey caught in voracious vortex until full
Gastric Prison	Extra Stomach	Imprison foes in a pocket dimension in your stomach for a time
Girran Gulp	Trap Jaw, girran race	Girran gains the swallow whole monster ability
Great Appetite	base attack bonus +3, size Medium or smaller, gourmand class	Treated as one size category larger for the purpose of CMD and CMB with grab and swallow whole
Greater Appetite	Great Appetite or size Large, base attack bonus +7, gourmand class	Treated as one size category larger for the purpose of CMD and CMB with grab and swallow whole
Hungry Reflexes	gourmand's maw class ability	Gain the Hungry Vortex ability
Hungry Vortex	base attack bonus +6, gourmand class, one free indulgence	Gain the Hungry Vortex ability
Infernal Burst	Infernal Release, Knowledge (arcana) 10 ranks, consume soul class feature	Infernal release may be executed as a burst attack, radius equal to 5-ft. per 2 soul's hit dice
Infernal Release	Knowledge (arcana) 7, consume soul class feature	Inflict damage to an enemy by consuming a soul
Invigorating Meal	Girran Gulp, girran race	Gain benefits from resting after digesting a foe

Feat	Prerequisites	Benefits
Nightmare Behemoth	Constitution 15, base attack bonus +5, mouseling race	Mouseling's nightmare form becomes large
Nightmarish Weapon	mouseling race	Change nightmare claws into any held weapon
Precise Vortex	Hungry Vortex	Trip a single target at +10 with hungry vortex
Reap the Harvest	Combat Reflexes, base attack bonus +8, mark soul class feature	Mark an additional soul with the Mark Soul class ability
Red Nightmare	base attack bonus +5, albino racial trait, mouseling race	Mouseling's Nightmare form becomes blood red and gains a 5 ft. unnatural fear aura
Renewing Breath	Knowledge (arcana) 5 ranks, consume soul class feature	Heal allies for half soul's hit dice by consuming soul
Renewing Breath (Greater)	Renewing Breath, Knowledge (arcana) 10 ranks	Heal allies for soul's hit dice by consuming soul
Serpent's Gape	base attack bonus +10, swallow whole ability	You can use swallow whole on larger prey
Share the Blow	Girran Gulp, girran race	Share half damage with a living swallowed creature
Stoked Soul	consume soul class feature	Gain a bonus equal to class level by consuming a soul
Thunderous Trumpet	luxo race, nimble trunk racial trait	Gain a 5 ft. burst attack of 1d12 sonic damage
Tip of the Tongue	mystic savant class	+4 circumstance bonus on spellcraft checks to identify spells currently prepared or in echo slots.
Trampling Charge	Unstoppable Charge, base attack bonus +8, luxo race, mountainous racial trait	Luxo deal 2d10 trample damage when they charge an enemy
Trap Jaw	base attack bonus +1, girran race	Girran's bite attack gains a grab
Uncontainable Will	base attack bonus +10, mouseling race	Shift to nightmare form at will as a swift action
Unstoppable Charge	luxo race	+5 CMB when bull rushing without AC penalty
Voracious Vortex	Hungry Vortex	Target is pulled 30 ft. if knocked prone, and gourmand may attempt to swallow whole
Weighty Resolve	gourmand class	+4 circumstance bonus to their CMD
Wonderful Chef	Craft or Profession (cooking) 5 ranks, gourmand class	You can craft meals with wondrous properties
Zealous Chef	Wonderous Chef, Craft or Profession (cooking) 10 ranks, gourmand class	You know how to bring out an ingredients magical potential in a meal
Zealous Consumption	consume soul class feature	Gain a sacred bonus when consuming a soul

Benefit: Whenever you use your dispelling aura, you may also target magic items or spells affecting areas, making a targeted dispel check as normal. Additionally, you receive a +4 on all caster level checks using this aura, including those targeting creatures. This otherwise functions as the dispelling aura feat.

Extended Aura

Your consuming aura's range extends farther.

Prerequisites: consuming aura class feature

Benefit: This feat expands the range of your

consuming aura by 5 ft.

Special: This may be taken multiple times, extending the range of your aura by 5 ft. each time it is taken; once at level 1, and again at levels 4, 8, 12, 16, and 20 for a total of 30 additional feet.

Extra Spell Eating

You are able to eat spells more often.

Prerequisites: spell eating class feature

Benefit: You can use spell eating one additional time per day.

Special: This may be taken multiple times, once

at level 1, and again at levels 4, 8, 12, 16, and 20 for a total of six additional uses of spell eating.

Extra Stomach

Some gourmands are so voracious they grow additional stomachs just so they can eat more.

Prerequisites: base attack bonus + 3, gourmand class

Benefit: The gourmand gains an additional stomach, and may use it to hold and digest additional meals.

Special: This feat may be selected again at level 10.

Extract Analysis

You may better understand your enemy.

Prerequisites: assess class feature

Benefits: Whenever a vorpal knight would use their assess class ability, they may make a corresponding knowledge skill check to determine any special attacks or weaknesses the creature may have, adding their level to the final result.

Fast Swallow

You can swallow smaller creatures whole quickly with ease.

Prerequisites: base attack bonus +9, swallow whole ability

Benefit: The creature can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn.

Food Chain

The gourmand continues to devour prey caught in hungry vortex one after another until he's full.

Prerequisites: Hungry Reflexes, Hungry Vortex, Voracious Vortex

Benefit: A gourmand who successfully uses his swallow whole ability on a target pulled into his threatened area by the hungry vortex ability may immediately make another bite attack and subsequent swallow whole attempt on another valid target. The gourmand may continue to make these attempts until he either runs out of valid targets, fails an attack roll or grapple check, or exhausts his attacks of opportunity.

Gastric Prison

Your enemies can't run if they're detained.

Prerequisites: Extra Stomach

Benefit: As a standard action, a gourmand may

swallow an unconscious or helpless foe adjacent to them, or a foe they have grappled with their bite. They may keep them swallowed for up to one hour per gourmand level. When the gourmand chooses, or if the time limit is exceeded, the swallowed foe will automatically be expelled into an adjacent square of the gourmand's choosing. The foe takes no damage while swallowed and may attempt to escape by normal means. The gourmand's stomach AC for this ability is equal to 10 + gourmand level + natural armor.

Girran Gulp

Once a girran has his jaws around it's prey, it won't let go until it has swallowed them.

Prerequisites: Trap Jaw, girran race

Benefit: A girran with this feat has access to the swallow whole monster ability. Upon successfully maintaining a grapple, a girran with this ability may choose to swallow whole any creature at least one size category smaller than itself. Swallowed creatures take twice the girran's bite damage automatically at the start of each round they begin while swallowed. A girran who swallows more than one creature during combat is considered encumbered until the target is digested (8 hours) or the swallowed creature cuts its way out.

Great Appetite

Some gourmands possess appetites so voracious, they learn to use their gifts to consume larger meals with apparent ease.

Prerequisites: base attack bonus +3, size Medium or smaller, gourmand class

Benefit: When using their grab or swallow whole abilities, the gourmand is treated as a Large creature for purposes of CMD and CMB.

Normal: A gourmand may attempt to swallow larger prey, but they must do so using their normal size category for the relevant grapple checks.

Greater Appetite

Some gourmands possess appetites so insatiable they can consume huge or even colossal beasts.

Prerequisites: Great Appetite or size Large, base attack bonus +7, gourmand class

Benefit: When using their grab or swallow whole abilities, the gourmand is treated as if they were one size category larger for purposes of CMD and CMB. For example, a Medium sized gourmand with Great Appetite and Greater Appetite counts as

a Huge creature.

Normal: A gourmand may attempt to swallow larger prey, but they must do so using their normal size category for the relevant grapple checks.

Special: This feat may be selected multiple times, once for every five levels beyond 10. Each time this feat is taken the size category increases by one, from Large to Huge, Huge to Gargantuan, and Gargantuan to Colossal for purposes of CMD and CMB.

Hungry Reflexes

You can make additional attacks of opportunity.

Prerequisites: gourmand's maw class ability

Benefit: The gourmand may make a number of additional attacks of opportunity per round equal to their Constitution bonus so long as they have an empty stomach or are not currently engaged in a combat maneuver. Additionally, these attacks must be made with their bite attack. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Hungry Vortex

The gourmand's stomach growls, followed by a belch. The small rift left in the dimensional gut causes the gourmand to inhale with extreme force, creating a violent vortex that draws any caught in it towards the gourmand's gaping jaws.

Prerequisites: base attack bonus +6, gourmand class, one free indulgence

Benefit: A gourmand using this ability makes a single trip attack against all creatures in a 30 foot cone in front of him, using a single roll and resolving it for each CMD individually. Any affected creature is knocked prone as normal, and immediately moved 10 feet directly toward the gourmand. Affected targets who enter the gourmand's threatened space provoke attacks of opportunity. A creature that would be dragged into an impassable or occupied space instead stops in the closest available space. The gourmand may use this ability a number of times per day equal to $1 + \frac{1}{2}$ his Constitution modifier.

Special: This feat takes up one free indulgence slot, which may no longer be used to store essence. Additional feats may be taken to strengthen this ability.

Infernal Burst

You can inflict grievous damage to multiple enemies, at the cost of one of your souls.

Prerequisites: Infernal Release, Knowledge (arcana) 10 ranks, consume soul class feature

Benefits: This functions like Infernal Release, however the energy is released in a burst radius centered around the vorpal knight. The radius of this burst is equal to 5 feet for every 2 hit dice the soul possessed. Damage is equal to half the health that would normally be restored by consume soul. In this instance the soul is expended immediately affecting all within the burst's radius. Targets who succeed a Fortitude save (DC $10 + \frac{1}{2}$ the vorpal knight's level + Constitution Modifier), take half damage.

Infernal Release

You can inflict grievous damage to an enemy, at the cost of one of your souls.

Prerequisites: Knowledge (arcana) 7 ranks, consume soul class feature

Benefits: Instead of consuming a soul to gain health, you may choose to release the soul in the form of a negative energy touch attack. Damage is equal to half the health that would normally be restored by consume soul. The soul is only expended on a successful touch attack. Targets who succeed a Fortitude save (DC $10 + \frac{1}{2}$ the vorpal knight's level + Constitution modifier), take half damage.

Invigorating Meal

Any girran knows that the secret to real strength is a nutritious meal.

Prerequisites: Girran Gulp, girran race

Benefit: A Girran with this feat gains the following benefits from eating and digesting a creature. On the next full rest, they gain double the hit points normally restored by resting. They also gain a +1 bonus to all attack rolls and damage for one hour per class level. This benefit can stack for a total of +5 depending on how many creatures the girran consumes.

Nightmare Behemoth

Some mouselings' nightmare forms grow larger as they gain more strength.

Prerequisites: Constitution 15, base attack bonus +5, mouseling race

Benefit: A mouseling with this feat becomes large when they take on their nightmare form. When this happens, the mouseling's nightmare form's height is doubled and their weight is multiplied by 8. They gain an additional +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. They also gain a natural reach of 10 feet. This does not change the mouseling's speed. However, their claw's attack dice increase to 1d6 and their bite's attack dice increase to 1d8.

Nightmarish Weapon

Some mouselings' nightmare forms can shift their claw attacks into weapons they have on them.

Prerequisites: mouseling race

Benefit: A Mouseling with this feat may as a swift action form their claws into any melee weapon they have in their possession. This weapon cannot be dropped as it is part of the nightmare's body, and the damage dealt is the same as the base weapon, scaled to the appropriate damage dice for their size.

Precise Vortex

The gourmand narrows his maw in the direction of his prey opening it just in time to take a bite.

Prerequisites: Hungry Vortex

Benefit: When Hungry Vortex is used in this way the gourmand selects a single target. The gourmand rolls a single trip attempt with a +5 bonus. If the check succeeds, the target is knocked prone and pulled up to 30 ft. towards the gourmand who may immediately make an attack of opportunity against them using their bite. If the attack is successful, the gourmand may immediately make an attempt to swallow whole as a swift action, rolling as if maintaining a grapple. This uses up a single use of hungry vortex each time it is used.

Special: If the feat Voracious Vortex is present, the range and CMB bonus are doubled.

Reap the Harvest

You may mark a secondary soul during combat.

Prerequisites: Combat Reflexes, base attack bonus +8, mark soul class feature

Benefits: Any time the vorpal knight has a target selected for their mark soul ability, they may declare another viable target as their secondary. As a swift action, the vorpal knight may switch their

primary and secondary targets, granting all benefits of the marked soul ability against the new primary target. If the primary target is slain, their soul is collected as normal, and the secondary target immediately becomes the primary target for the vorpal knight. If the secondary target is slain, their soul is collected as if they were a primary target. This ability may be used only once per use of the mark soul class ability.

Red Nightmare

Mouselings born white sometimes have a unique bloodred nightmare form specific to them.

Prerequisites: base attack bonus +5, albino racial trait, mouseling race

Benefit: When a mouseling with this feat takes on their nightmare form, their blood flows red and the beast that forms is crimson in color. This unique characteristic grants the mouseling an unnatural 10 ft. aura of fear. Creatures that enter the aura must succeed a Will save (DC 10 + 1/2 the mouseling's class level + Charisma modifier) or be subject to fear.

Renewing Breath

You can renew an allies strength by giving them one of your souls.

Prerequisites: Knowledge (arcana) 5 ranks, consume soul class feature

Benefits: Instead of consuming a soul to gain health, you may impart the restored health to an ally. Doing this halves the amount of life that would normally be restored.

Renewing Breath (Greater)

You can greatly renew an allies strength by giving them one of your souls.

Prerequisites: Renewing Breath, Knowledge (arcana) 10 ranks

Benefits: Instead of consuming a soul to gain health, you may impart the restored health to an ally. Doing this restores the full amount usually granted by the consume soul ability.

Serpent's Gape

You can use swallow whole on larger prey.

Prerequisites: base attack bonus +10, swallow whole ability

Benefit: Creatures with the swallow whole ability are able to swallow creatures up to one size

category larger than themselves, and gain a +5 to their CMB when maintaining a grapple with a bite attack.

Normal: Unless otherwise specified, creatures can only be swallowed if they are one size category smaller than you.

Share the Blow

Some girrans know how to use their meals to soften a blow.

Prerequisites: Girran Gulp, girran race

Benefit: A girran with this feat knows how to use their engorged belly to soften a blow. Damage dealt to a girran who has swallowed a creature that is still alive, is split between the girran and the swallowed creature.

Stoked Soul

You gain a temporary bonus to any skill check or saving throw equal to your class level.

Prerequisites: consume soul class feature

Benefits: Instead of consuming a soul to gain consumption points, you may instead stoke the soul and gain a one time bonus on any skill check or saving throw equal to your class level. If an attack would prompt for a saving throw, the vorpal knight may use this ability out of turn as a swift action.

Thunderous Trumpet

Some luxos are capable of producing a concussive blast with their trunks.

Prerequisites: luxos race, nimble trunk racial trait

Benefit: A Luxo with this feat can as a swift action once per day, trumpet loud enough to deafen his enemies. The effect is treated as a 5 foot burst effect that deals 1d12 sonic damage and deafens the target. Creatures caught in the blast may make a Reflex save (10 + 1/2 level + Constitution modifier) for half. A save implies they cover their ears fast enough.

Special: This may be taken multiple times, once at level 1, and again at levels 4, 8, 12, 16, and 20. Each time it is taken the damage increases by 1d12 and the range of the burst is increased by five for a maximum of 30 feet.

Additionally, if taken a third time, the targets are shaken 1d4 rounds upon a failed saving throw, and if taken six times the targets are instead panicked for 1d6 rounds, and shaken for 1 round if they make their Reflex save.

Tip of the Tongue

It's easier to identify a spell you already know.

Prerequisites: mystic savant class

Benefit: A mystic savant gains a +4 circumstance bonus on any Spellcraft check made to identify any spell they currently have prepared or in one of their echo slots.

Tramplng Charge

When a luxos charges, it's best to get out of the way.

Prerequisites: Unstoppable Charge, base attack bonus +8, luxos race, mountainous racial trait

Benefit: A Luxo with this feat designates a linear path to its target, within a range no greater than their normal movement speed and performs a bull rush combat maneuver. Any additional creatures in the way must make a Reflex save, (DC 10 + 1/2 level + Constitution modifier) or take 4d6 + Strength modifier in trampling damage and be knocked prone. A successful save results in half damage.

Trap Jaw

Once a girran has its prey, it won't let it go.

Prerequisites: base attack bonus +1, girran race

Benefit: A Girran with this feat gains the grab ability with their bite attack. On a successful hit with their bite, they may immediately make a grapple attempt as a free action. This attempt does not provoke attacks of opportunity.

Uncontainable Will

Some mouselings' will to survive is so powerful they can channel it whenever they want.

Prerequisites: base attack bonus +10, mouseling race

Benefit: A Mouseling with this feat may take on their nightmare form as a swift action at will.

Unstoppable Charge

A charging luxos is a force to be reckoned with.

Prerequisites: luxos race

Benefit: A Luxo with this feat gains a +5 bonus to his CMB when making a bull rush. They also no longer suffer the -2 penalty to AC when making a bull rush.

Special: This may be taken multiple times, once at level 1, and again at levels 4, 8, 12, 16, and 20. Each time it is taken the bonus is increased by five, for a total of +30.

Voracious Vortex

The gourmand's stomach growls, followed by a massive belch. The rift left in the dimensional gut causes the gourmand to inhale with incredible force, creating a violent vortex that draws any caught in it towards the gourmand's gaping jaws.

Prerequisites: Hungry Vortex

Benefit: Targets affected by a gourmand's Hungry Vortex ability are instead pulled 30 feet toward the gourmand after being knocked prone. Additionally, a target that the gourmand strikes with their bite attack, using their attack of opportunity is automatically considered grappled, and the gourmand may roll for their swallow whole ability, as if maintaining a grapple.

Special: Additional feats may be taken to strengthen this ability.

Normal: Targets affected by a gourmand's Vortex ability are pulled 10 feet after being knocked prone.

Weighty Resolve

A gourmand is harder to move after a large meal.

Prerequisites: gourmand class

Benefit: While the gourmand has a creature at least one size category larger than themselves in any one of their stomachs, they gain a +4 circumstance bonus to their CMD to resist any combat maneuvers that would cause them to move, such as bull rush.

Wondrous Chef

A gourmand's unique pallet naturally lends itself to the culinary arts, allowing them to create some truly wondrous meals.

Prerequisites: Craft or Profession (cooking) 1 ranks, gourmand class

Benefit: A gourmand may craft a meal using the remains from a slain enemy, by making a Craft or Profession (cooking) check. The DC for this check is equal to 10 + the slain creature's hit dice.

Consuming a successfully crafted meal, grants the gourmand or their allies a bonus equal to 1/4 the gourmand's level (minimum 1,) to all saving throws, attack, and damage rolls for a total of 8 hours (the time it takes to digest a meal fully).

The number of meals that can be created from a single creature is directly related to their size.

Meals		Meals	
Creature Size	Created	Creature Size	Created
Miniscule	—	Large	1d12
Tiny	1	Huge	2d8
Small	1d4	Gargantuan	2d12
Medium	1d8	Colossal	2d20



Additionally, once created a meal must be consumed immediately or risk losing its beneficial properties within the first three hours after creation.

Special: Additional feats may be taken to strengthen this ability even further.

Zealous Chef

A gourmand who zealously pursues the culinary arts, may learn to tap into an ingredient's true potential, creating a truly magical cuisine.

Prerequisites: Wondrous Chef, Craft or Profession (cooking) 10 ranks, gourmand class

Benefit: A gourmand with this feat, may prepare a meal that grants certain magical benefits that correspond to the type of creature used as the main ingredient. Crafted meals may only possess a maximum of two benefits. The rules and DC's for preparing the meal, are the same as those used for Wondrous Chef.

Use *Table 3-2: Zealous Chef* to determine the possible benefits that a crafted meal may possess based on the ingredients used. Upon creation, the gourmand chooses one effect to imbue the meal

with, only adding a single subtype benefit if it is available. If there are multiple subtypes present, the gourmand must choose one. Not every subtype is listed on the *Zealous Chef* table. In the event a creature is used with a subtype that is not present, consult the GM to determine the benefit granted.

The benefits granted stack with those initially given by the *Wondrous Chef* ability.

Zealous Consumption

Some vorpal knights view consuming souls as a sacred obligation, one that purifies corrupted souls and prevents them from rising as demons.

Prerequisites: consume soul class feature

Benefit: Whenever a vorpal knight consumes a soul they gain a temporary sacred +1 bonus to their AC, attack and damage rolls until the end of combat. This bonus increases by +1 for every 5 hit dice the soul possessed.

Consuming a second soul while the sacred bonus is still active does not grant an additional bonus.

TABLE 3-2: ZEALOUS CHEF

Creature Type	Recipe Type	Benefit	Subtypes	Meal Description	Additional Benefit(s)
Aberration	Bizarre Meal	Damage Reduction 5	Air	Light	Fly speed (perfect) (60 ft.)
Animal	Invigorating Meal	+12 temporary hit points	Angel	Heavenly	Resistance to electricity 10 and fire 10
Construct	Tough Meal	Natural Armor +4	Aquatic	Moist	Breathe Underwater
Dragon	Hardy Meal	+2 Constitution	Cold	Chilled	Immunity to cold
Fey	Alluring Meal	+2 Charisma	Chaotic	Tart	Protection from Law
Humanoid	Indescribable Meal	+2 to any one Ability Score	Demon	Smoky	Resistance to cold 10, electricity 10, and fire 10
Magical beast	Mysterious Meal	Spell Resistance 5	Devil	Spicy	Resistance to acid 10 and electricity 10
Monstrous humanoid	Beastly Meal	+2 Strength	Earth	Crunchy	Burrow Speed (60 ft.)
Ooze	Goopy Meal	+2 Intelligence	Evil	Bitter	Protection from Good
Outsider	Otherworldly Meal	+2 Wisdom	Fire	Hot	Immunity to fire
Plant	Healthy Meal	Regeneration 1	Good	Splendid	As spell Protection from Evil
Undead	Exotic Meal	Negative Energy Affinity	Lawful	Bland	Protection from Chaos
Vermin	Zesty Meal	+2 Dexterity	Water	Refreshing	Swim speed (60 ft.)

The background of the entire page is a textured, aged parchment or stone surface. In the upper half, there are faint, ancient carvings. One prominent carving shows a creature's head in profile, facing left, with its mouth open in a roar, revealing sharp teeth. To the right of this, there are some circular and linear symbols. In the lower right corner, a hand with blue skin and long, dark claws is visible, holding a dark wooden mallet with a black, knobby head. The hand is positioned as if about to strike or has just struck the surface. The overall color palette is earthy, with browns, tans, and a hint of blue from the hand.

SECTION 4

NEW EQUIPMENT

NEW WEAPONS + NEW GEAR + NEW ENCHANTMENTS + NEW MAGIC GEAR





NEW RACIAL PROFILES

NEW EQUIPMENT†

From the mundane (but exotic) girran fork, to the mysterious hex sphere, this book offers a variety of new equipment just waiting to be uncovered.

This section includes new weapons, armor, gear, magic weapons, and magic items. Additionally this section features materials for crafting gear, as well as enchantments that can be applied to masterwork weapons. Items are listed in alphabetical order.



NEW WEAPONS

The following is a list of new available weapons.

Girran Fork: This unwieldy looking assemblage of jagged wood and bone is, at best, a passable short spear in the hands of the untrained. For a Girran hunter however, the Fork is a vicious weapon used to help ensnare some of the swamps more slippery creatures.

Special: When a girran fork is used by a proficient wielder, the attacker may declare an attempt to impale their target. On a successful hit, damage is dealt and the fork is embedded in the target. If the attack was made as a melee attack, the attacker may make a grapple attempt as a free action, without provoking an attack of opportunity. While embedded, a fork can no longer be used for attacks, however each embedded fork in a target provides a +2 stacking circumstance bonus for all grapple checks made against them. An embedded target may remove a fork as a move action. If wielded without the appropriate proficiency, a girran fork functions as a short spear with the fragile weapon quality.

Girran Hammer: This makeshift hammer's handle is studded with vicious looking girran teeth, allowing the wielder to designate which type of damage they want to inflict upon their foes.

Special: A proficient wielder, when making a melee attack may declare they will inflict, bludgeoning, piercing, or slashing damage. In the hands of a non-proficient wielder, the girran hammer may only deal bludgeoning damage.

Girran Maul: Adept Girran hunters seeking to bring down larger game will often arm themselves with hefty clubs. Over time, they methodically stud these weapons with their own teeth, producing brutal looking weapons capable of inflicting lingering wounds.

Special: Upon landing a critical hit, in addition to normal critical damage, a proficient wielder deals 1d4 points of bleed damage. The affected target takes this damage again at the start of each of their turns. This bleeding can be stopped with a DC15 Heal check, or any magical healing. The bleed from additional critical hits stack.

Grass Blade: Forged from a deadly fauna known as swamp tooth grass, this rapier is

TABLE 4-1: WEAPONS

EXOTIC WEAPONS	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Light Melee Weapons								
Grass Dagger	2,502 gp	1d3	1d4	18-20/x2	20 ft.	—	P or S	See text
One-Handed Melee Weapons								
Girran Fork	7 gp	1d4	1d6	x3	20 ft.	5 lbs.	P	See text
Girran Hammer	8 gp	1d6	1d8	x2	—	6 lbs.	B, P or S	See text
Girran Maul	5 gp	1d8	1d10	x2	—	8 lbs.	B or P	See text
Grass Blade	2,520 gp	1d4	1d6	18-20/x2	—	—	P	See text
Two-Handed Melee Weapons								
Luxan Lance	2,010 gp	1d6	1d8	x3	—	10 lbs.	P	Reach, Brace
Luxan Scythe	2,018 gp	1d6	2d6	x4	—	8 lbs.	P or S	Reach or Trip
Ranged Weapons								
Hungry Net	25 gp	—	—	—	10 ft.	10 lbs.	P	See text

exceedingly light, but can pierce even the thickest of hides if wielded correctly.

Special: In the hands of a proficient wielder, the grass blade can ignore the first point of AC from natural armor.

Grass Dagger: Crafted from thick blades of swamp tooth grass, these daggers are practically light as air, and often times float if submerged in water.

Special: If a proficient wielder deals a successful blow as a sneak attack or precision damage, they add an additional 1d6 to their damage roll.

Hungry Net: This net is largely unremarkable, save for the numerous jagged teeth protruding from its various knots.

Special: A hungry net functions as a normal net with several changes. Any target entangled with the hungry net immediately takes 1d4 piercing damage. A failed escape artist check deals 1 point of damage, while a failed burst attempt deals 1d4 damage. Finally, a proficient wielder holding the trailing rope for the net may, as a standard action, make an attack roll against the entangled target's flatfooted AC. On a success, they deal damage equal to 1d4 plus their Strength modifier.

The concentration check to cast while in a hungry net is 16 + the spell's level.

The Escape Artist DC to escape a hungry net is 25.

Luxan Lance: Cast from the tusks of mighty luxu warriors, this luminous lance lends its strength to those who bravely charge into battle.

Special: This weapon has the brace special quality, which doubles the damage against anyone that charges the wielder.

Luxan Scythe: Forged from a length of luxan ivory, this scythe's edge is nearly 4 ft. long and is said to shimmer like the stars themselves.

Grass Cloak



TABLE 4-2: ARMOR

ARMOR	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	Speed 20 ft.	Weight
Light Armor								
Grass Cloak	5 gp	+1	+8	0	5%	30 ft.	20 ft.	3 lbs.
Medium Armor								
Armored Girdle	200 gp	+6	+3	-4	25%	20 ft.	15 ft.	30 lbs.

NEW ARMOR

The following is a list of new armor available to the players.

Armored Girdle: This piece of armor was originally made of leather and intended for more discerning culinarians, whose mid-sections found the pointy edges of tables and on occasion a misplaced knife. Gourmand's have since taken to using them to fortify what they consider their most vital organ, while maintaining mobility in their shoulders and chest. This allows them to do what they do best—Eat.

Grass Cloak: Traditionally worn by mouseling foragers, grass cloaks provide a +5 circumstance bonus to Stealth checks made while in heavily forested areas or swamps.

NEW GEAR

The following is a list of adventuring gear unique to *Racial Profiles Expanded: Hungry Souls*.

Girran Compass: Girrans call these rustic devices marker tokens; however, to outsiders they look like primitive compasses. These compass-like devices guide them on long, curving treks through the swamps where they hunt or gather anything remotely edible, before eventually going back to their village. This ritual is known as stirring the pot. In the hands of a girran, this compass grants a +5 insight bonus to survival checks and a +2 to Knowledge (geography) checks made in swamps and marshlands. Non-girrans may also use this compass to gain its bonuses with a successful Knowledge (engineering) check, DC 12.

Girran Basket: Formed from weaving freshly cut wooden slats, and cured to a hardened state, these wicker baskets are easily worn on the back and are engineered to reduce the strain of weight, so that it can hold more resources, or even heavier

Armored Girdle



TABLE 4-3: GEAR

Item	Cost	Weight
Girran Basket	20 gp	5 lbs.
Girran Compass	8 gp	—
Gourmand's Helm	100 gp	1/2 lbs.

Girran Basket



Gourmand's Helm



Girran Compass



things like a deer's carcass. Those wearing a girran basket, gain a +2 bonus on Survival checks and their bounty result is doubled. Additionally items placed inside a girran basket are considered to be 1/4 their weight when determining encumbrance.

Gourmand's Helm: This unique piece of head gear, while decorative does provide a small amount of protection.

Special: When worn this helm grants a +1 shield bonus to AC, and a +1 bonus to Craft (cooking) and Perception (scent) checks, so long as the visor is down.

NEW MATERIALS

The following is a list of new materials players may use to craft weapons.

Luxo Ivory: As the name suggests, luxo will often immortalize great warriors who have fallen in battle or succumb to old age, by forging their tusks into weapons. Exceedingly durable, luxo ivory has a brilliant quality most morrow born weapons do not. The wielder may call upon the soul of the ivory to shine bright at will, illuminating the area as if affected by the day light spell. More extraordinary still, ivory harvested from luxo of legend may even grant its wielder the might of a luxo.

Additionally, when wielded against creatures with the shadow subtype, it deals an extra 2d6 points of damage.

Cost: 2,000 gp, plus the cost of the weapon.

Swamptooth Grass: Indigenous to swamps and bogs as the name suggests, swamptooth grass is so called because of the long blade-like quality of its foliage. It is so sharp in fact, that those who pass through it may not realize they've been cut at all until they spot the blood—or in some cases succumb to their wounds. Other stories speak of hungry swamps or bogs, claiming that swamptooth grass is a physical extension of the swamp, serving to nourish the earth and sustain the swamps they grow in. In its freshly harvested state, swamptooth is nimble and flexible, however when cured properly it calcifies into a very light, durable material suitable for crafting weapons. Weapons crafted from swamptooth grass are considered to be lighter (only 20% of their normal weight), keen, and gain the fragile condition.

Cost: 2,500 gp, plus the cost of the weapon.

NEW MAGIC ARMOR

The following is a set of new magic armor available for use.

IRON STOMACH

Aura moderate transmutation; **CL** 7th **Slot** armor;

Price 20,200 gp; **Weight** 15 lbs.

DESCRIPTION

The mithral surface of this armored girdle is fashioned with a motif of tree bark and foliage, twisting into what looks like prison bars. The hands of a faceless man appear to be gripping the bars from the inside as if he were imprisoned.

EFFECTS

This +3 *impervious* armored girdle is made of mithral, and is considered to be light armor. It gains double its enhancement bonus to its hardness and hit points (instead of just the enhancement bonus), its break DC increases by double the enhancement bonus, and gains a bonus on saving throws against direct attacks (such as a rust monster's rust ability) equal to its enhancement bonus.

Iron Stomach adds a +9 to armor class, has a maximum Dexterity bonus of +5, an armor check penalty of -1, and an arcane spell failure rate of 15%.

Additionally, if worn by a gourmand this armor's enhancement bonus counts as natural armor when determining their stomach's AC.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells**

barkskin, fabricate, make whole; **Cost** +1 Bonus, 10,100 gp

Iron Stomach





NEW MAGIC WEAPONS

The following is a list of new magic weapons available for use.

BLOOD LILLY

Aura moderate evocation and necromancy; **CL** 10th; **Slot** none; **Price** 32,320 gp; **Weight** 2 lbs.

DESCRIPTION

A beautiful soft pink blossom adorns the hilt of this delicate grass blade. Its green shaft extends to a needled point. The petals have an almost metallic scentm like that of iron.

EFFECTS

This +1 *keen wounding* grass blade (rapier) has a wicked thirst. Whenever a blood lilly deals damage, it drains an extra 1d6 hit points from the target, in addition to the +1 bleed damage. When this happens, the lilly at it's hilt turns from a soft pink to a blood red, and infuses the wielder with temporary hit points equal to the damage drained, plus one additional point per bleed damage. The wielder can't gain more

than the target's current hit points + the subject's Constitution score (which is enough to kill the subject). Bleed and drain damage are not multiplied on a critical hit. The temporary hit points disappear 1 hour later and the lilly regains its soft pink hue.

Additionally, in the hands of a proficient wielder, the blood lilly can ignore the first point of AC from natural armor.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *bleed, keen edge, vampiric touch*; **Cost** 16,320 gp

GLUTTON'S FORK

Aura strong transmutation; **CL** 13th; **Slot** none; **Price** 131,801 gp; **Weight** 5 lbs.

DESCRIPTION

Light dances across the metal surface of this girran fork as if it were alive. Its finely crafted prongs securely mounted to an ancient wooden handle of impressive quality.

EFFECTS

Masterwork Grimoire

Unlike most magical weapons, a grimoire does not automatically count as being masterwork, it must be crafted that way. The masterwork quality adds 300 gp to the cost of a normal grimoire. A masterwork grimoire may only be infused with other masterwork weapons, however mundane weapons can be used if infused along with 600 gp or an item equal to that in value. Wielding a masterwork grimoire provides a +1 enhancement bonus on attack rolls.

Additionally, a masterwork grimoire can hold two more weapons for a total of six.

The number of weapons that can be infused into a masterwork grimoire increases in conjunction with their enhancement bonus. The following table

shows the number of weapons a grimoire can hold based on its enhancement bonus.

Bonus	Number of Weapons	Cost
+1	8	+4,600 gp
+2	10	+16,600 gp
+3	12	+36,600 gp
+4	20	+64,600 gp
+5	100	+100,600 gp

Magical enhancements may not be applied to grimoires, however the weapons infused into them may have individual magical enhancements.

This +1 *impervious cooking* girran fork is made of living steel and is of a much higher quality than regular girran forks. It cannot rust, rot or warp, even by magical or supernatural means. Furthermore, the glutton's fork gains double the normal bonus to its hardness and hit points for each point of its enhancement bonus. The break DC for the glutton's fork and the wielder's combat maneuver defense against sunder maneuvers against the glutton's fork each gain a bonus equal to twice the weapon's enhancement bonus.

Additionally, upon a successfully confirmed critical attack, the glutton's fork deals an additional 1d10 fire damage, and the target must make a Will save, (DC 10 + the damage dealt by the fire) or be transformed into a piece of (perfectly cooked) food, designated by the wielder. For example a seared steak or frosted cupcake, the effect of which is permanent. On a successful Will save, the target resists the transformation and takes the fire damage normally.

Eating the food is considered instantly fatal to the transformed target; however this effect may be reversed by the spell *polymorph any object*.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor;

Spells *fabricate*, *keen edge*, *make whole*, *polymorph any object*; **Cost** 65,900 gp

GRIMOIRE

Aura faint evocation; **CL** 5th; **Slot** none; **Price** 5,300 gp; **Weight** 2 lbs.

DESCRIPTION

This seemingly ordinary leather bound book, is sealed tightly with a single strap. Burned into the cover is an arcane circle, at the center of which is a small effigy of a greatsword.

EFFECTS

This decoratively embellished leather bound book is a unique weapon, in that a mundane version does not exist. Grimoires are the choice weapons of mystic savants, because they allow them to assail their foes with a roulette of weapons, and appeal to their mysteriously chaotic nature of combat; on its pages are ascribed the essence of many weapons.

During combat, the wielder presents the grimoire as a standard attack action and its pages flash, casting forth a weapon made of aether with a range equal to that of the ascribed weapon. A standard grimoire usually starts with a single weapon upon creation, and has the capacity to hold three additional weapons. Once a new weapon is added, the wielder rolls to choose a weapon at random before their attack roll is made. If the wielder's base attack bonus allows for multiple attacks, they make a roll for each additional attack. No roll is required for a grimoire with a single weapon.

Attacks made with a grimoire are the same as those made normally in melee combat, and attack rolls are required to meet or beat the targets standard AC. The only difference is that in addition to their base attack bonus, they add the modifiers of their highest mental ability score instead traditional Strength or Dexterity modifiers. The damage dealt is considered magical when determining the effects for damage reduction that can be overcome by magic.

A grimoire that receives the broken condition can not be used again until it is repaired.

Below is an example of the table used for a fully equipped grimoire, rolling 1d4 to determine the result.

Weapon (Roll 1d4)	Dmg (Med)	Range	Type	Critical
1 Dagger ¹	1d4	—	P or S	19-20/x2
2 Longbow(20) ²	1d8	100 ft.	P	x3
3 Kama ³	1d6	—	S	x2
4 Halberd ⁴	1d10	—	P or S	x3

1 Weapons infused into a grimoire are destroyed and may not be retrieved from the book.

2 Weapons that require ammunition like the longbow, must have their ammunition infused into the book with the weapon. If the ammunition is spent, the wielder may infuse more ammunition as needed.

3 Wielders must be proficient with a weapon to infuse it into a grimoire. However, they do not need to be proficient with the weapon to use the grimoire, once the weapon is infused into the book.

4 Even though the grimoire is considered a one-handed weapon, when dealing damage as a two-handed weapon, it is considered having attacked using both hands.

Note: While a standard grimoire can only hold four weapons, masterwork grimoires can hold more; the number of which is dependent upon the grimoire's enhancement bonus.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Items** single melee or ranged weapon, an unused spell book; **Spells** *magic missile*, *magic weapon*; **Cost** 700 gp plus the cost of the initial weapon and spell book.

GRIMOIRE OF A THOUSAND STRIKES (LEGENDARY)

Aura overwhelming evocation; **CL** 21st; **Slot** none; **Price** 1,106,400 gp; **Weight** 2 lbs.

DESCRIPTION

This thick grimoire is bound in steel with hundreds of weapons engraved into its surface. A large iron padlock hold together the covers over the vellum pages.

EFFECTS

This +5 *masterwork* grimoire is bound in living steel and is said to contain 100 different weapons, both magical and mundane.

The Grimoire of a Thousand Strikes was commissioned by an old adventurer, whom fancied himself both a scholar and weapons collector. It was his hope that one day he would be buried with his collection, what he saw as a lifetime of memories. Each weapon told a story, and what better way to take them to the grave, than in the form of a book. Tragically, he never considered that grave robbers might one day tear open his coffin, and steal it.

The following table is a list of every weapon infused into the Grimoire of a Thousand Strikes. Roll 1d100 for the result when making an attack.

Weapon (Roll 1d100)	Dmg (Med)	Range	Type	Critical
1 Gauntlet	1d3	—	B	x2
2 Dagger	1d4	10 ft.	P or S	19-20/x2
3 Light Mace	1d6	—	B	x2
4 Sickle ^S	1d6	—	S	x2
5 Club	1d6	10 ft.	B	x2
6 Heavy Mace	1d8	—	B	x2
7 Morningstar	1d8	—	B and P	x2
8 Shortspear	1d6	20 ft.	P	x2
9 Longspear ^S	1d8	—	P	x3
10 Quarterstaff ^S	1d6/1d6	—	B	x2
11 Spear ^S	1d6	20 ft.	P	x3
12 Heavy Crossbow ^A	1d10	120 ft.	P	19-20/x2
13 Light Crossbow ^A	1d8	80 ft.	P	19-20/x2
14 Dart	1d4	20 ft.	P	x2
15 Javelin	1d6	30 ft.	P	x2
16 Throwing Axe	1d6	10 ft.	S	x2
17 Light Hammer	1d4	20 ft.	B	x2
18 Handaxe	1d6	—	S	x3
19 Kukri	1d4	—	S	18-20/x2
20 Light Pick	1d4	—	P	x4

21 Starknife	1d4	20 ft.	P	x3
22 Short Sword	1d6	—	P	19-20/x2
23 Battleaxe	1d8	—	S	x3
24 Flail ^S	1d8	—	B	x2
25 Longsword	1d8	—	S	19-20/x2
26 Heavy Pick	1d6	—	P	x4
27 Rapier	1d6	—	P	18-20/x2
28 Scimitar	1d6	—	S	18-20/x2
29 Trident ^S	1d8	—	P	x2
30 Warhammer	1d8	—	B	x3
31 Falchion	2d4	—	S	18-20/x2
32 Glaive ^S	1d10	—	S	x3
33 Greataxe	1d12	—	S	x3
34 Greatclub	1d10	—	B	x2
35 Heavy Flail ^S	1d10	—	B	19-20/x2
36 Greatsword	2d6	—	S	19-20/x2
37 Guisarme ^S	2d4	—	S	x3
38 Halberd ^S	1d10	—	P or S	x3
39 Lance ^S	1d8	—	P	x3
40 Ranseur ^S	2d4	—	P	x3
41 Scythe ^S	2d4	—	P or S	x4
42 Longbow ^A	1d8	100 ft.	P	x3
43 Shortbow ^A	1d6	60 ft.	P	x3
44 Orc Double Axe ^S	1d8/1d8	—	S	x3
45 Spiked Chain ^S	2d4	—	P	x2
46 Elven Curve Blade	1d10	—	S	18-20/x2
47 Kama ^S	1d6	—	S	x2
48 Nunchaku ^S	1d6	—	B	x2
49 Sai ^S	1d4	—	B	x2
50 Bastard Sword	1d10	—	S	19-20/x2
51 Siangham ^S	1d6	—	P	x2
52 Dwarven Waraxe	1d10	—	S	x3
53 Whip ^S	1d3	—	S	x2
54 Dire Flail ^S	1d8/1d8	—	B	x2
55 Gnome Hooked Hammer ^S	1d8/1d6	—	B or P	x3/x4
56 Two-bladed Sword ^S	1d8/1d8	—	S	19-20/x2
57 Dwarven Ugrgrosh ^S	1d8/1d6	—	P or S	x3
Weapon (Roll 1d100)	Dmg (Lrg)	Range	Type	Critical

58 Battleaxe	2d6	—	S	x3
59 Chakram	2d6	30 ft.	S	x2
60 Cutlass	1d8	—	S	18-20/x2
61 Greathammer	2d6	—	B	x3
62 Heavy Pick	1d8	—	P	x4
63 Longsword	2d6	—	S	19-20/x2
64 Scimitar	1d8	—	S	18-20/x2
65 Trident ^S	2d6	—	P	x2
66 Warhammer	2d6	—	B	x3
67 Rapier	1d8	—	P	18-20/x2
68 Earth Breaker	3d6	—	B	x3
69 Falchion	2d6	—	S	18-20/x2
70 Greataxe	3d6	—	S	x3
71 Greatclub	2d8	—	B	x2
72 Greatsword	3d6	—	S	19-20/x2
73 Halberd ^S	2d8	—	P or S	x3
74 Nodachi ^S	2d8	—	P or S	18-20/x2
75 Scythe ^S	2d6	—	P or S	x4
76 Tetsubo	2d8	—	B	x4
Weapon (Roll 1d100)	Dmg (Huge)	Range	Type	Critical
77 Dwarven longaxe ^S	4d8	—	P	x2
78 Longspear ^S	3d6	—	P	x3
79 Battleaxe	3d6	—	S	x3
80 Chakram	3d6	30 ft.	S	x2
81 Greathammer	3d6	—	B	x3
82 Heavy Pick	2d6	—	P	x4
83 Scimitar	2d6	—	S	18-20/x2
84 Trident ^S	3d6	10 ft.	P	x2
85 Warhammer	3d6	—	B	x3
86 Glaive ^S	3d8	—	S	x3
87 Greataxe	4d6	—	S	x3
88 Greatclub	3d8	—	B	x2
89 Greatsword	4d6	—	S	19-20/x2
Weapon (Roll 1d100)	Dmg (Gar)	Range	Type	Critical
91 Morningstar	4d6	—	B and P	x2
92 Heavy Crossbow ^A	4d8	120 ft.	P	19-20/x2
93 Battleaxe	4d6	—	S	x3
94 Warhammer	4d6	—	B	x3

95 Greatsword	6d6	—	S	19-20/x2
Weapon (Roll 1d100)	Dmg (Col)	Range	Type	Critical
96 Dwarven longaxe	8d6	—	B	x3
97 Scythe ^S	6d6	—	P or S	x4
98 Longbow ^A	6d6	100 ft.	P	x3
99 Lance ^S	6d6	—	P	x2
100 Bastard Sword	6d8	—	S	19-20/x2

^S Weapons marked with this symbol have special combat abilities not listed on this chart.

^A Weapons marked with this symbol require ammunition. Each ranged weapon is preloaded with 25 units of the required ammunition. When it is entirely expended the wielder may infuse the grimoire with additional ammunition. This takes a full round action to accomplish.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *magic missile*, *magic weapon*; **Cost** +5 Bonus, 700 gp plus the cost of 100 masterwork weapons and the spell book.

HEROES' COMPENDIUM

(INTELLIGENT ARTIFACT)

Aura overwhelming transmutation; **CL** 21st; **Slot** none; **Price** none; **Weight** 10 lbs.

DESCRIPTION

This beautifully crafted grimoire is bound in ivory, and is emblazoned with a featureless humanoid face on its cover. A ivory clasped hands hold together the covers over.

EFFECTS

This +5 *masterwork* grimoire made of jade contains not one intelligent weapon, but eight—all of them contain the consciousness of a famous warrior of legend. Each one possesses its own ego and alignment, as well as an affinity toward a particular element.

Special: Unlike most grimoires, when presented to attack, a phantasmal figure of each warrior bursts forth, brandishing their weapon to deliver the attack.

Additionally, once per day as a full round action, the wielder may invoke one of the weapons, and take the form of the hero associated with that weapon by making a successful Will save, with a DC equal to the weapon's ego. While in this form, the *Heroes' Compendium* transforms into the weapon called

and the wielder takes the form of the weapon's true master. They may maintain this form a number of rounds equal to their class level. While in this form, they gain the physical stats of the called weapon's master, as well as a special ability unique to each hero. Below is a brief description of each weapon, it's abilities, and the persona it houses, as well as individual special abilities each weapon grants when called upon.

Bak: This +5 *keen furyborn roaring* scizore made of fire-forged steel was once wielded by a desertborn wyvaran, whom as legend says shed his mortal coil to take his place among the gods. Still others say he became a fearsome dragon and took a deity as his wife.

The scizore grants a +1 shield bonus to AC, but if you attack with the blade, you lose the AC bonus that round and take a –1 penalty on attack rolls with the scizore. While wearing a scizore, you cannot use that hand for anything else. A scizore provides a +10 bonus to your CMD against being disarmed of your scizore. Donning a scizore is a full-round action.

Additionally, on a successfully confirmed critical hit with *Bak*, instead of his usual form, a phantasmal dragon bursts from its pages delivering a breath weapon attack equal to 12d8; the element of which is determined by the wielder and may be fire, cold, electric, or acid.

Dragon (Su): This ability functions as the spell *dragon form III*, and may be used once per day, when *Bak* is called upon.

Ember: This mithral +5 *flaming keen speed* rapier was once the choice weapon of a kitsune sorceress, stories tell of how she once sacrificed one of her tails to save a prince from death. For this selfless act she was imbued with incredible power, not only restoring her lost tail, but bestowing on her six others, becoming a true nine-tailed kitstune.

Apart from its incredible critical range and 1d6 fire damage, *Ember* makes two attack rolls with the wielders maximum attack bonus.

Additionally on a successfully confirmed critical hit, *Ember's* true kitsune from bursts forth in all her nine-tailed glory, dealing an extra 9d8 points of fire damage and the target catches fire, taking an additional 1d6 points of fire damage every round until the flames are extinguished.

Kitsune's Ire (Su): *Ember* may curse an individual she has deemed worthy of her ire. Once per round she may force an individual to make a Will save,

(DC 30). If they fail, they must roll 1d10 and be subjected to the result.

Roll 1d10	Result
1	Deafened (permanent)
2	Blinded (permanent)
3	Sickened (permanent)
4	Confused (permanent)
5	Withered limb (permanent) ¹
6	Toad (permanent) ²
7	Obese (permanent) ³
8	Petrified (permanent)
9	-4 to all ability scores (permanent)
10	Double trouble ⁴

¹ One of your limbs is withered, and no longer functions. Roll 1d4 to determine the effect: 1 right arm, 2 left arm, 3 right leg, 4 left leg. If your arm is withered it no longer functions and may not be used to attack. If your leg is withered your speed is reduced by half; if both are withered the subject is considered to be crippled and may not move. This curse may be removed with the spell *restoration*, *greater*.

² The subject is transformed into a harmless toad.

³ The subject's weight is multiplied by 8 and they become extremely fat, making them encumbered. Their charisma also suffers a -4 penalty.

⁴ Roll twice and be subject to both curses. If a 10 is rolled a second time, roll for a third curse. Repeat this as many times as needed until the roll is resolved.

Grellington: This +4 *croaking shock* warhammer is made of living steel, and was once wielded by a cursed minotaur alchemist. He was researching the effects of frog venom as a catalyst for his mutagens, and became an unfortunate victim of circumstance. One such mutigen became so volatile that it exploded, permanently altering his minitan physiology. As a result, whenever he came into contact with water, he changed into some grotesque frog-like minotaur hybrid. He later would refer to this effect as the frogenthrope curse.

In addition to dealing 1d6 electricity damage with every attack, upon a successfully confirmed critical attack, this weapon deals an extra 1d10 electricity damage, and the target must make a Will save, (DC 10 + the damage dealt by the electricity) or be transformed into a giant frog, the effect of which is permanent. On a successful save, the target resists the transformation and takes the

electricity damage as normal. The affected creature maintains their ability scores, class abilities, skills, and methods of speech, but is reduced to a Medium giant frog.

Bull Froghemoth (Su): *Grellington* gives himself over to his alter ego, becoming a truly terrifying beast. Once per day he may assume the form of a bull froghemoth, for a number of rounds equal to the wielder's level. While in this state he gains the stats and special abilities of a Gargantuan bull froghemoth. The stats for this form can be found in the appendix, located in the back of this book.

Hyperion: This +2 *earth shattering rocky impact* luxan lance once belonged to a luxu vorpal knight of mountainous size. Luxo legend states that *Hyperion* ascended to godhood. Unable to return to this mortal coil, he poured his essence into this lance and gifted it to his people.

In addition to dealing damage as though it were one size category larger, as well as an extra 1d6 points of force damage, upon a successfully confirmed critical attack, this weapon deals an extra 1d10 force damage, and the target must succeed a Reflex save, (DC 10 + the damage dealt by the force damage) or be swallowed up by the earth as it shatters around them. This effectively kills any creature without a burrow speed, unless they are immune to bludgeoning damage and suffocation.

Additionally, the terrain around them splits and cracks, counting as rough terrain for the rest of the combat. Treat this as a burst effect, the area of which is equal to 10 ft. per 2 points of force damage dealt, for a minimum 10 ft burst, and a maximum 50 ft. burst. On a successful Reflex save, the target takes the force damage as usual, but they are not swallowed by the earth. The terrain is still shattered, using the full damage to calculate the result.

Creatures caught in the burst effect must also make the aforementioned Reflex save or be subject to 1d6 points of force damage, and knocked prone. Upon a successful save, those subject to the roll still take damage but resist being knocked prone.

Engulf Soul (Su): Whenever *Hyperion* is invoked and brings a creature below 0 hit points he may move to engulf them, drawing them side his body as a free action, regardless of the creatures size. Doing this allows the wielder to gain temporary hit points equal to the engulfed creature's hit dice. These temporary hit points remain until the end of combat.

Saniprya: This +5 *heavenly sacred keen impact*

HEROES' COMPENDIUM

Weapon's Name & Stats

(Roll 1d8)	Ego	Alignment	Dmg	Critical	Range	Type	Special
1 Bak Str 30, Dex 24, Con 22, Int 12, Wis 12, Chr 16	18	NG	1d10 +1d6 sonic	19-20/x2 See text	—	P	See text
2 Ember Str 20, Dex 30, Con 20, Int 12, Wis 12, Chr 22	21	CG	1d6 +1d6 fire	15-20/x2 See text	—	P	See text
3 Grellington Str 30, Dex 24, Con 22, Int 22, Wis 12, Chr 10	20	N	1d8 +1d6 electric	x3 See text	—	B	See text
4 Hyperion Str 35, Dex 19, Con 26, Int 12, Wis 16, Chr 12	20	LG	3d6 +1d6 force	19-20/x3 See text	—	P	Reach See text
5 Saniprya Str 30, Dex 24, Con 22, Int 12, Wis 12, Chr 16	20	LG	2d6 +1d6 holy fire	17-20/x2 See text	—	S	See text
6 Two Badgers Travelling Earthward Str 36, Dex 18, Con 30, Int 12, Wis 16, Chr 10	17	N	1d6 +1d6 acid	x2 See text	30 ft.	P	See text
7 Ug'thar Str 30, Dex 19, Con 26, Int 22, Wis 12, Chr 12	18	LN	2d6 +hex, 1d6 cold	19-20/x2 See text	—	S	See text
8 Vex Str 35, Dex 19, Con 26, Int 22, Wis 12, Chr 12	23	N	1d4 +1d6 negative	17-20/x2 See text	10 ft.	P or S	See text

Note: The Hero's Compendium may only be infused with worthy weapons; intelligent weapons possessed of a hero's spirit.

shortsword made of cold iron was once wielded by an aasimar paladin, whom defeated a great evil with a holy sword gifted to her by a unicorn.

This keenly sharpened sacred blade is infused with the flames of heaven, and when it deals a critical blow, the full force of those flames are unleashed upon the target of the attack. Upon a successfully confirmed critical hit, Saniprya deals an additional 10d8 points of holy fire damage. If used against an undead or evil outsider, the damage dice increases to 10d10.

Divine Vessel (Su): This ability functions as the spell *divine vessel*^{APG}, and may be used once per day while *Saniprya* is called upon.

Two Badgers Travelling Earthward: This +4 *corrosive cooking* girran fork is made of ironwood and once belonged to a girran gourmand who was known by his people as the chosen maw. His appetite and culinary skill were said to rival that of the feasting god himself as his former companions would attest.

This weapon, much like its former master has an affinity for food, and apart from trying to digest those it strikes with the extra 1d6 points of acid damage, it will also try to cook them. Upon a successfully confirmed critical attack, *Two Badgers*

Travelling Earthward, deals an additional 1d10 fire damage, and the target must make a Will save, (DC 10 + the damage dealt by the fire) or be transformed into a piece of (perfectly cooked) food, designated by the wielder, the effect of which is permanent. For example a seared steak or frosted cupcake. On a successful will save, the target resists the transformation and takes the fire damage normally.

Eating the food is considered instantly fatal to the transformed target, however this effect may be reversed by the spell polymorph any object.

Gourmand's Vortex (Su): The wielder's stomach growls, followed by a massive belch. Suddenly, with violent force, the wielder inhales, creating a powerful vortex that draws any creature caught in it towards their gaping jaws. The wielder makes a single trip attack against all creatures (regardless of their size) in a 30 foot cone in front of them, using a single roll and resolving it for each CMD individually. Any affected creature is knocked prone, and pulled 30 feet towards the wielder, whom may then make an additional combat maneuver check to swallow whole any creature that enters their threatened space (regardless of their size) as if they had maintained the grapple. Swallowed creatures are placed in a stomach dimension (3d6+14

bludgeoning damage, AC 21, 26 hp) where they may then attempt to cut their way out with a natural or light piercing weapon, or escape the grapple. A creature that would be dragged into an impassable or occupied space instead stops in the closest available space.

The wielder may use gourmand's vortex every 1d4 rounds, while *Two Badger's Traveling Earthward* is evoked.

Ug'thar: This +5 *speed hexing frost* greatsword made of adamantite was once wielded by a stalwart half-orc magus, whom as legend says was capable of cutting down entire armies with a single swing of his mighty blade. Some of the lesser believed tales speak of his ability to command serpents or even suggest that he was a werebear. If asked, Ug'thar would assure the wielder that these tales are all utterly true.

This greatsword is remarkable because of its ability to make two attacks at the wielder's maximum attack bonus, and deals an extra 1d6 points of frost damage to each attack. Additionally, those struck by *Ug'thar* must succeed a Will save, (DC 22) or be inflicted with a -2 morale penalty on attack rolls, saving throws, ability checks, and skill checks for one full round. Also, , upon dealing a successfully confirmed critical hit, the target must succeed a Will save, (DC 22) or be petrified on the spot. This effect is permanent, but may be reversed with the *remove curse* spell.

Crescent Slash (Su): While *Ug'thar* is evoked, the wielder may infuse their blade with arcane energy as a swift action. The wielder then makes an attack roll against all creatures in a 60 foot cone in front of them, using a single roll and resolving it against each creature's armor class. There is no save to avoid Crescent Slash, each creature caught in its wake is subject to all damage and saves inflicted by *Ug'thar* if the attack role beats their AC. This includes successfully confirmed critical attacks.

Vex: This +3 *keen miasma undeath* dagger was once the vile tool used by *Vex*, an undead necromancer, who claimed he was alive during the fall of some ancient civilization, some millenia ago, back before he became a sentient dagger of death. It's not as though anyone can prove otherwise.

This deadly looking obsidian dagger not only deals an extra 1d6 points of negative energy damage with every blow, but upon a successfully

confirmed critical attack, *Vex* deals an additional 1d10 points of negative energy damage, forcing the target of the attack to make a Fortitude save, (DC 10 + the damage dealt by the negative energy) or become undead, the effect of which is permanent. Once turned undead they then make a Will save, (DC 10 + the damage dealt by the negative energy) or be subject to the will of the wielder. On a successful Fortitude save, the target resists the transformation and takes the negative energy damage normally.

The target of the attack gains the undead template, and gains a negative energy affinity; however this effect may be reversed by the spell *remove curse*.

Undead Vexation (Su): This ability functions as the spell *create greater undead*, and may be used once per day while *Vex* is active.

DESTRUCTION REQUIREMENTS

The Heroes' Compendium may only be destroyed by another artifact wielded by a powerful evil entity, such as a mythic anti-paladin or lich with 20 or more hit dice.

LEGACY (LEGENDARY)

Aura strong transmutation; **CL** 17th;
Slot none; **Price** 150,372 gp; **Weight** 10 lbs.

DESCRIPTION

The ivory blade of this scythe is etched with glowing runes, and shimmers faintly as if a star in the night sky. Along its shaft is etched the name of a luxu hero of old.

EFFECTS

This +5 *impact luxan* scythe is said to possess the spirit of a legendary luxan warrior, whose strength and indomitable spirit are rumored to have crushed armies single-handedly.

In addition to dealing damage as though it were one size category larger, *Legacy* grants its wielder a +4 to their Strength and Constitution ability scores as well as the ability to cast *enlarge person* on themselves 3 times per day.

These bonuses only affect the wielder while the weapon is in their hand. If *Legacy* is knocked from the wielder's hand by a successful disarm attempt or any other means, the bonuses are lost to them.

Additionally, if *Legacy* is wielded by a luxu or vorpal knight, the Strength and Constitution bonus

is increased by +2, for a total of +6.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Items** luxan scythe; **Spells** *bear's endurance*, *bull's strength*, *enlarge person*; **Cost** 75, 186 gp

RESERVOIR (LEGENDARY)

Aura strong necromancy; **CL** 17th;
Slot none; **Price** 130,330 gp; **Weight** 4 lbs.

DESCRIPTION

Socketed into the blade of this foreign looking sword, are two ruby red stones that shine with intensity. Its golden hilt holds a single ruby of similar design, and lacks a guard.

EFFECTS

This +3 *greater reservoir* scimitar made of cold iron, grants the wielder three reservoirs like that of a vorpal knight. Upon successfully slaying a creature, the scimitar may absorb the target's soul, allowing the wielder to choose and harness any one of the slain creature's natural or special attacks, or any one of its spell-like abilities. The ability may only be drawn upon while wielding the weapon and may only be used up to three times per day. If the wielder slays another creature they may choose to release the soul in place of the new one.

The soul, once trapped, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the reservoir can one free the trapped soul (which is then still dead).

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Items** a melee weapon; **Spells** *soul bind*; **Cost** 65,165 gp

STRIKING PAGES

Aura faint evocation; **CL** 5th;
Slot none; **Price** 21,900 gp; **Weight** 2 lbs.

DESCRIPTION

The effigy of a dagger is embellished on the cover of this metal bound book. Two clasps seal its parchment pages, held together by metal rivets.

EFFECTS

This +2 *masterwork* grimoire is bound in cold iron, and emblazoned with a sinister looking dagger. When used in combat, it produces three separate

weapons that strike the target simultaneously.

Upon making a successful attack with striking pages the wielder rolls three consecutive times on the table below to determine the weapons conjured, along with their attributed damage and adds the result of each together.

If when making your attack roll your result would have triggered a critical for one of the weapons, roll to confirm the critical and if successful, roll the weapons critical damage.

Weapon (Roll 1d4)	Dmg (Med)	Range	Type	Critical
1 Dagger	1d4	—	P or S	19-20/x2
2 Gladius	1d6	—	P or S	19-20/x2
3 Short Sword	1d6	—	P	19-20/x2
4 Battleaxe	1d8	—	S	x3
5 Greathammer	1d8	—	B	x3
6 Longsword	1d8	—	S	19-20/x2
7 Falchion	2d6	—	S	18-20/x2
8 Greataxe	1d12	—	S	x3
9 Greatsword	2d6	—	S	19-20/x2
10 Warhammer	2d8	—	B	x3

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *magic missile*, *magic weapon*; **Cost** +2 Bonus, 10,450 gp plus the cost of 10 masterwork weapons and the spell book.

TENDERIZER (LEGENDARY)

Aura strong transmutation; **CL** 17th;
Slot none; **Price** 150,372 gp; **Weight** 10 lbs.

DESCRIPTION

This massive tree branch has been methodically studded with razor sharp humanoid teeth. Carved into the head of this monstrous weapon is rough-looking arcane symbol.

EFFECTS

This large +1 *reducing impact* girran maul is made of ironwood, was once wielded by a formidable gourmand of enormous size.

In addition to dealing damage as though it were one size category larger (3d8), upon a successfully confirmed critical attack, the Tenderizer reduces the target's size by one category, as the spell reduce

person, for 2d8 rounds.

There is no saving throw to resist this effect, however it can be reversed by the spell, enlarge person.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Items** a girran maul; **Spells** *reduce person*, and *bull's strength*, *lead blades*^{APG}, *righteous might* or *giants form 1*; **Cost** 75, 186 gp

TYRANT'S HEART (INTELLIGENT ARTIFACT)

Aura overwhelming necromancy, evil; **CL** 21st; **Alignment** CE; **Ego** 50; **Communication** Empathy; **Senses** 30 ft (Normal); **Int** 30; **Wis** 20; **Chr** 30
Skills Appraise 10, Bluff 10, Diplomacy 10, Intimidate 10, Perception 5, Sense Motive 5
Languages Abyssal, Celestial, Common, Daemonic, Draconic, Elven, Giant, Goblin, Infernal, Protean; **Slot** none; **Price** none; **Weight** 16 lbs.

DESCRIPTION

This sinister looking blade pulses with life, held together by bone and sinew. At its hilt, a demon's eyes darts about irrationally.

EFFECTS

This intelligent +1 *unholy impact greater reservoir* greatsword, made of bone and living sinews is said to be the heart of a calamitous oni lord forged by gods of chaos, destruction, evil, and revenge. His very being threatened to consume the entire mortal world, and so he was imprisoned in stone. His heart was torn from his flesh and sealed away inside a hexsphere, a living vault constructed from mimic's blood and transmutive magicks. With the oni lord's heart sealed away, the gods entrusted the hexsphere to an ancient race for safe keeping.

It was not long however, before the oni's minions came against them in an attempt to free their master. The battle that ensued lasted for many days, ultimately ending in the ancient race's defeat. In a last ditch effort to keep the hexsphere out of their reach, their king, a powerful wizard opened a dimensional rift and cast it into time and space. Where it is to this day, no one knows, but the oni lord's minions are ever searching for it, that much is certain.

Tyrant's Heart will always attempt to dominate its wielder to gain complete control. If it succeeds it will immediately seek out the resting place of its true owner, whereupon it will force the wielder to

plunge the blade into its master's heart. Ultimately, this will destroy the blade and restore the oni lord to flesh and bone, so that he may once again seize control of the mortal world.

When wielded as a weapon, *Tyrant's Heart* deals 3d6 plus an additional 2d6 vs. good aligned creatures. It will also grant the wielder use of its reservoir ability, along with the following spells:

Crushing Despair (3/day): The wielder emits a 30 ft. invisible cone of despair that causes those caught in it great sadness. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks and weapon damage rolls. A successful Will save (DC 24) negates the effect.

Litany of Vengeance^{UC} (3/day): This litany causes a single targeted creature within 35 ft. line of sight to feel the pain of blows more sharply. Anyone who hits the target an attack gains a +5 profane bonus to the attack's damage.

Monstrous Physique II^{UM} (3/day): This spell functions as monstrous physique 1, except it allows you to assume the form of any Tiny or Large creature of the monstrous humanoid type. If the form you assume has the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, freeze, grab, leap attack, mimicry, pounce, sound mimicry, speak with sharks and trip. If the creature has the undersized weapons special quality, you gain that quality.

Teleport Self (1/day): This spell teleports you, or any touched object or willing creatures to a designated destination up to 100 miles away.

Wrath^{APG} (3/day): You focus your anger against one enemy for up to a minute. You gain a +3 morale bonus on attack rolls and weapon damage rolls against that designated creature.

DESTRUCTION REQUIREMENTS

Tyrant's Heart can only be destroyed by plunging it into the chest of its true master. Doing so will not only destroy the blade, but also resurrect the oni lord.

WEAVER'S STAFF

Aura minor conjuration; **CL** 3rd; **Slot** none; **Price** 5,800 gp; **Weight** 8 lbs.

DESCRIPTION

This quarterstaff seems to have been pulled directly

from a tree. At the head of its v-shaped crook, a few leaves still bloom, and draped between the crook itself is a silvery spider's web.

EFFECTS

This +1 *masterwork* quarterstaff is made of green wood, and sports a v-shaped crook at its head. Nestled neatly between that crook is a glistening spider's web. Once per day at the wielder's request, the weaver's staff will produce up to 50 feet of spidersilk rope. Treat this as masterwork silk rope.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; **Spells** *spider climb*; **Cost** 2,400 gp

NEW ENCHANTMENTS

The following is a list of new enchantments that may be applied to masterwork weapons.

Cooking (+5 Bonus): Upon a successfully confirmed critical attack, this enchantment deals an additional 1d10 fire damage, and the target must make a Will save (DC 10 + the damage dealt by the fire), or be transformed into a piece of (perfectly cooked) food, designated by the wielder, the effect of which is permanent. For example a seared steak or frosted cupcake. On a successful Will save, the target resists the transformation and takes the fire damage normally.

Eating the food is considered instantly fatal to the transformed target, however this effect may be reversed by the spell *polymorph any object*.

This enchantment may only be used on piercing weapons.

Croaking (+5 Bonus): A croaking weapon is infused with an alchemical mutagen that transforms the struck creature into a frog. Upon a successfully confirmed critical attack, a croaking weapon deals an additional 1d10 electricity damage, and the target must make a Will save (DC 10 + the damage dealt by the electricity), or be transformed into a giant frog, the effect of which is permanent. On a successful save, the target resists the transformation and takes the electricity damage as normal. The affected creature maintains their ability scores, class abilities, skills, and methods of speech, but is reduced to a Medium giant frog.

This effect may be reversed by the *remove curse*, or applicable *polymorph* spells.

This enchantment may only be used on weapons that deal piercing or slashing weapons.

Earth Shattering (+5 Bonus): An earth shattering weapon is infused with overwhelming force energy, which literally shatters the earth. Upon a successfully confirmed critical attack, this enchantment deals an additional 1d10 force damage, and the target must make a Reflex save (DC10 + the damage dealt by the force damage), or be swallowed up by the earth as it shatters around them. This effectively kills any creature without a burrow speed, unless they are immune to bludgeoning damage and suffocation.

Additionally, the terrain around them splits and cracks, counting as rough terrain for the rest of the combat. Treat this as a burst effect, the area of which is equal to 10 ft./ per 2 points of force damage dealt, for a minimum of a 10 ft. burst. and a maximum of a 50 ft. burst. On a successful Reflex save, the target takes half the force damage, but they are not swallowed by the earth, and the terrain is still shattered as normal, using the full damage to calculate the result.

Creatures caught in the burst effect must also make the aforementioned Reflex save or be subject to 1d6 points of force damage and be knocked prone. Upon a successful save, those subject to the roll still take damage but resist being knocked prone.

This enchantment may only be used on bludgeoning weapons.

Heavenly (+1 Bonus): Upon command a heavenly weapon begins to pulse with a brilliant aura, dealing an additional 1d6 points of holy fire damage on a successful attack. The heavenly aura does not affect the wielder. The effect remains until another command is given. If this weapon is used against a creature with the undead subtype, the extra damage dealt increases to 1d8.

Heavenly Burst (+2 Bonus): A heavenly burst weapon functions as a heavenly weapon that explodes with holy fire upon striking a successful critical hit. In addition to the extra holy fire damage from the heavenly ability, a heavenly burst weapon deals an additional 1d10 points of holy fire damage. If the weapon's critical modifier is x3, add an extra 2d10 points of holy fire damage instead, and if the modifier is x4, add an extra 3d10 points. If the heavenly burst weapon is used against a creature with the undead subtype, the damage dealt is instead 1d12, with x3 modifier being 2d12, and 3d12 for a

x4 modifier.

Even if the weapon's heavenly ability is not active, the weapon still deals its holy fire energy damage on a successful critical hit.

Miasma (+1 Bonus): Upon command a miasma weapon begins to pulse with a dark aura, dealing an additional 1d6 points of negative energy damage on a successful attack. The miasma does not affect the wielder. The effect remains until another command is given. If this weapon is used against a creature with the undead subtype, the negative energy instead heals the target.

Miasma Burst (+2 Bonus): A miasma burst weapon functions as a miasma weapon that explodes with dark energy upon striking a successful critical hit. In addition to the extra negative energy damage from the miasma ability, a miasma burst weapon deals an additional 1d10 points of negative energy damage. If the weapon's critical modifier is x3, add an extra 2d10 points of negative energy damage instead, and if the modifier is x4, add an extra 3d10 points.

Even if the weapon's miasma ability is not active, the weapon still deals its extra negative energy damage on a successful critical hit.

Reducing (+1 Bonus): Upon a successfully confirmed critical attack, this enchantment reduces the size of the targeted creature by one size category. The duration of this effect is determined by a roll equal to the base weapon's damage dice. For instance a medium club deals 1d6 points of damage, ergo the target would be reduced for 1d6 rounds.

This enchantment may only be used on bludgeoning weapons.

Reservoir, Lesser (+1 Bonus): This enchantment grants the weapon a single reservoir like that of a vorpal knight. Upon successfully slaying a creature, the affected weapon may absorb the target's soul, allowing the wielder to choose and harness any one of the slain creature's natural or special attacks, or any one of its spell-like abilities. The ability may only be drawn upon while wielding the weapon and may only be used once per day.

If the wielder slays another creature they may choose to release the soul in place of the new one.

Reservoir (+3 Bonus): This enchantment works like reservoir, lesser, only it grants the weapon two reservoir slots. Additionally, the wielder may invoke the weapon's stored abilities twice per day.

Reservoir, Greater (+5 Bonus): This enchantment

works like reservoir, lesser, only it grants the weapon three reservoir slots. Additionally, the wielder may invoke the weapon's stored abilities three times per day.

Rocky (+1 Burst): Upon command a rocky weapon emits a golden earthly glow, dealing an additional 1d6 points of force damage upon striking a successful attack. The earthly aura does not affect the wielder. The effect remains until another command is given.

Rocky Burst (+2 Burst): A rocky burst weapon functions as a rocky weapon that explodes with earthly force upon striking a successful critical hit. In addition to the extra force damage from the rocky ability, a *rocky burst* weapon deals an additional 1d10 points of force damage. If the weapon's critical modifier is x3, add an extra 2d10 points of force damage instead, and if the modifier is x4, add an extra 3d10 points.

Even if the weapon's rocky ability is not active, the weapon still deals its extra force damage on a successful critical hit.

Roaring (+1 Bonus): Upon command a roaring weapon begins to resonate, dealing an additional 1d6 points of sonic damage on a successful attack. The sound does not affect the wielder. The effect remains until another command is given.

Roaring Burst (+3 Bonus): A roaring burst weapon functions as a roaring weapon that explodes with ear splitting resonance upon striking a successful critical hit. In addition to the extra sonic damage from the roaring ability, a roaring burst weapon deals an additional 1d10 points of sonic damage, and the target must make a Will Save, (DC 10 + the 1d10 sonic damage dealt) or be deafened and staggered for 1d6 rounds. On a successful will save, the target is instead staggered for 1 round and takes the sonic damage as normal. If the weapon's critical modifier is x3, add an extra 2d10 points of sonic damage instead, and if the modifier is x4, add an extra 3d10 points.

Even if the weapon's roaring ability is not active, the weapon still deals its extra sonic damage on a successful critical hit.

Undeath (+5 Bonus): Upon a successfully confirmed critical attack, this enchantment deals an additional 1d10 points of negative energy damage, forcing the target to make a Fortitude save, (DC 10 + the damage dealt by the negative energy) or become undead, and must make a Will save, (DC 10 + the

Serpent's Helm**Echo Stones****Luxan Mirror****Hexsphere****Grey Mirror****Gourmand's Bag****Rebounding Mirror****Girran Cook Pot**

damage dealt by the negative energy) or be subject to the will of the wielder, the effect of which is permanent. On a successful Fortitude save, the target resists the transformation and takes the negative energy damage normally.

The target of the attack gains the undead template, and gains a negative energy affinity; however this effect may be reversed by the spell remove curse.

This enchantment may only be used on piercing or slashing weapons.

NEW MAGIC ITEMS

The following is a list of new magic items featured in *Racial Profiles Expanded: Hungry Souls*.

ECHO STONES

Aura varies; **CL** varies; **Slot** trinket;

Price varies; **Weight** none

DESCRIPTION

These seemingly mundane precious stones gleam with the spark of magic.

EFFECTS

These naturally occurring phenomenon can be found around sites of major magical incidents, often ancient ones. They are the result of magic saturation, and thus each echo stone varies in size, shape and texture, and may look like seemingly worthless stones, as well as gemstones, worked materials, and the like.

Most magic wielders might pick up a faint, lingering magical aura around them. But a mystic savant can study that aura to identify the echo; then if successful, apply the spell in an available echo slot. Doing so, causes the stone to shatter.

CONSTRUCTION REQUIREMENTS

Naturally occurring

GIRRAN COOKING POT

Aura strong transmutation; **CL** 17th; **Slot** none;

Price 15,000 gp; **Weight** 5 lbs.

DESCRIPTION

Emblazoned upon the front of this cast iron pot is a hungry looking mouth. Other than that, it seems entirely normal.

EFFECTS

This seemingly ordinary cast iron cooking pot, is magically enchanted to admit abnormally large ingredients, like say for instance an entire deer, or even a bear.

To activate the girran cook pot, it must be placed over a heated surface intended for cooking (like a camp fire). While activated, the cook pot is considered to function as a tier 3 bag of holding.

Additionally, craft (cooking) skills are considered to have a +5 bonus, as the pot always produces a hardy meal. Eating food made in a girran cooking pot will restore an additional hit dice worth of damage after a full rest.

CONSTRUCTION REQUIREMENTS

Feats Craft Wonderous Item; **Spells** *create demiplane*^{UM}; **Cost** 5,000 gp, plus the cost of a cast iron cooking pot.

GOURMAND'S BAG (INTELLIGENT)

Aura strong conjuration; **CL** 17th; **Alignment** same as gourmand; **Ego** 13 **Communication** Empathy; **Senses** 30 ft (Normal) **Int** 10; **Wis** 14; **Chr** 13 **Skills** Appraise 10, Bluff 10, Diplomacy 10, Intimidate 10, Perception 5, Sense Motive 5 **Languages** Common **Slot** none; **Price** none; **Weight** 15 lbs.

DESCRIPTION

This stranglely toothy bag of devouring hungrily drools, emitting strange sounds, like that of a starved man.

EFFECTS

Gourmand bags are uniquely intelligent bags of devouring created by a gourmand with a sufficient knowledge of the arcane. All that is required is for the gourmand to undergo a ritual, wherein they designate a stomach, and spit into a bag of holding, binding it to the intended stomach dimension. Immediately, the bag begins to turn blue, while its opening becoming a monstrous maw of teeth and spital. A gourmand's bag has all of the magical abilities of a regular bag of devouring, along with the following additional powers.

Bite: As a standard action, it's possessor can swing the bag by its straps in an attempt to strike any target within a 5-foot radius. The possessor targets a single creature or unattended item with this attack. The bag (not the wielder) makes a single bite

attack against the creature or item targeted equal to the gourmand's bite at the time of creation.

Special: Upon a critical hit, the bag swallows its whole. The swallowed creature is placed in the gourmand's stomach, that it is bound too. The gourmand may choose to digest or regurgitate the swallowed creature. If the creature cuts itself free, it appears next the gourmand as normal.

CONSTRUCTION REQUIREMENTS

Feats Bound Bag; **Items** bag of holding type III

GREY MIRROR

Aura moderate transmutation; **CL** 15th; **Slot** none; **Price** 18,010 gp; **Weight** 5 lbs.

DESCRIPTION

Elegantly crafted silver frames the placid glass of this eerie mirror.

EFFECTS

This beautifully crafted silver mirror, allows an individual with appropriate knowledge to temporarily store their soul within its placid frame.

As long as their soul is stored in it, their image will appear in the mirror. Any effects that target the user's soul, such as the vorpal knight's mark soul class ability, or soul trap will automatically fail as long as the mirror is in use.

CONSTRUCTION REQUIREMENTS

Feats Craft Wonderous Item; **Spells** *soul shield*; **Cost** 3,000 gp, 1,000 sp

HEXSPHERE (INTELLIGENT)

Aura strong conjuration; **CL** 17th; **Alignment** N; **Ego** 13 **Communication** Empathy; **Senses** 30 ft (Normal) **Int** 5; **Wis** 5; **Chr** 5 **Skills** Perception 5 **Languages** Common, plus one additional language of the creator's choosing. **Slot** none; **Price** 120,000 gp; **Weight** 1 lbs.

DESCRIPTION

Etched upon the surface of this golden orb is a glyphic eye; arcane lines seem to wrap around its entire exterior.

EFFECTS

This ornate golden trinket is a fusion of mimic's blood and magic, crafted first by a wizard whom desired to create a sentient vault, with the express

purpose of storing cursed artifacts deemed too dangerous for mankind. At first glance it appears to be an ornate golden orb, marked with glyphs and runes, but if the hexsphere's key word is uttered, the orb expands, becoming a doorway of appropriate size for the individual that unlocked it.

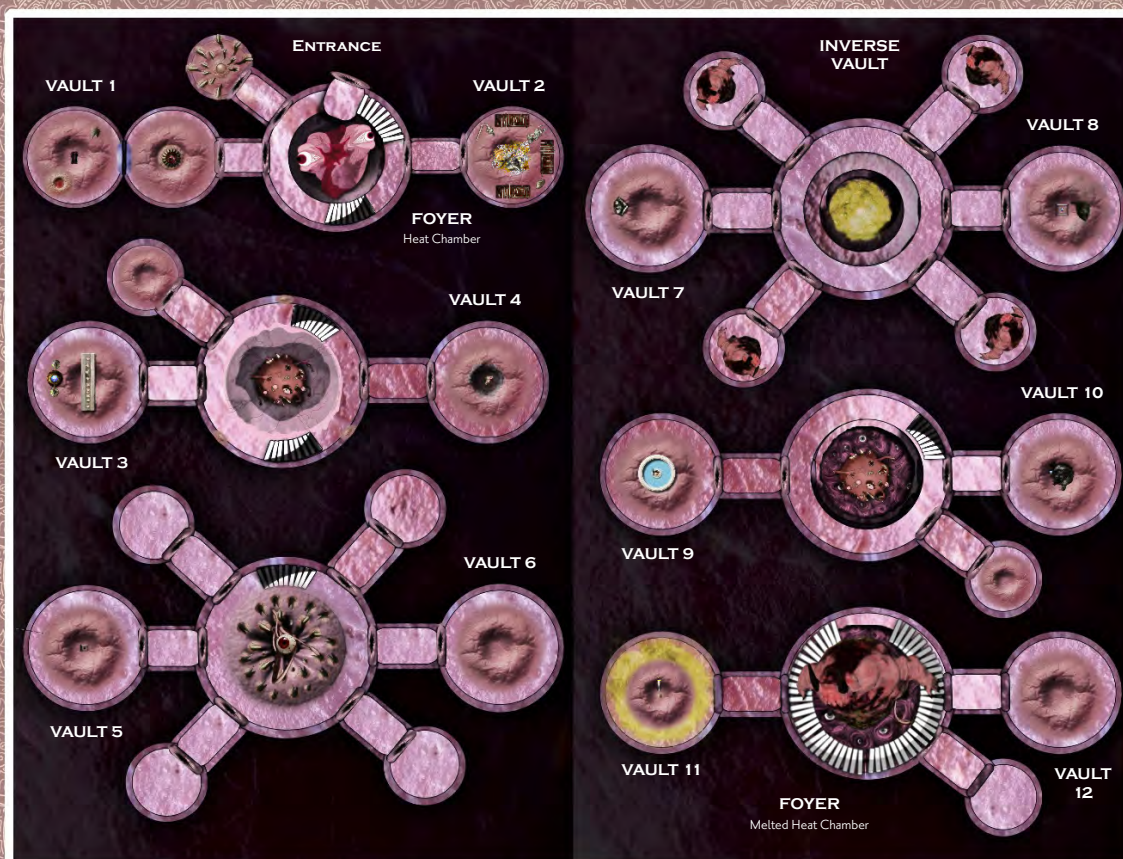
Upon creation, a hexsphere's base mental ability scores start at 5, with an ego of 5. It has the ability to follow simple commands given by its creator, and will follow them to the best of its ability. For example, a xenophobic elf wizard, may instruct the

hexsphere to only admit other elves, that speak the key word. (This could of course be overcome with an appropriate disguise check.)

After creation, a hexsphere begins as a single, open, cylindrical chamber, approximately 350 feet in diameter, at the center of which is a large beating heart. It will generate a new chamber at its creator's request, or whenever a new magic item is stored in it. A hexsphere is capable of forming a number of chambers equal to its Ego.

If an intelligent magic weapon or item is stored

MAP: HEXSPHERE VAULT EXAMPLE



Note: Once a hexsphere's heart is destroyed, it will begin to collapse in on itself, beginning with the furthest unoccupied room. An individual unfortunate enough not to escape is destroyed, as the room and its entire contents are wiped from existence. This fail-safe is commonly employed to ensure dangerous relics do not leave the vault, though it is possible for particularly powerful magic items to survive, often left adrift in some dimensional space-time void, until it can find its way back to the mortal plane.

inside the hexsphere, it may attempt to take control, by making an opposing ego check. Roll 2d20, designating one for the hexsphere and one for the intelligent item that wants to take control, then add their respective ego's to the result. The ego with the highest result assumes control of the hexsphere. An opposing test may be made once a day, to reclaim control should it be lost.

For this reason, the hexsphere's ego may be enhanced by performing the following ritual upon its creation:

- *Will of the Maker:* The creator may choose to sacrifice themselves (or a suitable candidate), by allowing the hexsphere to utterly consume them. This grants the hexsphere mental ability scores equal to the creator's ability scores. The sacrificed individual persists as a complex illusion, that only exists inside the vault, which may act as a caretaker, guardian, or guide to those who enter the hexsphere.

Hexspheres that have been hijacked by a particularly strong intelligent magic item, often become parasitic in nature. They will seek out an adequate host body, (usually one that is suited to advance the intelligent item's agenda) and attach itself to the chosen creature, more often replacing one of the host's eyes, or allow itself to be swallowed where it takes root in the victim's stomach. If left unchecked, the hexsphere will attempt to possess its host, or manipulate it by some other means. If a hexsphere is unable to assume complete control of its host, it will cause the victim to experience life-like hallucinations of loved ones, or someone the host trusts, in an attempt to control them, or make them more susceptible to complete possession. More magic-hungry intelligent items may force their host to consume magic trinkets or in the worst of cases, spell casters whom possess magic in their very blood; like a sorcerer, oracle, or bloodrager.

A hexsphere may only be destroyed by locating and shutting down its heart, by either inflicting enough damage or speaking the kill word, decided at its creation.

CONSTRUCTION REQUIREMENTS

Feats Craft Wonderous Item; **Items** vial of mimic's blood; **Spells** *create demiplane*, *greater^{UM}*; **Cost** 60,000 gp

LUXAN MIRROR

Aura varier; **CL** 15th Slot trinket; **Price** varies; **Weight** varies

DESCRIPTION

Beneath the surface of this lies a terrible darkness, and it's staring back at you.

EFFECTS

Also sometimes referred to as trial glass, luxan mirrors are a type of looking glass (usually handheld), carried by vorpal knights as a way to cleanse any sort of corruption that may occur when they take on tainted souls, like those of demons or other evil creatures. When this occurs, the mirror takes on a faint evil aura. The mirror does not count as magical until after the first use.

Once a day, a vorpal knight may cleanse herself of any evil auras, or negative energy she has taken into her body, channeling it into the mirror by meditating on her own reflection a number of minutes equal to the soul's hit dice.

Upon completion the evil is sealed inside the mirror, until it reaches its capacity. The measure of which is determined by the mirror's size:

Mirror Type	Size	Cost	Evil Auras Held
Compact	Tiny	10 gp	5 auras
Hand Mirror	Small	25 gp	10 auras
Portrait Mirror	Medium	50 gp	25 auras
Body Mirror	Large	150 gp	50 auras
Wall Mirror	Huge	350 gp	150 auras

Once a mirror's capacity is met, the vorpal knight has one of two options; shatter the mirror, allow the evil to manifest as a shadowed double and defeat it, or bring the mirror to a seer to have the evil emptied into a larger mirror. See the appendix in the back of the book for rules concerning the vorpal knight's trial and shadow creature template.

CONSTRUCTION REQUIREMENTS

Feats Craft Wonderous Item; **Spells** *soul shield*; **Cost** 3,000 gp, 1,000 sp

REBOUNDBING MIRROR

Aura varies; **CL** varies; **Slot** trinket; **Price** see text; **Weight** 5 lbs.

DESCRIPTION

Carved along the rim of this seemingly normal hand mirror, are small glyphs of protection.

EFFECTS

This mirror is usually compact in nature, no bigger than a trinket such as a monocle or a locket, with the express purpose of protecting one from magical attacks.

While worn, a rebounding mirror not only grants some amount of spell resistance, there's a chance it will reflect an incoming spell onto the caster, negating the spell as though it were countered.

There are three types of rebounding mirrors, minor, major, and greater. Use the table below to determine each mirror's Spell Resistance, as well as each mirror's chance of reflecting an incoming spell.

Mirror Quality	Spell Resistance	Chance to Reflect Spell	Cost
Minor	5	1%	5,000 gp
Moderate	10	5%	10,000 gp
Major	20	10%	15,000 gp

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *spell turning*; **Cost** 3,000 gp; 8,000 gp; 13,000 gp

SERPENT'S HELM (ARTIFACT)

Aura moderate transmutation and necromancy; **CL** 15th; **Slot** head; **Price** none; **Weight** 5 lbs.

DESCRIPTION

This golden helmet is fashioned in the likeness of a serpent's mantle, with ruby facets for eyes.

EFFECTS

The *Serpent's Helm* was created by a high priestess, to usher in the coming of a serpentine outsider who consumed the souls of its followers. The helm was used to perform several rituals, but also grants any who wear it some very unique abilities.

When worn, the wearer's jaw pops as the *Serpent's Helm* melds into the their flesh completely disappearing from view. The only visible evidence that the helm is being worn manifests as golden scales along the jaw line, and crimson serpentine eyes in place of their own. The helm may only be removed by saying the word "release" in draconic, while touching the golden

scales along the jaw, and thus may not be stolen while worn.

The abilities afforded to the individual who wears it, are only as powerful as their own life force, and only manifest if they are strong enough. Below is a list of abilities granted by wearing the *Serpent's Helm*, as well as the class level or hit dice required to activate the ability.

The base abilities granted by the *Serpent's Helm* are as follows:

Bite: The wearer gains a natural bite attack that deals 1d6 points of damage, plus grab.

Swallow Whole (Ex): This functions as the monster ability swallow whole, the rules for swallow whole are located in the appendix.

Immune to Snake Venom (Ex): The wearer immediately succeeds any save they're required to make if they are bitten by a serpent.

Animal Empathy (Snakes) (Su): The wearer can use Handle Animal to improve the attitude of any snake. This ability functions just like a druid's wild empathy ability, except they roll a Handle Animal check to influence the attitude of the animal, with a -2 penalty.

At level 7 the wearer gains the following ability while wearing the *Serpent's Helm*.

Petrifying Gaze (Su): The wearer gains a 30 ft. gaze attack that can turn creatures to stone permanently. Targeted creatures must succeed a Fortitude save (DC 16) or be turned to stone.

At level 9 the wearer gains the following feat while wearing the *Serpent's Helm*.

Serpent's Gape(Ex): The wearer is able to swallow creatures up to one size category larger than themselves, and gains a +5 to their CMB when maintaining a grapple with a bite attack.

At level 12 the wearer gains the following feat while wearing the *Serpent's Helm*.

Fast Swallow (Ex): The wearer can use its swallow whole ability as a free action at any time during their turn, not just at the start of it.

DESTRUCTION REQUIREMENTS

The *Serpent's Helm* may only be destroyed if the person wearing it is petrified and shattered.



SECTION 5

NEW SPELLS

PHYLOCRUX + NEW SPELLS



PHYLOCRUX

Racial Profiles Expanded: Hungry Souls offers a few new spells, along with a new conceptual style of spell, called phylocrux—something unique to both the vorpal knight and gourmand classes.

Phylocrux: The term "phylocrux" is used to describe the spell-like abilities granted to a gourmand or vorpal knight when they consume or slay a certain type of creature such as a humanoid or fey. Each spell-like ability granted is chosen from existing arcane and divine spells presented throughout the *Pathfinder Roleplaying Game* books and some new spells that mimic the flavor of a particular creature type.

In the event a creature type is not listed, consult your GM and use the following table as a general guideline to choose a spell.

Creature HD	Spell Level Used For Phylocrux
1 - 5	1st level spell or lower
6-10	3rd level spell or lower
11-15	5th level spell or lower
16-20	8th level spell or lower

NEW SPELLS

Below are a series of new spells for use in your campaigns, subject to your Game Master's approval.

APPETIZING

School necromancy; **Level** cleric/oracle 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute/2 levels

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

The target of this spell gains an appetizing aroma and taste other creatures find appealing. They receive a -2 penalty on Escape Artist and combat maneuver checks made to escape a grapple against any creature that has a bite attack with the grab ability for the duration of the spell.

ASSESS

School divination; **Level** cleric/oracle 1, mystic savant 2

Casting Time 1 standard action

Component V, S, DF

Range 60 ft.

Target one creature

Duration one round

Saving Throw none; **Spell Resistance** no

This spell allows the caster to discern the total hit dice, including those from class levels, possessed by the target creature.

ASSESS, GREATER

School divination; **Level** cleric/oracle 2, mystic savant 2

Casting Time 1 standard action

Component V, S, DF

Range 60 ft.

Area cone-shaped emanation

Target one creature

Duration one round

Saving Throw none; **Spell Resistance** no

This spell functions as Assess, but informs the user of the hit dice of all creatures in the affected area.

BITTER COATING

School transmutation; **Level** alchemist 2, bard 2, cleric 2, druid 2, ranger 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell conjures a distasteful layer around the affected creature. Any living creature attempting to swallow the affected creature whole must succeed on a fortitude save or immediately release the affected creature and become nauseated.

Additionally the affected creature gains acid resistance equal to caster level for the duration of the spell.

BUFFOONERY

School divination; **Level** bard 4, summoner 4

Casting Time 1 full round action

Components V, S

Target single spell caster

Duration instantaneous

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

If the target of this spell fails their Will save, they are unaware of the spell's effects until the next time they cast a spell. Whatever spell they cast next fizzles out in some comical effect. For example, should the target attempt to cast *enlarge*

person, or fireball the target of *enlarge person* may simply fart, where as the *fireball* may explode into a bunch of confetti.

DIMINISHING AURA

School divination; **Level** cleric/oracle 4

Casting Time 1 standard action

Component V, S, DF

Range 60 ft. aura

Target you

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

When subject to the assess spell, you appear 1d4 levels lower than your actual level.

EMPOWERING AURA

School divination; **Level** cleric/oracle 4

Casting Time 1 standard action

Component V, S, DF

Range 60 ft. aura

Target you

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

When subject to the assess spell, you appear 1d4 levels higher than your actual level.

GOURMAND'S BITE

School necromancy; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V

Range touch

Target living creature whose size does not exceed caster's by more than one.

Duration 1 round/level

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

Upon a successful melee touch attack, a target that fails its saving throw is subject to being swallowed whole.

To onlookers, it appears as if your maw suddenly opens many times its normal size, after which the victim is engulfed, and your maw immediately returns to its natural size.

There is no visible sign of the victim—the swallowed subject exists in a temporary "stomach" dimension.

The swallowed victim takes 2d8+12 points of bludgeoning damage plus 12 points of acid damage per round while in the stomach dimension.

A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal damage to the stomach dimension (AC = 10 + caster level, HP = 10 + ½ caster level). Damage dealt to the stomach does not affect the caster's HP.

A creature that successfully escapes appears to cut its way

free from the caster's mid-section, but immediately closes in a space adjacent to the caster.

While this spell is active, each time you swallow a creature it creates a separate stomach dimension, with its own HP. You may create one stomach dimension for every four caster levels, you possess.

GORGING

School transmutation; **Level** alchemist 1, druid 1, hunter 1

Casting Time 10 minutes

Components V, S

Target self

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell allows the caster to eat a number of days worth of food in a single sitting.

Upon casting this spell, the caster's stomach growls loudly, and their appetite becomes ravenous. They are able to consume 7 daily rations, or equivalent foodstuffs per caster level. After which, they do not need to eat a number of days directly equal to the number of rations or equivalent foodstuffs consumed.

HIDE STRENGTH

School divination; **Level** cleric/oracle 2

Casting Time 1 standard action

Component V, S, DF

Range none

Target creature touched

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

The subject of this spell gains temporary immunity to anything that would otherwise discern their hit dice.

MONSTROUS METABOLISM

School transmutation; **Level** alchemist 1, druid 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 1 hour/level

Saving Throw none; **Spell Resistance** yes (harmless)

This spell causes a single touched creature to develop a remarkable ability to chew, swallow, and digest nearly any substance for sustenance. Any solid substance of sufficient weight, such as tree branches, rocks, or dirt, can feed the affected creature for a day, as long as it is consumed during this spell's duration. Monstrous metabolism does not provide the affected creature with any special protection against poisons or

extraordinarily hot or cold substances, nor does it provide any advantage in combat.

PANTOMAGE

School conjuration; **Level** sorcerer/wizard 9

Casting Time 1 full round action

Components V, S

Target self

Duration 1 round/3 levels

Saving Throw none; **Spell Resistance** no

Upon casting this spell, the caster's eyes flash and dart around in an unnerving manner. If they haven't used their attack of opportunity that round, they can make a Spellcraft check to perceive and identify any spell cast, and if their Spellcraft check is successful, they may cast the identified spell on the following round.

Even if they successfully identify multiple spells in a single round, they may only cast one of them on the following round.

PAPER PRISON

School necromancy; **Level** cleric/oracle 8, witch 8

Casting Time 1 standard action

Components V, S, M (parchment, and quill)

Range touch

Target one creature

Duration permanent

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

Using the quill, you prick the targeted creature, filling the quill's reservoir with the creature's blood and touch it to a piece of blank parchment. The blood immediately takes shape as a red monochromatic rendering of the creature, as the original blinks out of existence. Only by tearing the parchment in two can the creature be freed.

Once completed the parchment can be used to cast a single spell known by the caster once per day as a bonus spell. The spell's level must not exceed that of half the imprisoned creature's hit dice, rounded down. For example, if the imprisoned creature has 4 hit dice, the parchment could be used to cast a 2nd level spell.

PASS THROUGH FLESH

School transmutation; **Level** cleric/oracle 5, druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 1 round/level

Saving Throw Will (harmless); **Spell Resistance** yes

The touched creature gains the ability to pass through the flesh of other creatures, living or otherwise. This bestows the affected creature with several effects. First, they automatically succeed on attempts to escape from a grapple with a living opponent, unless somehow restrained. Second, they may escape from the confines of any living creature, such as after being swallowed whole, as a move action. Third, they are temporarily immune to all natural attacks and unarmed strikes. Finally, they may pass through squares occupied by other creatures without impediment, although such movement may still provoke attacks of opportunity as normal.

The affected creature does not cause any harm as a result of passing through another living creature. Additionally, they must end their movement in an open space. If an affected creature is somehow trapped inside another creature, they will be shunted to the nearest open space at the end of their turn.

PHANTOM FEAST

School illusion; **Level** bard 1, druid 1, hunter 1, summoner 1

Casting Time 1 standard action

Components V, S

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

Target one object or creature touched

Duration 1 hour/2 levels

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

This spell makes anything remotely edible look, smell, and taste like a first class meal.

This spell can be utilized in multiple ways, it can make normal bland food or scavenged items like grubs and plant taste amazing. It can also be used to make something harmful like poisonous mushrooms or stagnate water appear as though it were safe to consume.

The caster decides what the illusioned object or creature looks, tastes, and smells like when casting this spell. Any creature that perceives the meal can make a Will save to see through the illusion. If the object or creature illusioned is actually something they would consider food, they receive a -2 circumstance penalty to their roll.

SENTIENT ANATOMY

School transmutation; **Level** alchemist 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration permanent

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

The target of this spell is subject to a peculiar curse, as one of their body parts suddenly splits into a mouth that can speak, eat, and breathe. It will not like having its mouth covered and will express this loudly any time something is put over it.

Upon a failed Will save, roll 2d6 designating one for the body part that becomes sentient and one for the persona that will manifest, then use the following table to determine the results.

d6	Body Part	d6	Persona*
1	Right Foot ¹	1	Grumpy
2	Left Foot ¹	2	Melodic
3	Right Hand ²	3	Hungry
4	Left Hand ²	4	Optimistic
5	Chest ³	5	Weepy
6	Stomach ⁴	6	Funny

The following body parts have unique combat advantages.

*The alignment of the body part is up to the GM's discretion, and will also possess mental ability scores equal to 3d4 during the creation of the persona. The persona will also have an ego (10 plus the combined modifiers of each mental ability score) that is capable of taking control of the wearer, should the persona's alignment and personal agenda require it.

1 Tremor Sense (30 ft.): Your foot will tell you if it senses anything—even if you already know.

2 Biting Fist: Unarmed strikes deal an extra 1d6 bite damage.

3 Biting Grapple: While maintaining a grapple, you deal an extra 1d6 points of bite damage.

4 Engulfing Grapple: When maintaining a grapple with a creature who is at least one size category smaller, you may make an additional grapple check. If successful, the sentient stomach draws the grappled creature in and swallows them whole. They take 1d4 acid damage each round they remain grappled. (The rules for swallow whole are located in the appendix at the back of this book.)

Sentient anatomy can be dismissed by casting the *remove curse* spell, by a caster of sufficient level.

SOUL SHIELD

School transmutation; **Level** cleric 8, witch 8, druid 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S

Range close

Target one creature

Duration 24 hours

Saving Throw Will (harmless); **Spell Resistance** yes

The targeted creature is protected from any attempt to steal, possess, or otherwise harm their soul. This includes spells such

as *soul jar*, and *dominate* as well as the vorpal knight's *mark soul* ability. It also grants the creature a +8 resistance bonus against all compulsion and charm spells and effects. *Shield soul* can resist effects created by spells such as *miracle*, but cannot prevent direct divine action with regards to a soul's final destination.

SOUL SURGE

School divination; **Level** bard 4 cleric/oracle 5, magus 4, paladin 4

Casting Time 1 full round action

Components V, S

Target you

Duration 1 round/2 levels

Saving Throw none; **Spell Resistance** no

The target of this spell draws on the strength of their allies, granting them a +1 bonus to their attack and damage rolls equal to the number of allies within a 30 foot radius of them.

SOUL SWAP

School divination; **Level** sorcerer/wizard 7

Casting Time 1 full round action

Components V, S

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

Target two creatures of equal hit dice or level

Duration 1 day/2 levels

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

The chosen targets of this spell feel compelled to meet each other's gaze and in that moment, their consciousness fades in and out for a split second. When their vision returns to them, they find they are staring into their own eyes.

Upon a failed saving throw, if the two individuals affected are both player characters, they will temporarily exchange character sheets, and receive a -5 penalty to all saving throws, skill checks, attack, and damage rolls as they struggle to adjust to their new forms.

If the target of this spell is between two foes, they receive the penalty as normal.

If however, the exchange is made with a player character and a foe the player affected receives the penalty during combat, then afterwards receives the stats for the creature they swapped with. For example, if the player character exchanged souls with a horse.

This effect may be ended prematurely by the caster as a swift action, or by having the spell *soul swap* cast again by another caster of adequate level. Additionally, the spell *remove curse*, and *dispel* will also reverse the effects.



ΑΡΡΕΠΔΙΧ





APPENDIX

This section contains rules and information not addressed in the text as well as material of honorable mention. Subjects are listed in alphabetical order.

Bull Froghemoth (Su)

This immense, three-eyed frog-like creature resembles a froghemoth, with two major physical differences. Jutting from its forehead are a pair of viscous looking horns it may use to gore its enemies, and in place of its traditional four huge tentacles, are powerful forearms like that of a minotaur.

FROGHEMOTH, BULL

CR 17

XP 102,400

N Gargantuan aberration

Init +5; Senses all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +20

DEFENSE

AC 31, touch 8, flat-footed 29 (+1 Dex, +1 dodge, +23 natural, -4 size)

hp 260 (20d8+180)

Fort +15, **Ref** +9, **Will** +13; **Immune** electricity (partial); **Weaknesses** enraged by electricity

OFFENSE

Speed 20 ft.

Melee bite +25 (3d6+14/19-20 plus grab), gore +25 (2d8+7), tongue +23 (1d6+7 plus grab)

Space 20 ft.; **Reach** 20 ft. (30 ft with tongue)

Special Attacks swallow whole (3d6+14 bludgeoning damage, AC 21, 26 hp)

STATISTICS

Str 39, **Dex** 13, **Con** 28, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +15; **CMB** +20 (+24 grapple); **CMD** 45

Feats Cleave, Crush, Dodge, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)

Skills Acrobatics +1 (-3 to jump), Perception +20, Stealth +10 (+18 in marshes);

Racial Modifiers +8 Perception,

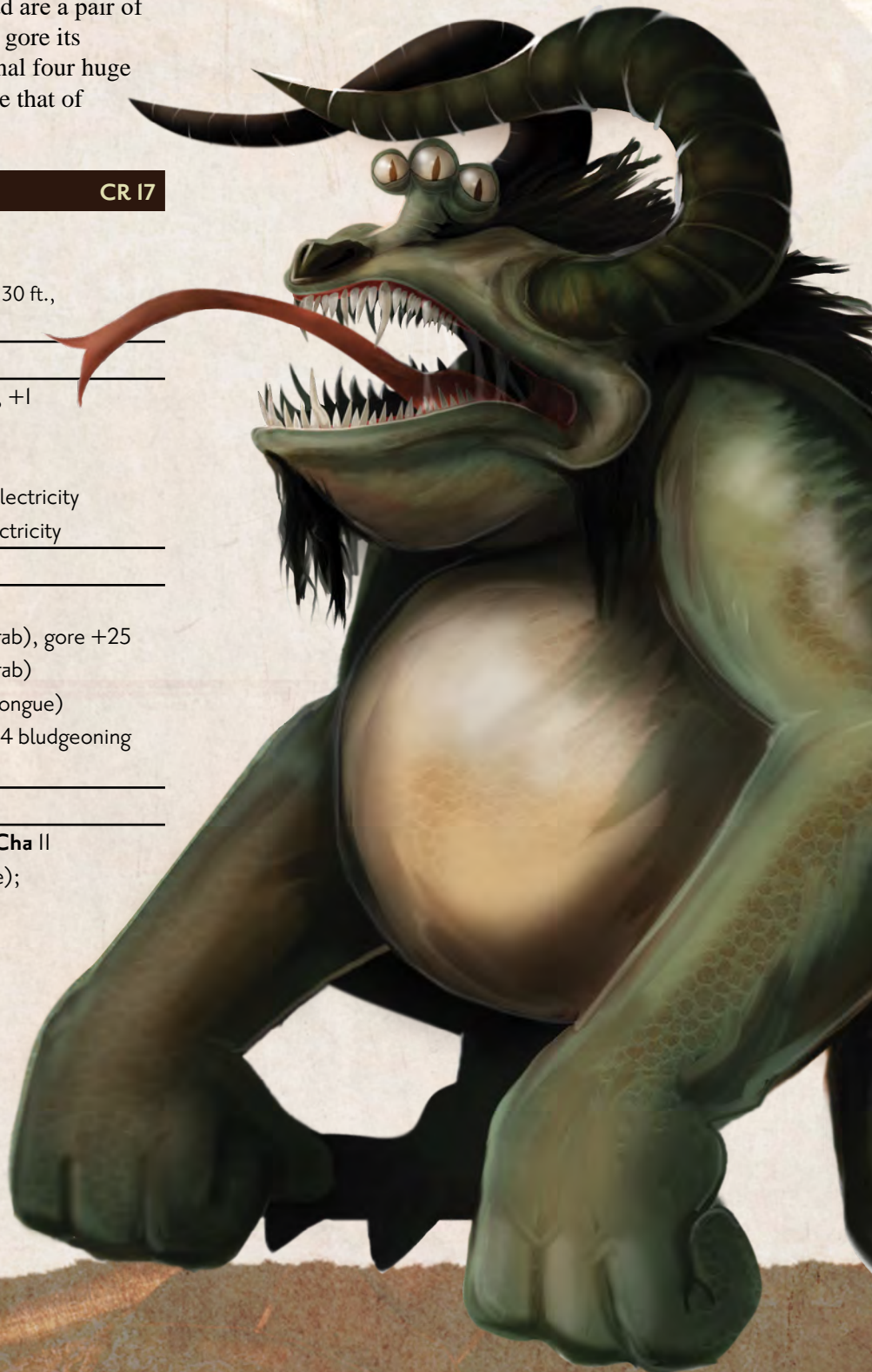
+8 Stealth in marshes

SPECIAL ABILITIES

All-Around Vision (Ex) A bull froghemoth can see in all directions and cannot be flanked.

Blindsight (30 feet) (Ex) A bull froghemoth can sense things and creatures without seeing them.

Cleave As a standard action, a bull froghemoth can make a single attack at their full base attack bonus



against a foe within reach. If they hit, they deal damage normally and can make an additional attack (using their full base attack bonus) against a foe that is adjacent to the first and also within reach. A bull froghemoth can only make one additional attack per round with this feat. When they use this feat, they take a -2 penalty to their Armor Class until their next turn.

Crush (DC 34) A bull froghemoth can jump, or fall on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the creature. A crush attack affects as many opponents as fit in the creature's space. Opponents in the affected area must succeed on a Reflex save (DC 34) or be pinned, automatically taking $4d6+21$ bludgeoning damage during the next round unless the bull froghemoth moves off them. If the bull froghemoth chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape.

Darkvision (60 feet) A bull froghemoth can see in the dark (black and white only).

Grab: Bite or Tongue (Gargantuan) (Ex) A bull froghemoth can start a grapple as a free action if they hit with their bite or tongue attack.

Immunity to Electricity (partial) A bull froghemoth is immune to electricity damage.

Lunge A bull froghemoth can increase the reach of their melee attacks by 5 feet until the end of their turn by taking a -2 penalty to their AC until their next turn. They must decide to use this ability before

any attacks are made. Power Attack -4/+8 You can subtract from your attack roll to add to your damage.

Enraged by Electricity (Ex) Electricity damage causes a bull froghemoth to fly into a blind rage for one round. When this occurs they must attack the nearest creature and do not distinguish between friend or foe.

Luxan Mirror Trial

When a vorpal knight initiates a trial by breaking the luxan mirror, the evil inside manifests as a shadow creature that mimics the appearance and mannerisms of the vorpal knight. It possesses the base stats, hit dice, and primary weapon of the vorpal knight, as well as the abilities granted a shadow creature, but none of the vorpal knight's class abilities.

Below is the template used to determine the double's stats and abilities.

CR: Same as the base creature +1.

Alignment: Evil.

Type: The base creature's type changes to outsider, and it gains the augmented subtype. Do not recalculate BAB, saves, or skill ranks.

Senses: As the base creature's senses, plus darkvision 60 feet and low-light vision.

Defensive Abilities: A shadow creature gains damage reduction and resistance to cold and electricity based on its hit dice, as noted on the following table.

Hit Dice	Resist Cold and Electricity	DR
1-4	5	—
5-10	10	5/magic
11+	15	10/magic

Shadow Blend (Su): In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

Spell Resistance (Ex): A shadow creature gains spell resistance equal to the base creature's CR + 6.

Completing the trial allows the vorpal knight to maintain their humanity physically, while allowing them to harness the power of their souls. It is a purely cosmetic result and is not necessary for the vorpal knight to progress. For example the froghemoth (*Bestiary* pg. 136) gets its all-around

vision from the stalk of eyes on its head, which would typically manifest on the vorpal knight. The luxan mirror allows him to benefit from the ability all-around vision without the manifestation of an eye stalk.

Swallow Whole

If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally $10 + \frac{1}{2}$ its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Format: swallow whole (5d6 acid damage, AC 15, 18 hp); Location: Special Attacks.

OPTIONAL RULE FOR GOURMAND

The following is an optional rule to be used in conjunction with the traditional swallow whole rules, when used by a gourmand.

Gourmands are able to swallow creatures that are larger than they are depending on their level, but that doesn't mean it's easy for them. Additional combat maneuver checks must be made to maintain a grapple before swallowing creatures equal to or larger than the gourmand. A successfully maintained grapple is treated as though they are partially swallowed, and each additional success (if required) swallows the grappled creature further.

When a gourmand successfully maintains a grapple check, and the target of the grapple is not immediately swallowed the target instead gains the "partially swallowed" condition, granting them a -2 penalty to their CMB to escape the grappled condition. Furthermore, the target of the grapple suffers an additional -2 penalty to their CMB with each successfully maintained grapple the gourmand makes. These penalties stack until the gourmand successfully swallows the target or the target escapes the grapple for a maximum penalty of -10 (if the gourmand is Medium size).

Use the following table to determine the number of successfully maintained grapples required to swallow a creature, based on size comparison.

Gourmand's Size	Grapple Checks Required to Swallow					
	Small	Med.	Large	Huge	Gar.	Col.
Small	1	2	3	4	5	6
Medium	1	1	2	3	4	5
Large	1	1	1	2	3	4
Huge	1	1	1	1	2	3
Gargantuan	1	1	1	1	1	2
Colossal	1	1	1	1	1	1

The feat *Fast Swallow* allows the gourmand to bypass the above requirements for creatures one or more size categories smaller than they are. The gourmand may also reduce the required number of successful grapples for larger creatures by 1.

Additionally rolling a natural 1 to maintain a grapple results in the gourmand choking and expelling the partially swallowed creature completely. The gourmand gains the staggered condition until the end of its next turn, as it coughs and sputters.

Inversely, rolling a natural 20 to maintain a grapple results in instantly swallowing the grappled creature regardless of how many checks are needed.

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