The **Base Structure Struc**





Credits

Written by Timothy Wallace & Tarnah Wright.
Editing, Layout and Development by John Reyst
Published by d20pfsrd.com Publishing/Open Gaming LLC

Illustrations

Cover design by John Reyst Interior Art by Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games Image Portfolio © Louis Porter, Jr. Design. Image_Portfolio_Platinum_Edition_13_Juan_Diego_DIanderas-5.png Kobold w/Bow by Bruno Balixa via Inkwell Stock Art: Kobold Leader, Shaman, w/Bow & w/Sword Modestas Jankauskas,

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About the Author

Timothy Wallace is an aspiring roleplaying game designer. His design credits include a large portion of the Pathfinder conversion of Heroes of the Jade Oath by Rite Publishing, the Martial Arts Guidebook, and bits of design work on the Candlekeep Forums as well as several other products for d20pfsrd.com Publishing, most notably the Compendium Arcanum

series. He also has a he has designed over the

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Introduction

Evolution. Change. Progress. Sometimes looking back helps move us forward. Tim Wallace has taken some of the best open game content from previous editions of this game and brought them forward into the Pathfinder Roleplaying Game.

In this book Tim updates some of his favorite Monte Cook creations, specifically races and classes from the wildly popular Arcana EvolvedTM as well as some feats that were never updated for the Pathfinder Roleplaying Game.

Just as with most other d20pfsrd.com Publishing products, at the end of this book you'll find some "bonus" content- rules and mechanics from products created by publishers with products available in the Open Gaming Store (also known as "shop.d20pfsrd.com"). We like to include complimentary with our products so as to both increase the value of this product as well as to share with you some highlights of other products you might be interested in. We hope you find the additional material of interest!

WHAT'S INSIDE?

- 1. Races: This chapter introduces dracha, faen, giants, litorians, mojh, sibeccai, and verrik as new playable races. In addition, many of the new races include new racial equipment or special racial feats or spells..
- 2. **Classes:** This chapter presents the Akashic and Runeblade classes, as well as rules for Runic weapons.
- Feats: This chapter includes twenty-one feats that were created for a previous edition of the game but which have not as yet been updated to the rules of the Pathfinder Roleplaying Game.
- 4. Bonus Content: The bonus content for this product includes stuff for faen and giants. The content was originally created by Total Party Kill Games and Rogue Genius Games, specifically in the Feybinder and the Gruesome Guide to Giants products.

Rules Index

Races: Dracha, Faen, Giant, Litorian, Mojh, Sibeccai, Verrik

Classes: Akashic, Runeblade

Class Options: Dracha-Bloodrager Bloodline; Faen-Tree Warden Ranger Archetype; Giant-Order of the Steward Cavalier/Samurai Order, Juggernaut Cavalier/Samurai Order; Mojh-Sorcerer Bloodline; Sibeccai-Insurgent Slayer Archetype; Verrik-Hex Adept Arcanist Archetype, Monastic Theurge Monk Archetype.

Spells: Dracha-Honed limb; Faen-Fey storage, seeming of forms; Giant-Blanket of mercy, mark allies; Mojh-Arcane torrent, extended charge, Sibeccai-Spirit of prowess; Verrik-Divinatory expungement, location loresight.

Feats: *Dracha*-Draconic Aspect, Draconic Emissary, Draconic Flight, Draconic Tail; *Faen*-Faen Metamorphosis, Side Flanking, Tiny Threat, *Giant*-Powerful Build, Tatakai, Greater Tatakai, Swift Tatakai, Tremendous Size; *Mojh*-Mojh Transformation; *Sibeccai*-Canid Bite (Combat), Charging Trip (Combat), Dual Disarm (Teamwork), Four-footed Run; *Verrik*-Heightened Senses, Third Eye.

Equipment/Magic Items: Faen-Spiderweb gauze; Litorian-Litorian warclub; Sibeccai-Epsilon axe;

Other Peats: Blindsight (5-ft. Radius), Chaotic Mind, Corrected Charge, Deadly Precision, Disguise Spell (Metamagic), Divine Might, Eyes in the Back of Your Head, Greater Manyshot (Combat), Jack-of-all-Trades, Knock-Down (Combat), Hold the Line (Combat), Mind over Body, Open Minded, Plant Control, Rapid Metabolism, Reckless Offense (Combat), Repeat Spell (Metamagic), Repel Plants, Sacred Spell (Metamagic), Sidestep Charge (Combat), Stand Still (Combat).

Races

The races below also include the number of race points used to create them using the optional Point–based race creation rules from the Advanced Race Guide. See more details on creating races on the Pathfinder SRD.

DRACHA

Dracha (pronounced DRA-kah, both singular and plural) are draconic humanoids magically created by dragons to serve as their messengers and soldiers amongst the lesser races. As true descendants of dragons, dracha look down upon mojh.

The saurian race of the dracha are full of passion their

blood running as hot as the fire of their ancestors. They are commonly seen in areas where a fight is likely. Some say that their love of combat gives them a preternatural edge to knowing when and where a fight will start, others say that they will do almost anything to start a fight. As such the dracha are feared and often avoided. The occasional dracha who is not militant may become a healer so as to mend the wounds caused by battles, allowing the soldiers to fight on.

Physical

Description: These dragonlike humanoids average six feet tall with a stocky build. Their scales range in colors to match those of the chromatic dragons that are their ancestors. They have large wings on their backs, but are only capable of a sustained glide. The dracha will often wear lightweight armors rather than everyday clothing as they are so often expecting (others might say instigating) a

fight.

Society: Dracha society is made up of loosely formed gangs. They will wander, sometimes from city to city, other times from province to province, and on rarer occasions from kingdom to kingdom stirring up chaos

where they go. These gangs will merge and split as needed. A gang that has forty dracha one day may find itself in four gangs of ten if a member says the wrong thing. While they are fiercely passionate they are no not a very territorial people. As such they tend to wander a lot and enjoy doing so. When a gang of dracha enters a town an air of distrust and violence can often grow.

Relations: Most dracha are untrusted by the world at large as they are known to have a propensity for violence. Those who prove themselves amongst the rest of society though are highly respected for their prowess and, cunning. The dracha who do find themselves among "civilized" society tend to work very hard and often become masters at what they do as they have focused their passionate natures.

They tend to get along least well with the mojh, their cousin race. The mojh see them as brutish, stupid, and easily controlled by their own feelings. The dracha see

> the mojh as lazy, fragile and too slow to act. This causes problems almost constantly. While a dracha will be willing to fight at any time, they are doubly so willing to make an example of a mojh or two. These two races are vitriolic to each other and interactions often result in conflict.

Alignment and Religion: These draconian peoples are almost always chaotic as their passion fuels their emotions and they will commonly ride those feelings. Dracha translate their passion into their beliefs too. They will often follow nomadic gods or gods of war. Each gang will generally worship one or two different gods and sometimes the desire to include a new

god or remove an old from the worship of a gang will be cause to split, though dracha with similar beliefs will form a bigger or new gang as well.

Adventurers: Dracha adventurers commonly lean towards the more brutal classes. Fighters, favoring large

weapons and close combat, and barbarians flying into passion filled rages. When leaning more towards spellcasting they will often follow the path of the bard or skald. These reptilians as often make great allies as they do powerful foes, while their loyalties may shift with the winds, if you can keep a dracha happy, you will have a terrifying fighting force engaging in combat just for the thrill of battle.

Male Names: Astarot, Chua, Dracul, Fafnir, Livyathan, Ormarr, Samael

Female Names: Apalala, Askook, Ehecatl, Longwei, Orochi, Shesha, Vasuki

STANDARD RACIAL TRAITS (II RP)

- +2 Strength, +2 Constitution, -2 Charisma (1 RP): Dracha are strong and resilient but often too blunt for others to enjoy their company for long.
- Humanoid (reptilian): Dracha are humanoids with the reptilian subtype.
- Medium: Dracha are Medium creatures and receive no bonuses or penalties due to their size.
- Normal Speed: Dracha have a base speed of 30 feet.
- Darkvision (2 RP): Dracha can see perfectly in non-magical darkness up to 60 feet.
- Gliding Wings (3 RP): As long as they are conscious and not helpless, a dracha takes no damage from falling (as if subject to a constant nonmagical *feather fall* spell). While in midair, dracha can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. Dracha cannot gain altitude with these wings alone; they merely coast in other directions as they fall. If subjected to a strong wind or any other effect that causes the dracha to rise, they can take advantage of the updraft to increase the distance they can glide.
- Natural Armor (3 RP): Dracha have a +2 natural armor bonus to their AC.
- Weapon Familiarity (1 RP): Dracha are proficient with battleaxes and greataxes.
- Languages (1 RP): Dracha begin play speaking Common and Draconic. Dracha with high

Intelligence scores can choose any languages they want (except secret languages, such as Druidic and Verrik).

ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- Breath Weapon: A dracha with this trait has a 5-foot cone breath weapon usable once per day. The breath weapon deals 1d8 points of acid, cold, electricity, or fire damage (chosen at character creation) per two character levels (maximum 5d8). A Reflex saving throw (DC 10 + ½ the dracha's level + the dracha's Constitution modifier) halves the damage. This trait replaces a dracha's weapon familiarity. Dracha with this trait and the dragon-scaled trait deal the same type of damage as the elemental resistance gained from that trait.
 - Enclave Protector: Dracha add +1 to the caster level of any abjuration spells they cast. Dracha with an Intelligence score of 11 or higher gain the following spell-like abilities: constant nondetection; 1/day—faerie fire, obscure object, sanctuary. The caster level for these effects is equal to the dracha's character level. The DC for these spell-like abilities is equal to 10 + the spell's level + the dracha's Intelligence modifier. Dracha with this trait with high Intelligence scores can choose a bonus language from the following: Elven, Faen, Gnome, Halfling, and Litorian. This trait replaces the dracha's weapon familiarity trait and alters the dracha's bonus languages.
 - **Dragon-Scaled:** Some dracha are hatched with scales of such vivid color that their connection to a particular sort of dragon seems undeniable. These dracha gain a resistance that makes them especially suited to work alongside dragons matching the color of the dracha's scales. Blackscaled, copper-scaled, and green-scaled dracha with this racial trait gain acid resistance 5. Bluescaled and bronze-scaled dracha with this racial trait gain electricity resistance 5. Gold-scaled and red-scaled dracha with this racial trait gain

fire resistance 5. Silver-scaled and white-scaled dracha with this racial trait gain cold resistance 5. Dracha with this trait only receive a +1 natural armor bonus. with those gained through Critical Focus and similar effects.

- Dragon Flight: Some rare dracha are born with fully functional wings. However, such dracha do not have the tough hides of their brothers and sisters. Dracha with this trait have a fly speed of 30 feet with average (+0 on Fly checks) maneuverability. This trait replaces the gliding wings and natural armor traits.
- **Dragon Tail**: Dracha with this trait have a tail they can use to make attacks of opportunity with a reach of 5 feet. The tail is a natural attack that deals 1d8 points of damage + the dracha's Strength modifier. This trait replaces the natural armor trait.

FAVORED CLASS OPTIONS

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

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bard: Add a +¹/₂ bonus on Diplomacy checks and Knowledge checks to identify creatures.

Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Inquisitor: Add a +½ bonus on Diplomacy checks and Knowledge checks to identify creatures.

Ranger: Choose a weapon from the following list: battleaxes and greataxes. Add +½ on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Slayer: Increase the studied target bonus on Perception and Survival checks by ¼. When the slayer gains the stalker class feature, he also gains this increase to the studied target bonus on Stealth checks.

Swashbuckler: Gain a + 1/3 bonus on all critical hit confirmation rolls made while using the precise strike deed (maximum bonus of +5). This bonus doesn't stack

RACIAL CLASS OPTIONS

The following racial bloodline is available to dracha bloodragers.

Dracha Bloodrager Bloodline

While many dracha bloodragers develop abilities from the draconic bloodline, some have learned to tap into abilities powered by their unique natures.

Bonus Feats: Blind-Fight, Blindsight, 5-Ft. Radius, Draconic Aspect*, Draconic Flight*, Draconic Tail*, Raging Hurler, Throw Anything.

Bonus Spells: *magic weapon* (7th), *honed limb** (10th), *versatile weapon* (13th), *wreath of blades* (16th).

Bloodline Powers: Like all dracha, you have a natural talent for combat. As your power increases, you discover new ways to perfect your damage in combat.

Prehensile Tail (Ex): At 1st level, your tail elongates while bloodraging. This is a secondary natural attack that deals 1d6 points of bludgeoning damage. If you have the dragon tail racial trait or Draconic Tail* feat, once per round you can use your tail to make a free disarm, grapple, or trip combat maneuver instead of attacking with it.

Raging Flyer (Ex): At 4th level, your wings become more powerful while bloodraging. You gain a fly speed of 30 feet with average (+0 on Fly checks) maneuverability. If you have the dragon flight racial trait or Draconic Flight* feat your fly speed becomes 40 feet with good (+4 on fly checks) maneuverability.

Combat Hurler (Ex): At 8th level, you gain access the lesser hurling and hurling charge barbarian rage powers while bloodraging. Your bloodrager level counts as your barbarian level when determining the effects of those rage powers.

Flyby Attack (Ex): At 12th level, you gain access the Flyby Attack feat while bloodraging. In addition you can make a free bull rush, disarm, sunder, or trip combat maneuver if your flyby attack is successful.

Demoralizing Roar (Ex): At 16th level, you gain access to the intimating glare and terrifying howl barbarian rage powers. Your bloodrager level counts as your barbarian level when determining the effects of those rage powers.

Draconic Immunities (Ex): At 20th level, you are immune to fear, sleep, and paralysis. You have this benefit constantly, even while not bloodraging.

The following options are available to dracha. At the GM's discretion, other appropriate races may also make use of some of these.

DRACHA FEATS

Dracha have access to the following feats.

Draconic Aspect

You possess some of the qualities of your dragon ancestors.

Prerequisite: Dracha, mojh, or kobold.

Benefit: Your scales take on the color and some of the resistances of one type of dragon. Choose one of the following dragon types: black, copper, or green (acid); blue or bronze (electricity); gold or red (fire); silver or white (cold). Your scales take on the color of that dragon and you gain resistance 5 to the dragon color's corresponding energy type.

Special: If you have the dragon-scaled racial trait, your scale color does not change and you gain a +1 natural armor bonus instead. This feat alters the Draconic Aspect ARG feat.

Draconic Emissary

Your training as a representative of the re-emerging dragons provides you with diplomatic insight.

Prerequisite: Dracha.

Benefit: You gain a +4 bonus on Diplomacy checks to gather information. In addition, once per day, you can roll twice when making a Bluff or Diplomacy check and take the better roll.

Draconic Flight

Your draconic wings allow you to fly.

Prerequisite: Draconic Aspect, character level 3rd, dracha.

Benefit: You gain a fly speed of 30 feet with average (+0 on Fly checks) maneuverability.

Draconic Tail

Your tail is strong enough to make attacks with.

Prerequisite: Draconic Aspect, dracha.

Benefit: You can make a tail slap attack with your tail. This is a secondary natural attack that deals 1d6 points

> The faen are one of my favorite races from Arcana Evolved. I originally updated them to Pathfinder for Heroes of the Jade Oath by Rite Publishing, but it was fun to revisit them yet again.

of bludgeoning damage.

DRACHA SPELLS

Dracha have access to the following spell.

Honed Limb

School transmutation; Level bard 2, bloodrager 2, magus 2, sorcerer/wizard 3, summoner 2, witch 3 CASTING

Casting Time 1 standard action Components V, S

Range personal Target you Duration 10 min/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You transform your own hand or other limb of your choosing into a sharp, pointed object of metallic hardness and appearance. You may attack with this weapon with no nonproficiency penalty and

a +1 magical enhancement bonus (both for attack rolls and for overcoming damage reduction). The pointed weapon inflicts 1d8 + 1 points of piercing damage, plus your Strength modifier.

FAEN

High in the secluded woodlands of the mountains or in the huge metropolises of the larger races, you can find villages and family groups of the beautiful and delicate faen (pronounced FAY-in, singular and plural). While faen are a unified race, each is born with one of seven specialties. There are the shapeshifting changelings, the macabre darklings, the magically adept loresongs, the brave lubricans, the brutal prowries, the speedy quicklings, and the mechanically-minded urisks. The specialties of a faen's parents don't necessarily reflect what their own specialty will be. Some choose, later in life, to permanently metamorphose into an even more diminutive form with wings and become a spryte (see the Faen Metamorphosis feat below). All faen love to laugh and enjoy jokes, though not pranks. They live in the moment and their lack of forethought often finds them in avoidable trouble.

Physical Description: Faen average about around 3 ¹/₂ feet tall. They are lithe, have pointed ears, and eyes

ranging from blue to green. A faen's specialty is usually reflected in its appearance. The hair and complexions of changeling faen tend to reflect those of the human ethnicity in closest proximity to the faen's village.

Darkling faen tend to have pale hair ranging from gray to white and skin from dark blue to dark gray. The hair of loresong faen is usually a shade of blond, and they are fair-skinned. Lubrican faen are also fair-skinned, but their hair is usually red. Some lubrican faen have hair closer to auburn or chestnut in color. Prowrie faen are hairless and have ruddy complexions. A few more sinister prowrie faen wear bandanas or caps they dip in

the blood of fallen opponents, earning them the nickname redcaps. Quickling faen sport skin in shades of blue and purple, and hair the color of clouds. Urisk faen generally have bronze skin and hair in shades of green and brown.

Sprytes average just over 1 foot in height, and have gossamer dragonfly-like wings with a 20-inch span. A spryte maintains the coloring it had before undergoing metamorphosis.

Society: Faen live mostly in secluded villages for security, not isolation. Their small forms make them cautious and so their homes are very sturdy and it's very important for faen to have a haven while adventuring; whether it's a trusted inn and a regular room or just a familiar alley. Faen with different specialties do not let it keep them from becoming friends or romantic partners.

Relations: Faen don't judge others based on race, but by character and demeanor. They prefer gnomes because of their friendly company and constant need to experience new things. Faen love laughing and feeling happy and in general value virtues. If someone proves they have a kind heart, they are a friend of the faen.

Alignment and Religion: Faen are usually chaotic, and worship many gods and discover new gods frequently. A quickling could be whistling down the street and have an epiphany about Whit-Whit, the god of Whistling. Some accuse the faen of making them up, but the faen take their religion seriously.

Adventurers: Faen are curious and adventure to discover new magic, to gather treasure, learn new knowledge, or simply for discovery's sake. They live in the moment, but are not scatter-brained and their curiosity is an asset to the group, not comedic relief.

Male Names: Aiden, Cian, Conor, Darragh, Liam, Niall, Oisin, Riordan

Female Names: Aoife, Caoimhe, Ciara, Keeva, Maeve, Niamh, Saoirse, Siobhan

STANDARD RACIAL TRAITS (11 RP)

- +2 Dexterity, +2 Intelligence, –2 Strength: Faen are nimble in body and mind, but their small stature makes them weaker than other races.
- Fey (2 RP): Faen are fey creatures (they have the fey type).
- Small: Faen are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- Slow Speed (-1 RP): Faen have a base speed of 20 feet.

- **Low-Light Vision**: Faen can see twice as far as humans in conditions of dim light.
- Guarded by the Forest (1 RP): Faen get a +2 dodge bonus to AC when within forest terrain.
- **Camouflage (1 RP)**: Faen receive a +4 racial bonus on Stealth checks in forest terrain.
 - Nature's Shadow (1 RP): Knowledge (nature) and Stealth are always class skills for faen.
 - **Faen Specialty (3 RP):** Each faen is born with one of seven innate supernatural abilities.
 - Changeling Shapeshifting: Changeling faen can assume the appearance of a single form of a human child of their size. The form is static and cannot be changed each time they take this form. The faen gains a +10 racial bonus on Disguise checks made to appear as a human child. Changing its shape is a standard action. This trait otherwise functions as *alter self*, save that the creature does not adjust its ability scores. Changeling faen have the shapeshifter subtype.
 - Darkling Touch: Darkling faen with an Intelligence of 11 or greater also gain the following spell-like ability: 1/day—vampiric touch. Though living creatures, darkling faen react to positive and negative energy as if they are undead—positive energy harms them, while negative energy heals them. Darkling faen take no penalties from energy drain effects, though they can still be killed if they accrue more negative levels then they have Hit Dice. After 24 hours, any negative levels a darkling faen takes are removed without the need for an additional saving throw.
 - Loresong Magic: Loresong faen gain a +2
 racial bonus on Spellcraft checks. Loresong
 faen with an Intelligence of 11 or greater also
 gain the following spell-like abilities: 1/day—
 dancing lights, ghost sound, haunted fey aspect,
 and vanish. The caster level for these effects
 is equal to the faen's character level. The DC
 for these spells is equal to 10 + the spell's
 level + the faen's Intelligence modifier. (If
 only using spells from the Core Rulebook

you may substitute *lullaby* and *ventriloquism* for *haunted fey aspect* and *vanish*.)

- Lubrican Luck: Lubrican faen gain a +2 racial bonus on saving throws against fear and despair effects. Once per day, after a natural roll of 1 on a d20 roll, lubrican faen may reroll and use the second result.
- Prowrie Savagery: Once per day, whenever a prowrie faen takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, and taking a -2 penalty to AC. Prowrie faen are also proficient with spears and longspears.
- *Quickling Speed*: Quickling faen receive Run as a bonus feat and a +10-ft. bonus to their base speed.
- Urisk Tinkering: Urisk faen gain a +2 racial bonus on all Craft or Profession checks to create objects from stone or wood. Urisk faen with an Intelligence of 10 or higher also gain the following spell-like ability: 3/day—*mending*. The caster level for this effect is equal to the faen's character level. The DC for these spells is equal to 10 + the faen's Intelligence modifier.
- Forest Stride (1 RP): Faen can move through forest terrain at their normal speed even if it would be considered difficult terrain otherwise. Magically altered terrain affects them normally.
- Weapon Familiarity (1 RP): Faen are proficient with bows (including longbows, composite longbows, shortbows, and composite shortbows).
- Languages (1 RP): Faen begin play speaking Common and Faen. Faen with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic and Verrik).

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing faen racial traits. Consult your GM before selecting any of these new options.

• Dual Specialties: Some rare faen show for multiple specialties. Such faen often become

chieftains or royalty. Faen with this trait choose two abilities from the faen specialty list. This trait replaces the bond to the forest, camouflage, nature's shadow, and forest stride traits.

- Resist Mortal Magic: Faen with this trait gain spell resistance equal to 11 + their character level against spells and spell-like abilities cast by humanoids. This trait replaces the bond to the forest and forest stride traits.
- Swamp Faen: Faen with this trait gain a +2 dodge bonus to AC, +4 racial bonus on Stealth checks, and can move through natural difficult terrain at their normal speed in swamp terrain. Magically altered terrain affects them normally. This trait replaces the bond to the forest, camouflage, and forest stride traits.
- **Urbanite:** Faen with this trait gain a +2 dodge bonus to AC, +4 racial bonus on Stealth checks, and can move through natural difficult terrain at their normal speed in urban terrain. Magically altered terrain affects them normally. This trait replaces the bond to the forest, camouflage, and forest stride traits.

FAVORED CLASS OPTIONS

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

Barbarian: Add +¹/₄ to the bonus from the rolling dodge rage power.

Druid: Add a $+\frac{1}{2}$ bonus on concentration checks. This bonus doubles in a forest or forest terrain.

Oracle: Add one spell known from the wizard's illusion school spell list. This spell must be at least one level below the highest spell level the oracle can cast. That spell is treated as one level higher unless it is also on the oracle spell list.

Magus: Add a +¹/₂ bonus on concentration checks made to cast defensively.

Rogue: Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the

minor magic talent. The rogue must possess the associated rogue talent to select these options.

Sorcerer: Add +¹/₂ point of damage to any illusion spells cast by the sorcerer.

Witch: The witch gains 1/6 of a new witch hex.

RACIAL CLASS OPTIONS

The following racial archetype is available to faen characters.

Tree Warden (Ranger Archetype)

Tree wardens are known both for their connection to surrounding flora and their ability to use vegetation to move undetected and make devastating attacks.

Green Empathy (Ex): At 1st level, a tree warden can improve the attitude of a plant creature. This ability functions just like a Diplomacy check made to improve the attitude of a person. The tree warden rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical wild plant creature has a starting attitude of indifferent.

To use green empathy, the tree warden and the plant creature must be within 30 feet of one another under normal conditions. Generally, influencing a plant creature in this way takes 1 minute but, as with influencing people, it might take more or less time.

A tree warden can also use this ability to influence an animal, but she takes a -4 penalty on the check.

This ability replaces the wild empathy class feature.

Sneak Attack: At 1st level, a tree warden gains the sneak attack ability as the rogue ability of the same name. This sneak attack damage increases by +1d6 at 5th, 10th, 15th, and 20th level. If a tree warden gets a sneak attack bonus from another source, the bonuses on damage stack.

This ability replaces the ranger's favored enemy.

Fast Stealth (Ex): At 2nd level, a tree warden can move at full speed using the Stealth skill without penalty.

This replaces the ranger's 2nd-level combat style feat.

Plant Companion (Ex): At 4th level, a tree warden forms a mystic bond with a plant companion. A tree warden selects a companion from the plants listed in Plant Companions. This plant is a loyal companion that accompanies the tree warden on her adventures. This ability functions like the treesinger's plant companion ability (which is part of the Plant Bond class feature), except that the tree warden's effective druid level is equal to his ranger level - 3.

This ability replaces the ranger's hunter's bond ability.

Powerful Sneak (Ex): At 8th level, whenever a tree warden takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

This ability replaces the ranger's second favored terrain.

Bushwhacker (Ex): At 11th level, chooses one of the following abilities.

Ambusher (Ex): When running or charging, the tree warden only takes a -10 penalty on her Stealth checks to stay hidden, instead of -20.

Sniper (Ex): When sniping, the tree warden only takes a -10 penalty on her Stealth checks to stay hidden, instead of -20.

This ability replaces the ranger's quarry.

Deadly Sneak (Ex): At 19th level, when a tree warden uses the powerful sneak ability she treats all 1s and 2s on the sneak attack damage dice as 3s.

This ability replaces the ranger's improved quarry.

FAEN EQUIPMENT

The following equipment is used or made by faen.

Spiderweb Gauze: This specially gathered and treated spider web instantly stops bleed damage or stabilizes a dying creature when applied directly to a wound.

Item	Cost	Weigh	Craft
		t	DC
Spiderweb gauze	25 gp	—	20

FAEN FEATS

Faen have access to the following feats.

Faen Metamorphosis

You choose to undergo metamorphosis.

Prerequisites: Character level 7th, faen.

Benefit: You secrete a sticky substance that you carefully wrap all around yourself and any gear or equipment you currently carry or have stowed on your body. The substance slowly hardens, forming a rigid chrysalis.

You spend 1d4+3 days sleeping inside the chrysalis. While you are within the chrysalis you can take no actions and are helpless.

When the time expires you emerge smaller than before, with gossamer wings that can carry you aloft. You are Tiny and have the spryte racial traits listed below. Your gear taken into the magical chrysalis emerges sized appropriately for your new stature.

Spryte Racial Traits

These traits replace your previous size, speed and movement traits.

Tiny: You gain a +2 size bonus to Dexterity, AC and attack rolls. You suffer a –2 size penalty to Strength, CMB and CMD. You gain a +8 size bonus on Stealth checks. You can occupy the same space with up to three other Tiny creatures. You have a natural reach of 0 feet, meaning you can't attack adjacent squares. You must enter an opponent's square to attack it in melee, provoking an attack of opportunity from the opponent (unless you have the Spring Attack feat). Since you have no natural reach, you do not threaten the squares around you. Other creatures can move through those squares without provoking attacks of opportunity. You cannot flank an enemy.

Very Slow Speed: Your base speed is 10 feet.

Flight: You have a fly speed of 30 feet with average maneuverability. If you are a quickling spryte, you have a fly speed of 40 feet with average maneuverability).

Side Flanking (Combat, Teamwork)

Your small form allows you to share space with an ally.

Prerequisites: Base attack bonus +1, Small size.

Benefit: You and an ally who also has this feat can share the same square at the same time. If you and an ally who also has this feat attack the same foe, you are considered to be flanking that foe as if you were in two opposite squares.

Tiny Threat (Combat)

Though of very small stature, you still are a force to be reckoned with.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack; base attack bonus +6, Tiny size.

Benefit: Your reach increases to 5 feet. You threaten adjacent squares normally, and you can flank an enemy.

Normal: A Tiny creature has a natural reach of 0 feet, does not threaten adjacent squares, and cannot flank an enemy.

FAEN SPELLS

The following spells were created by the faen but may be available to other races at the GMs discretion.

Fey Storage

School transmutation; Level arcanist 1, shaman 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action Components V, S, F (a belt pouch) EFFECT

Range personal Target you

Duration 24 hours

You turn your belt pouch into an extradimensional space that can store up to 5 pounds per caster level of objects, each of which must be able to fit through a 6-inch opening.

This extradimensional space functions as a *bag of holding* in most ways. If this spell ends with objects stored, they fall to the ground at your feet.

Seeming of Form

School illusion (glamer); Level arcanist 3, bard 3, sorcerer/wizard 3, witch 3

Casting Time 1 round Components V, S

EFFECT Range touch

Target object touched, no larger than the caster Duration 1 hour/level (D) Saving Throw Will negates (object) and Will disbelief

(if interacted with); Spell Resistance yes (object) and no

DESCRIPTION

This illusion makes an object seem to all senses as if it were something else. You can change the shape, texture, color, and smell as you desire, and you can even change the size by one category. The spell even allows an object to have inherent qualities of another object—a chair can be wielded as a battleaxe, a table can serve as a hinged door, and a helmet can be used as a lockpick.

However, the object retains its original hardness and hit points. Objects that are not actually weapons but are used as such suffer a –1 attack and damage penalty. Magical abilities cannot be bestowed, nor can masterwork quality be granted. Magical qualities in an item are inaccessible while the illusion is in place and the character attempting to use the item believes in the illusion.

Unattended magical items and magical items in the possession of another get a saving throw to resist the effects of this spell.

GIANTS

Rephaim (pronounced REF-faw-eem, singular Repha) migrated from a land across the sea many centuries ago. Finding a civilization in decline, they took over as benevolent administrators and rebuilt the known world in the image of the culture they left behind.

Giants call themselves Rephaim (pronounced REFfaw-eem, singular Repha), but other races just refer to them as "giants" due to their large stature. Existing since time immemorial the giants of the realm are the ideal of quiet stable power; their calm demeanor and peaceful ways are offset by their great physical presence. Towering over most of the creatures of the realm even the smallest of them is an imposing sight to look upon. They are a race of artists and diplomats, favoring peace and beauty over war and butchery. Their love of the arts has gifted the spellcasters of their race with many a unique viewpoint and even fascinating powers. Slow to anger and quick to forgive these gentle giants are seen as almost a paternal race, caring over the others and protecting those they can.

Physical Description: Giants vary in height but all are great creatures with powerful builds. Their hair is usually dark with dark eyes. Their skin varies in pigment from light to dark much like humans do. They have thicker skin and stocky builds adding to their imposing features. They are very strong creatures that commonly have to be careful to not harm others while playing games or giving a friendly pat on the back.

Society: The Rephaim try to live peaceful quiet lives in their beautiful cities. These places are scaled up for them and some races may find it uncomfortable living amongst them especially the Faen. A common color scheme among meeting places is white with gold inlay. At their homes they tend to favor all sorts of colors and design. Artisans of all types are highly prized and many tend to live in groups together creating communes of painters, sculptors and even spellcasters.

Relations: As a highly diplomatic and friendly race the Rephaim tend to get along well with most races. Anyone who isn't outright hostile will be welcomed as a friend. They live very closely with the Sibeccai, the canine race they brought into sentience though some look upon this relationship as less paternal and more like that of slaves to their masters. The Rephaim would



never see it that way as they let the Sibeccai come and go as they please and pay them fairly for their work; though they do tend to be protective of the younger race.

Alignment and Religion: Very open minded and caring creatures the Giants tend towards good alignments and gods. Their support of the arts and their love of others have guided them to embracing anyone who supports those activities. Rarely are they extremely devout to one god but those that are will still respect the others that stand for art and diplomacy.

Adventurers: Rephaim adventurers are common, most often an artist of some kind out seeking inspiration or an opportunity to practice their art form. They will generally join up with groups who are wanderers as despite their city based culture they enjoy discovering new things. A giant will tend to gravitate to a leadership role in a group as they see themselves as caretakers responsible for those in their stead.

STANDARD RACIAL TRAITS (9 RP)

- +2 Strength, +2 Charisma, -2 Dexterity: Giants are strong and persuasive but less nimble than other creatures.
- Humanoid (giant): Giants are humanoids with the giant subtype.
- **Medium**: Giants are Medium creatures and receive no bonuses or penalties due to their size.
- Normal Speed: Giants have a base speed of 30 feet.
- Low-Light Vision (1 RP): Giants can see twice as far as humans in conditions of dim light.
- Craftsman (1 RP): Giants gain a +2 racial bonus on all Craft checks
- Diplomat (4 RP): Giants gain a +2 racial bonus all Diplomacy and Sense Motive checks.
- Skill Training (1 RP): Intimidate and Perception are always considered class skills for giants.
- Weapon Familiarity (1 RP): Giants are proficient with greatswords and greataxes.
- Languages (1 RP): Giants begin play speaking Common and Giant. Giants with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic and Verrik).

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing giant racial traits. Consult your GM before selecting any of these new options.

- Emissary: Once per day, giants can roll twice when making a Bluff or Diplomacy check and take the better roll. This trait replaces craftsman.
- Powerful Build: Some giants are even more physically imposing. Giants with this trait function in many ways as if they were a Large creature. Whenever a giant is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the giant is treated

as a Large creature if doing so is advantageous to him. A giant is also considered to be a Large creature when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. A giant can use weapons designed for a Large creature without penalty. However, his space and reach remain those of a Medium creature. The benefits of this racial trait stack with the effects of abilities and spells that change the subject's size category. This trait replaces the diplomat trait.

• Natural Armor: Giants with this trait receive a +1 natural armor bonus. This trait replaces skill training and weapon familiarity.

FAVORED CLASS OPTIONS

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

Arcanist: When casting arcanist transmutation spells, add 1/3 to the effective caster level, but only for the purpose of determining duration.

Cavalier: Add +1 to the cavalier's CMB when making bull rush or overrun combat maneuvers against a challenged target.

Inquisitor: Add a +¹/₂ bonus on Intimidate checks and Knowledge checks to identify creatures.

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

Paladin: Add DR 1/magic to the paladin's mount. Each time the paladin selects this benefit, the DR/magic increases by +½ (maximum DR 10/magic). If the paladin ever replaces mount, the new mount gains this DR.

Samurai: Add +¹/₂ to the samurai's bonus to damage against targets of his challenge.

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

RACIAL CLASS OPTIONS

In a society built upon protecting "lesser" races, there are cavaliers and samurai who make it their focus.

Order of the Steward (Cavalier or Samurai Order)

Members of this order treat their close companions as a household to be managed. While quick to assume leadership roles and can occasionally be overbearing, their true goal is to assist each member of the party, and therefore the party as a whole, to achieve his or her maximum potential.

Edicts: The cavalier or samurai must treat others as he would wish to be treated. He must protect the lives and possessions of his companions, as well as those weaker than himself. He must be truthful, respectful to his authority figures, and loyal to his friends. He must conduct himself with honor and dignity.

Challenge: Whenever an order of the steward cavalier or samurai declares a challenge, he receives damage reduction 1/— against attacks made by the target of his challenge. This DR increases by +1 for every four levels the cavalier or samurai possesses.

Skills: An order of the steward cavalier or samurai adds Heal (Wis), Knowledge (local) (Int), Knowledge (nobility) (Int) to his list of class skills. Whenever an order of the steward cavalier or samurai uses the Diplomacy skill to change the initial attitude of an NPC, he receives a bonus on the check equal to ½ his cavalier or samurai level (minimum +1).

Order Abilities: A cavalier or samurai who belongs to the order of the steward gains the following abilities as he increases in level.

Body Block (Ex)

At 2nd level, the caviler or samurai receives Saving Shield as a bonus feat. He does not need to be wielding a shield to use this ability as long as he is wearing medium or heavy armor.

Defensive Stance (Ex)

At 8th level, the caviler or samurai gains the defensive stance ability, as a stalwart defender. He does not gain any defensive powers from this ability, though if he has defensive powers from another class, he may use them with this ability. He may also choose defensive powers in place of the bonus feats gained at 12th and 18th levels. He can maintain this stance a number of rounds per day equal to his Charisma bonus, plus 1 round for every cavalier of samurai level above 4th. Levels of stalwart defender stack with his cavalier or samurai levels when determining the total number of rounds that he can maintain her defensive stance per day.

Mobile Defense (Ex)

At 15th level, the cavalier or samurai can make one 5foot step per round while maintaining his defensive stance.

Juggernaut (Cavalier or Samurai Order)

The giants who specialize in the honorable classes of cavalier or samurai tend to eschew mounts in order to more focus on the art of the spear. Gaining faster movement and greater power with the spear; they focus on charging the enemy often times bringing enough power to fell even the most powerful foes on the first strike. These engines of destruction are great leaders guiding their group where to go while trying to keep the enemy focus away from their friends.

Juggernauts give up their mounts to become one-man engines of destruction.

Weapon and Armor Proficiency

A juggernaut treats a lance as a one-handed melee weapon.

Fast Movement (Ex)

At 1st level, a juggernaut's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the juggernaut's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the juggernaut's land speed. At 9th level, this bonus increases to +20 feet.

If the juggernaut is a cavalier, this ability replaces mount and expert trainer.

If the juggernaut is a samurai, this ability replaces mount and mounted archer.

Juggernaut's Charge (Ex)

At 3^{rd} level, a juggernaut receives a +4 bonus on melee attack rolls on a charge (instead of the normal +2). In addition, the juggernaut does not suffer any penalty to his AC after making a charge attack.

If the juggernaut is a cavalier, this ability replaces cavalier's charge.

If the juggernaut is a samurai, this ability replaces weapon expertise.

Mighty Juggernaut (Ex)

At 11th level, a juggernaut's can use his fast movement ability even when wearing heavy armor or carrying a heavy load. In addition, his land speed is no longer modified by armor or encumbrance.

If the juggernaut is a cavalier, this ability replaces mighty charge.

If the juggernaut is a samurai, this ability replaces honorable stand.

Supreme Juggernaut (Ex)

At 20th level, a juggernaut deals double damage with a melee weapon (or triple damage with a lance) when using the charge action.

If the juggernaut is a cavalier, this ability replaces supreme charge.

If the juggernaut is a samurai, this ability replaces last stand.

GIANT FEATS

Giants have access to the following feats.

Powerful Build

You stature grants you some of the abilities of a Large creature.

Prerequisite: Giant.

Benefit: You function in the following ways as if you were a Large creature.

- Whenever you are subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), you are treated as a Large creature if doing so is advantageous to you.
- You are also considered to be a Large creature when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect you.

- You can use weapons designed for a Large creature without penalty. However, your space and reach remain those of a Medium creature.
- The benefits of this feat stack with the effects of abilities and spells that change your size category.

Tatakai

You can enter a state more conducive to battle at the cost of your intuition and charm.

Prerequisites: Base attack bonus +1, giant.

Benefit: You may spend a full-round action to initiate a state of tatakai. This action provokes attacks of opportunity. If you are not injured or significantly disturbed during this full-round action you gain a +2 morale bonus to Strength and Constitution and take a -2 penalty to Wisdom and Charisma for 10 minutes. These bonuses do not stack with other morale bonuses to ability scores (such as a barbarian's rage class ability).

Greater Tatakai

You gain more benefits than detriments when under the effects of tatakai.

Prerequisites: Base attack bonus +9, Tatakai, giant.

Benefit: While under the effects of tatakai you gain a +4 morale bonus to Strength and Constitution instead of +2. You still only take a –2 penalty to Wisdom and Charisma.

Swift Tatakai

You can initiate tatakai more quickly.

Prerequisites: Wisdom 13; base attack bonus +3, Tatakai, giant.

Benefit: You can initiate tatakai as a standard action instead of a full-round action.

Tremendous Size

You grow to the size and stature.

Prerequisites: Powerful build, giant, character level 7th.

Benefit: You become a Large creature, which has the following effects.

 You gain a +2 size bonus to Strength and a – 2 size penalty to Dexterity.

 You take a -1 size penalty to your AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to your CMD, and a -4 size penalty on Stealth checks.

You take up a space that is 10 feet by 10 feet and have a reach of 5 feet.

GIANT SPELLS

The following spells were created by the giants but may be available to other races at the GMs discretion.

Blanket of Mercy

School transmutation; Level cleric/oracle 3, inquisitor 3, paladin 4, ranger 4, sorcerer/wizard 3 CASTING

Casting Time 1 round

Components V, S, M (embroidered cloth at least 10ft. square worth 100 gp)

EFFECT Range touch

Target one helpless or willing creature with 5 or fewer HD on blanket

Duration 1 day/level (D)

Saving Throw Will negates; Spell Resistance yes

You wrap the target creature in an ornate embroidered blanket. A moment later the creature disappears, and a highly accurate sewn rendition of the creature appears upon the blanket. The spell places the subject into a state of suspended animation. For the creature, time ceases to flow, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. The cloth retains its normal weight and dimensions. You can restore the creature at any time as a full-round action by unfurling the cloth and ordering the spell to end, consuming the cloth. Anyone else wishing to restore the creature must successfully dispel your spell. If the cloth is destroyed or significantly damaged, the spell ends and the creature held within the cloth is violently expelled and takes 3d6 points of damage.

Mark Allies

School transmutation; Level bard 2, cleric/oracle 2, inquisitor 2, magus 2, sorcerer/wizard 2 CASTING Casting Time 1 standard action Components V, S, M (chalk or dye) EFFECT Range touch Target one touched ally per three caster levels Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

Affected creatures are not affected by further spells you cast of 3rd-level or lower to which spell resistance applies. For example, they would not take damage from a *fireball* spell you cast, but would be affected normally by an *obscuring mist* spell you cast. Targets can opt to suppress this effect for one round as a move action. The next round the effect returns automatically. While suppressed the ally gains no benefit from this spell.

LITORIANS

Litorians are impressive both in stature and in their honorable nature. Anyone who calls them cat-people doesn't understand them at all. With due respect to cats, these are not aloof, self-interested felines, but proud warriors and hunters who are principled and thoughtful in their actions. They ascribe high importance to the well-being of their allies, their families, and their people. Also, do not dismiss them simply as primitive hunters. Litorians have been around as long as humans or faen and know much about those races and the cities they build. The litorians, however, have rejected the ways of other races to embrace their own.

Litorians are noble and value personal honor very highly. They also closely guard their image in society. Litorians teach their children that to be caught in a lie, to be seen as a failure, or to be called a coward are all fates as bad as death. Some litorians take this ideal to mean almost never speak, attempt only what one is good at, and never turn from a fight, no matter what the odds.

These points of view, however, border on the extreme. Most litorians realize that intent holds more importance than action.

Abandoning a fight is not cowardly when one has no chance of winning. There is no shame in failing at an impossible task. And a statement is never really a lie if you believe it when you say it.

Other things, however, can shame a litorian as well: associating with honorless people, betraying a friend, dishonoring your parents, failing to repay a debt—or worse, failing to recognize when you are in someone's debt. One who saves the life of a litorian usually finds that litorian swearing to aid him in a great task.

Litorians have a strong sense of loyalty and will go to great lengths to protect and defend their allies. When you play a litorian, carefully consider your actions. When you make a friend, stick by that friend no matter what. When you make an enemy, strive against that enemy with all your might.

Personality: Litorians are thoughtful and quiet until provoked past their limit. Once angered, they become savage and brutal, almost incapable of showing mercy.

Litorians love the outdoors, good food, and wellconsidered stories (not boastful or exaggerated ones). They have a deep sense of personal honor—personal in that it's not about "saving face" but being true to oneself. A litorian will not compromise his morals for fear of losing his own self-value, even if this makes him appear strange or foolish to others, and even if it means making a choice others might not consider the best one. All litorians develop their own set of morals and ethics, although some principles remain true across most members of the race. Because they highly value both honor and life, for example, their need to repay a debt is very strong.

Physical Description: Litorians are taller and more muscular than humans. Litorian bodies are covered in light brown hair, and their faces are clearly feline in appearance with a pronounced snout, a flat, catlike nose, and sharp teeth. They have dark eyes with narrow pupils. Manes of brown hair surround the heads of males. Most people notice a thick, almost musky scent around litorians, but few think it unpleasant.

Litorians mature much faster than humans, but they have a life span of similar length.

Relations: Litorians have little history with most other races. Litorians often find themselves at odds with sibeccai and—of all the other races—are probably the least likely to distrust the dracha outright.

Outlook: Litorians hold concepts of personal freedom quite dear. They believe in only a very loose organizational structure from their tribal upbringing. Strength and respect govern their tribes, not law. Litorians find the concept of preconceived, delineated parameters of right and wrong difficult to understand; they are much more likely to judge situations on a caseby-case basis.

Their choices stem from their sense of honor and respect for others.

They are very rarely selfish or cruel.

Religion: Litorians have no concept of worship and see little need for ritual. They simply do not understand or crave the need to trust in a higher power. When confronted with proof of a powerful being's might, a litorian grants respect, but not reverence.

Language: The complex Litorian language proves difficult for humans and many others to speak, although giants find it easier.

It is a tongue full of deceptive subtlety, and few nonlitorians attempt to master it. Litorian has an alphabet of its own, but by the standards of other races, its written form is fairly crude and basic.

Names: The tribe gives all litorians names that carry a special meaning in their own tongue. These names are then transliterated into Common for use by others who have difficulty with Litorian speech. Here are some sample names:

Adventurers: Litorians away from their tribe are usually hunters, mercenaries, or members of another profession that allows them to use both their outdoor instincts and their natural strength and agility. Sometimes intimidating to members of other races, litorians often find acceptance and friendship among adventurers—many of whom are loners or wanderers themselves.

STANDARD RACIAL TRAITS (II RP)

- +2 Strength, +2 Dexterity, -2 Wisdom (1 RP): Litorians are strong and fast but not terribly wise.
- Humanoid (litorian): Litorians are humanoids with the litorian subtype.

Medium: Litorians are Medium creatures and receive no bonuses or penalties due to their size.

kusarigamas, and scythes. This racial trait replaces the normal litorian weapon familiarity

Litorian Racial Weapons

Wea	pon	Cost	Dmg (S)	Dmg (M)	Critica 1	Rang e	Weight 1	Тур е	Specia 1
Two-Handed Melee Weapons									
Warclub	, litorian	60 gp	1d6/1d6	1d8/1d8	×3		25 lbs.	S	double

trait.

- Normal Speed: Litorians have a base speed of 30 feet.
- Low-Light Vision (1 RP): Litorians can see twice as far as humans in conditions of dim light.
- Hunter (2 RP): Litorians gain a +2 racial bonus on Survival checks.
- Intimidating (2 RP): Litorians gain a +2 racial bonus on Intimidate checks.
- Keen Senses (2 RP): Litorians gain a +2 racial bonus on Perception checks.
- Weapon Familiarity (2 RP): Litorians are proficient with flails (including light, heavy, and dire flails) and litorian warclubs.
- Languages (1 RP): Litorians begin play speaking Common and Litorian. Litorians with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic and Verrik).

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing litorian racial traits. Consult your GM before selecting any of these new options.

- **Night Hunter:** Litorians with this trait have darkvision 60 feet and light sensitivity. This trait replaces the low-light vision trait.
- **Night Stalker:** Litorians with this racial trait reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10. This racial trait replaces the hunter and intimidating traits.
- **Reaper**: Litorians with this racial trait are proficient with kamas, double-chained kamas,

FAVORED CLASS OPTIONS

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

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

Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Hunter: Add DR 1/magic to the hunter's animal companion. Each time the hunter gains another level, the DR increases by ½ (maximum DR 10/magic). If the hunter replaces her animal companion, the new companion gains this damage reduction.

Oracle: Add +¹/₂ to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Ranger: Add a $+\frac{1}{2}$ bonus on wild empathy checks to influence animals and magical beasts that live on the plains.

Shaman: The shaman gains 1/6 of a new shaman hex.

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

LITORIAN EQUIPMENT

Litorians have access to the following equipment.

Warclub, Litorian: This heavy, 5-foot-long, irontipped club sports a single, hooked spike on each end.

Мојн

In the attempt to be more like the dragons they revere, mojh (pronounced MOEZH, both singular and plural) are humanoids who have chosen to undergo magical transformation into something that is neither quite dragon nor quite humanoid in nature anymore. Mojh are resentful of the very existence of the dracha, seeing the entire race as having stolen their birthright.

The mojh are a race who have deluded themselves into believing they are the true draconic descendants. They live in beautiful tiered cities of marble and stone. These cities, well known for their great architectural beauty, are also great places of learning. The mojh value education above almost all else, and given the option, a single mojh will almost invariably choose a life of study and contemplation to other, lesser, pursuits. They are a race of intellectuals and are driven by their desire to learn all that can be known, and become more like the dragons ancestors they claim.

Physical Description: The mojh are a humanoid race who have stolen a ritual that infuses dragon blood and magic to pervert their bodies into something other. They have taken the look of dragons and some of their magic too. Their bodies are covered in scales that often shine with an iridescence that shows their stolen draconic descendancy. With large, wide open eyes, the mojh look almost perpetually curious. They stand at around six feet tall with a lanky build, their long tails and spines on their heads are often adorned with paint or jewels to show their station. Rarely a mojh will have vestigial wings, in these cases they are often viewed an especially gifted or powerful; great things are expected of a winged mojh. There are also trueborn mojh. A child who is half mojh will become full blooded mojh as the magic of the ritual takes over even in the womb.

Society: As scholars and intellectuals the mojh love to learn and have built a culture around that. Despite few mojh born with wings they love height and have built their cities in high places. Their facilities of higher learning; magic, technology and other sciences reside at the top, the presidents of these schools serving as a



ruling body for the city as well as for the city's many universities. Lower in the tiers are those centers of learning dedicated to what the mojh see as lesser skills such as music, literature and other arts. Down further, near the base of the city are the lower education schools, for the young or feeble providing basic educational services. Finally, at the base of each city lies the merchant district, where all the public services are offered and where trade happens.

Relations: Despite their often haughty natures other races mostly get along with the mojh as their dedication to learning helps everyone. The mojh are also not exclusive, giving almost anyone who shows the desire and aptitude to learn the opportunity to study in their schools. This fact tends to endear the mojh to most of the other races and, despite their arrogance, lends to a fairly amicable relationship with most.

The exception to this are the dracha. This other trueborn draconic race of see themselves as the true children of the dragons and hold a great enmity

towards the mojh for stealing their birthright. The dracha, another, more hostile draconic descendant, and the mojh do not get along. Dracha gangs will oftentimes seek to harm mojh as these cousins see the mojh as lesser, weaker race. The less physically imposing mojh have therefore developed a martyr complex and has resulted in massive racism within almost every mojh city. The dracha aren't welcome. They will, if the mojh can, be turned away at every opportunity and denied succor or sanctuary in even the direst of circumstances. This has caused much strife amongst the two draconic races with no end of this hostility in sight.

Alignment and Religion: As students of all things it is the rare mojh who doesn't find themselves engrossed with some god or another. The more religious amongst the mojh will become priests, clerics or paladins of their chosen deity. Most mojh are lawful preferring order to chaos in all things. This allows the mojh to dedicate time to their studies as well as keep intricately running cities. This dedication to order doesn't stop many mojh from being selfish and doing everything within their power to get ahead when they can.

Adventurers: Many mojh will become adventurers at some point in their lives, if only for a short time, to take a more active role in the world and see what it might have to offer them. They tend towards the more studious classes of wizards or monks, but it's not uncommon to see a mojh dedicate their time to studying the blade and becoming a powerful fighter. The mojh are as varied as the many subjects they study.

Male Names: Alacross, Gorrek, Isstriall, Morran, Slithan, Xaxstesse

Female Names: Æthera, Aurianni, Cralista, Letreal, Rawen, Valleria

STANDARD RACIAL TRAITS (10 RP)

- +2 Dexterity, +2 Intelligence, -2
 Constitution: Mojh are brilliant but not very hardy.
- Humanoid (reptilian): Mojh are humanoids with the reptilian subtype.
- **Medium**: Mojh are Medium creatures and receive no bonuses or penalties due to their size.

- Normal Speed: Mojh have a base speed of 30 feet.
- **Darkvision (2 RP)**: Mojh can see in the dark up to 60 feet.
- Flexible (2 RP): Mojh gain a +2 racial bonus on Acrobatics checks.
- **Gifted Linguist (2 RP)**: Mojh gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.
- **Natural Armor (2 RP)**: Mojh receive a +1 natural armor bonus.
- Weapon Familiarity (1 RP): Mojh are proficient with rapiers and shortswords.
- Languages (1 RP): Mojh begin play speaking Common and Draconic. Mojh with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic and Verrik).

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing mojh racial traits. Consult your GM before selecting any of these new options.

- Elemental Assault: Once per day as a swift action, a mojh can shroud her arms in acid, cold, electricity, or fire (chosen at character creation). This lasts for one round per level, and can be dismissed as a free action. Unarmed strikes with her arms or hands (or attacks with weapons held in those hands) deal +1d6 points of damage of the appropriate energy type. This trait replaces the mojh's weapon familiarity. Mojh with this trait and the dragon-scaled trait deal the same type of damage as the elemental resistance gained from that trait.
- Dragon-Scaled: Some mojh are reborn with scales of such vivid color that their connection to a particular sort of dragon seems undeniable. These mojh gain a resistance that makes them especially suited to work alongside dragons matching the color of the mojh's scales. Blackscaled, copper-scaled, and green-scaled mojh with this racial trait gain acid resistance 5. Blue-

scaled and bronze-scaled mojh with this racial trait gain electricity resistance 5. Gold-scaled and red-scaled mojh with this racial trait gain fire resistance 5. Silver-scaled and white-scaled mojh with this racial trait gain cold resistance 5. This racial trait replaces the natural armor racial trait.

Mojh Magic: Mojh with this trait and a Charisma modifier of 13 or higher also gain the following spell-like ability: 1/day—*draconic reservoir*. The caster level for this effect is equal to the mojh's character level. (Players with access only to the Core Rulebook may substitute protection from energy for draconic reservoir.) This trait replaces the flexible trait and the mojh's weapon familiarity.

• Vestigial Wings: Some mojh possess a pair of undersized, withered, or stunted wings like a mockery of those of the dragons they wish to mimic. These wings do not provide the lift required for actual flight, but do have enough power to aid flight attained by some other method, and grant a +4 racial bonus on Fly skill checks. This racial trait replaces flexible.

FAVORED CLASS OPTIONS

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

Alchemist: Add one extract formula from the alchemist's list to his formula book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

Arcanist: When casting arcanist enchantment spells, add 1/3 to the effective caster level, but only for the purpose of determining duration.

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

Sorcerer: Choose acid, cold, electricity, or fire damage. Add +¹/₂ point of the chosen energy damage to spells that deal the chosen energy damage cast by the sorcerer.

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

Witch: The witch gains 1/6 of a new witch hex.

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.

RACIAL CLASS OPTIONS

The following racial sorcerer bloodline is available to mojh.

Mojh Sorcerer Bloodline

Some mojh are able to tap into the power of the ritual that transformed them or their ancestor into mojh to gain new abilities.

Class Skill: Knowledge (any one).

Bonus Spells: animate rope (3rd), extreme flexibility^{ACG} (5th), draconic reservoir^{APG} (7th), dragon's breath^{APG} (9th), spell resistance (11th), age resistance^{UM} (13th), arcane torrent* (15th), form of the dragon III (17th), overwhelming presence^{UM} (19th).

Bonus Feats: Arcane Strike, Combat Casting, Defensive Combat Training, Draconic Aspect^{*}, Dragon Ferocity^{UC}, Dragon Roar^{UC}, Dragon Style^{UC}, Skill Focus (Perform).

Bloodline Arcana: The DC to dispel abjuration or transmutation spells that you cast is increased by +4.

Bloodline Powers: Your developing abilities reflect both the arcane and draconic influences infused in your blood by the ritual that transformed you or your ancestor into a mojh.

Arcane Bond (Su): At 1st level, you gain an arcane bond, as a wizard equal to your sorcerer level. Your sorcerer levels stack with any wizard levels you possess when determining the powers of your familiar or bonded object. This ability does not allow you to have both a familiar and a bonded item. Once per day, your bond item allows you to cast any one of our spells known (unlike a wizard's bonded item, which allows him to cast any one spell in his spellbook).

Fascinate (Ex): At 3^{rd} level, you gain the ability to use a Perform skill to cause one or more creatures to become fascinated with you. This acts as the fascinate bardic perform ability, except the save DC is $10 + \frac{1}{2}$ your sorcerer level + your Charisma bonus, and it lasts 1 round/level. You may use this ability once per day at 3^{rd} level, twice per day at 8^{th} level, three times per day at 13^{th} level, and four times per day at 18^{th} level.

Unusual Anatomy (Ex): At 9th level, you gain a 25% chance to ignore any critical hit or sneak attack scored against you. This chance increases to 50% at 13th level.

Dragon Wings (Su): At 15th level, leathery dragon wings grow from your back as a standard action, giving you a fly speed of 60 feet with average maneuverability. You can dismiss the wings as a free action.

Draconic Immunities (Ex): At 20th level, you are immune to fear, sleep, and paralysis.

MOJH FEATS

The following feat was designed for mojh characters but may be chosen by characters of other races subject to GM discretion.

Mojh Transformation

In wishing to mimic dragons, you undergo the process that will transform yourself into a mojh.

Prerequisite: Character level 7th, humanoid type.

Benefit: In a month-long alchemical and magical ritual that costs 500 gp, you undergo transformation into a mojh. Your subtype changes to mojh, and you gain the darkvision, gifted linguist, and natural armor racial traits of a mojh (in addition to your race's original racial traits). In addition you gain the lifespan of a mojh.

MOJH SPELLS

The following spell was created by mojh but characters of other races could cast it depending on GM discretion.

Arcane Torrent

School universal; Level magus 6, sorcerer/wizard 7,
witch 7
CASTING
Casting Time 1 standard action
Components V, S
EFFECT
Range personal
Target you
Duration 1 round/level (D)
DESCRIPTION

Arcane power wells up and bursts forth from you.

Reduce the casting times of arcane spells you cast as shown on the chart below.

Normal Casting Time	New Casting Time
1 standard action	1 swift action
1 full-round action	1 standard action

2 rounds to 1 minute

1 round less than normal

Arcane torrent cannot affect spells with a casting time less than 1 standard action or greater than 1 minute. For the duration of the spell, you must use the new casting time; and, you can still only perform one swift action per round. Therefore, if all or your spells have a normal casting time of 1 standard action, you can still only cast one spell per round.

Arcane torrent does not stack with any other effect that reduces a spell's casting time (such as the Quicken Spell metamagic feat).

Extended Charge

School transmutation; Level magus 2, sorcerer/wizard 3, summoner 3, witch 3 VASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target one magic item you are holding Duration 1 round/level

Saving Throw none; Spell Resistance no DESCRIPTION

A magic item that uses charges that you are holding expends no charges for the duration of the spell and while you continue to wield it. If a use of the item would expend more than one charge normally, it expends one less than normal when used.

If the item has a limited number of uses per day rather than charges, it can be used once during this spell's duration without that use counting against its uses per day. Items with abilities higher than 4th level, or items without charges or uses per day, are not affected.

SIBECCAI

Seen as slaves and servants these canids were created by the rephaim to act as a sort of friend and companion. These creatures are commonly kind and caring, often ready to please and fiercely loyal to those they consider family. The sibeccai feel most at home when helping others and as this is their primary role it is often why other races misconstrue them as slaves. In truth, the sibeccai are a free race who have by and large chosen to live with and help the rephaim grow and prosper; thus allowing themselves the same benefits.

Physical Description: These jackal headed humanoids range in height from about four feet tall to as tall as six and a half or seven feet. Males tend to be taller than the females and both genders have similar body types to humans. They have light to dark brown fur commonly adorned with natural spots or stripes. To adorn themselves the males will pierce their ears, while the females will pierce their noses and ears; a common piece of jewelry is a light, thin chain connecting these piercings together.

Society: The sibeccai work and live in the rephaim cities helping to build and beautify. These canids serve in many ways and are at their happiest when serving. This can range from a butler or cook, to an artist who creates beautiful pieces of work to help decorate the cities. They don't have marriages and thus their family units are often fleeting. A young sibeccai will stay with its mother or father until it feels the desire to go off and learn a trade, an art form, or even protect their homes as soldiers.

Relations: Outside of some quiet derision the sibeccai tend to get along well with other races as they are always the first to jump to help out. They live to serve and will go out of their ways to help someone in need. The only race who really seems to resent them are the litorians. The litorians see the sibeccai as slaves to

Exotic Weapons	Cost	(S)	Dmg (M)	Critical	Range	Weight1	Туре	Special
One-Handed	l Melee V	Veapons						
Khopesh, sibeccai	65 gp	1d8	1d10	19-20/×2		15 lbs.	S	blocking

SIBECCAI RACIAL WEAPONS

their giant masters and want to see them break away; the fact that the sibeccai don't see themselves as slaves nor do they wish to stop serving others even when it doesn't benefit them only serves to widen the rift.

Alignment and Religion: The sibeccai tend follow no religions though will often pay lip service to whatever religion is prevalent around them to better fit in and help the society. Slaves or helpers, servants or loyal friends the sibeccai are overwhelmingly a goodly people and do their level best to help that and serve when they can.

Adventurers: Sibeccai adventurers are surprisingly common as they enjoy exploring and helping grow a group of adventurers into a strong team. They always will take an active hand in being helpful whenever the opportunity presents itself. They can be seen across all classes as each has its own unique way of bringing something to the adventuring table.

Male Names: Adio, Asim, Chigaru, Gyasi, Jumoke, Thabit, Ubiad

Female Names: Akiiki, Anippe, Chibale, Jendayi, Tahirah, Safiya, Umayma

STANDARD RACIAL TRAITS (10 RP)

- +2 Dexterity, +2 Constitution, -2 Intelligence (1 RP): Sibeccai are fast and tough, but not especially deep thinkers.
- Humanoid (sibeccai): Sibeccai are humanoids with the sibeccai subtype.
- Medium: Sibeccai are Medium creatures and receive no bonuses or penalties due to their size.
- Normal Speed: Sibeccai have a base speed of 30 feet.
- Low-Light Vision (1 RP): Sibeccai can see twice as far as humans in conditions of dim light.
- Affable (4 RP): Sibeccai gain a +2 racial bonus on Diplomacy checks to gather information and to Handle Animal checks.
- Agile Steps (2 RP): Sibeccai gain a +2 racial bonus on Stealth checks.
- Weapon Familiarity (1 RP): Sibeccai are proficient with sickles and sibeccai khopeshes.

 Languages (1 RP): Sibeccai begin play speaking Common and Giant. Sibeccai with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic and Verrik).

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing sibeccai racial traits. Consult your GM before selecting any of these new options.

Canid Nose: Sibeccai with this trait gains the scent ability. This trait replaces affable.

Canid Teeth: Sibeccai with this trait gain a natural bite attack. The bite is a primary attack that deals 1d4 damage, or a secondary attack if the sibeccai is wielding manufactured weapons. This trait replaces agile steps.

Cornered Fury: Whenever a sibeccai with this racial trait is reduced to half or fewer of his hit points, and has no conscious ally within 30 feet, he gains a +2 racial bonus on melee attack rolls and to Armor Class. This trait replaces affable.

Digger: Sibeccai with this trait gain a burrow speed of 20 feet. This trait replaces agile steps and weapon familiarity.

Focused Study: At 1st, 8th, and 16th level, sibeccai with this racial trait gain Skill Focus in a skill of their choice as a bonus feat. This trait replaces affable.

Weapon Trained: Some sibeccai have been trained with all weapons of a specific type. Sibeccai with this trait choose one of the fighter weapon groups. They are proficient with all the weapons in that weapon group. This trait replaces the affable trait and the sibeccai's weapon familiarity.

FAVORED CLASS OPTIONS

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

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bloodrager: Add 1 foot to the bloodrager's base speed. In combat, this only has an effect for every five increases in base speed. This bonus stacks with the

bloodrager's fast movement class feature, and applies under the same conditions and that feature.

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

Fighter: Add a $+\frac{1}{2}$ circumstance bonus on critical hit confirmation rolls with a weapon of the fighter's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

Magus: Select one known magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that magus arcana is usable twice per day, the magus must select a different magus arcana.

Monk: Add a +1/4 bonus on combat maneuver checks made to grapple or trip.

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

RACIAL CLASS OPTIONS

The following racial slayer archetype is available to sibeccai.

Insurgent (Slayer Archetype)

The insurgent excels at destroying structures as well as his enemies.

Class Skills: An insurgent adds Knowledge (engineering) to his list of class skills.

Bomb (Su): At 2nd level, an insurgent gains the ability to create bombs. This ability functions exactly like the alchemist ability of the same name. This ability stacks with the alchemist bomb ability to determine the level of bomb damage. This ability replaces the slayer talent gained at 2nd level.

Talented Discoveries: An insurgent gains access to the following alchemist discovery, or may select any alchemist discovery that modifies his bombs in place of a slayer talent. He counts his slayer level as his alchemist level for the purpose of qualifying for discoveries. If he has levels in alchemist, these levels stack.

*Bore Bomb**: When the saboteur creates a bomb, he may choose to make it a bore bomb. If a bore bomb strikes a wall, gate, siege engine, or similar large, solid, inanimate structure, it ignores half the target's hardness and deals 1 point of damage per saboteur level. If a bore bomb reduces an inanimate target to half its hit points or fewer, it blows a hole 5 feet wide and 5 feet deep in the target.

SIBECCAI EQUIPMENT

Sibeccai have access to the following equipment.

Epsilon Axe

The epsilon axe resembles the more common khopesh. Its blade is straight near the hilt but ends in a curve. It is only about 2 feet long but very heavy. It is a one-handed melee weapon, costs 65 gp, and deals 1d8 damage when wielded by Small creatures or 1d10 when wielded by Medium-sized creatures. It threatens a critical on a roll of 19-20 and deals x2 damage on a confirmed critical. It weighs 15 lbs., is type S (slashing) and has the *blocking* special weapon feature.

SIBECCAI FEATS

Sibeccai have access to the following feats.

Canid Bite (Combat)

Your powerful jaws and steely teeth are deadly enough to give you a bite attack.

Prerequisites: Sibeccai.

Benefit: You gain a natural bite attack. The bite is a primary attack that deals 1d4 points of damage, or a secondary attack if you are wielding manufactured weapons.

Charging Trip (Combat)

The unorthodox manner in which you attack gives you the advantage when attempting to trip your opponents.

Prerequisites: Sibeccai, Four-Footed Run, bite attack.

Benefit: If you hit with your bite attack after making a charge attack on all fours, you can attempt to trip your opponent. In addition, you receive a +2 bonus on the trip attempt, and it does not provoke attacks of opportunity.

Special: You count as having taken the Improved Trip feat in order to meet prerequisites.

Dual Disarm (Teamwork)

You know how to work together to disarm your foes.

Prerequisites: Rephaim or sibeccai.

Benefit: Whenever you attempt a disarm combat maneuver against an enemy threatened by an ally with this feat, you roll twice and take the better result.

Four-Footed Run

You move more quickly when using all of you limbs.

Prerequisites: Sibeccai.

Benefit: You gain a +30-ft. enhancement bonus to your base speed if you don't hold or carry anything in your hands. When running on all fours, you are treated as if you had the Run feat.

SIBECCAI SPELLS

Sibeccai have access to the following spell.

Spirit of Prowess

School conjuration; Level bard 2, magus 2, shaman 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

EFFECT

Range personal Target you Duration 10 min/level or until discharged Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You gain a +6 competence bonus to two attack rolls of your choice. Choosing to use this bonus is a free action that you must take before you make your attack roll, and you can only do it once per round. You must make the attacks before the spell's duration ends.

At caster level 10th, and every five caster levels thereafter, you gain an additional +6 bonus to one attack roll.

VERRIK

The verrik (singular and plural) are a red skinned race with a unique view of the world. They look at individual events in relation to past, present and future. This viewpoint commonly causes the verrik to come into conflict with other races. Often seen as introspective, standoffish, and rude the verrik are consistently bullied, belittled, or spurned at every opportunity. This has caused the verrik to group together in tight knit communities and live amongst themselves. The rare verrik who interacts with the outside world work very hard to break these stereotypes and fit into society.

Physical Description: The verrik are humanoid and all have some form of red skin ranging from slightly pinkish to so dark as to be almost ebony. Their hair and eyes are always black as pitch as are their nails. They stand, on average, between five and five and a half feet tall are unusually agile. Due to their singular mind they rarely show emotion on their faces as they are consistently feeling a variety of them.

Society: While the verrik do not often mingle with other races they are far from loners. The verrik are a nomadic people living in large wandering clans. They have intricate familial ties and tend to know who is related to who as far back as eight or nine generations. They live in large ornate tents big enough to fit several families as they tend to live together in familial groupings.

A verrik wedding is the one of the only times they tend to hold a big celebration as several family groups gather together to witness and celebrate the joining of the two families. These celebrations are, as very few outsiders have discovered, far from the normal verrik fare. Treating this joining as a celebration as holy and high as any high holiday in another culture, here they break loose and have fun living, if only briefly, in-themoment.

Outside of their weddings their society is highly structured and organized with a sort of caste system based on age, rather than family name. The oldest rule, followed by the teachers, merchants, warriors, and finally the servants. Children, until the age of 25, are being instructed in the world and history at which point they begin to serve and learn. As they age they

will grow within the eyes of the society and gain rank in feeling. For example: Penda, Shalon, Fearilen or the system.

Alignment and Religion: The verrik tend to be neutral alignment, rather than good or evil, as they always keep in mind all future possibilities as well as how the past has, is, and will affect any given event. They do, although, tend to vary wildly as to whether they are of chaotic or lawful alignment depending on their personality though most are able to control their emotions, reactions and feelings enough to at least appear of lawful alignment.

No particular gods hold sway for the verrik. While they see that the gods are active and work within the world they have a live and let live attitude towards the deities. Those that do worship any deity tend to gravitate towards the more neutral gods.

Some verrik practice a form of ancestor worship and veneration. This belief is seen largely in specific verrik clans where most if not all the citizens will follow the religion. As an ancestor passes on all the family will get together for a feast and a somber celebration. This is not only to send the ancestor on in their next life but to extoll their virtues and learn from their downfalls. These verrik tend to pass on family names and often have large shrines with the ashes of loved ones displayed in special glass urns with the greatest deed or most famous quote of that ancestor inscribed upon it.

Adventurers: The rare verrik adventurer will oftentimes be part of the warrior, or merchant caste. Occasionally a child of less than 25 will venture out as well wanting to experience the world. The verrik tend to gravitate towards the paths of the ranger, and some even to cleric, venerating an aspect of life or nature rather than a specific god.

These verrik are commonly seen as unusual or eccentric by other verrik as the most races tend to shy away from them. Most adventuring verrik will try very hard to "fit in" oftentimes even going to extremes and consistently acting out or being seen as too loud or showy.

Verrik Names: Verrik names are passed down, males on the father's side and females on the mother's. When a family is joined they take the family name and add a bit to it. As such verrik surnames tend to be very long. Some examples of surnames include: Go'than'to'ro'mana'fe'lor'ran'ta or

Eela'na'fen'tor'go'than'fee. Conversely their given names are much more simple and given to express a Yosteth for females; and Karo, Malnor, Edgan or Krisen for males.

STANDARD RACIAL TRAITS (10 RP)

- +2 Dexterity, +2 Wisdom, -2 Charisma: Verrik are fast and deep thinkers, but not don't always get along with other races.
- Humanoid (verrik): Verrik are humanoids with the verrik subtype.
- Medium: Verrik are Medium creatures and receive no bonuses or penalties due to their size.
- Normal Speed: Verrik have a base speed of 30 feet.
- Resistant (2 RP): Verrik gain +2 racial bonus on saving throws against mind-affecting effects and poison.
- Sensory Control (5 RP): Verrik can selectively shut off their senses. This means they can willingly blind themselves (taking the appropriate penalties) to become immune to gaze attacks and similar visual dangers. They can willingly go deaf and make themselves impervious to language-based or similar effects. They can shut off their sense of touch and become immune to pain effects but suffer a -2circumstance penalty to attack rolls, Disable Device or Sleight of Hand attempts, or any other action the GM rules to be touchdependent. Shutting off or reactivating a sense is a standard action.
- Verrik Magic (1 RP): Verrik with Wisdom scores of 10 or higher gain the following spelllike abilities: 1/day-detect magic, mage hand, and message. The caster level for these effects is equal to the verrik's level. The DC for these spells is equal to 10 + the spell's level + the verrik's Wisdom modifier.
- Weapon Familiarity (1 RP): Verrik are proficient with crossbows (including hand crossbows, heavy crossbows, and light crossbows).
- Languages (1 RP): Verrik begin play speaking Common and Verrik, though Verrik is kept

secret and not spoken around outsiders. Verrik with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing verrik racial traits. Consult your GM before selecting any of these new options.

- Blindsense: Using nonvisual senses such as acute smell or hearing, verrik notice things they cannot see. Verrik usually do not need to make Perception checks to pinpoint the location of a creature within 30 feet, provided they have line of effect to that creature. Creatures that verrik cannot see still have total concealment against verrik with blindsense, and verrik still have the normal miss chance when attacking creatures that have concealment. Visibility still affects the movement of verrik. Verrik are still denied their Dexterity bonus to AC against attacks from creatures they cannot see. This trait replaces sensory control.
- Shards of the Past: A verrik's past lives grant her bonuses on two particular skills. A verrik chooses two skills, gains a +2 racial bonus on both of these skills, and they are treated as class skills regardless of what class they actually take. This trait replaces the resistant and verrik magic traits, and the verrik's weapon familiarity.
- Third Eye: A small percentage of verrik are born with a third eye in the center of their forehead. At 1st level, a verrik with this trait gains the following spell-like ability: At will *detect magic*. At 9th level, the verrik gains the following spell-like ability: 1/day—*arcane eye*. At 13th level, the verrik gains the following spell-like ability: 1/day—*true seeing*. The caster level for these effects is equal to the verrik's character level. This trait replaces sensory control.
- Verrik Luck: Once per day, when a verrik makes a Reflex saving throw, she can roll the saving throw twice and take the better result. It must decide to use this ability before attempting the saving throw. This trait replaces verrik magic.

FAVORED CLASS OPTIONS

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

Akashic: Increase total number of points in the akashic's akashic pool by 1.

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

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

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

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

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Shaman: The shaman gains 1/6 of a new shaman hex.

Witch: The witch gains 1/6 of a new witch hex.

RACIAL CLASS OPTIONS

The following racial arcanist and monk archetypes are available to verrik.

Hex Adept (Arcanist Archetype)

The hex adept has learned how to use his arcane reservoir to fuel hexes and become a master of curses.

Accursed Strike (Su): A hex adept who can cast *bestow curse*, *major curse*, or any spell with the [curse] descriptor can deliver these prepared spells using the spellstrike ability, even if the spells are not touch attack spells.

Hex Arcanist (Su): At 3rd level, the hex adept gains access to a small number of witch's hexes. The hex adept picks one hex from the witch's hex class feature. She gains the benefit of or uses that hex as if she were a witch of a level equal to her arcanist level.

This ability replaces the arcanist exploit gained at 3rd level.

Hex Exploits: A hex adept gains access to the following arcanist exploits, or may select any witch hex in place of an arcanist exploit. At 11th level, the hex adept may select a hex or major hex in place of an arcanist exploit.

At 19th level, a hex adept can select a hex, major hex, or grand hex in place of a arcanist exploit. She cannot select any hex or exploit more than once.

Spellstrike (Su): The hex adept can deliver touch spells with through any weapon she is wielding as part of a melee attack. This works as the magus ability of the same name.

Spells: A hex adept adds all spells that have the curse descriptor to her arcanist spell list. In addition, a hex adept casts all spells that have the curse descriptor at the lowest spell level. For instance, bestow curse is a 3rd-level cleric spell and a 4th-level sorcerer/wizard spell, making it a 3rd-level hex adept spell.

Arcanist Exploits: The following arcanist exploits complement the hex adept archetype: arcane weapon, consume magic items, quick study, and swift consume.

Monastic Theurge (Monk Archetype)

Through contemplation and the study of magic, the monastic theurge learns how to blend the deadly skill of the open hand with arcane might.

Ki Pool (Su): At 3^{rd} level, a monastic theurge gains a pool of *ki* points equal to her Charisma modifier. At 4^{th} level, the pool increases to $\frac{1}{2}$ her monk level + her Charisma modifier. This ability works in all other ways like the monk's *ki* pool class feature.

Spells: Beginning at 4^{th} level, the monastic theurge gains the ability to cast a small number of arcane spells drawn from the bloodrager spell list. To learn or cast a spell, a monastic theurge must have a Charisma score equal to at least 10 + the spell level. She can cast spells she knows without preparing them ahead of time. The saving throw DC against a monastic theurge's spell is 10 + the spell level + the monastic theurge's Charisma modifier.

Like other spellcasters, a monastic theurge can cast only a certain number of spells of each level per day. Her base daily spell allotment is given on the table below. In addition, she receives bonus spells per day if she has a high Charisma score. The monastic theurge does not need to prepare these spells in advance; she can cast any spell she knows at any time, assuming she hasn't yet used up her allotment of spells per day for the spell's level.

The monastic theurge's selection of spells is limited. At 4th level, a monastic theurge knows two 1st-level spells

of her choice. A monastic theurge gains more spells as she increases in level, as indicated on the table below. Unlike spells per day, the number of spells a monastic theurge knows is not affected by her Charisma score.

This ability replaces stunning fist, slow fall, and the bonus feats gained at 6th and 14th level.

Spellstrike (Su): At 5th level, a monastic theurge can deliver touch spells with through an unarmed strike or a weapon she is wielding as part of a melee attack. This works as the magus ability of the same name.

This ability replaces high jump.

Pool Strike (Su): At 7th level, a monastic theurge can expend 1 point from her ki pool as a standard action to charge her free hand with energy. She can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 2d6 points of energy damage (acid, cold, electricity, or fire, chosen when she spends the arcane pool point to activate this ability). She can use this ability with the spellstrike class feature. If she misses with this attack, she can hold the charge for up to 1 minute before it dissipates. At 10th level, and every three levels thereafter, the amount of damage dealt by this attack increases by 1d6.

This ability replaces wholeness of body.

VERRIK FEATS

The following feats were designed for verrik characters but may be chosen by characters of other races subject to GM discretion.

Heightened Senses

Your superior senses allow you to notice things with more than your eyes.

Prerequisites: Blind-Fight, Skill Focus (Perception), character level 3rd, verrik.

Benefit: You gain blindsense out to a range of 15 feet. At 7th level, this range increases to 30 feet.

Third Eye

You are sensitive to the supernatural world as well as the physical world.

Prerequisites: Able to use verrik spell-like abilities, verrik.

Benefit: You may use detect magic as a spell-like ability at will. At 9th level, you gain the following spell-like ability: 1/day-arcane eye. At 13th level, you gain the following spell-like ability: 1/day-true seeing. Your caster level is equal to your character level.

VERRIK SPELLS

The following spells were created by the verrik but may be available to other races at the GMs discretion.

Divinatory Expungement

6, ranger 4, shaman 5, sorcerer/wizard 5, witch 5

CASTING Casting Time 1 standard action

Components V, S, M (a miniature veil) EFFECT

Range medium (100 ft. + 10 ft./level) Target up to one 10-foot cube per level

Duration 1 day/level Saving Throw none; Spell Resistance no DESCRIPTION

You designate a specific area and a time in the immediate past (within one minute per level) during which activities are resistant to detection by divination effects. Anyone attempting to use a divination spell to determine events taking place in the warded area during the time you designated must succeed a caster level check (DC = 11 + the spell's caster level), or the divination spell fails.

School abjuration; Level alchemist 5, bard 5, inquisitor For example, if an inquisitor were to break into a tower then cast this spell after leaving, he would hinder the effectiveness of divination spells seeking to reveal the break-in, the party responsible, or exactly what occurred. Unless their casters succeed on a caster level check, spells such as location loresight (see below) will not register his activities.

Table: Monastic Theurge Spells per Day

Table: Monastic Theurge Spells Known

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

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

Since this spell only affects the past, however, his actions might still have been detected via scrying while they were ongoing. Actions concealed by this spell are very difficult to sense using the akashic memory. Such attempts add +5 to the DC of an akashic's attempt to delve into the collective memory.

Location Loresight

School divination; Level alchemist 2, bard 2, cleric/oracle 2, inquisitor 2, ranger 1, shaman 2, sorcerer/wizard 2, witch 2 CASTING

Casting Time 1 standard action Components V, S, M (powdered glass) EFFECT Range 30 ft.

Area 30-ft.-radius spread, centered on you Duration Instantaneous

Saving Throw none; Spell Resistance no DESCRIPTION

You learn something significant about an area in which you stand. Although the area is a 30-foot spread, if indoors, the spell basically affects one room (the room where you stand). Go through this list, in order; the first bit of lore you do not know, you learn through this spell:

- 1. When the location was created (if man-made, otherwise skip).
- 2. Name of last creature to pass through location, if any (other than you).
- 3. Race of last creature to pass through location, if any (other than you).
- 4. Name of the location's creator (a natural location, like a glen, was created by nature).
- 5. Race of the location's creator, if any.
- 6. Name of the location's longest occupant, if any.
- 7. Race of the location's longest occupant, if any.
- 8. Name and race of the current owner or master of the location, if any.
- 9. Brief description of the most significant event to happen in the location.
- 10. Magical ability or property of the location, if any (random if more than one).

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

RANDOM STARTING AGES, AGING EFFECTS, HEIGHT, & WEIGHT FOR ALL RACES

Table: Random Starting Ages

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Dracha	15 years	+1d4	+1d6	+2d6
Faen	40 years	+4d6	+6d6	+9d6
Giant	40 years	+4d6	+6d6	+9d6
Litorian	20 years	+2d4	+3d6	+4d6
Mojh	110 years	+4d6	+6d6	+10d6
Sibeccai	14 years	+1d4	+1d6	+2d6
Verrik	20 years	+1d6	+2d6	+3d6

1 This category includes barbarians, oracles, rogues, and sorcerers.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches. 3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Table: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Dracha	35 years	55 years	75 years	75 +2d10 years
Faen	100 years	140 years	180 years	180 +2d% years
Giant	125 years	205 years	260 years	260 +1d% years
Litorian	50 years	75 years	100 years	100 +4d20 years
Mojh	175 years	257 years	340 years	340 +3d% years
Sibeccai	30 years	47 years	70 years	70 +2d10 years
Verrik	40 years	70 years	100 years	100 +2d20 years

1 At middle age, -1 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

2 At old age, -2 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

3 At venerable age, -3 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

Table: Random Height & Weight

D		D W/ 1.	M 1.0	
Race	Base Height	Base Weight	Modifier	Weight Modifier
Dracha, male	5 ft. 8 in.	160 lbs.	2d4	×7 lbs.
Dracha, female	5 ft. 8 in.	160 lbs.	2d4	×7 lbs.
Faen, male	3 ft. 0 in.	40 lbs.	2d4	×1 lb.
Faen, female	3 ft. 2 in.	45 lbs.	2d4	×1 lb.
Giant, male	6 ft. 3 in.	200 lbs.	2d6	×7 lbs.
Giant, female	6 ft. 0 in.	192 lbs.	2d6	×7 lbs.
Litorian, male	6 ft. 0 in.	180 lbs.	2d4	×7 lbs.
Litorian, female	5 ft. 11 in.	155 lbs.	2d4	×7 lbs.
Mojh	5 ft. 8 in.	100 lbs.	2d8	×5 lbs.
Sibeccai, male	4 ft. 10 in.	130 lbs.	2d10	×5 lbs.
Sibeccai, female	4 ft. 4 in.	90 lbs.	2d10	×5 lbs.
Verrik, male	4 ft. 10 in.	120 lbs.	2d10	×5 lbs.
Verrik, female	4 ft. 5 in.	85 lbs.	2d10	×5 lbs.

Classes

THE AKASHIC

by Tim Wallace and Tarnah Wright

The akashic first appeared in Arcana Unearthed, Monte Cook's variant D&D 3.0 system, and then was updated to 3.5 in Arcana Evolved (where I was introduced to it). I don't know whether it was its versatility or its mystic background, the class clicked with me; despite my never getting a chance to play it. When I decided to start converting bits of Arcana Evolved to the Pathfinder Roleplaying Game rules, I knew that the akashic needed to be near the top of that list. --T. W.



Some call it the Astral Plane. But others know it as the Akashic Record. A collective memory that includes every living creature's experience: past, present, and future. The akashics have learned how to access this collective memory through meditation and use it to enhance their knowledge. Guilds have been built, filled with akashics who pursue specialized training by accessing the memories contained in the Akashic Record. Other akashics simply want to learn everything there is. Some use it to seek the lost mysteries of the past. And a few misuse their mysterious powers and take advantage of their fellows, forcing their secrets from them. Akashics require great discipline to access the Akashic Record, despite that focus they tend to be very free spirited. Possibly from having experienced so much from so many perspectives in one lifetime, they are not truly "themselves" any longer. But that freedom and that ability to tap into many experiences makes akashics very adaptable.

Role: Akashics are the encyclopedias of the group, able to learn things by accessing the Akashic Record, touching objects/people, or even accessing the direct thoughts of others. Through their special abilities they can enhance their fighting or spellcraft and are in general a jack of all trades. At higher levels they can impersonate other classes for a short time.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

An akashic begins play with a number of class skills equal to 18 plus his Intelligence modifier.

Skill Ranks per Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the akashic.

Weapon and Armor Proficiency

An akashic is proficient with all simple weapons. An akashic is also proficient with light armor and shields (but not tower shields).

Akashic Pool (Su)

At 1st level, the gains a reservoir of energy that he can draw upon to access the Akashic Record stored within
the very fabric of the Astral Plane. This akashic pool has a number of points equal to his akashic level + his

Bonus Feat (Ex): An akashic that selects this secret gains a bonus feat that he qualifies for.

TABLE: THE AKASHIC

	Base	Fortitude	Reflex	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+0	+0	+0	+2	Akashic pool, perfect recall
2nd	+1	+0	+0	+3	Akashic secret
3rd	+2	+1	+1	+3	Delve into collective memory
4th	+3	+1	+1	+4	Akashic secret
5th	+3	+1	+1	+4	Akashic secret
6th	+4	+2	+2	+5	Akashic secret
7th	+5	+2	+2	+5	Akashic secret, intermediate secret
8th	+6/+1	+2	+2	+6	Akashic secret
9th	+6/+1	+3	+3	+6	Akashic secret
10th	+7/+2	+3	+3	+7	Collective memory training
11th	+8/+3	+3	+3	+7	Akashic secret
12th	+9/+4	+4	+4	+8	Akashic secret
13th	+9/+4	+4	+4	+8	Akashic secret, greater secret
14th	+10/+5	+4	+4	+9	Akashic secret
15th	+11/+6/+1	+5	+5	+9	Akashic secret
16th	+12/+7/+2	+5	+5	+10	Akashic secret
17th	+12/+7/+2	+5	+5	+10	Sublime secret
18th	+13/+8/+3	+6	+6	+11	Akashic secret
19th	+14/+9/+4	+6	+6	+11	Sublime secret
20th	+15/+10/+5	+6	+6	+12	Transcendent Secret

Intelligence modifier (minimum 2). The pool refreshes once per day when the akashic prepares his spells.

At 1st level, an akashic can expend 1 point from his akashic pool as a swift action to give himself a +2 insight bonus to a single skill check. At 9th level, this bonus becomes +4, and at 17th level, it becomes +6.

Perfect Recall (Ex)

An akashic adds half his class level (minimum 1) on all Knowledge skill checks and may make all Knowledge skill checks untrained.

Akashic Secret

As an akashic continues his training, he learns a number of abilities directly from his connection to the Akashic Record. Starting at 2nd level, an akashic learns one akashic secret. He gains an additional secret at 4th, 5th, 6th, 7th, 8th, 9th, 11th, 12th, 13th, 14th, 15th, 16th, and 18th levels. An akashic cannot select an individual secret more than once. *Kinesthetic Memory (Su)*: An akashic's sensory memory is so precise that he can easily get around with no penalty when he has a single damaged or deprived sense and is in familiar surroundings. For example, a blind akashic can move about in his home, a clothing shop he frequents, or inside a castle he has viewed extensively with magic, operating with no penalties. He still suffers the normal penalties for being blinded (or deafened) in combat or unfamiliar surroundings.

Combat Focus (Su): The akashic can expend 1 point from his akashic pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal. Adding these properties consumes an amount of bonus equal to the property's base price modifier (see the Magic Weapon Special Ability Descriptions). These properties are added to any that the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any magical other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the akashic uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the akashic.

An akashic can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Defense Focus (Su): The akashic can expend 1 point from his akashic pool as a swift action to gain a +1 dodge bonus to AC for 1 minute. For every four levels beyond 1^{st} , the dodge bonus increases by +1, to a maximum of +5 at 17^{th} level.

Forgotten Secret (Su): An akashic with this ability can access the collective memory of the Akashic Record and reproduce the effects one secret stored within. When he uses this ability, he selects one akashic secret (not an intermediate secret or greater secret) that he does not know and can use that akashic secret for a number of rounds equal to his level. He must pay any point costs associated with the secret as normal. Using this ability is a standard action and expends 2 points from his akashic pool, plus the point cost of the secret he chooses.

Psychometry (Su): The akashic can witness a past event by tapping into the collective memory of the

Akashic Record. To do this, the akashic must touch a creature, object, or location as part of a full-round action and expend 1 point from his akashic pool. If he is touching a creature, he relives the event as if he were that creature. If he is touching an object, he relives the event as if he were the last creature to wield that object. And if he is touching a location, he relives the event as if he were the last creature to occupy that location. He experiences the most recent event involving the creature, object, or location (prior to his use of psychometry) for a number of rounds equal to his level. While experiencing the vision, he is blind and deaf to his immediate surroundings. He may choose to end the vision at any time.

Skill Focus (Ex): An akashic that selects this secret gains the Skill Focus feat.

Precision Attack (Ex): Drawing upon the collective memory of the Akashic Record to remember the vital spots of other creatures, an akashic can make devastating attacks. Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +2d6 extra points of precision damage. Should the akashic score a critical hit with a precision attack, do not multiply this extra damage.

The akashic can make precision attacks with ranged weapons, but only up to a range of 30 feet. This damage stacks with other forms of precision damage, such as the rogue's sneak attack.

Tongues (Su): The akashic can speak and understand the language of any intelligent creature. As a standard action, the akashic can cast *tongues* (self only), using his level as the caster level. Each use of this ability expends 2 points from his akashic pool.

DC	Type of Knowledge/Other Modifiers				
10	Common information, known by a substantial minority of people.				
20	Uncommon information but available, known by a few local people.				
25	Obscure information, known by few and quite hard to come by.				
30	Extremely obscure information, known by very few, possibly forgotten by most who once knew it, possibly				
	known only by those who don't understand the significance of the knowledge.				
+1	Information based on knowledge possessed more than 100 years ago.				
+5	Information based on knowledge possessed more than 500 years ago.				
+1	Information based on knowledge possessed more than 1,000 years ago.				
0					

Unlock Mystery (Su): The akashic can divine the properties and command words of magic items. As a standard action, the akashic can cast *identify*, using his level as the caster level. Each use of this ability expends 1 point from his akashic pool.

Delve into Collective Memory (Su)

At 3rd level, an akashic may make a special check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about notable people, legendary items, or noteworthy places. This takes 10 minutes and expends 3 points from his akashic pool. This check will not reveal the powers of a magic item but may give a hint as to its general function. The akashic may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The GM determines the Difficulty Class of the check by referring to the table below.

Intermediate Secret

Beginning at 7th level, an akashic can select one of the following intermediate secrets in place of an akashic secret. An akashic cannot select an individual intermediate secret more than once.

Astral Conjuration (Su): As a standard action, the akashic can draw upon the material of the Astral Plane to cast any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower. This functions as the spell *shadow conjuration*, except that the mimicked spells are composed or ectoplasm, and therefore have full effect against incorporeal creatures (no Will save to disbelieve). Each use of this ability expends 2 points from his akashic pool.

Astral Evocation (Su): As a standard action, the akashic can draw upon the material of the Astral Plane to cast any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 4th level or lower. This functions as the spell *shadow evocation*, except that the mimicked spells are composed or ectoplasm, and therefore have full effect against incorporeal creatures (no Will save to disbelieve). Each use of this ability expends 2 points from his akashic pool.

Bonus Feat (Ex): An akashic that selects this secret gains a bonus feat that he qualifies for.

Delve Into Personal Memory (Su): An akashic can mentally probe the memory of one other creature within 30 feet. As a standard action, the akashic mentally forms a question the creature can answer with a single word. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a Will save (DC 10 + half the akashic's class level + the akashic's Charisma modifier). If the creature fails its save, the akashic gains the answer as if the creature mentally answered the question as truthfully as possible. In any event, the creature does not know the akashic made the attempt. Each use of this ability expends 1 point from his akashic pool.

Forgotten Feat (Su): An akashic with this ability can access the collective memory of the Akashic Record and reproduce the effects of one feat stored within. When he uses this ability, he selects one feat that he qualifies for and does not know and he can use that feat for a number of rounds equal to his level. Using this ability is a standard action and expends 2 points from his akashic pool.

Impersonate (Su): The akashic can tap into the memories of a specific creature to impersonate that individual. As a standard action, the akashic can cast *disguise self* to take on the appearance of a specific individual that the akashic has seen before for 1 minute per level. Creatures that are familiar with the individual receive a Will saving throw to see through the illusion. The DC of this saving throw is $10 + \frac{1}{2}$ the akashic's level + the akashic's Intelligence modifier. This illusion also changes the akashic's speech, if he has heard the individual talk and can speak its language. Each use of this ability expends 1 point from his akashic pool.

Lesser Astral Projection (Su): The akashic can travel to the Astral Plane. This functions as lesser astral projection, using the akashic's level as the caster level. Each use of this ability expends 3 points from his akashic pool.

Improved Precision Attack (Ex): Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +3d6 extra points of precision damage. An akashic must have the precision attack secret before choosing this secret.

Modify Memory (Su): As a full-round action, the akashic can call upon the Akashic Record to alter the memories of a creature. This functions as modify memory, using the akashic's level as the

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caster level. Each use of this ability expends 2 point from his akashic pool.

Skill Focus (Ex): An akashic that selects this secret gains the Skill Focus feat.

Unlock Mysteries (Su): As a standard action, the akashic can call upon the Akashic Record to discern everything about the magic imbuing a creature or object. As a standard action, the akashic can cast *analyze dweomer*, using his level as the caster level. Each use of this ability expends 3 points from his akashic pool. An akashic must have the unlock mystery secret before choosing this secret.

Collective Memory Training (Ex): Starting at 10th level, an akashic counts ¹/₂ his total magus level as his effective level in other classes (such as fighter or monk) for the purpose of qualifying for feats. If he has levels in other classes, these levels stack.

Greater Secret

Beginning at 13th level, an akashic can select one of the following intermediate secrets in place of an akashic secret. An akashic cannot select an individual greater secret more than once.

Astral Projection (Su): The akashic's ability to travel the Astral Plane improves. This functions as astral projection, using the akashic's level as the caster level. Each use of this ability expends 5 points from his akashic pool. An akashic must have the lesser astral projection secret before choosing this secret.

Bonus Feat (Ex): An akashic that selects this secret gains a bonus feat that he qualifies for.

Greater Astral Conjuration (Su): As a standard action, the akashic can draw upon the material of the Astral Plane to cast any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower. This functions as the spell *greater shadow conjuration*, except that the mimicked spells are composed or ectoplasm, and therefore have full effect against incorporeal creatures (no Will save to disbelieve). Each use of this ability expends 3 points from his akashic pool. An akashic must have the astral conjuration secret before choosing this secret.

Greater Astral Evocation (Su): As a standard action, the akashic can draw upon the material of the Astral Plane to cast any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 7th level or lower. This functions as the spell *greater shadow evocation*, except that the mimicked spells are composed or ectoplasm, and therefore have full effect against incorporeal creatures (no Will save to disbelieve). Each use of this ability expends 3 points from his akashic pool. An akashic must have the astral evocation secret before choosing this secret.

Greater Delve Into Personal Memory (Su): An akashic can mentally probe the memory of one other creature within 30 feet. As a standard action, the akashic mentally forms a question the creature can answer with up to one word per akashic level in length. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a Will save (DC 10 + half the akashic's class level + the akashic's Charisma modifier). If the creature fails its save, the akashic gains the answer as if the creature mentally answered the question as truthfully as possible. In any event, the creature does not know the akashic made the attempt. A character can use this ability once per day as a standard action. Each use of this ability expends 1 point from his akashic pool. An akashic must have the delve into personal memory secret before choosing this secret.

Greater Precision Attack (Ex): Any time the akashic's target would be denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), or when the akashic flanks the target, the akashic's attack deals +4d6 extra points of precision damage. An akashic must have the improved precision attack secret before choosing this secret.

Jack-of-All-Trades (Ex): The akashic can use any skill, even if the skill normally requires him to be trained. At 16th level, the akashic considers all skills to be class skills. At 19th level, the akashic can take 10 on any skill check, even if it is not normally allowed.

Memory Possession (Su): The akashic can absorb the memories of any intelligent creature who is alive or who has ever lived for 1 round per level. During

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this time, the creature's personality takes control of the akashic's body. Akashics use this ability to allow their allies to speak with and ask questions of the possessing memory (often that of an ancestor, absent friend, or other well-known figure). If the possessing memory seeks to say or do something against the akashic's will, the akashic may attempt a Will saving throw (DC 20) to prevent it. Activating this ability is a full-round action and expends 3 points from his akashic pool.

Skill Focus (Ex): An akashic that selects this secret gains the Skill Focus feat.

Sublime Secret

At 17th and 19th level, the akashic can select one of the following secrets. These secrets originate from the akashic's ability to look into very recent memories on a moment's notice.

An akashic may not select any sublime secret more than once.

Memory of One's Own Thoughts (Su): The akashic can look into the moments-old memories of a creature's thoughts, effectively reading the creature's thoughts only a fraction of a second after the creature has them. The akashic can read the mind of every creature within 30 feet as if he had cast *detect thoughts*. This ability allows him to read the surface thoughts of any creature that he are aware of after only 1 round of concentration. Creatures in this area are allowed a Will save to negate the effect. The DC of this Will save is 10 + ½ his akashic level + his Intelligence modifier.

Memory of One's Own Intentions (Su): The akashic can know the moments-old memories of a creature's intentions in combat, whether he swings low or high or stabs with a quick thrust. The akashic gains an insight bonus to his Armor class equal to his Intelligence modifier. If the akashic is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

Memory of One's Own Presence (Su): By reading the moments old memories of all near him, the akashic has perfect knowledge of the exact location of any thinking being within 30 feet. Within that range, invisible and hidden foes are revealed to the akashic. The akashic cannot be flanked and never loses his Dexterity bonus to attacks from foes within 30 feet. This defense denies a rogue the ability to sneak attack the akashic by flanking him, unless the attacker has at least four more rogue levels than the target has akashic levels.

Memory of One's Own Weakness (Su): Seven times per day, the akashic can know the moments-old memories of a creature's thoughts in combat. As a swift action, the akashic chooses one target within 30 feet. The akashic's melee attacks deal extra damage whenever the attacks are made against his target. This extra damage is equal to ½ the akashic's level. Furthermore, he can add his precision damage (from all sources) to all attacks made against his target, even if he is not flanking it or it is not flat-footed. This requires much of the akashic's concentration. The akashic takes a -2 penalty to his Armor Class, except against attacks made by his target.

Transcendent Secret (Su)

At 20th level, the akashic can delve into the Akashic Record once per day to gain any ability of any other class, gained at 15th level or lower. This ability cannot be used to gain spells, a different base attack bonus, or different saving throws—only level-based class abilities like a fighter's weapon training or a sorcerer's bloodline powers. No ability gained lingers longer than 24 hours.

THE RUNEBLADE

by Tim Wallace and Tarnah Wright

When I began upon the path of converting bits of Arcana Evolved to Pathfinder, I was pretty sure that I wanted to convert the runeblade class from Monte Cook's Collected Book of Experimental Might, (which is an amalgam of the the mageblade and runethane classes from AE), rather than individual conversions of the classes it is drawn from. This is, in part, because I dislike converting spellcasting classes. Another reason is because the magus class already fills most, and maybe even all, of the holes they mageblade would in Pathfinder, so conversion of the mageblade seemed a bit redundant. (This does not mean that I won't come back and convert it as an archetype for the magus at some point.) Finally, I feel that the runeblade really does a good job of pulling the best parts of the two classes it is replacing.

Scorned by sorcerers and wizards, runeblades are looked down as cheating bastards within the magical society. But who wants to spend decades studying dusty tomes and memorizing spells when you can draw a symbol on your armor and achieve the same effect? Ever since runes were discovered to hold the same powers as the spells that mages cast at each other, there was a small group of fighters who saw the advantage of using this easy magic to boost their skills in combat. They were the first runeblades.

From adding elemental damage to their weapons to elemental resistance to their armor, conjuring monsters, communication spells and teleportation, and even healing, runeblade magic focuses on mostly combat with some support abilities.

Role: Runeblades are the synthesis of magic and combat. A high Intelligence is crucial for runeblades for it affects how many runes they can create in a day. Most of their runes are combat oriented, although there are a few that are useful in a team, they are not built to be a main support role.

Alignment: Any.

Hit Die: d10.

Class Skills

The runeblade's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Int), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the runeblade.

Weapon and Armor Proficiency

A runeblade is proficient with all simple and martial weapons, light armor, and shields (except tower shields).

Runes

Runes resemble arcane symbols. They are usually meaningless to anyone without the Knowledge (arcana) skill. Runeblades apply runes by magically drawing a symbol on an object, a surface, or a creature. No rune can be used more than once per hour.

There are three kinds of runes: touch-trigger runes, applied runes, and enchanted object runes.

- A touch-trigger rune is placed upon an object, a surface, or even a creature. Basically, a rune can cover a surface as small as 1 inch square and as large as 10 feet square; multiple runes can cover a much larger area. The first creature that touches the object, surface, or creature bearing the rune triggers the effect immediately. Touch-trigger runes last until triggered, dispelled, or erased by the runeblade. If circumstances result in a creature triggering more than one touch-trigger rune at once, only the most powerful one takes effect. The others are triggered but have no effect. A runeblade can choose to create a touch-trigger rune as a visible rune or as invisible.
- Applied runes require the runeblade to apply the rune to immediately activate its effects—usually related to the object, surface, or creature the rune is placed upon. Applied runes last only as long as their effects.
- Enchanted object runes require the runeblade to apply the rune to an object no larger than himself. These imbue the item bearing the rune with a magical ability. Enchanted object runes last for one day per runeblade level.

	Base	Fortitude	Reflex	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+1	+0	+0	+2	Lesser rune, runes, runic weapon
2nd	+2	+0	+0	+3	Lesser rune
3rd	+3	+1	+1	+3	Lesser rune
4th	+4	+1	+1	+4	Lesser rune
5th	+5	+1	+1	+4	Lesser rune
6th	+6/+1	+2	+2	+5	Advanced rune
7th	+7/+2	+2	+2	+5	Advanced rune
8th	+8/+3	+2	+2	+6	Advanced rune
9th	+9/+4	+3	+3	+6	Advanced rune
10th	+10/+5	+3	+3	+7	Advanced rune, familiarity with magic
11th	+11/+6/+1	+3	+3	+7	Greater rune
12th	+12/+7/+2	+4	+4	+8	Greater rune
13th	+13/+8/+3	+4	+4	+8	Greater rune
14th	+14/+9/+4	+4	+4	+9	Greater rune
15th	+15/+10/+5	+5	+5	+9	Greater rune
16th	+16/+11/+6/+1	+5	+5	+10	Rune of power
17th	+17/+12/+7/+2	+5	+5	+10	Rune of power
18th	+18/+13/+8/+3	+6	+6	+11	Rune of power
19th	+19/+14/+9/+4	+6	+6	+11	Rune of power
20th	+20/+15/+10/+5	+6	+6	+12	Ultimate rune
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TABLE: THE RUNEBLADE

Triggering identical runes at the exact same time negates both runes. For example, while two different doors can bear a rune of conjuring, if one door has two runes of conjuring on it, neither rune functions unless they are placed so that there is no way someone could trigger both of them at once. Likewise, a runic weapon cannot have two lesser elemental runes on it.

Each rune is worth 1 point or more; a runeblade may have only a certain number of points worth of runes in effect at any given time. That number is called his total rune value. A runeblade's total rune value is equal to his runeblade level + his Intelligence modifier (minimum 2).

Runes come in varying power levels, each with its own associated value: Lesser runes each have a value of 1, which counts against this total. Advanced runes each have a value of 2, greater runes a value of 3, and runes of power a value of 4.

Anyone looking upon a visible rune can determine what it does by making a Knowledge (arcana) check. The check's Difficulty Class is 15 for lesser runes, 18 for advanced runes, 21 for greater runes, 25 for runes of power, and 30 to identify the ultimate rune and what it does.

Erase Rune (Sp)

At 1st level, a runeblade can attempt to erase the runes he encounters. He can always erase his own runes without fail. If the rune was created by another runeblade, he can make a level check (d20 + the runeblade's level + the runeblade's Intelligence modifier; DC 10 + creator's level) to erase it. An advanced rune adds +4 to this Difficulty Class, a greater rune adds +6, a rune of power adds +8, and the ultimate rune adds +10. Erasing a rune you created is a standard action; otherwise, it takes a full minute. A runeblade must know a rune's location in order to erase it, locating invisible runes prior to attempting to erase them.

Sense Rune (Su)

At 3rd level, a runeblade can make a level check (d20 + runeblade's level + Intelligence modifier) to sense whether an invisible or otherwise hidden rune lies within 10 feet of him. The Difficulty Class for the check is 11 + the creator's level. It takes a standard action to sense a rune. After a round of sensing, the runeblade can sense the direction of the closest unknown rune. A runeblade who spends another round sensing can determine the rune's strength (lesser, advanced, etc.) This ability also works with runic spells, such as glyph of warding or symbol spell, in which case the runeblade learns the spell level in place of rune strength.

Invested Rune (Su)

At 5th level, a runeblade can create an invested rune that doubles the duration, damage, or healing of a rune he already knows. Some runes, such as a rune of communication, gain no benefit from being invested. An invested rune costs double toward the runeblade's total rune value.

Password (Su)

At 10th level, a runeblade develops a special password for his runes. Now, he and anyone who knows the password can touch a touch-trigger rune without triggering it. This means, for example, that a runeblade could create a rune of affliction on his runic weapon and then pick it up safely, allowing him to strike a foe and also affect the foe with the rune of affliction. The runeblade may choose to have a different password for different runes or allow them all to use the same one. He can give the passwords to others; however the only weapon he can mark with password-protected runes is his own runic weapon. Also, the password does not render the runeblade or anyone else who knows the password immune to the effects of the rune once triggered. If the runeblade stands within the area of a rune of blasting triggered by someone else, he still suffers damage.

Inscribe Rune (Su)

At 15th level, a runeblade can make one of his own runes permanent. Creating an inscribed rune requires one hundred times the normal amount of time. In addition, it calls for 1,000 gp worth of valuable inks or materials for a lesser rune, 4,000 gp for an advanced rune, 10,000 gp for a greater rune, 22,000 gp for a rune of power, and 50,000 gp for the ultimate rune. The rune can still be erased, but otherwise it never fades. Thus, a touch-trigger rune triggers every time someone touches it (no more than once per round), and an enchanted object rune never loses its enchantment. Applied runes cannot be inscribed. Inscribed runes still count toward the runeblade's total rune value.

Lesser Runes (Sp)

Each time the runeblade gains this ability (at 1st through 5th levels), he learns a new lesser rune from the list below. Each lesser rune he creates counts as 1 point toward his total rune value. Creating a lesser rune is a full-round action.

Rune of Affliction: This touch-trigger rune blasts the target for 1d6 points of acid, cold, electrical, or fire damage + 1 point per runeblade level. A Reflex saving throw (DC 10 + $\frac{1}{2}$ the runeblade's level + the runeblade's Intelligence modifier) reduces the damage by half. The runeblade chooses the element when creating the rune.

Rune of Armor: Anyone affected by this applied rune gains a +4 armor bonus to Armor Class or a +1 enhancement bonus to the AC provided by existing armor. This effect lasts for one hour per runeblade level.

Rune of Conjuring: When touched, this touchtrigger rune summons a monster from the *summon monster II* list, chosen by the runeblade at the time of creation. The monster attacks the creature that triggered the rune for 1 round per runeblade level (or until destroyed). If the runeblade triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the character's language. A runeblade using the invested rune ability can choose the monster from the *summon monster III* list instead of doubling the effect's duration.

Lesser Elemental Rune: Applied to the runeblade's runic weapon (see below), this enchanted object rune inflicts 1d6 points of additional acid, cold, electrical, or fire damage on a successful strike. It is usable once per level during the duration; the runeblade decides whether to use it at the beginning of his turn (although the rune is not used until he successfully strikes with the weapon). It functions only on the runeblade chooses the element when creating the rune.

Rune of Locking: This is an enchanted object rune. It seals a door, lid, or other portal like an arcane lock spell.

Rune of Protection: This enchanted object rune grants a +1 luck bonus to the runeblade's armor or

shield. This luck bonus works like an armor enhancement bonus, except that it stacks with enhancement bonuses and it functions only on the runeblade's armor or shield. Like all enchanted object runes, it lasts one day per class level.

Rune of Rest: Anyone affected by this applied rune heals at double the rate she normally would. This effect lasts for twenty-four hours while the subject rests.

Rune of Sleep: This touch-trigger rune requires one who touches it to succeed at a Will save (DC 10 + ½ the runeblade's level + the runeblade's Intelligence modifier) or fall asleep for 1d4 rounds. The target must have Hit Dice equal to or fewer than the runeblade's; otherwise he merely becomes dazed for 1d4 rounds. This is an enchantment (compulsion) effect as well as a sleep effect.

Rune of Warding: This touch-trigger rune has two different powers. If placed upon an object, it is a trap that forces the victim to drop the object and not touch it again for one day per class level, unless she succeeds at a Will saving throw (DC $10 + \frac{1}{2}$ the runeblade's level + the runeblade's Intelligence modifier). If the rune is placed upon a surface, the victim instead refuses to cross over or come within 10 feet of the surface for one day per class level, unless successful in the saving throw. This is an enchantment (compulsion) effect as well as a fear effect.

Runic Weapon (Su)

At 1st level, a runeblade selects a bladed weapon that he is proficient with and inscribes it with personal runes to make it his runic weapon. A runeblade can have only one such weapon, and it must be a physical weapon (not the creation of a spell), although it can be enhanced with magic already. The weapon does not have to be masterwork to use it as a runic weapon, but if the runeblade ever wants to enhance it with weapon special abilities, such as keen or dancing, it must be masterwork. At 3rd level, the runic weapon ability provides enough of an enhancement bonus to give the weapon special abilities without first giving it at least a +1 enhancement bonus using the normal item creation rules.

As a runeblade increases in level, his runic weapon gains power. A runic weapon is independently conscious but

features some personality traits reflecting its wielder. A runic weapon always has the same alignment as its wielder and even changes its alignment if its wielder does. The blade typically works toward its wielder's goals, but not always without argument or backlash.

A runeblade can create a new runic weapon, but this results in the destruction of the previous one, if it still exists.

Advanced Runes (Sp)

Each time the runeblade gains this ability (at 6th through 10th levels), he learns a new advanced rune from the list below. Each advanced rune he creates counts as 2 points toward his total rune value. Unless otherwise noted, creating an advanced rune is a full-round action.

Hand Rune: With this enchanted object rune, the runeblade can summon an object from any distance as a standard action. The object teleports to the runeblade's hands. The object must weigh no more than the runeblade can lift over his head. This is a teleportation effect.

Rune of Advanced Conjuring: When touched, this touch-trigger rune summons a monster from the *summon monster IV* list, chosen by the runeblade at the time of creation. The monster attacks the creature that triggered the rune for 1 round per runeblade level (or until destroyed). If the runeblade triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the character's language. A runeblade using the invested rune ability can choose the monster from the *summon monster V* list instead of doubling the effect's duration.

Rune of Augmentation: This applied rune grants a creature a +2 enhancement bonus on an ability score of the runeblade's choosing. The bonus lasts for ten minutes per runeblade level.

Rune of Blasting: If touched, this touch-trigger rune explodes with elemental fury, inflicting 1d6 points of acid, cold, electrical, or fire damage per runeblade level (10d6 maximum) to all within 10 feet. A successful Reflex saving throw (DC 10 + $\frac{1}{2}$ the runeblade's level + the runeblade's Intelligence modifier) reduces the damage by half. The runeblade chooses the element when creating the rune.

Rune of Charming: Anyone touching this touchtrigger rune must attempt a Will saving throw (DC 10 + $\frac{1}{2}$ the runeblade's level + the runeblade's Intelligence modifier). If unsuccessful, the target reacts to the runeblade for one minute per class level as if the runeblade 's Charisma score had a +10 bonus. If the runeblade is not within sight of the target creature, there is no effect. This is an enchantment (charm) effect.

Rune of Communication: Two or more of these enchanted object runes must exist for any of them to function. Anyone holding an object bearing this rune can communicate telepathically with anyone else with one of these runes within 1 mile. The runes must all be created by the same runeblade in order for any of them to function.

Rune of Enrichment: This enchanted object rune grants a +1 luck bonus to the runeblade's runic weapon. This luck bonus works like a weapon enhancement bonus, except that it stacks with enhancement bonuses and it functions only on the runeblade's runic weapon.

Rune of Fear: Anyone touching this touch-trigger rune must succeed at a Will saving throw (DC 10 + ½ the runeblade's level + the runeblade's Intelligence modifier) or drop what he is holding and flee for 1 round per runeblade level. He then acts as though affected by a rune of warding for one day per runeblade level. This is an enchantment (compulsion) effect as well as a mind-affecting fear effect. A runeblade must have rune of warding before choosing rune of fear.

Rune of Healing: Anyone touching this touchtrigger rune is filled with positive energy that heals 1d6 points of damage + 1 point per runeblade level. Undead that touch the rune suffer 1d6 points of damage. A single creature cannot be healed more than once per day by a rune of healing.

Rune of Shielding: This applied rune creates a magical shield surrounding the runeblade like a shimmering aura. This shield provides a +2 deflection bonus to AC and CMD per four class levels and does not require the runeblade to wield it as a shield (he keeps both hands free). A rune of

shielding can be created once per day as an immediate action, lasts for 1 round per runeblade level, and only functions for the runeblade.

Rune of Slicing: This enchanted object rune grants a runeblade's runic weapon the *keen* special weapon quality. It functions only on the runeblade's runic weapon and no others.

Familiarity with Magic (Ex)

At 10th level, the runeblade gains a +2 competence bonus to all saving throws against spells, spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to AC and CMD against spells with attack rolls.

Greater Runes (Sp)

Each time the runeblade gains this ability (at 11th through 15th levels), he learns a new greater rune from the list below. Each greater rune he creates counts as 3 points toward his total rune value. It takes one minute to create a greater rune.

Rune of Confusion: This touch-trigger rune affects not only the person touching it but all within 10 feet of that person. Everyone in range must succeed at a Will saving throw (DC $10 + \frac{1}{2}$ the runeblade's level + the runeblade's Intelligence modifier) or stand dazed for 1d10 rounds, unable to act except to defend themselves.

Rune of Dominion: This applied rune is placed upon a living humanoid creature. After it is placed, the creature must succeed at a Will saving throw (DC 10 + $\frac{1}{2}$ the runeblade's level + the runeblade's Intelligence modifier) or it is dominated (as per the dominate person spell) for one hour per runeblade level. This is an enchantment (compulsion) and mind-affecting effect. This rune is used to best effect on an unconscious, incapacitated, or duped target.

Rune of Durability: This enchanted object rune adds 10 to the hardness of the object that bears it. The rune can be made invisible.

Rune of Elemental Armor. This enchanted object rune can be placed on either the runeblade's armor or his shield. The rune gives the armor or shield and its wearer 10 points of acid, cold, electrical, or fire resistance. The runeblade chooses the element when he creates the rune. This rune functions only on the runeblade's armor or shield.

Rune of Elemental Weapon: This enchanted object rune can be placed on the runeblade's runic weapon. The weapon inflicts an extra 1d6 points of acid, cold, electrical, or fire damage each time it strikes. The runeblade chooses the element when he creates the rune. This rune functions only on the runeblade's runic weapon.

Rune of Ghosts: This enchanted object rune grants the runeblade's runic weapon the *ghost touch* special weapon quality. It functions only on the runeblade's runic weapon and no others.

Rune of Greater Conjuring: When touched, this touch-trigger rune summons a monster from the *summon monster VI* list, chosen by the runeblade at the time of creation. The monster attacks the creature that triggered the rune for 1 round per runeblade level (or until destroyed). If the runeblade triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the character's language. A runeblade using the invested rune ability can choose the monster from the *summon monster VII* list instead of doubling the effect's duration.

Rune of Resistance: The creature or object upon which this applied rune is placed gains damage reduction for one minute per runeblade level. At 11th level, the runeblade can choose to grant DR 15/magic, DR 10/cold iron, DR 10/silver, or DR 5/adamantine. At 16th level, the runeblade can choose to grant DR 15/cold iron, DR 15/silver, or DR 10/adamantine.

Rune of Understanding: This enchanted object rune allows all those hearing the words of the object's wielder to understand them as if the words were spoken in their native tongue.

Runes of Power (Sp)

Each time the runeblade gains this ability (at 16th through 19th levels), he learns a new rune of power from the list below. Each rune of power he creates counts as 4 points toward his total rune value. It takes one minute to create a rune of power.

Rune of Dancing: This enchanted object rune grants the runeblade's runic weapon the *dancing* special weapon quality. It functions only on the runeblade's runic weapon and no others.

Rune of Devastation: If touched, this touch-trigger rune explodes with elemental fury, inflicting 1d6 acid, cold, electrical, or fire damage per runeblade level (20d6 maximum) to all within 20 feet. A successful Reflex saving throw (DC 10 + $\frac{1}{2}$ the runeblade's level + the runeblade's Intelligence modifier) reduces the damage by half. The runeblade chooses the element when creating the rune.

Rune of Energy. This enchanted object rune grants the runeblade's runic weapon the *brilliant energy* special weapon quality. It functions only on the runeblade's runic weapon and no others.

Rune of Repose: This applied rune, placed upon any living creature, lasts until triggered. When that creature is affected by something (a spell or attack) that normally would kill it, the rune has a chance of storing the creature's soul safely. This effect keeps the body in a coma when it would have died, allowing it to "come back to life" (with no level loss) upon receiving magical healing. The chance of functioning is equal to double the runeblade's level on a roll of percentile dice.

Rune of Transformation: This applied rune can be placed only upon a willing creature. The rune functions as the greater polymorph spell, except that its duration is reduced to 1 round per runeblade level.

Rune of Transport: When this applied rune is completed, the creature or object that bears it vanishes, teleporting instantly and safely to a location known to the runeblade (one that he has physically visited himself) within 10 miles per class level. Unwilling creatures can attempt a Will saving throw (DC 10 + ½ the runeblade's level + the runeblade's Intelligence modifier) to resist the transport. This is a teleportation effect.

Rune of True Conjuring: When touched, this touch-trigger rune summons a monster from the *summon monster VIII* list, chosen by the runeblade at the time of creation. The monster attacks the creature that triggered the rune for 1 round per runeblade level (or until destroyed). If the

runeblade triggers the rune, he can command the summoned creature and it automatically obeys, even if it does not understand the character's language. A runeblade using the invested rune ability can choose a monster from the *summon monster IX* list instead of doubling the effect's duration.

Ultimate Rune (Sp)

The ultimate rune does not count against a character's total rune value. It takes ten minutes to create the ultimate rune. This touch-trigger rune, once triggered, can replicate the effects of any spell of 8th level or below, with the same duration, area, range, and so forth. It can also duplicate any spell with the word "rune," "glyph," "mark," or "symbol" in the title. The runeblade can have only one ultimate rune in existence at a time. The ultimate rune cannot be invested, but it can be inscribed and given a password.

Telepathy (Su): While a runeblade is wielding or carrying his runic weapon, he can communicate telepathically with the blade in a language that the runeblade and the runic weapon share.

RUNIC WEAPON BASICS

A runic weapon is bonded to a particular runeblade, much like a familiar, but in more of a partnership than a masterservant relationship.

Intelligence: This is the intelligence score of the runic weapon. It starts at 10 and increases by 1 for every two levels of the runeblade (at 3rd level, 5th level, and so on).

Wisdom and Charisma: As the runeblade increases in level, so do the Wisdom and Charisma of the runic weapon. These abilities start at 6 and increase by 1 for every two levels of runeblade.

Ego: A runic weapon starts with an ego of 5, and that ego increases as the blade becomes more powerful, as per Table: Runic Weapon Progression below. In cases where a wielder and the runic weapon come into conflict, like any intelligent item, a runic weapon can attempt to exert its dominance using the rules for intelligent items against characters. Due to its flexible and powerful nature, a runic weapon has a nonstandard ego progression.

Languages and Skills: A runic weapon starts with Common as a language. As the runic weapon increases in Intelligence, it manifests knowledge of languages and arcane lore. Upon reaching an Intelligence of 12, it gains a bonus language of the GM's choice, and gains 1 rank in Knowledge (arcana).

TABLE: RUNIC WEAPON PROGRESSION

Runeblade	Enhancement				
Class Level	Bonus	Int	Wis/Cha	Ego	Special
1st–2nd	<u> </u>	10	6	5	Empathy
3rd–4th	+1	11	7	6	Telepathy
5th–6th	+2	12	8	8	Runic weapon defense
7th–8th	+2	13	9	10	
9th–10th	+3	14	10	12	Summon runic weapon
11th–12th	+3	15	11	14	Slice through wardings
13th-14th	+4	16	12	16	—
15th–16th	+4	17	13	18	Spell parry
17th–18th	+5	18	14	22	Slice through spells
19th–20th	+5	19	15	24	

Each time the sword gains a bonus to Intelligence, it gains another language and another rank in Knowledge (arcana).

Senses: A runic weapon is aware of everything around it like a creature that can see and hear. It can be blinded and deafened as if it were a creature. It uses the saving throws of its runeblade, even if the runeblade is not currently wielding the runic weapon.

RUNIC WEAPON SPECIAL ABILITIES

A runic weapon has several special abilities (or imparts abilities to its wielder) depending on the wielder's runeblade level. The abilities are cumulative. A runic weapon normally refuses to use any of its abilities when wielded by anyone other than its runeblade, and acts as a masterwork weapon of its type.

Empathy (Su): The runic weapon gains a small modicum of sentience via the runes. It has a very basic empathic link with the runeblade, so the character always knows where the weapon is (distance and direction).

Runic Weapon Defense (Su): Starting at 5th level, the runic weapon—unless the runeblade mentally commands it not tostrikes at anyone other than the runeblade who picks it up or attempts to use it. The weapon strikes at the wielder once per round until dropped, using the runeblade's attack bonuses. Resolve the attack as if the runeblade were wielding the weapon.

Summon Runic Weapon (Su): Beginning at 9th level, the runeblade can summon his runic weapon to his hand as a standard action. The weapon can be up to 10 miles away per class level, although if it is in someone else's possession or in a locked room, the runeblade must make a level check (d20 + the runeblade's level + the runeblade's Intelligence modifier; DC 25) to summon it. Starting at 14th level, this is a free action, usable once per round.

Slice Through Wardings (Su): Once per day per class level, starting at 11th level, the runeblade can make a single attack with his runic weapon that ignores all a foe's magicbased protections. Any Armor Class bonuses the foe has from magic items or ongoing spells (*amulet of natural armor, bracers of armor, stoneskin,* and so on) are ignored for this attack.

The runeblade cannot use this ability to ignore spells or effects that take effect when a foe is attacked, like *fire shield*. The character must declare his use of this ability before making the attack.

Spell Parry (Su)

A 15th-level and higher runeblade gains the ability to parry spells (and spell-like effects) with his runic weapon in hand. Only spells targeting the runeblade alone can be parried—not area spells or spells targeted elsewhere. To parry, the runeblade must use an immediate action to make an attack roll opposed by the spellcaster's caster level check. If the runeblade's roll is higher, the spell fails to affect him at all. The runeblade can only parry spells he is aware of; spells from invisible casters or those using mental-action-only casting cannot be parried. A runeblade can parry no more than one spell in a round.

Slice Through Spells (Su)

Once per day beginning at 17th level, the runeblade can strike a non-instantaneous spell effect or creation (a summoned monster, a *wall of fire*, an illusion, an area of *obscuring mist*, and so on) with his runic weapon and dispel it as if he had cast *dispel magic* using his class level as the caster level. A runeblade cannot dispel effects on a creature (like *charm person* or *alter self*), only "stand-alone" effects. Even spells not normally subject to dispel magic can be affected.

Feats

The feats included here are from the d20 System Reference Document which have never been updated for the Pathfinder Roleplaying Game. They are Open Game Content originally from the the Expanded Psionics Handbook and Deities and Demigods.

Unless otherwise stated, the following feats may be chosen by any character or creature that meets the prerequisites.

GENERAL FEATS

Blindsight, 5-Ft. Radius

You sense when opponents are near even in pitch darkness.

Prerequisites: Wis 19, Perception 5 ranks, Blind-Fight; base attack bonus +4.

Benefit: You automatically know which square(s) adjacent to you are occupied by creatures even if you are in full or magical darkness or if the creatures are invisible. You do not sense incorporeal beings, even if they are also invisible.

Chaotic Mind

The turbulence of your thoughts prevents others from gaining insight into your actions.

Prerequisite: Cha 15, chaotic alignment.

Benefit: Creatures and characters who have an insight bonus on their attack rolls, Armor Class, skill checks, or ability checks do not gain those bonuses against you. The benefit of this feat applies only to insight bonuses gained from spells and spell-like abilities. You can never benefit from insight bonuses gained from spells and spell-like abilities.

Corrected Charge

You are so agile that you can turn corners without losing momentum.

Prerequisites: Dex 15, Run.

Benefit: As long as you are not wearing medium or heavy armor, or carrying a medium or heavy load, you can change direction one time while you are running or charging this turn.

If you are charging, you must move at least 10 feet in the new direction to maintain the charge.

Normal: You may not turn while running or charging.

Deadly Precision

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15; base attack bonus +5, precision damage attack.

Benefit: You have deadly accuracy with your precision damage attacks (such as sneak attack or the attacks you make which would gain the benefit of the Precise Strike teamwork feat).

You can reroll any result of 1 on your precision damage attack's extra damage dice. You must keep the result of the reroll, even if it is also a 1.

Divine Might

You can channel energy to increase your damage in combat.

Prerequisites: Str 13, Power Attack, channel energy class feature.

Benefit: You may spend one use of channel energy as a swift action to add your Charisma bonus to all weapon damage rolls you make until the beginning of your next turn.

Eyes in the Back of Your Head

Your exceptional combat sense helps minimize the advantage of flanking opponents.

Prerequisites: Wis 19, Perception 3 ranks; base attack bonus +3.

Benefit: Opponents never gain a flanking bonus when attacking you.

Jack-of-all-Trades

Over time you have gained quite the eclectic skills set.

Prerequisites: Character level 6th.

Benefit: You can use any skill untrained, even those that normally require training.

Mind Over Body

Your ability damage heals more rapidly.

Prerequisites: Con 13.

Benefit: You heal ability damage more quickly than normal. You heal a number of ability points per day to each ability score that has been damaged equal to 1 + your Constitution bonus.

Normal: Damage to your ability scores is healed at the rate of 1 per day to each ability score that has been damaged.

Open Minded

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You gain 5 skill ranks to distribute to any skills. You cannot exceed the normal maximum ranks for your level in any skill.

Plant Control

Using foul powers of necromancy, you can command plant creatures, making them into your servants.

Prerequisites: Plant domain, channel positive energy class feature.

Benefit: As a standard action, you can use one of your uses of channel positive energy to enslave plants within 30 feet. Plants receive a Will save to negate the effect. The DC for this Will save is equal to $10 + \frac{1}{2}$ your cleric level + your Charisma modifier. Plants that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of control plants. Intelligent plants receive a new saving throw each day to resist your command. You can control any number of plants, so long as their total Hit Dice do not exceed your cleric level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If a plant creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

Rapid Metabolism

Your wounds heal rapidly. Prerequisites: Con 13. **Benefit:** You naturally heal a number of hit points per day equal to 1 hp per character level + (2 x your Constitution bonus) even if you do not rest.

This healing replaces your normal natural healing. If you undergo complete bed rest for an entire day and night, you recover (2 x character level) in hit points + (2 x your Constitution bonus).

Repel Plants

You cause plants to flee from the might of your unleashed divine energy.

Prerequisites: Plant domain, channel negative energy class feature.

Benefit: As a standard action you can use one of your uses of channel negative energy to cause all plant creatures within 30 feet of you to flee, as if panicked. Plant creatures receive a Will save to negate the effect. The DC for the saving throw is equal to $10 + \frac{1}{2}$ your cleric level + your Charisma modifier. Plants that fail their save flee for 1 minute. Intelligent plants receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

COMBAT FEATS

Greater Manyshot (Combat)

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, Manyshot, Point-Blank Shot, Rapid Shot; base attack bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Knock-Down (Combat)

Your mighty attacks can literally knock your opponents off their feet.

Prerequisites: Str 15, Int 13, Combat Expertise. Improved Trip; base attack bonus +2.

Benefit: Whenever you deal 10 or more points of damage to an opponent in melee, you may make a trip attempt as a free action against the same target.

Hold the Line (Combat)

Your defensive training improves your effectiveness against charging opponents.

Prerequisites: Combat Reflexes; base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Reckless Offense (Combat)

You can shift your focus from defense to offense.

Prerequisites: Base attack bonus +1.

Benefit: When you use the attack or full-attack action with a melee weapon or natural attack, you can choose to take a –1 penalty to your Armor Class and combat maneuver defense to gain a +1 bonus on all melee attack rolls and combat maneuver checks this turn.

When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus increases by +1.

The effects of this feat last until your next turn.

Sidestep Charge (Combat)

You are skilled at dodging charging opponents and taking advantage when they miss.

Prerequisites: Dex 13, Dodge.

Benefit: As an immediate action, after an opponent ends his charge but before he attacks, you may move 5 ft. in any direction. If this puts you out of reach of the opponents attack the opponent may not attack you with a melee attack this round.

If a charging opponent attacks you but the attack misses, he provokes an attack of opportunity from you. This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

Stand Still (Combat)

You can prevent foes from fleeing from you or closing with you.

Prerequisites: Str 13.

Benefit: When you strike a foe with an attack of opportunity it triggered by moving out of a square you threaten, the foe must attempt a DC 10 + (your damage roll) Reflex save. If the saving throw fails the foes move action ends and he does not leave that space. If the creature has additional move actions it may still use those normally (and potentially provoke additional attacks of opportunity.)

METAMAGIC FEATS

Disguise Spell (Metamagic)

You can mask the casting of spells within your performance, making it more difficult for others to notice.

Prerequisites: Perform (any) 9 ranks, bardic performance class feature.

Benefit: You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components with your music and performance.

Checks made to notice or to identify a spell you are casting suffer a -20 circumstance penalty. Your performance may be obvious but the fact that you are casting a spell is disguised.

Level Increase: +1 (a disguised spell uses up a spell slot one level higher than the spell's actual level.)

Repeat Spell (Metamagic)

You cast a spell that repeats on the following round.

Restriction: Repeat Spell cannot be used on spells with a range of touch.

Benefit: The effects of a repeated spell are duplicated at the beginning of your next turn. All choices made when casting the original spell, such as range, target, or area etc. remain the same for the duplicated spell (you cannot change them). If a target is no longer within range when the secondary spell takes effect the secondary spell fizzles (has no effect.)

Level Increase: +3 (a repeated spell uses up a spell slot three levels higher than the spell's actual level.)

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Sacred Spell (Metamagic)

Your spells radiate divine power, clearly infused with the stuff of gods.

Prerequisites: Divine spellcaster.

Benefit: Half the hit point damage the spell deals is its normal type, but the other half results directly from divine power and is therefore not subject to being reduced by energy resistance, *protection from energy*, or similar effects.



Restriction: Only divine spells that deal hit point damage can be modified by this feat.

Level Increase: +2 (a sacred spell uses up a spell slot two levels higher than the spell's actual level.)

Bonus Content

BONUS CONTENT FOR FAEN

The following items first appeared in the <u>Feybinder by</u> <u>Total Party Kill Games</u>. There is a ton more awesome fey-themed content in that book. <u>Pick it up here!</u>



CROWN OF THE FEY LORD

Aura strong varied; CL 13th; Slot head; Price 125,000 gp; Weight 3 lbs.

DESCRIPTION

These crowns vary from lord to lord in their appearance, but nearly all of them are the same when it comes to function. These crowns could be a wreath of laurel leaves, twigs and thorns, white birch branches, teeth and claws, bones and ribs, etc.

No matter the composition of the crown, it has the ability to produce each of the following effects:

- *Telepathy* (as per *helm of telepathy*, at will)
- Dominate animal (1/day)
- Wood shape (1/day)
- Wall of thorns (1/week)

The crown may be used once per round as a standard action. In addition to the spells listed above, the crown grants the following boons to its wearer:

- The wearer gains darkvision 30 feet. If the wearer already has darkvision, their range is increased by 30 feet.
- The wearer is immune to poisons and any poison touched by the wearer is rendered inert and useless.

If the wearer of the crown is not already, they become vulnerable to cold iron, taking an extra +2 points of damage when struck with a cold iron weapon. In addition, if the crown is ever sundered by a cold iron weapon, it's magic is immediately released in an explosive emanation centered on the wearer. The wearer must make a DC 25 Fortitude save or be affected by a permanent *tree shape* spell, rooted to the spot of the crown's destruction.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *detect thoughts, wood shape, wall of thorns, dominate animal, darkvision, neutralize poison*; **Cost** 62,500 gp

FIGURINE OF WONDROUS POWER, Twigjack

Aura moderate transmutation; CL 11th; Slot –; Price 10,000 gp; Weight 10 lbs.

DESCRIPTION

This small wooden stick figure appears extremely fragile. It is tied with small vines and fine threads of natural fibers.

When animated, this tiny stickman becomes a normal twigjack (see below) under the control of the owner. A Twigjack figurine can be used up to three times per week for up to 12 hours each time activated. At the end of 12 hours or when a command word is spoken, the twigjack becomes a tiny stickman figurine.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; Spells animate objects; Cost 5,000 gp

Twigjack CR 3

XP 800 CE Tiny fey Init +3; Senses darkvision 60 ft., low-light vision; Perception +10 DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size) hp 27 (5d6+10) Fort +3, Ref +7, Will +6 Weaknesses vulnerable to fire OFFENSE

Speed 30 ft.

Melee spear +3 (1d4–1/x3) or 2 claws +7 (1d4–1) Space 2-¹/₂ ft.; Reach 0 ft. (5 ft. with spear) Special Attacks sneak attack +2d6, splinterspray STATISTICS

Str 8, Dex 16, Con 15, Int 11, Wis 14, Cha 13 Base Atk +2; CMB +3; CMD 12

Feats Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +11, Climb +7, Disable Device +8, Knowledge (nature) +8, Perception +10, Stealth +22 Languages Common, Sylvan

SQ bramble jump, woodland stride SPECIAL ABILITIES

Bramble Jump (Su)

A twigjack can travel short distances between brambles, shrubs, or thickets as if via dimension door as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel in this manner up to 60 feet per day. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.

Splinterspray (Ex)

A twigjack can eject a barrage of splinters and brambles from its body three times per day as a standard action. This effect creates a 15-foot conical burst of jagged splinters, dealing 4d6 points of piercing damage to all creatures in the area. A DC 14 Reflex saving throw halves this damage. The save DC is Constitution-based.

ECOLOGY

Environment temperate forests **Organization** solitary, pair, or gang (3–8) **Treasure** standard

Deep in old-growth forests, twigjacks spend their time tormenting intruders and wreaking havoc on settlers. Maladjusted protectors of the wood, these malicious fey constantly threaten any attempts to civilize the wild. Twigjacks delight in breaking wagon wheels from expansionists' caravans, snapping hunters' bows, and sabotaging isolated cabins and villages. Although they possess a keen intellect, few creatures, even other fey, can tolerate these twigborn creatures for long. Treants especially find twigjacks bothersome, and resent any suggestion that they are related. Equally, twigjacks resent being considered plants, and are proud of their fey heritage. Twigjacks sometimes go out of their way to impress dryads, an effort that is rebuffed almost every time. But some spriggans, quicklings, and other evil fey associate with twigjacks, and while goblins fear and distrust the creatures, bugbears often bully them into service.

Gnarled sticks bundled by vines and brambles form a twigjack's entire body. Atop its head, a mossy growth not unlike hair sprouts. The creature's eyes appear as vacant dark knotholes, and its mouth is just a canyon of splintered and broken sticks bisecting its face. Leaves and sprigs of new growth randomly sprout from the creature's body.

FEY GLOBE

Aura varies; CL 7th; Slot -; Price 1,200 gp; Weight 1 lbs.

DESCRIPTION

These small, glass globes hold one glow bug which varies in color depending upon the specific species type and function of the globe.

A fey globe is thrown as a ranged touch attack.

A successfully hit target is automatically affected by a *faerie fire* spell (CL 7) that emanates the listed color with no save. In addition the struck target must attempt a DC 17 Will save or suffer the effect of the specific globe.

The known globe types are as follows, but others may exist.

- Red *Fire trap* (centered on the target)
- Orange Flaming sphere
- Green Poison
- Blue Hold monster

Purple – *Spike growth* (centered on the target)
 CONSTRUCTION REQUIREMENTS

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Feats Craft Wondrous Item; Spells *faerie fire*, and one of the following: *flaming sphere*, *fire trap*, *hold monster*, *poison*, or *spike growth*; Cost 600 gp

LEATHER OF THE UNSEELIE FEY

Aura strong necromancy; CL 15th; Slot armor; Price 12,600 gp; Weight 10 lbs.

DESCRIPTION

This light tan colored +2 leather armor appears to be rather poorly stitched together from many different pieces of leather scrap. In actuality, it is crafted from the tanned hides of those who displease or betray their Unseelie lord.

This armor grants the wearer a +2 bonus to Intimidate checks against creatures of the fey type. If the creature wearing the armor has any DR/cold iron, that is increased by +1.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor; Spells *cause fear*, *ironwood*; Cost 6,300 gp

BONUS CONTENT FOR GIANTS

The following bonus content first appeared in the <u>Genius Guide to Gruesome Giants</u>. For much more awesome content for giants, pick this book up in the Open Gaming Store here!



BROAD STROKE

You've trained yourself to combat smaller, more elusive foes.

Prerequisite: Size Large or larger

Benefit: You gain a bonus on attack rolls equal to the difference in size category between you and smaller targets. This bonus applies to attack rolls, combat maneuver checks, and touch attacks.

CARELESS SHOVE

You are so massive that you knock smaller creatures around with little effort.

Prerequisites: Awesome Blow, Improved Bull Rush

Benefit: You may make a bull rush combat maneuver as a swift action against any creature that is at least two size categories smaller than you that is within your reach.

FOEBANE SPELL

Your magic is specifically designed to harm nongiants.

Prerequisites: Ability to cast 1st level spells, giant subtype

Benefit: Creatures that do not have the giant subtype take additional damage from your spells.

This damage is equal to the ability score modifier for the ability that modifies your spellcasting. If the spell you cast is not a damaging spell, the targets take a -1 penalty on the first save they are required to make against that spell.

Special: You can take this feat a second time. If you do, your damaging spells gain the benefit of this feat against any target that does not share the giant subtype and your particular giant bloodline.

FOREST FOR THE TREES

You are lithe and quiet for your size.

Prerequisite: Giant subtype, size Large or larger

Benefit: You only suffer half your size penalty to Fly and Stealth checks. When in natural surroundings featuring objects larger than yourself, you suffer no size

Children and

penalty to Stealth checks if you don't move or perform any other actions.

GIANT ALLY

The threat you impose helps smaller combatants avoid danger when fighting something your size.

Prerequisite: 10 ft. reach (or greater), size Large or larger

Benefit: So long as you threaten a Large or larger creature, smaller allies do not provoke attacks of opportunity from that creature for moving within its threatened squares. This protection only applies to the first threatened square an affected creature moves through.

GIANT SPELLCASTING

You are larger and more powerful than other spellcasters, and so are your spells.

Prerequisite: Ability to cast 2nd level spells, giant subtype, size Large or larger

Benefit: Whenever you prepare (or spontaneously cast) a spell modified by the Empower Spell, Enlarge Spell, or Widen Spell metamagic feats, lower the effective level of that spell by one. This can only lower a single casting of such a spell by one spell level, regardless of the number of feats applied to it.

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