

# CHILDREN WODE OF THE

A GUIDE TO THE ÆLVES AND ARYANDAI  
OF RHUNE



\$5.00



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# PREFACE

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One of the themes that dominate **Rhune: Dawn of Twilight** as a setting is the pronounced conflict between the East and West, between those who embrace technology and those who abhor it. In *Children of the Hammer*, we explored a great deal of the Eastern views, detailing how the dwarves and clockwork elves lived.

*Children of the Wode* gives those who embrace the natural lands—the savage ælves and the wild, tribal Aryandai—their turn on stage. It explores a whole range of concepts; from the creation myths that gave rise to the Aryandai's various tribes to the ælves' darkest secrets. It offers up mechanical support for these themes, as well, presenting a whole slew of information that doesn't come within a mile of gunpowder or the automata. New archetypes, new spells, and new items all appear within, all of them perfect for inclusion in a regular **Rhune: Dawn of Twilight** campaign. Of course, creative players and GMs could easily cherry-pick this book for their own settings.

In closing, I'll say this: The lands around Ælveheim have grown a lot since our 2010 release, something the whole team involved in **Rhune: Dawn of Twilight** deserves recognition for! So, let me take a moment to say thanks! Stephen Wark, Terry Maranda, Will Cooper, Allison Tsatsa, Darren Calvert, Jon Roberts, Bill Collins, Rick Wright, Joshua Kitchens, and David Headquist all deserve a giant high-five! Each has been helpful or inspirational in unique ways; these are the people who push and inspire.

As you dive into these new lands, whether you're a new explorer or seasoned veteran, let me thank you! Welcome! You're in for a wild ride.

JAYE SONIA  
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# CONTENTS

INTRODUCTION	4	FACTIONS OF THE WILD	24
THE ÆLVES	5	THE BLACK HAND	24
PHYSICAL	5	THE GREENGARD	25
SOCIETY	6	THE GREEN WAY	26
RELATIONS	6	OF SPIDER AND MOON	28
ALIGNMENT AND RELIGION	6	ARACHNOMANCER (SUMMONER ARCHETYPE)	28
ADVENTURERS	6	ARACHNOMANCY—SPELLS OF THE WEB	30
RACIAL TRAITS	8	MOON MYSTERY	31
HEIGHT & WEIGHT	8	WYRD DOMAIN	32
ÆLVES OF ALNARA'S BLESSING	8	MAGIC (ITEMS) FROM THE WILD WODE	32
ÆLVES OF NAYADIA'S BLESSING	9	OPEN GAME LICENSE	34
ÆLVES OF VELLUNA-AKKA'S BLESSING	9		
MASTER OF THE SIL (SPELLCASTING TEMPLATE)	9		
SERVANTS OF SUMMER NIGHT	10		
SHADOW STALKER RANGER	11		
FEATS OF THE WILD	12		
THE ARYANDAI	13		
PHYSICAL	13		
SOCIETY	14		
RELATIONS	14		
ALIGNMENT AND RELIGION	14		
ADVENTURING	14		
NAMES	14		
RACIAL TRAITS	15		
ARYANDAI OF THE TRUE NIGHT TRIBE	15		
ARYANDAI OF THE TWILIGHT WALKER TRIBE	15		
ARYANDAI OF THE KILLING MOON TRIBE	16		
HEIGHT & WEIGHT	16		
NIGHTSPINNER (NINJA ARCHETYPE)	16		
TRUE NIGHT AUGUR (ORACLE ARCHETYPE)	19		
RITES AND PASSAGES	19		
FEATS OF WYRD	20		
TANGLED WYRDS—TRAITS OF DESTINY	21		
THE WELL OF WYRD	22		
THE WEAVLINGS, GUARDIANS OF WYRD	22		



# INTRODUCTION

**E**lves have long occupied a traditional role in fantasy gaming (a role informed by both Northern myth and Western literature) that all but enshrines them as infallible, ethereal beings – creatures whose insight and longevity have afforded them extraordinary kingdoms. They are the special folk, the enlightened ones whose names mean shining, blessed, and eternal. In most fantasy settings, they retain this role until the end, departing their beloved homelands in place of making total war. It's a theme that storytellers and players know well; a theme that is hard for most settings to break free from.

Although **Rhune: Dawn of Twilight** doesn't completely depart from this role, we've elected to twist this role considerably, creating what we believe is an immortal race as prone to conflict, confusion, and assumption as any other. In Rhune, the *ælves* have no place to retreat to and their sole kingdom – *Ælveheim* – is their final refuge. Pushed to their limits and facing the inevitability of Ragnarök, the *ælves* have stepped into a far more militant role, one that places ideology and cultural preservation above the traditional absolutes of good and evil. This role takes the form of an active war against technology and Eastern expansionism (focused notably on the City-States of Vallinar). It does not exclude the Thrall Lords or their servants to the North, but those threats are still remote.

The *ælves* of Rhune do share some things in common with their standard fantasy cousin, however. They are defiantly regal, the literal children of the *Æssinyr* themselves, and prone to the same degree of isolationism common in most settings. They are also very beautiful, a trait they share with their cousins as well. Unlike common elves, however, this beauty hides a cold, matter-of-fact dedication to their whole kingdom. This manifests in all manner of atrocities for those who push too close to *ælven* borders—from razed farming communities to murdered diplomats. While the *ælves* do not glory in this behavior, they accept it as necessary. For them, securing their borders is natural; it is no different than the raging storm or the hungry pack of wolves. Because of this, it

would be easy for storytellers to portray the *ælves* as villains in any adventure, slowly revealing their complex needs (and desires) over the whole course of a campaign. Likewise, players who elect to play *ælves* in **Rhune: Dawn of Twilight** are adopting a complex social role—one that they will be hard pressed to safely incorporate into the lands east of *Ælveheim*. This means that the classic, 'misunderstood dark elf ranger' is far more likely to be shot on sight in most human settlements than asked to explain his presence—something GMs should take note of.

The Aryandai, the second race presented in this book, are just as wild and violent as the *ælves*—although they focus their violence solely against the Thrall Lords and their servants. Unconcerned with the *ælven* war against progress, this alien race of shape-changers seeks only one end—to do the will of their goddess, Velluna-Akka. While not every member is religious, their overall culture is one of fanatical devotion, a fact that often alienates them from the citizens of the City-States of Vallinar. This fact, combined with their alien nature, paints them into the role of the outsider, a common theme in fantasy RPGs.

The Aryandai are also very tribal, their views and beliefs shaped by the creation myths they choose to hold dear. While this does not bring a great deal of internal conflict, it does provide a fair degree of competition—something that they exercise regularly. Theirs are the wild rituals, the rites of passage that force young Aryandai to test their mettle in the deep, cold places of their native rainforests. They are hunters and gatherers, a people who live by web and weave, stalking the night like the predators they are.

This guide will be essential to GMs who decide to explore the lands west of the City-States of Vallinar, giving them an insight into the psychology and beliefs of the wild peoples that live there. Whether players explore the outlying lands that surround *Ælveheim* or the temperate rainforests that dominate the Aryandai Peninsula, this book will give GMs enough flavor to make every single encounter as memorable as it is deadly.





# THE ÆLVES

Called “The Ageless Ones” or “The Shining Ones” by other races, ælves are the oldest living race on The Great Tree (including Midgard). They are Rhune’s only truly immortal race, having walked her primordial forests with the Æssinyr long before even the dwarves came into being. To outsiders, ælves seem like beings born out of legend and in a sense they are. Where other races embrace the current age of progress, the ælves continue to live as they did during the Age of Myth. Within their ranks are warriors who hunted beside Oridynn the All-Father and mystics who learned healing enchantments at the feet of Alnara the All-Mother. Their direct living memories encompass a time before the oldest stories of dwarves and humans, even before the creation of Midgard. Long ago they slept in a divine trance beside the Æssinyr, learning mysteries that can only be gleaned in dreams. Even when they slept, dreaming their divine visions, their connection to Midgard was strong. In fact, the ælves played a direct role in creating the physical world itself alongside the Æssinyr, and enjoy a connection to it that few other races understand.

When the Ash Lords—the very first of the giants to rebel—made war on the Æssinyr, the ælves took up arms. Their mighty spells and bright spears became part of legend—giving birth to even more sagas from the Age of Myth. The ælves of Rhune still counts those warriors and wizards among their leaders. Within the bounds of their blessed forests they are truly immortal, as only the gods are otherwise and they do not die except by violence unless they leave their woodland home. But for their entire individual might, their numbers have always been few and their population grows slowly. The tragedies surrounding the creation of the Ragnarök Clock and the birth of the Ash Elves dealt a severe blow to the ælves; both from the direct loss of life, and from a lingering malaise of the spirit that continues even now, centuries later.

The ælves, once the most welcoming and joyful of all races, are now angry, withdrawn, and aloof. The coming of fast-breeding humanity and its technological alliance with the dwarves poses a real and present threat to the forests that preserve the immortal life of the ælves. Where the ælves once considered themselves to be an open people, now their furious rejection of modern times and technology—a stance tied to their history and prophecies— isolates them. Accordingly, the ælven kingdom is a wild, primordial land devoid of agriculture, infrastructure, or other races; a land where every shadow may hide silent and deadly guardians. The ælves contest the technology others call progress, claiming it is the catalyst that leads to Ragnarök. Moreover, they refuse to take a cooperative part in preparing for Ragnarök, a stance that puts them at odds with the other races surrounding them. Instead, they



live day-to-day, aspiring to master their relationship with the Æssinyr and the natural world around them. They cling to the hope that self-mastery and faith in the gods will be enough to preserve them. But even within their guarded realm dark forces stir and require endless vigilance to protect all of Midgard from the dire bane of a deathly curse. More than any other race, the bright ælves of Rhune suffer in the oncoming twilight.

## PHYSICAL

The ælves are a silent graceful race, towering above most outsiders. They tend to be thin and fair-skinned with hair colors ranging from black to green. Most ælves of Midgard dye their skin and hair with wild berries, so colors from deep blues and crimson to pinks and purples are possible. A few ælven lineages with strong ties to Sommerfæth, the celestial realm and original homeland of the ælves before Midgard, have bronzed skin and golden or red-tinted hair. In contrast, some of the families that travelled from Nachtland before The Silence are dark of skin and eye, with bleached white hair—these, however, are rare.





Ælves are immortal, though they begin to “wither” (age naturally) when outside of their primordial kingdoms for long periods. Accordingly, most ælves appear youthful, even though most of them are several centuries old.

## SOCIETY

With a small population and bountiful lands supported by their natural magic, the ælves once had the time and leisure to spend centuries studying one particular esoteric branch of arcana or perfecting their mastery of just one musical instrument. Those working in similar areas would self-aggregate into communities of shared interest, called sils, which formed the beating heart of ælven society. They chose civic leaders only from those focused on improving Ælveheim and fielded armies composed only of those who felt called to perfect the arts of war.

The sils have always changed slowly over time, as individual ælves were called to new areas of focus. Once a particular calling was perfected, an ælf would continue to work in that area for another decade or two, advising and training those just starting. This way of life worked well down the seemingly endless centuries, filling their ageless lives with a rich quest for self-perfection. Then, sooner or later they would move on, relishing the challenge of starting again as a mere beginner in some new endeavor, with decades to perfect this new calling.

Ælves have always given birth rarely, but children were treasured and raised by the whole community, spending time with any interest group that took their fancy, before settling down some time in their second century to focus on their first true calling. With the rise of technology in Midgard something has changed, and now there are no ælves younger than a century old. In bitter despair the ælves accept their current lack of children as a blessing. Few among the ælves would choose to raise a child in these dark times, with less than a century remaining before Ragnarök, when the whole race may fade from Midgard.

The time before Ragnarök grows short and many ælves feel called to warlike pursuits. Ælven passion and focus now drives them to achieve martial perfection with a single-mindedness that would be obsessive in other cultures. More and more mystics who previously devoted decades to the meanings inherent in the glimmer of one particular constellation now study the sword and train their minds to unleash destructive magic. In their way — despite the doubts of the dwarves — the ælves prepare for war as naturally and spontaneously as they do all things.

## RELATIONS

The ælves mistrust a number of the younger races, condemning them alone on their youth and ignorance. In addition, ælves rarely share their native tongue—which they hold sacred—and this clearly worsens their relationship with outsiders. They pity the clockwork elves, viewing their ancestral transgression—the activation of the Clockwork Gates—with sadness and regret.

Beyond their hatred for all technology, the ælves harbor a special distrust for awakened constructs—rarely allowing them to enter their sacred lands. Dreams and divinations revealed something of the fate of ælves in the distant realm of Tieferhame, where the ælves embraced the creation of automata as a desperate act in last defense of their forests against the Thrall Lords. The visions revealed that Felashuran the Wraith Lord possessed their machines of war and turned them against their creators. The ælves of Tieferheim were utterly destroyed. However high-minded, righteous and brave an awakened construct considers itself to be, the ælves are convinced that they are vulnerable to Felashuran’s possession. They fear that any automata may carry of a plague of darkness and believe that in the end every single machine is a potential warrior for the Thrall Lords’ armies.

Worse, ever since Ashnu Falr developed the spell *awaken construct* in 211 YUR, ælves have stopped bearing children. Some whisper that this is no coincidence; that there is a direct link between their lack of children and the automata as a race, suggesting their unborn souls are somehow stolen to awaken the automata.

The ælves also have little love remaining for the dwarves, who have embraced technology in an attempt to prepare for Ragnarök. However, they treat them fairly when they do interact, considering their use of iron and storm-tech to be an honorable mistake rather than a sign of true enmity. They are curious about the glitterfane, yet keep them at arm’s length. They share a strange kinship with the Aryandai, who they view as fellow servants of their Starry Goddess, Velluna-Akka.

While some outsiders do spend time among the ælves, all must abide by ælven laws while in their kingdoms, adopting their simple, vegetarian lifestyles. Often misunderstood, most ælves find it is far easier to embrace their xenophobic stereotypes, remaining aloof and alien to outsiders. Outside of Ælveheim, ælves occasionally gather in small, semi-permanent communities, or sils, that serve some strategic purpose.

## ALIGNMENT AND RELIGION

Religion is straightforward for the ælves, who have had intimate knowledge of the Æssinyr since the Age of Myth. There are no “unbelievers” among them. Although the gods rarely manifest for them directly, they recall fondly when they did. Most ælves see it as their sacred duty to serve in the holy places and few have passed on the chance. Ælves tend to be neutral, with strong tendencies toward order and law. Only a few embrace the chaos of nature and most choose to wander when they do.

## ADVENTURERS

Ælves are immortal if they remain safe from war and injury in their blessed woods and only start to age if they leave Ælveheim. Naturally, most ælves prefer to stay in their forest kingdom and avoid adventuring altogether.





## AGAINST THE RAGNARÖK CLOCK (& THE WAR AGAINST PROGRESS)

The ælves have good reason to fear and despise the age of progress that engulfs the eastern cities. Technology endangers the ælves in two ways. The first threat is direct, linked to the destruction of the natural world, and the ælves guard against it with constant watchfulness, stern laws, and violence. The second problem is more insidious, linked to the ælves' own prophecies and beliefs; it threatens their very souls.

In a handful of fleeting centuries much of the eastern part of the continent has been cleared of forest, bound in stone and steel, and crushed under the foundations of new cities. Where meadows once flowered with natural beauty now regimented fields of crops feed growing populations. The ælves know that every part of the natural world that perishes draws their race closer to destruction. All along their border with the City-States of Vallinar they keep an armed watch, forbidding any expansion of the cities and banning technological artifacts from entering their blessed realm. This edict has caused 800 years of outright bloodshed with humans and dwarves, both of whom see such intransigence as foolish and narrow-minded. The dwarves in particular believe that the ælves have turned their back on the only hope of saving Midgard in the inevitable war to come. The ælves know better; their destiny is linked inextricably to the natural places of Midgard and they will not outlive the last wild places. Their violent rejection of the cities is an act of pure necessity.

Beyond the destruction of their woodlands is a peril linked to the visions of Lady Y'Draah and the creation of the Ash Elves, or Clockwork Elves as they are called in the east. As the eldest race after the treacherous giants, the ælves lived beside the Æssinyr during the Age of Myth. Later, when the gods fell silent, the great ælven seer Lady Y'Draah travelled far into dream and vision in search of them. She saw a small part of the fateful vision-cycle that Oridynn was still trying to understand. The future was dark, filled with iron and lightning, with all the Realms of the Great Tree at war. The visions foretold the burning of the great forests and the end of the ælves as a race upon Midgard. While only Oridynn truly understood the full prophecy — and only because he cast his vision out into the Void, courting madness — Lady Y'Draah saw enough to decide that she must create a means to reach the absent Æssinyr.

Lady Y'Draah's fateful vision led her, alongside her followers, to build the Bilröst Gate so that they could travel the Great Tree in search of the gods. Later, when they opened the gate, the ælves realized the irony of their actions. For the Thrall Lords, most evil of the ancient giants, had twisted her visions, and everything she designed carried a fell purpose. An unprecedented blend of rune lore and nascent clockwork technology, when the Gate was opened it consumed the life force of nearby ælves in an uncontrolled wave of runic magic. Some survived, hideously changed and separated from their true nature. These became the Ash Elves. Others perished utterly and in the ensuing years it became clear that their fate was darker than any natural death. Rather than progress to the Halls of the All-Father, as had all previous ælves killed by misadventure or war, the spirits of those killed by Lady Y'Draah's gate were trapped in Midgard. The spirits of the fallen did not progress to their promised afterlife, instead became beings of loss and darkness, ill-fated wraiths haunting the once fair city of Summer Night.

The ælves dislike storm-tech for many of the same reasons, least of all because the dwarves cherish it. While it is true that the dwarves and humans, alongside the clockwork elves, invented storm-tech to power their technology, it derives a large part of its inspiration from the pioneering work of Lady Y'Draah. Many also believe that the runes carved into jotunstone to create storm-tech engines harm the ælven race's connection to their spiritual afterlife in the same way as the Bilröst Gate. Every storm-tech engine created binds the ælven ghosts more strongly to cursed unlfe on Midgard. Each new human factory or dwarven siege engine makes it harder for slain ælves to pass on to the celestial halls. This increases their rage and loss, empowering the dark powers that haunt Summer Night, the shadowed ælven city of the dead. Many also believe that further progress in runic technology will only harm the ælves' natural cycle of birth and death—further widening their cultural gap.

This is why they meet encroaching human settlements with bow and blade and bloodshed. This is why they bury their great stores of knowledge beneath The Court City in Ælveheim, alongside the sealed-off Bilröst Gate. This is why they close their borders to all devices of clockwork or storm-tech, under pain of death. The bane of technology is a curse on the world, tainted by interference from the Thrall Lords, leading steadily to the destruction of all the realms. The ælves have good reason to despise technology and the races that wield it.





Occasionally they travel to bordering lands, reclaiming ruins and eradicating small settlements of evil humanoids in an attempt to reclaim those lands in the Æssinyr's name. Few ælves go further, risking the loss of eternity by becoming an adventurer. On occasion, however, individual ælves are called specifically "to Quest." When this happens, they do not share the details with outsiders, but take to adventuring with the perfectionism and commitment to eternal self-renewal typical of their race. After spending a score of decades perfecting a craft, such as sculpting their delicate wooden buildings from living wood, an ælf will know that it is time to take an active role in the world. They challenge themselves to discover joys of battle and master the threat of death. These ælves answer the call to face, and overcome, the many evils of Rhune.

Many ælven adventurers draw on their connection with nature, excelling as druids (serving Alnara the All-Mother) and rangers, when called to quest. Others lean more upon their arcane heritage, favoring the path of the wizard or magus. The ælven propensity for perfection often drives fighters to specialize in a single weapon as a weapon master. A race that has walked with the gods themselves has no shortage of divine spellcasters and the nature of their personal experience leads many to take arms as clerics and paladins. Where ælven oracles arise, they serve alongside druids as emissaries of the land and its primal places, or serve such abstract philosophical concepts as liberty, travel or dedication.

## RACIAL TRAITS

Long ago during the Age of Myth the three goddesses—Alnara, Nayadia, and Velluna-Akka—desired beautiful, complex children. They created the ælves from the remnants of a dying Age of Ice, shaping their bodies from frozen starstuff and granting them sentience with a touch. Alongside their own divine essence, each of the goddesses gave the ælves a gift. Velluna-Akka, the Grand Matron of the Gods, gave them patience and determination. Nayadia, the youngest goddess, gave them physical beauty, mental grace, and eternal youth. Alnara, kind and motherly, knew they would be caretakers and gave them hope.

The ælves of Rhune are individualistic and passionate about self-perfection, pursuing their calling through a variety of professions and crafts. Every ælf who takes up adventuring brings a rich personal background to their calling; from those most deeply attuned to the ancient forests, to those who lift their vision to the night sky seeking wonder, to those who gaze within to uncover the secrets of the ælven spirit. The three sets of ælven racial traits below emphasize the different aspects of what it means to be an ælf in Rhune. These racial packages modify the ælven racial traits presented in Chapter 2 of the **Rhune: Dawn of Twilight Stormpunk Character Primer**.

## HEIGHT & WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Ælven, female (Alnara)	5' 8"	110 lbs	3d6	x3 lbs
Ælven, male (Alnara)	5' 6"	125 lbs	2d6	x4 lbs
Ælven, female (Nayadia)	5' 10"	115 lbs	3d6	x3 lbs
Ælven, male (Nayadia)	5' 7"	130 lbs	3d6	x4 lbs
Ælven, female (Velluna)	5' 11"	105 lbs	2d6	x3 lbs
Ælven, male (Velluna)	5' 6"	120 lbs	1d6	x4 lbs

## ÆLVES OF ALNARA'S BLESSING

These ælves are tireless guardians of Alnara's natural world. They cling to the fragile hope that, through their ruthless protection, the deep green silence of the forest may survive the coming storms. Patrolling beneath the spreading branches of ancient oaks or among the sparse trees where the forest meets the plains, these are the most commonly encountered ælves. The ælves of the Alnara's Blessing make excellent druids and rangers.

+2 Dexterity, +2 Constitution, -2 Charisma

Ælves are agile and tenacious, but their physical beauty belies a fearsome reputation for sudden violence.

**Type** humanoid (ælf)

**Medium** Ælves are Medium creatures that have no bonuses or penalties due to their size.

**Darkvision** Ælves can see in the dark up to 60 feet.

**Fleet of Foot** Ælves receive Run as a bonus feat and a +2 racial bonus on initiative checks.

**Forest Bound** Ælves share a spiritual link with their ancient primordial forests. As long as they remain within their borders, they do not age. Additionally, they may freely use the spell *pass without trace* at will as a spell-like ability. Ælves that travel outside of their homeland lose this ability and age at a rate of 1 year for every decade they spend in the outside world.

**Weapon Proficiency** Ælves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows).

**Ælven Magic** Ælves with Wisdom of 11 or higher gain the following spell-like abilities: 1/day—*create water*, *detect animals or plants*, *entangle*, and *know direction*. The caster level for these effects is equal to the ælf's character level. The DC for these spells is equal to 10 + the spell's level + Wisdom modifier.

**Alnara's Hope** Ælves possess divinely inspired strength of mind. They are immune to magic fear effects and gain a +2 racial bonus on saving throws made against enchantment spells and effects.

**Guardian of the Wild** Ælves gain a +2 dodge bonus to AC when in a wilderness terrain.

**Languages** Ælves begin play speaking High Ælven and Sylvan. Ælves with high Intelligence scores can choose from the following: Celestial, Low Common, High Common, Glittertongue and Goblin.



## ÆLVES OF NAYADIA'S BLESSING

These ælves are nimble of body and mind. Like Nayadia, the graceful Queen of the Waters, their movements are lithe and surprisingly quick. Many focus their intelligence to grim purpose; obsessively scouring aged texts in the Halls of Mystery in Court City for hints from the ancient prophecies of doom. The ælves of Nayadia's Blessing make excellent magi, rogues, and wizards.

+2 Dexterity, +2 Intelligence, -2 Charisma

Ælves are quick of body and mind, but their physical beauty belies a fearsome reputation for sudden violence.

**Type** humanoid (ælf)

**Medium** Ælves are Medium creatures who have no bonuses or penalties due to their size.

**Darkvision** Ælves can see in the dark up to 60 feet.

**Fleet of Foot** Ælves receive Run as a bonus feat and a +2 racial bonus on initiative checks.

**Forest Bound** Ælves share a spiritual link with their ancient primordial forests. As long as they remain within their borders, they do not age. Additionally, they may freely use the spell *pass without trace* as a spell-like ability. Ælves that travel outside of their homeland lose this ability and age at a rate of 1 year for every decade they spend in the outside world.

**Weapon Proficiency** Ælves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows).

**Heaven's Child** Ælves gain a +2 bonus on Knowledge (planes) skill checks, and they cast spells with either the good or darkness descriptor (chosen at character creation) at +1 caster level.

**Nayadia's Grace** Ælves possess divinely inspired grace and reactions. This enables them to act in the surprise round even if they failed to make a Perception skill check to notice a foe; they are still considered flat-footed until they take an action.

**Nimble Attacks** Ælves receive Weapon Finesse as a bonus feat.

**Languages** Ælves begin play speaking High Ælven and Sylvan. Ælves with high Intelligence scores can choose from the following: Celestial, Low Common, High Common, Glittertongue and Goblin.

## ÆLVES OF VELLUNA-AKKA'S BLESSING

These ælves look deep within for the determination to face the perils and tragedies of life in the twilight of their race. They plan with grim patience to ensure that others might survive the coming apocalypse, even if they themselves perish. They bear a special hatred for the dark perversions of necromancy that twist the mysteries of death into creatures of terror and mindless destruction. Ælves of Velluna-Akka's Blessing make excellent clerics and paladins.

+2 Dexterity, -2 Constitution, +2 Wisdom

Ælves are agile and attuned to the mysteries of the world beyond, but their connection to unlife can make them frail.

**Type** humanoid (ælf)

**Medium** Ælves are Medium creatures who have no bonuses or penalties due to their size.

**Darkvision** Ælves can see in the dark up to 60 feet.

**Fleet of Foot** Ælves receive Run as a bonus feat and a +2 racial bonus on initiative checks.

**Forest Bound** Ælves share a spiritual link with their ancient primordial forests. As long as they remain within their borders,

they do not age. Additionally, they may freely use the spell *pass without trace* as a spell-like ability. Ælves that travel outside of their homeland lose this ability and age normally, albeit slower than other mortals.

**Weapon Proficiency** Ælves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows).

**Night Watcher** Perception and Stealth are always class skills for Ælves.

**Spiritual Protector** Ælves add +1 to the caster level of any abjuration or divination spells they cast. They also gain the following spell-like abilities: 1/day—*faerie fire*, *obscuring mist*, and *sanctuary*. The caster level for these effects is equal to the their character level. The DC for these spells is equal to 10 + the spell's level + Wisdom modifier.

**Veiled by Starlight** Ælves enjoy additional protection from the shadows that surround them. While they are within areas of dim light, ælves enjoy a 50% miss chance instead of the normal 20% miss chance. This trait does not grant total concealment; it just increases the miss chance. This is a supernatural ability.

**Velluna-Akka's Determination** Ælves gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.

**Languages** Ælves begin play speaking High Ælven and Sylvan. Ælves with high Intelligence scores can choose from the following: Celestial, Low Common, High Common, Glittertongue and Goblin.

## MASTER OF THE SIL (SPELLCASTING TEMPLATE)

Masters of the Sil are the dedicated, compelled guardians of the ælven sils—acting both as leaders and councilors. While most are druids or oracles, they may be of any spellcasting class—including arcanists. These ælves, by virtue of their connection to the lands around them, speak for the people.

### CREATING A MASTER OF THE SIL

“Master of the Sil” is a template that can be applied to a single ælven (elven) spellcaster (hereafter referred to as the base creature) who forms a bond with a particular sil (or sacred site)—acting essentially as its sacred guardian. While these guardians will (and do) change, this template grants individual ælven spellcasters gifts normally beyond their capabilities. In order to gain these abilities, the master must remain within the confines of the specific sil, leaving for no more than three hours per day. If the master leaves the sil for an extended period, she must spend twenty-four consecutive hours within it to re-attune.

**CR** Same as base creature +2.

**Alignment** Same as the base creature.

**Type** The type remains the same.

**Senses** A Master of the Sil gains a +4 sacred bonus to Perception skill checks while within 100 ft. of the Sil.

**Armor Class** As the base creature.

**Hit Dice** As the base creature.

**Special Abilities** All Masters of the Sil have the following traits:

**Attunement (Su)** While a Master of the Sil is attuned, she gains fast healing 3 and uncanny dodge.

**Sacred Domain (Su)** Just as a cleric gains access to bonus spells from her patron's domains, a Master of the Sil gains access to bonus spells from the domains associated with her





sil (or sacred site). Each day, when a Master of the Sil prepares spells, she may prepare one bonus spell per level (up to the highest level she is able to cast), provided that spell is drawn directly from one of the domains associated with her sil.

Sil	Domains
Amersil	Water, Liberation
Gatesil	Travel, Nobility
Goldsil	Repose, Healing
Greensil	Plants, Strength
Hulsil	Earth, Rune
Northsil	Weather, Darkness
Silwood	Protection, Luck
Sunasil	Trickery, Madness
Sunsil	Sun, Glory
Wulfsil	Animals, War

**Spell Resistance (Su)** While a Master of the Sil remains within 100 ft of the sil, she taps directly into its natural energies, using them to wrap herself in a mantle of protective magic. The Master of the Sil gains spell resistance equal to 10 + ½ her character level.

## SERVANTS OF SUMMER NIGHT

The Servants of Summer Night patrol the outskirts of this once-fair coastal city in Ælveheim. They protect innocent outsiders from the dark wraiths that live within the city. They also protect those same wraiths from capture by power-seeking necromancers and dark ælves.

Summer Night is a city on the southwestern coast of Ælveheim. Originally famed for its deep harbor and the beauty of its streets at night, it now has a darker reputation. Many ælves died when Lady Y'Draah activated the Bilröst Gate and their spirits did not depart Midgard. Instead, powerful runic magic ties them to Midgard as darkling wraiths. The city of Summer Night, though many leagues from The Court City where the Bilröst Gate was opened, held the greatest temple of Velluna-Akka—a temple dedicated to slain heroes and the cycle of birth and death. With nowhere else to go, the unquiet spirits sought out the temple; Summer Night became a haunted city.

Occasionally, driven by a sense of loss and despair, the spirits of Summer Night rage beyond the confines of the city. Though not evil, they are dangerous and must be turned back. The wraiths also represent a great source of power to unscrupulous necromancers and the Dokkálfir (dark elves) of Nachkland. The grim duty of the Servants of Summer Night is twofold—to protect the world from the wraiths and also to protect the wraiths from those who would bind them with fell magic. Sacred guardians, they patrol the perimeter of the city and safeguard those who might enter unaware.

Servants of Summer Night receive training and divine magic to help them combat and control the forces of undeath. This training makes them highly regarded as operatives across Midgard—when their commanders can spare them from duty in their grim city. Among themselves, they speak of a future dire purpose. The Servants believe they are destined to sacrifice themselves to the dead of Summer Night shortly before Ragnarök. Prophecies suggest that on the eve of the Long Winter, the spirits of the dead will overwhelm the lands, sweeping over them as a storm of vengeance.

### SERVANT OF SUMMER NIGHT CLASS DETAILS

**Alignment** Any

**Hit die** d8

**Requirements** +4 BAB, 4 ranks Knowledge (religion), 2d6 channeling

**Class Skills** Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis)

**Skill ranks per level** 4 + Int modifier.

### CLASS FEATURES

#### Blessed Blade

A Servant of Summer Night can call upon the aid of Velluna-Akka, the Lady of the Night, to bless any weapon she wields as a standard action. Velluna-Akka represents the mysteries of death and while her blessing is effective against all enemies, she grants particular assistance to those who combat evil spirits lingering on Midgard past their appointed time.

At 1st level, the weapon gains a +2 enhancement bonus. At 5th

Level	BAB	Fort	Ref	Will	Special	Spells per day
1st	+1	+1	+0	+0	Turn Undead, Blessed Blade 1	+1 level of existing divine spellcasting class
2nd	+2	+1	+1	+1	+1d6 Channel	+1 level of existing divine spellcasting class
3rd	+3	+2	+1	+1	Starlit Warrior	+1 level of existing divine spellcasting class
4th	+4	+2	+1	+1	+2d6 Channel	+1 level of existing divine spellcasting class
5th	+5	+3	+2	+2	Blessed Blade 2	+1 level of existing divine spellcasting class
6th	+6	+3	+2	+2	+3d6 Channel	+1 level of existing divine spellcasting class
7th	+7	+4	+2	+2	Improved Channel	+1 level of existing divine spellcasting class
8th	+8	+4	+3	+3	+4d6 Channel	+1 level of existing divine spellcasting class
9th	+9	+5	+3	+3	Channel Smite	+1 level of existing divine spellcasting class
10th	+10	+5	+3	+3	+5d6 Channel, Blessed Blade 3	+1 level of existing divine spellcasting class



level the weapon gains a +3 enhancement bonus, and at 10th level the weapon gains a maximum +4 enhancement bonus. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *brilliant energy*, *ghost touch*, *greyflame*, *disruption*, *holy*, *lifesurge*, and *speed*. Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted to the blessed blade are determined when the servant blesses their blade and cannot be changed until the ability is used again. The blessed blade imparts no bonuses if the weapon is held by anyone other than the servant but resumes giving bonuses if returned to the servant. These bonuses apply to only one end of a double weapon. The blessing lasts for 1 minute per character level and a servant can use this ability once per day at 1st level, twice per day at 5th level, and total of 3 times per day at 10th level.

### Channel Energy

This is exactly like the cleric ability of the same name and stacks with the channel energy ability from before the character became a Servant of Summer Night. The extra damage dealt or healed increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If a character had more than one class with the channel energy ability before becoming a Servant of Summer Night, she must decide to which class she adds the new dice of damage dealt or healed.

### Channel Smite

At 9th level a Servant of Summer Night gains Channel Smite as a bonus feat.

### Improved Channel

At 7th level a Servant of Summer Night gains Improved Channel as a bonus feat.

### Spells Per Day

At the indicated levels, a Servant of Summer Night gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a Servant of Summer Night, she must decide to which class she adds the new level for purposes of determining spells per day.

### Starlit Warrior

At 3rd level whenever a Servant uses their blessed blade ability, her weapon emits the cold glimmer of Veluna-Akka's stars. This ability functions like *daylight*, except that it provides dim light within 60 ft. and no illumination beyond 60 ft. Like *daylight* it counters or dispels any darkness spell of 3rd level or below. For any undead within the radius of illumination, the servant adds the enhancement bonus provided by her blessed blade ability to the DC of any saving throws made to resist their turn undead ability.

### Turn Undead

At 1st level a Servant of Summer Night gains Turn Undead as a bonus feat.

## SHADOW STALKER RANGER

Both ælven and Aryandai rangers specialize in hit-and-run tactics, striking from the shadows and disappearing just as quickly. Whether launching deadly volleys from concealment or appearing from nowhere in the middle of melee, they are masters of deception within their forest realms.

Precision attacks from deep cover find their enemies' most vulnerable targets, leaving disoriented survivors watching the shadows with paranoid fear. Shadow stalkers isolate and confuse their prey, constantly bleeding their fighting morale by withdrawing from large groups of enemies before launching vicious attacks from an unexpected direction. Masters of this deadly art are practically undetectable in their native terrain, and are said to deal terrible wounds with every blow as their enemies reel, off-balance and unable to evade the furious attack. Shadow stalkers are often employed by the Greengard, an elite group of ælves dedicated to defending the borders

of Ælveheim using misdirection, camouflage, and at need, deadly violence.





## CLASS FEATURES

### Intuitive Feint

Shadow stalkers distract their enemies with the shifting shadows of the natural world. At 1st level a shadow stalker gains Improved Feint as a bonus feat, and adds Bluff to her list of class skills. When using the feint action in combat, a shadow stalker adds her Wisdom modifier to her Bluff check. This ability replaces track.

### Shadow Strike

Shadow stalkers deadliest strikes come from concealment. At 1st level a shadow stalker gains 1d6 sneak attack as the rogue class ability. The sneak attack damage increases by an additional 1d6 at 5th level and every 5 levels thereafter to a maximum of 5d6 at 20th level. This ability replaces favored enemy.

### Shadowed Stalker

The shifting light of the forest provides endless opportunities to confuse the enemy, and a shadow stalker is most deadly when unseen. At 3rd level a shadow stalker gains Moonlight Stalker as a bonus feat. At 6th level a shadow stalker gains Moonlight Stalker Feint as a bonus feat. At 9th level a shadow stalker gains Moonlight Stalker Master as a bonus feat. The shadow stalker does not need to meet the prerequisites for these feats. This ability replaces endurance, swift tracker, and quarry.

### Forest Camouflage

Within their woodland realm, shadow stalkers are hard to pin down, evading attacks that seem sure to hit. As they gain experience, they learn to use this ability further afield. At 3rd level a shadow stalker can use *blur* as a spell-like ability 3 times per day while in forest terrain. At 8th level the shadow stalker can use this ability in any wilderness terrain. At 13th level the shadow stalker can use this ability in any location, even in urban terrain. At 18th level a shadow stalker can use *vanish* as a spell like ability 3 times per day. This ability replaces favored terrain and improved quarry.

### Greater Intuitive Feint

At 8th level a shadow stalker gains Greater Feint and Disengaging Feint as bonus feats. This ability replaces evasion. At 16th level a shadow stalker gains evasion instead of improved evasion.

## Hidden Death

At 20th level a shadow stalker has a constant *blur* effect. When making a successful feint action, the shadow stalker causes the target to lose their Dexterity bonus for the remainder of the combat.

## FEATS OF THE WILD

### Woodland Tumbler

You move easily through wooded areas.

**Benefit** When you make an Acrobatics skill check in forest terrain you can roll two dice and take the best result.

### Extra Weavings

You have a strong connection to the Well of Wyrd.

**Prerequisites** Pool of *weavings* class feature.

**Benefit** Your pool of *weavings* increases by 2.

**Special** You can gain Extra *weavings* multiple times. Its effects stack.

### Forest Sniper

Your eyes pick out the telltale motions of the leaves that reveal your enemies hiding place.

**Benefit** When you make a ranged attack in forest terrain, you treat total cover and total concealment as normal cover and concealment if it is provided by vegetation.

**Normal** See the normal rules on the effects of cover and concealment in Chapter 8 of the *Pathfinder Core Rulebook*.

### Wild Camouflage

You are adept at using the resources of the wilderness to hide your presence.

**Benefit** When in wilderness terrain you can choose to make a Survival skill check instead of Stealth to avoid detection.

### Battle-Hardened Companion

Your animal companion is closely attuned to your fighting style

**Benefit** You may, as a swift action, treat your animal companion as having any teamwork feat that you possess. This effect lasts for a number of rounds equal to your Wisdom modifier (minimum 1).





# THE ARYANDAI

The Aryandai's history, like that of the ælves, is shrouded in myth. While some scholars (and the occasional *Great-Tree-Walker*) claim the Aryandai predate their appearance on Midgard, the Aryandai have left little in the way of physical evidence to prove this. This is compounded by the fact that the Aryandai are, by tradition, both reclusive and mobile; they migrate with the seasons and rarely travel outside of their peninsula far to the south of the City-States of Vallinar. There is some truth to what outsiders whisper when it comes to the Aryandai, too. They have always been a reclusive people with a close connection to spiders, a fact that most outsiders—especially those who have never met them—readily point out. Many among the Aryandai boast this is direct gift from the Great Crone, Velluna-Akka (whom they call the Grand Fate Weaver or Great Weaver), embracing it with religious zeal. While this has not harmed anyone in and of itself, it has served to reinforce outsiders' views; the Aryandai are a strange people. This has not dissuaded the Aryandai, however, from remaining true to their nature. As a result, they have long haunted the lands south of the City-States of Vallinar—inspiring their own myths and legends along the way.

The Aryandai are no stranger to myths and legends, either. While none can say for sure, many whisper that Velluna-Akka created the Aryandai in a fit of rage, determined to send them throughout the Great Tree, seeking out the Thrall Lords she believed her sister Alnara, in a moment of weakness, had given refuge. Determined to focus all of anger into a single magical rite, Velluna-Akka transformed herself into a massive spider, her abdomen blocking out Mhyr (the moon), and wove a giant web. She spun will-to-be into this web, dividing it into a hundred thousand tiny eggs—each a shard of her will for what should pass at Ragnarök. Then she cast all of these shards into Midgard, tying them all to the Well of Wyrð.

The Aryandai—as a race—first appeared in cold forests just north of the Aryandai Peninsula in ~555 YUR. That interaction was limited; the result of a controlled campaign to scare explorers away from their lands, a fact that only increased the superstition that revolved around them. Even after making peaceful contact with their human neighbors, they remained (and continue to remain thus to this day) a people unto themselves. Strange and tribal to outsiders, they have made little effort over the last two and a half centuries to integrate with others. Instead, they preferred path of isolation, hunting and stalking their cold, temperate rainforests completely alone.

Need has driven the Aryandai to become slightly more public in the last two centuries. With the looming threat of Ragnarök, many of the tribes have begun to look to



the North— not so much for support, but for opportunity. Although they are still very reclusive by human standards, many Aryandai have already moved deep into the City-States of Vallinar, where they are known as 'Spiderkin.' In most cases, these Aryandai move as individuals, seeking personal goals. Others, generally doing so as small tribes, have moved into the lands surrounding some of the larger cities.

## PHYSICAL

To most outsiders, the Aryandai look similar, appearing like little more than heavily tattooed humans. They tend to be shorter than humans, with a distinctive bowed posture that easily betrays them to the trained eye. As a people, they have darker skin tones, with colors ranging from deep almond to rich mahogany. Almost all Aryandai have skin discolorations that form strange patterns—many of these ranging in coloration that only serve to compliment their tattoos. Some Aryandai grow fine hair all over their bodies, further darkening their appearance. Their eyes are, however, their most distinctive feature, ranging in color from bright amber to deep, bloody red.

Outside of this, a well-dressed Aryandai could, with minimal effort, pass himself off as a human. Most



Aryandai wear tinted glasses or goggles to complete their transformation into a 'human.' While they can pass as humans, many elect not to. Instead, they adorn themselves with the tokens of their prey; creating and wearing elaborate bone jewelry as a sign of tribal status.

## SOCIETY

The Aryandai are a tribal people that live in large groups that resemble extended families, gathering in massive villages covered in webs only when the season turns its coldest. Most of these villages appear (at least to outsiders) to be abandoned human settlements. These villages, however, are really nests and often contain subterranean chambers that run for miles (sometimes connecting them to other villages). At the heart of each of these nests is a hatchery, where they keep the eggs of the youngest under constant guard.

When the seasons grow warm, however, the Aryandai gather their young and burn their hatcheries, dismantling the towns that sprang up around them. Within days, what was once a town has completely disappeared, returned to the heavy mists that carpet the floors of their cold rainforests.

Unlike some races, the Aryandai do not have a complex political system. Instead, they rely on the wisdom and strength of their elders. They tend to defer to those who have passed their rites of passage and survived the coldest winters, favoring experience over theory.

## RELATIONS

The Aryandai hold a special place in Rhune's distinct social order. Unlike the majority of the other races, the Aryandai were born hunter-killers, designed by the Great Weaver to serve as her sacred, nocturnal assassins. This, coupled with their wild appearance, frequently alienates them from outsiders, a fact many of them happily embrace. Their ability to take the form of spiders further complicates their relationship with some of the other races, even when those races fully understand their place in Rhune's distinct ecology. There's simply something alien and unnatural about them that unnerves others. This is exceptionally true among the dwarves, who for their reasons, tend to shy away from the Aryandai and their lands.

While the Aryandai are naturally reclusive and many prefer solitude, they are not xenophobes (unlike many ælves). In fact, many now welcome small groups of outsiders into their lands, especially when those outsiders offer homage to the Great Weaver. They don't encourage these visitors to tarry too long, however, knowing that very few of these individuals can adapt to their unique ways. On occasion, when a visitor displays great honor and trust, they will extend tribal membership, but this is a rare event accompanied by challenges that would easily kill most outsiders.

As the custodians of Velluna-Akka's war against the Thrall Lords, the Aryandai sometimes embrace non-Aryandai, especially when those individuals are dedicated, spiritual servants of the Great Weaver or arrive at auspicious times.

## ALIGNMENT AND RELIGION

Aryandai tend to be good, if not a little chaotic. They have little use for the North's social laws, considering the natural laws of their lands more than enough to guide them. They worship Velluna-Akka, whom they call the Grand Weaver, almost exclusively. While the Aryandai don't have a particular problem with technology, they don't favor it, either. Accordingly, they take a neutral stance when dealing with both ælves and dwarves. While they aren't opposed to peaceful living, the Aryandai have vowed not to rest until the offspring of the Thrall Lords have been dealt with and live their lives in that shadow of that principle. They are, to many outsiders, far more aggressive than many of the other races.

## ADVENTURING

Nearly all Aryandai are raised with the knowledge that theirs is the hunter's path, the Thrall Lords and their many offspring their prey. Not surprisingly, many Aryandai become fighters, inquisitors and rogues in order to pursue this path. Others, especially those with a close connection to nature, become rangers as well. Some of these even take up stranger paths, become shadow stalkers or assassins dedicated to killing their racial foes. While some feel a call to nature that leads them to become druids, these individuals are rare.

The Aryandai are not without mystics, though. Some of the most talented Aryandai develop intimate relationships with spiders, divining the will of the Great Weaver directly from the elaborate webs of spiders—performing a unique form of arachnomancy that few outside of their culture understand. These individuals frequently become clerics, oracles, and witches—the latter almost universally discovering spider familiars.

Many Aryandai, even when lawful, tend to shy away from the stricter rules of combat, preferring instead to strike safely from the shadows. As a result, few become cavaliers or paladins.

## NAMES

**Male**—Andrei, Danii, Vhlad, Zahkar

**Female**—Anfisna, Radja, Fheginna, and Vera

**Family**—Aryandai avoid formal last names and simply add their tribal title as a suffix. Examples include: 'of the Redstalker Field,' 'of the Widowmakers,' 'of the Bloodwebs,' and 'of the Ghastwald.'





## RACIAL TRAITS

The Aryandai are reclusive but fervent race, ultimately dedicated to destroying Velluna-Akka's enemies. This dedication takes on countless forms, breathing life into a whole host of paths and professions that individual Aryandai take up. These paths are legion and, as a result, produce a whole host of deadly adversaries: Aryandai that, as deadly individuals, stalk the shadows and hunt those whose allegiance is with the evil in the far north.

But even at the height of this individuality, the Aryandai collectively pay homage to their tribes and their goddess, constantly seeking ways to challenge one another and honor her. These challenges vary by season, but each tests—almost universally—the individual's will, strength, cunning, and spirit. And with each passing season, tribes of all sorts rise to meet these challenges. While many tribes weave their names into the Warpstave, three tribes have managed to do so on multiple occasions. These tribes—True Night, Killing Moon, and Twilight Walker—have all marked themselves as fated foes of the Thrall Lords. The three sets of Aryandai racial traits below emphasize these different tribes. These racial packages modify the Aryandai racial traits presented in Chapter 2 of the **Rhune: Dawn of Twilight Stormpunk Character Primer**.

### ARYANDAI OF THE TRUE NIGHT TRIBE

The Aryandai of the True Night Tribe claim they were created at the very moment Velluna-Akka blocked the light of the moon from the face of Midgard, bathing the whole of the Middle Realm in darkness to herald their birth. Whether or not this is true, this tribe possesses exceptional skills that allow them to excel when the glorious light of Heidhra has faded completely from Midgard.

+2 Dexterity, +2 Strength, -2 Wisdom

Members of the True Night Tribe are strong and nimble, but lack the wisdom of their forefathers.

**Type** humanoid (shapechanger)

**Medium** These Aryandai are medium creatures that have no bonuses or penalties due to their size.

**Natural Climber** These Aryandai excel at hunting the dark recesses of their native rainforests, often scaling heights others would think twice about. These Aryandai possess a climb speed of 20 ft. (along with the +8 racial bonus on Climb skill checks a climb speed affords). When not climbing, these Aryandai have a base speed of 30 ft.

**Darkvision** These Aryandai can see in the dark up to 60 ft.

**Light Sensitivity** These Aryandai are dazzled as long as they remain in an area of bright light.

**Nightborn** These Aryandai have a special connection to the darkness that makes them incredibly difficult to detect when moving about. They gain a +3 racial bonus to Stealth skill checks in areas of dim light or darkness.

**Shadow Swift** These Aryandai reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.

**Languages** Aryandai begin play speaking Aryandai and Low Common. Aryandai with high Intelligence scores may choose from the following languages: Auran, Glittertongue, Goblin, Low Elven, and Sylvan.

## ALTERNATE RACIAL TRAITS

**Spider Form** Some of the Aryandai from the True Night Tribe are born with the ability to transform into a Giant Spider (see the **Pathfinder® Roleplaying Game Bestiary™**) a number of rounds per day equal to their Constitution score. These rounds need not be consecutive. They do not gain the Giant Spider's poisonous bite and may only use the web special ability once every 1d4 rounds. This racial trait replaces the natural climber and shadow swift.

### ARYANDAI OF THE TWILIGHT WALKER TRIBE

The Aryandai of the Twilight Walker Tribe are, by birth and tradition, its natural leaders. Bestowed with uncommon wisdom and wit, these Aryandai are often the first to meet with outsiders, determining their motives long before they fully enter their beloved forests. Many gifted arachnomancers and mystics have come from this tribe, and many lay claim to a unique understanding how to weave the wyrd gifts of Velluna-Akka.

-2 Constitution, +2 Wisdom +2 Charisma

Aryandai of the Twilight Walker Tribe are strong-willed and naturally diplomatic, but far less tenacious than other tribes.

**Type** humanoid (shapechanger)

**Medium** Aryandai of the Twilight Walker Tribe are medium creatures that have no bonuses or penalties due to their size.

**Normal Speed** Aryandai of the Twilight Walker Tribe have a base speed of 30 ft.

**Low-Light Vision** Aryandai of the Twilight Walker Tribe can see twice as far as a normal human in starlight, moonlight, torchlight, dusk, and similar conditions of dim light. They retain the ability to distinguish color and detail under these conditions.

**Keen Senses** Aryandai of the Twilight Walker Tribe have a +2 racial bonus on Perception skill checks.

**Illusion Resistant** Aryandai of the Twilight Walker Tribe are naturally attuned to the natural world and gain a +2 racial bonus on saving throws against illusion spells or effects.

**Weave Magic** Aryandai of the Twilight Walker Tribe enjoy a special connection to the Well of Wyrd and add +1 to the caster level of any divination spells they cast. Additionally, they also gain the following spell-like abilities: 1/day—*detect magic*, *detect poison*, *detect undead*, and *true strike*. The caster level for these effects is equal to the user's character level.

**Languages** Aryandai of the Twilight Walker Tribe begin play speaking Aryandai and Low Common. Aryandai with high Intelligence scores may choose from the following languages: Auran, Glittertongue, Goblin, Low Elven, and Sylvan.

## ALTERNATE RACIAL TRAITS

**Spider Form** Some of the Aryandai from the Twilight Walker Tribe are born with the ability to transform into a Giant Spider (see the **Pathfinder® Roleplaying Game Bestiary™**) a number of rounds per day equal to their Constitution score. These rounds need not be consecutive. They do not gain the Giant Spider's poisonous bite and may only use the web special ability once every 1d4 rounds. This racial trait replaces the weave magic and illusion resistant.





## SPIDER FAMILIARS

Because of their close connection to spiders, it is fairly common for Aryandai spellcasters (especially those who take levels in the witch class) to form bonds with spiders instead of more traditional types of familiars. Player characters may select any of the following spiders as familiars. All of these spiders use the statistics for a regular spider (see the **Pathfinder® Roleplaying Game: Bestiary™**), but gain the associated benefit listed below (only the Blackringed Spider grants the traditional +3 to Climb skill checks).

Familiar	Special Ability
Blackringed Spider	Master gains a +3 bonus to Climb skill checks
Brownback Spider	Master gains a +2 bonus to Fortitude saves
Dream Spider	Master gains a +3 bonus to saves against Enchantment spells and effects
Ghost Spider	Master gains a +3 bonus to saves against Necromancy spells and effects
Hellsgarde Cave Spider	Master gains 3 hit points
Moonsilk Spider	Master gains the Extra Hex feat
Palefunnel Spider	Master gains a +3 bonus to Escape Artist skill checks
Skull Spider	Master gains a +1 natural armor bonus to AC.
Silver Jumping Spider	Master gains a +2 bonus to Acrobatic skill checks
Sun Spider	Master gains a +4 bonus to Initiative checks
Wolf Spider	Master gains a +2 bonus to Reflex saves

**Medium** Aryandai of the Killing Moon Tribe are medium creatures that have no bonuses or penalties due to their size.

**Fast** Aryandai of the Killing Moon Tribe are quicker than most Aryandai and have a base speed of 40 feet.

**Agile** Aryandai of the Killing Moon Tribe have a +2 racial bonus on Acrobatic skill checks.

**Darkvision** Aryandai of the Killing Moon Tribe can see in the dark up to 60 feet.

**Defensive Training** Aryandai of the Killing Moon Tribe have a +4 dodge bonus to AC against monsters of the giant subtype.

**Languages** Aryandai of the Killing Moon Tribe begin play speaking Aryandai and Low Common. Aryandai with high Intelligence scores may choose from the following languages: Auran, Glittertongue, Goblin, Low Elven, and Sylvan.

## ALTERNATE RACIAL TRAITS

**Spider Form** Some of the Aryandai from the Killing Moon Tribe are born with the ability to transform into a Giant Spider (see the **Pathfinder® Roleplaying Game Bestiary™**) a number of rounds per day equal to their Constitution score. These rounds need not be consecutive. They do not gain the Giant Spider's poisonous bite and may only use the web special ability once every 1d4 rounds. This racial trait replaces the defensive training and agile traits.

## HEIGHT & WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Aryandai, female (True Night)	4' 9"	90 lbs	2d6	x3 lbs
Aryandai, male (True Night)	5' 3"	100 lbs	2d4	x4 lbs
Aryandai, female (Twilight)	4' 9"	95 lbs	2d6	x3 lbs
Aryandai, male (Twilight)	5' 2"	105 lbs	2d4	x4 lbs
Aryandai, female (Killing Moon)	4' 10"	105 lbs	2d6	x3 lbs
Aryandai, male (Killing Moon)	5' 1"	105 lbs	1d8	x4 lbs

## NIGHTSPINNER (NINJA ARCHETYPE)

Beloved servants of The Great Weaver, nightspinnners bring Veluna-Akka's final mercy to the corrupt and unworthy across Midgard. As subtle as a silk rope around their prey's neck, the touch of their weapons brings paralysis and swift death. Nightspinnners understand that those who thwart the will of the Æssinyr must die before their evil ways can risk utter destruction at Ragnarök. They deliver this death joyfully, knowing they serve their divine mother's will with every unclean life they claim.

**Class skills** A nightspinner gains Knowledge (religion) and Knowledge (nature), and does not gain Knowledge (nobility) and Linguistics as class skills.

**Weapon and Armor Proficiency** A nightspinner is proficient with all simple weapons, plus the garrote, kukri, net, sap, scimitar, scorpion whip, short bow, and short sword. She is proficient with light armor but not with shields. This replaces the normal ninja weapon and armor proficiency feature.

## ARYANDAI OF THE KILLING MOON TRIBE

The Aryandai of the Killing Moon Tribe are the strongest and most violent of the tribes, which surprises few among their kind. Of all those who stalk the shadows, this tribe is the one who rallies war-parties and actively seeks out the Thrall Lords and their servants, traveling great lengths in order to do so. Even those who remain in the South are tasked with the most vital of tasks, guarding hatcheries and patrolling their borderlands.

+2 Constitution, +2 Strength, -2 Wisdom

Aryandai of the Killing Moon Tribe are often strong and tough, but quick to leap into battle.

**Type** humanoid (shapechanger)



## CLASS FEATURES

A nightspinner has the following class features:

### Weaver's Blessing (Su)

Through long rituals dedicated to the Great Weaver, a nightspinner learns to channel her blessings into incredible powers. Starting at 2nd level a nightspinner gains a pool of *weavings* that she can use to accomplish the Goddess's Will. The number of points in the nightspinner's *weavings* pool is equal to 1/2 her nightspinner level + her Charisma modifier.

By spending 1 *weaving*, a nightspinner can produce spider venom from special glands at the base of her throat. Applying this poison to a weapon or a single piece of ammunition is a standard action, which provokes attacks of opportunity. The Fortitude DC of the venom is equal to 10 + 1/2 the nightspinner's level + the nightspinner's Charisma modifier (minimum DC of 11).

The following poisons are available, starting at the specified level:

Poison	Level	Onset	Freq	Effect	Cure
Blackringed Spider Venom	1	instant	1/rd. for 4 rds.	1d2 Con	1 save
Dream Spider Venom	1	instant	1/rd. for 4 rds.	1d2 Wis	2 saves
Palefunnel Spider Venom	4	instant	1/rd. for 2 rds.	Slow, as the spell, for 1 min	1 save
Wolf Spider Venom	8	instant	1/rd. for 6 rds.	1d4 Str	1 save
Ghost Spider Venom	12	instant	1/rd. for 4 rds.	1 Wis and confused for 1 rd.	2 saves
Skull Spider Venom	16	instant	1/rd. for 4 rds.	2 Con and paralyzed for 1 min	2 saves

This replaces the Ki Pool class ability.

### NINJA TRICKS

A nightspinner gains ninja tricks as normal. Tricks that require ki points to activate instead use the same number of *weavings*. A nightspinner also has access to the following additional tricks:

- **Swift poisoner:** A nightspinner with this trick can apply poison produced by her weaver's blessing ability to her weapons as a move action.
- **Webspinner:** A nightspinner with this trick can create an ensnaring web at the cost of 1 *weaving*. This functions as the web spell, using her nightspinner level as the caster level for this ability, except that it creates webs in a 10 ft.-radius spread.

The following ninja tricks complement the nightspinner archetype: fast stealth, hidden weapons, swift poisoner, wall climber, and webspinner.

### Master Tricks

A nightspinner gains master tricks as normal. Tricks that require ki points to activate instead use the same number of *weavings*. A nightspinner also has access to the following additional master tricks:

- **Concentrated venom:** A nightspinner with this trick adds +2 to the DC of poisons produced by her weaver's blessing



ability. In addition, when applied to a melee weapon, the weapon remains poisoned for a number of strikes equal to her Charisma modifier.

- **Webrunner:** A nightspinner with this trick can move through webs and other obstacles with ease. When using her light steps ability, she counts as being under the effect of *freedom of movement*, as the spell.

The following master tricks complement the nightspinner archetype: assassinate, concentrated venom, ghost step, see the unseen, and webrunner.

### Child of the Great Weaver

At 20th level a nightspinner takes on an aspect of Velluna-Akka herself, who shrouded the moon in the darkness of her wrath. The many eyes of the Great Weaver see through all deceptions, and her warriors hunt the servants of the Thrall Lords relentlessly wherever they hide. The nightspinner gains the ability to see perfectly in all forms of natural and magical darkness, including *deeper darkness*. While in an area of dim light or darker, she can cast *true seeing* on herself as a standard action, at a cost of 3 *weavings*, and using her nightspinner level as the caster level. In addition, she adds +2 to the DC of poisons produced by her blessed venom ability, and once per day can deliver any one of the venoms as a touch attack.





## THE FACES OF MHYR

If there is one event that can be counted on to run like clockwork in Midgard, it is the rising of its moon, Mhyr, every evening as the sun, Heidhra, sets across the horizon. The orbit of this heavenly body is so accurate that the people of Midgard set their calendar by it. A single 28-day cycle of Mhyr around Midgard marks a month and thirteen cycles come together to form a year. The following table shows which phase that Mhyr will be in on any day of any given month.

Day of the Month	Phase of Mhyr
1-5	Waning Gibbous
6	First Quarter
7-11	Waning Crescent
12-14	New Moon
15-19	Waxing Crescent
20	Third Quarter
21-25	Waxing Gibbous
26-28	Full Moon



Beyond the certainty of its appearance each night, little is known about Mhyr; from its possible inhabitants to its shifting of hue from yellow to blue during the long winters. The priests teach that Mhyr and its seas of shadow are home to Velluna-Akka and her palace of ivory though no scholars have yet to discover such a place through their scopes of glass and mirrors. This lack of knowledge on the true purpose of Mhyr only deepens its mystery for those who look to the night sky and pray for the blessing of the gods or goddesses, good or evil, which watch from beyond the void behind the stars. The faces of Mhyr have many names amongst the peoples of Midgard but the most commonly used are tied to each god, goddess, or Thrall lord that is associated with that month.

Month	New Moon Name	Full Moon Name
Dawsma (Storm's End)	Drowning Deep	Wicked Moon
Ostaren (Hare's Hide)	Dark Feast	Hungry Moon
Lenzme (The Seeding)	Mothers' Tears	Mercy's Moon
Shudmu (First Green)	Empty Hearth	Anvil Moon
Undmid (Under Wake)	Lover's Tide	Maiden's Moon
Waldma (Spring's End)	Battle's Eve	Golden Moon
Leichru (First Heat)	Dawn's Vigil	White Light Moon
Siebhi (High Heat)	Eye of the Void	Wraith Moon
Todma (Death's End)	Father's Whisper	Hanged Moon
Vaterma (Growth's End)	Stalking Silence	Hunter's Moon
Vellama (Last Harvest)	Crone's Vengeance	Veiled Moon
Ashmu (First Snow)	Death's Breath	Grave Moon
Festfir (Festival's Fire)	Slumbering Shadows	Long Winter's Moon



## TRUE NIGHT AUGUR (ORACLE ARCHETYPE)

Devout followers of the Queen of the Moon, true night augurs are the living conduits of Velluna-Akka's divine secrets. The path of the true night augur is not one selected by mere whim but a spiritual calling that consumes all but the strongest of wills long before their appointed hour. In deepening shadows and darkness as pitch as the hearts of those that would follow the Thrall Lords to destruction, the true night augur watches the threads of wyrd and plots which strands to sever in hopes of altering the course of Midgard's fate.

**Recommended Mysteries** dark tapestry, heavens, or moon.

**Bonus Spells** *silent image* (2nd), *augury* (4th), *deeper darkness* (6th), *shadow conjuration* (8th), *shadow evocation* (10th), *shadow walk* (12th), *project image* (14th), *greater prying eyes* (16th). These bonus spells replace the oracle's mystery bonus spells at these levels.

### REVELATIONS

A true night augur must take the following revelations at the listed levels.

#### Moon Thrall (Su)

The ebb and flow of your powers is tied intimately to the waxing and waning of the moon. When the new moon slinks across the night sky, the barrier between Midgard and the Great Weaver's web wears thin and your power is at its peak. At this time, you may effortlessly cast spells quicker than normal. Each spell you cast moves up a step in speed (up to a swift action at its quickest) such that a spell that takes a full round action is now a standard action, and a standard action is now a swift action. Inversely, you are at your weakest during the time of the full moon, when your connection to the Wyrd is hampered and the only way for you to call forth the magic required for spells is through rituals and rites dedicated to Velluna-Akka. During this time, you are afflicted with an incurable minor spellblight (ritualistic obsession) which requires you to add extra somatic components to any spell cast, lengthening the time spells take to cast but increasing their potency. During the moon's waning from full to new, you cast spells at +1 caster level and with a +1 to any spell DCs. When the moon waxes from new to full, you cast spells at -1 caster level and with a -1 to any spell DCs. You must take this revelation at 1st level.

#### Umbral Veil (Su)

Your face is shrouded in flowing waves of living shadow which form a diaphanous, black veil that hides your features. The veil grants you a bonus to saving throws equal to your Charisma modifier against blinding, dazzling, patterns, or other visual effects, and gaze attacks. At 11th level, once per day, you can extend the folds of your veil to mask your presence and create a figment of light and shadow to take your place. This functions as the *mislead* spell. At 15th level, you become immune to blinding, dazzling, patterns, and gaze attacks. You must take this revelation at 3rd level.

#### Secret-Keeper (Su)

You have gazed long into the Web of Wyrd and been gifted with many secrets that Velluna-Akka has deemed you worthy to know. As a move action, you can study a creature to gleam a brief glimpse of its fate which grants you a +1 insight bonus on attack rolls, damage rolls, and skill checks made against that creature for a number of rounds equal to your Charisma

modifier. At 14th level, this bonus increases to +2, and at 17th level this bonus increases to +3. You can use this ability once per day for every three oracle levels you possess. You must take this revelation at 11th level.

#### Shadows of War (Su)

Once per day, as a standard action, you can grant a semblance of life to your visions of Ragnarök in the surrounding area. By gathering up the frayed strands of Wyrd that are damaged during this traumatic event, you weave them into a battlefield filled with warriors of shadow that fight out their last moments in that epic war. You summon the quasi-real battlefield with an area of up to one 10-foot cube per oracle level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught on the battlefield takes 1d6 points of damage per oracle level each round, with a successful Will save to disbelieve resulting in half damage, as dozens of stray blows fill the area from shadow warriors battling around them. Even though it is not completely real, the battlefield is a hectic and cacophonous event, imposing a -5 penalty to all Perception skill checks made within the area of effect. This battlefield lasts for a number of rounds equal to your Charisma modifier. You must take this revelation at 15th level.

### FINAL REVELATION

Upon reaching 20th level, you become one with the night and all of its mysteries. You can apply any one of the following feats to any darkness, light or shadow spell without increasing the level or casting time: *Enlarge Spell*, *Extend Spell*, *Focused Spell*, *Intensified Spell*, *Lingering Spell*, *Reach Spell*, *Silent Spell*, or *Still Spell*.

## RITEs AND PASSAGES

While every race in Rhune has its cultural trials and rites of passage, the Aryandai live their entire lives seeking challenges they believe will make them stronger—all so that they may experience what they call 'shadow moments', epiphanies they equate with Velluna-Akka and the Well of Wyrd (which her clerics frequently call the Web of Wyrd). While many of these rites confer titles and positions of authority similar to those of other races or cultures, just as many rites appear to be arbitrary, at least to outsiders. These rites are called *The Warpstave Rites*. These rites vary, but frequently include intense physical, social, and emotional challenges, sometimes over the course of several days. While many of these challenges appear to be simple affairs to their participants (at least initially), they often include complex problems that overlap, forcing the individual Aryandai to use all of their skills and resources—bridging their physical and intellectual selves. These challenges vary in scope and intensity, but often include puzzles, tests of prowess, combat, and even periods of imposed alienation—all of which are designed by tribal elders to bring out the very best in a given individual. They believe these challenges will produce the necessary energy the participant will need to experience these shadow moments. The Aryandai believe these moments are always significant, even when the insights gained do not make immediate sense to the participant. In fact, it is common for tribal elders to warn participants away from assigning meaning or significance too soon, suggesting reflection and quiet meditation instead.





## EXTENDING THE WEAVE

The strands of prophecy ("Of That Which Should Be"), that Velluna-Akka weaves from the Web of Wyrd touch every realm in Rhune as intangible threads of fate shuttle back and forth between branches of the Great Tree, linking the deeds of Rhune's greatest heroes. The Great Weaver crafts these threads as part of her war against the giants and her long-term plan for Ragnarök itself. While the Aryandai understand the Web of Wyrd most directly, every race has individuals who are touched by fate and doomed to carry out great and terrible deeds.

The easiest way to represent the touch of Wyrd is by using the Hero Points mechanic from the **Pathfinder® Roleplaying Game: Advanced Player's Guide™**. Each Player Character in Rhune: Dawn of Twilight has one or more Wyrd Points representing their involvement in the grand web of fate woven by the goddess. Wyrd Points are gained and spent in the same way as Hero Points. If you do choose to use Wyrd points in your game, this opens up the Wyrd Weaver feat and the Wyrd domain for players.

Many Aryandai believe experiencing *shadow moments* produce additional benefits, as well. They claim these moments increase an individual's overall magical potential, allowing them to harness more arcane or divine energy than those who do not experience these moments. While this is difficult to prove, many Aryandai display keen divinatory insights that outsiders are hard pressed to explain—a claim openly championed by the Twilight Walker Tribe.

While the Aryandai celebrate numerous rites, not all of these rites are *Warpstave Rites*. In fact, they hold five principle rites—all of them purely rites of passage—above all others. These rites generally mark firsts for the participant, sometimes conferring social titles to mark success (*Venjii, who walked with the dead moon* or *Rician, who slew his shadow*). These rites are often used to test outsiders, as well as lone or tribeless Aryandai seeking acceptance. Of course, whole tribes practice many of these rites, especially when new Aryandai are readying to enter the larger world. These are:

**The Rite of the Dead Moon** This rite, embraced almost exclusively by the True Night Tribe, requires a participant to pass three tests, all within a single moonless night. These tests vary, but almost always include a night race, a test of strength, and end in blind combat.

**The Rite of Life's Blood** This rite, favored by the Killing Moon Tribe, requires a lone participant to seek out a spawn of the Thrall Lords (usually an ogre or troll) and slay it. This is normally accomplished by an ambush, but most always include prey that can defend itself. Slaying sleeping giants, as the saying goes, does not count. Members of the Killing Moon Tribe often mark themselves in the blood of their enemies, which some outsiders consider the source of this rite's name. Participants, however, know its true secret.

**The Rite of the Dark Fire** Arguably the strangest of the *Warpstave Rites*, members of the Twilight Walker Tribe generally undergo this rite before taking their first magical (or clerical) vows. While unique for each participant, this rite includes a lone journey to an isolated location and an extended test of will, sometimes lasting several nights.

**The Rite of the Second Shadow** This *Warpstave Rite* is rare, embraced by only the bravest of the Aryandai. Participants seek out portals to Nachtland and journey there, seeking out their immortal double (or *fylgja*), which they must win over or destroy.

**The Rite of the Great Weave** This rite is embraced by nearly all of the Aryandai, generally before they leave for their first journey outside of tribal lands. Said to win Velluna-Akka's attention (and favor), it demands participants pass five grueling tests: a test of will, a test of insight, a test of knowledge, a test of courage, and a test of faith.

## FEATS OF WYRD

### Weavings Pool

Your connection to the Well of Wyrd is strong, and you have learned to draw on your destiny to assist you.

**Benefit** You gain a pool of *weavings*, like the nightspinner archetype class feature. Your pool has 3 *weavings*. As a swift action you can spend a *weaving* to gain one of the following benefits:

- Gain a +1 bonus to all saving throws until the end of your next turn.
- Gain a +2 insight bonus to the next attack you make before the end of your turn.
- Gain a +2 dodge bonus to AC against the next attack that targets you before your next turn.

### Improved Weavings—Deception

Your mastery over your own destiny enables you to better use your pool of *weavings* to surprise and deceive your enemies.

**Prerequisite** pool of *weavings*.

**Benefit** Whenever you have at least one *weaving*, you gain a +1 dodge bonus to your AC. In addition as a swift action, you can spend a *weaving* to gain one of the following benefits:

- Make an immediate Bluff skill check to feint, with a +2 bonus.
- Gain a +1 bonus to each dice of sneak attack damage on your next attack.
- *Vanish*, as the spell, for a number of turns equal to your Charisma modifier (minimum 1).



## Improved Weavings—Arcana

Your mastery over your own destiny enables you to better use your pool of weavings to empower your spells.

**Prerequisite** pool of *weavings*.

**Benefit** Whenever you have at least one *weaving*, you gain a +2 insight bonus to Spellcraft skill checks. In addition as a swift action, you can spend a *weaving* to gain one of the following benefits:

- Gain a +1 bonus to the DC of the next spell you cast.
- Gain a +4 bonus to Concentration checks until the end of your next turn.
- Recall a single spell at a cost of one *weaving* per spell level. Spontaneous casters regain a spell slot of that level instead.

## Improved Weavings—Mobility

Your mastery over your own destiny enables you to better use your pool of *weavings* to move rapidly around the battlefield.

**Prerequisite** pool of *weavings*.

**Benefit** Whenever you have at least one *weaving*, you increase your movement by 5 feet. In addition as a swift action, you can spend a *weaving* to gain one of the following benefits:

- Ignore the first Attack of Opportunity made against you this round.
- Ignore difficult terrain for up to 10 feet of movement.
- Gain a +4 insight bonus to Acrobatics and Climb skill checks for one round.

## Improved Weavings—Focus

Your mastery over your own destiny enables you to better use your pool of *weavings* to concentrate on the task before you.

**Prerequisite** pool of *weavings*.

**Benefit** Whenever you have at least one *weaving*, you gain a +1 insight bonus to Perception skill checks. In addition as a swift action, you can spend a *weaving* to gain one of the following benefits:

- Gain a +2 insight bonus to any skill that requires concentration.
- Take 10 on any skill that requires concentration, even in dangerous circumstances.
- Spend one minute meditating on a course of action and receive a +2 insight bonus on your next initiative roll within one hour.

## Wyrd Weaver

You intuitively understand the threads of Wyrd that bind you to your destiny and can use this connection to power your abilities.

**Benefit** Whenever you have at least one Wyrd Point, you increase your maximum pool of *weavings* by one. In addition, you can choose to spend a Wyrd Point to gain three temporary *weavings*. These temporary *weavings* last for one hour or until used.

## TANGLED WYRDS— TRAITS OF DESTINY

A person's wyrd includes the thread that links their past to their future through the ever shifting loom of their choices. Their wyrd is set in motion at birth, and is influenced by the people they meet and the decisions they make. The interaction of many threads touching, connecting, and tugging on each other, forms a great web that cannot be truly understood by any mortal. But scholars know that some threads are tangled together from

## THE WEDDING OF THE TREE TO THE MOON

While Velluna-Akka's clerics, who are exclusively women, often live lives of reflective abstinence, they sometimes marry Oridynn's clerics in a sacred rite known as The Wedding of the Tree to the Moon. This wedding is almost always a symbolic gesture of union that brings the two faiths closer together (normally between ranking members of both faiths), but occasionally includes those with romantic inclinations. In some instances, established clerics from both faiths will gather, bringing all of their followers together for a two-day ceremony that includes crafting, feasts, and rune-castings to celebrate this sacred event. While these weddings are uncommon, they are always held at the height of Mhyr's ascent in the month of Siebhi (on the Wraith Moon).

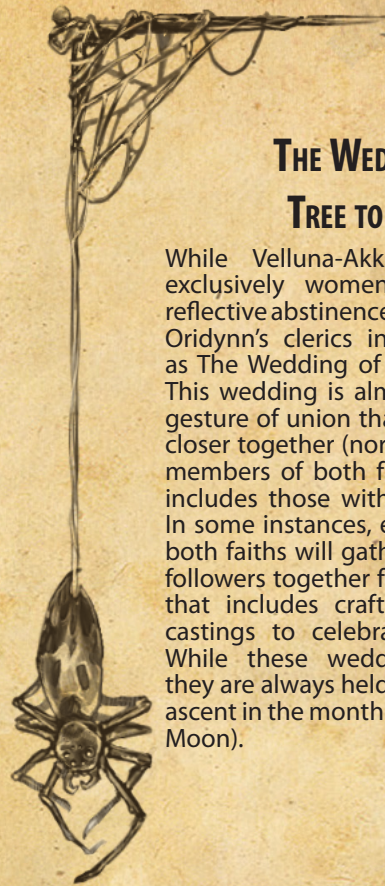
the moment they leave the Well of Wyrd. Some people are destined to meet as friends, as companions, or even as rivals. Some wyrds are deeply entwined from before birth, even if the individuals don't meet until adulthood. Those with tangled wyrds experience a shock of recognition, like *déjà vu*, on first meeting. And they often end up sharing their most dangerous experiences and adventures.

The following selection of traits offers players a way to represent the way their wyrd tangles with another character. Unlike normal traits, which help illustrate a character's individual past, these traits are designed to give multiple members of an adventuring party meaning. Thus, they are far more effective when multiple players select the same trait.

**Tangled wyrds—Rivals:** Select another player character that also has this trait. The threads of your wyrds are entwined and you are destined to be rivals. Once per day you can gain a +2 trait bonus to initiative. When you use this ability your rival, refusing to be outdone, can choose to swap your initiative roll for her own.

**Tangled wyrds—Shield Sisters:** Select another player character that also has this trait. The threads of your wyrds are entwined and you are destined to guard each other. Whenever you are adjacent to each other you both gain a +1 trait bonus to AC.

**Tangled wyrds—Sword Brothers:** Select another player character that also has this trait. The threads of your





wyrds are entwined and you are destined to be as close as siblings, whether you are from the same family or not. Whenever you flank a creature with your wyrd sibling you both gain an additional +1 to hit.

**Tangled wyrds—Collaborators:** Select another player character that also has this trait. The threads of your wyrds are entwined and you are destined to collaborate in solving the mysteries of the realms. Whenever you successfully aid your wyrd collaborator with a knowledge, profession, or craft check, they gain a +4 bonus rather than the normal +2.

## THE WELL OF WYRD

The Well of Wyrd is a complex concept that translates roughly to 'place of fate' to those who are not initiated into the Great Weaver's mysteries. While some of those who walk The Great Tree claim to have seen the actual well, a planar pool from which the goddess weaves possibilities, none can really confirm this. That said, the Well of Wyrd is treated as both a philosophical concept and a place.

Associated almost exclusively with Velluna-Akka, it is sometimes called the Web of Wyrd by both the Aryandai and Velluna-Akka's followers. Whether or not it is a real place, the Aryandai honor it as such. As a result, many of them treat natural wells, vertical caves, and standing pools as sacred places, weaving elaborate and intricate barriers around them in her honor. These barriers leave a single passage, generally woven into the form of a funnel-like tunnel that ends at a shrine.

As a pure concept, the Well of Wyrd represents that which Velluna-Akka weaves into being and her clerics understand it as '*that which is, that which is becoming, and that which should become.*' This concept reflects a lot of runic thought and many Vitkarr have suggested that Velluna-Akka's weavings are a mirror to the runes—a concept that many heartily accept. Not everyone, however, attributes the Well of Wyrd to Velluna-Akka alone. Many of the Æssinyr's faithful attribute the Well of Wyrd to all three of the goddesses—Alnara, Nayadia, and Velluna-Akka—suggesting that each controls a strand of fate, weaving each man and woman's destiny as they gaze into the well in unison. This concept, in fact, is fairly common among the people of Haven and Union cities, many of whom are henotheists.

In the case of the Aryandai, particular attention is paid to the strands of the woven web, or *that, which should become*, with many of them focusing their divinatory

abilities toward discerning precisely what should happen in any given instance. For them, *that which is becoming* and *that which should become* are separated by a very thin line. Keeping these two concepts flowing into one another is at the heart of their task, with most accepting that is precisely why their goddess created them. They are the web's guardians, those who hunt the destroyers and deceivers of the North. It falls on them to ensure the strands of the Great Web are never severed. And in doing this, they ultimately serve—each in their own way—their beloved goddess.

## THE WEAVLINGS, GUARDIANS OF WYRD

*A glimmering web of threads hangs in the air, slowly morphing through subtle prismatic colors. The tangle constantly reconfigures and reconnects its strands through intricate invisible dimensions.*



Delicate weblike creatures of interconnected planar threads, the Weavlings are semi-mythical to most races of Midgard. Only the Aryandai, and to a lesser extent the aelves, have significant contact with these elusive guardians. Most often found at sites sacred to Velluna-Akka, they wait patiently, spinning themselves into endless complexity in praise of the Great Weaver. At the Web of Wyrd itself they congregate in the thousands, forming an immense tapestry of living color that is both stunningly beautiful and utterly unsettling to mortal eyes.

Weavlings, born in the same great act of creation as the Aryandai, form a second strand to Velluna-Akka's plan against the giants. While the Aryandai are hunters, the Weavlings guard the Well of Wyrd against corruption by the Thrall Lords. Though a single Weavling is delicate and relatively weak, a swarm of them, suddenly appearing at the site of a threat, can quickly disable even a giant.

The Weavlings are intimately connected with the threads of fate, and know much of Velluna-Akka's thoughts. They do not often share this knowledge, preferring to protect the free will and choices of mortals. When they do answer questions, their guidance is often cryptic or partial, to the occasional frustration of a curious Aryandai sage. Only the most holy arachnomancer would dare to summon the Weavlings, but for the favored of the Great Weaver, they are a powerful allies.



## Weavling

CR 5

XP 1600

NG Tiny Outsider (good)

Init +3; Senses darkvision 60 ft.; Perception +11

### DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +2 size, +3 natural)

hp 45 (6d10+12)

Fort +4, Ref +8, Will +7

**Defensive Abilities** amorphous; Immune critical hits, precision damage

**Weakness** vulnerability to fire

### OFFENSE

**Speed** 10 ft., flight (40 feet, perfect)

**Space** 2.5 ft.; Reach 0 ft.

**Special Attacks** planar strands (at will) (DC 15), weaver's wrath (at will)

**Spell-Like Abilities** (CL 6th)

At Will—*dimension door*, *divination*

3/day—*prayer*, *true strike*, *web*

1/day—*dimensional anchor*, *magic circle against evil*, *plane shift*

### STATISTICS

Str 2, Dex 16, Con 14, Int 12, Wis 14, Cha 16

Base Atk +6; CMB +7; CMD 13 (can't be Tripped)

**Feats** Go Unnoticed, Point Blank Shot, Target of Opportunity

**Skills** Acrobatics +3 (-5 jump), Bluff +12, Fly +15, Knowledge (arcana) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +11, Sense Motive +11, Stealth +20

**Languages** Celestial, Common; telepathy (100 feet)

**SQ** planar call

### ECOLOGY

**Environment** Any (Well of Wyrd)

**Organization** Solitary, flock (3-6), swarm (12-60)

**Treasure** None

### SPECIAL ABILITIES

**Planar Call (Su)** At need weavlings can manipulate threads of wyrd to pass warnings or call for help between the realms. This acts like a *sending* spell to the swarm of Weavlings that constantly spins itself around the Well, with no chance of the message going astray.

**Planar Strands (Su)** Weavlings can wrap their enemies in conjured strands of planar material. With a successful ranged touch attack, a target within 40 feet gains the entangled condition for 6 rounds. The *planar strands* affect both material and incorporeal creatures, as if they have the *ghost touch* property. In addition the target must succeed on a DC 15 Fortitude save or become helpless instead. Additional uses of *planar strands* on the same target increase the DC by one for each use after the first. The DC is Constitution based.

**Weaver's Wrath (Su)** Weavlings can channel Velluna-Akka's power to smite their snared enemies. As a standard action they deal 2d6 damage to all creatures entangled or helpless in their Planar Strands or their web spell-like ability. Against evil creatures this ability deals 4d6 damage. This damage bypasses anything less than DR/epic.





# FACTIONS OF THE WILD

While a number of factions operate within the safe walls of the cities in the east, a select few have evolved outside of the City-States of Vallinar for almost identical reasons. These factions, both illegal and occasionally radical, happily operate from the remote places—from caves, abandoned forts, and wooded groves.

## THE BLACK HAND

### DESCRIPTION

The Black Hand is a collective of rogues and brigands—disenfranchised men and women that were once proud patriots. Betrayed by the Kingdom of Vallinar in their hour of need when the Second Fel Horde invaded the Kingdom of Vallinar, these former loyalists have sworn eternal vengeance—fighting until they rule the people they once defended. Where others fight, steal, and kill for duty or personal gain, the Black Hand does this only on the surface. Their overall agenda is far more insidious, with members planning moves that sometimes take years to expose. To the layperson, the Black Hand holds a simple but criminal place in the City-State's economy as its very own black market.

Although its members dress normally, most bear the mark of a black hand somewhere on their person. Members actively frequently wield weapons and armor that bear their symbol, as well.

### GOALS

The Black Hand has a number of goals, all of which revolve around its main agenda—the destruction of the City-States of Vallinar. While it does not actively seek to hurt most of the territory's innocent citizens, it does not balk at burning down settlements or destroying caravans to send back a clear message to its former masters. It takes what steps are necessary to achieve its goals, even when those steps are frequently distasteful.

### ALIGNMENT NE

The Black Hand frequently engages in tactics that other would call chaotic as frequently as it twists laws to serve its will. It does not fight a noble battle, nor does it believe

in doing so. In fact, it has taken a great deal of care to dominate most of the underworld of the City-States of Vallinar, placing its agents within easy reach of numerous targets.

### LEADER

Gar the Ghost (CE male human fighter 5/rogue 9) currently runs the Black Hand from his lair in an abandoned fort in the Old Holds. The grandson of a longtime veteran from Haven City, Gar was raised on tales of horror and eternal vengeance, his upbringing a twisted tale of hate and pain. As the current head of operations, he has actively engaged in a campaign of hit and run tactics that has made the Black Hand a notable enemy to a number of groups, the City-States of Vallinar chief among them.

### HEADQUARTERS

Although the Black Hand has numerous secret locations throughout the Old Holds region, its oldest and best established safe house is hidden deep within the City of Damas. Some believe it part of the city's elaborate wastewater system, although others suggest it is locked between dimensions, accessed only by secret keys possessed by its highest-ranking members. Although rumors suggest a number of locations, none outside of the organization have been able to divine its true location—and if they have, they have died by its agents' hands soon after.

### JOINING AND ADVANCING

The Black Hand attracts its members from all walks of life, inviting the poor and powerless

with ease. As a result, it is made up primarily of brigands, thieves, and highwaymen, all of which actively work to increase their personal wealth and power in their given regions. The Black Hand accepts this, using them as the tools they are. Some, however, glean the secret heart of their effort and rise through the ranks quicker because of it. These men, known only as Blades, act as an extension of the Black Hands' will.

### RESOURCES

- **Friendly** You enjoy a respectful relationship with the Black Hand. Although you cannot use its resources on a regular basis, you do enjoy a significant break on





expensive items sold on the black market. Once per week, you may purchase any item at a 25% discount. Additionally, any time you sell an item, you can demand a higher return, gaining 65% of the listed price instead of the standard 50%.

- **Helpful** You have actively worked to forward the Black Hands' agenda and they recognize you as a loyal ally. Once per week, you can call upon them to aid you in your tasks, granting you a +4 competence bonus on a single Diplomacy (to gather information), Knowledge (local), or Linguistics skill check. In addition, you may employ 1d4 1st level rogues for a number of days equal to your Charisma modifier once per month.
- **Loved** You have actively worked against the City-States of Vallinar for so long that the Black Hand values you, taking steps to protect you (regardless of whether you're a member). Unbeknownst to you, you gain a number of Blades equal to your Charisma modifier that shadow you, ensuring your safety. These are GM controlled NPCs that only enter the story to save your life, and once expended, are not replaced.

#### FACTION TRAITS

- **Black Bladed Will** You have studied alongside agents of the Black Hand for a number of years and draw strength from that knowledge. You gain a +1 morale bonus to Will saves whenever you fight alongside other agents.
- **Hand Know-How** Your time with the Black Hand has taught you a number of things, namely how to twist a blade and surprise an enemy. Whenever you strike an enemy and deal sneak attack damage, you deal a number of additional points of damage equal to  $\frac{1}{2}$  your Intelligence modifier (rounded down).
- **Poisoned Blade** You have spent years learning how to handle poisoned blades of all sorts and never worry about suffering from an ill-placed strike. Whenever you roll a 1 with a poisoned blade, you do not automatically expose yourself to the effects of the poison. Instead, you suffer the normal 5% chance as if you had applied the poison to the blade.



## THE GREENGARD

### DESCRIPTION

Sworn to protect ælven interests at home and aboard, the Greengard are an ancient order of ælves that serve a number of roles. Feinn E'onna founded the order in 697 YUR to safeguard Ælveheim's purity. Dedicated to keeping foreign technology out of Ælveheim, the Greengard has followed Lady Adalyanna I'nnu's lead for centuries. Today, however, they serve additional roles, working as an elite defense force, as spies, and as border agents. The Greengard have established themselves as the pinnacle of ælven combatants—spilling blood without question to defend ælves and their interests anywhere on Rhune.

Members of the Greengard wear no set uniforms, but some members do magically mark their clothing and personal items with their order's emblem.

### GOALS

The Greengard's goals are simple—safeguard ælves and their homeland from the advancing horrors of the outside world. The group considers all threats in equal measure, but pays particular attention to illegal technology, believing it to be a true bane to the ælves. The Greengard spends most of its time far afield, patrolling the kingdom's borders and safeguarding the remote Sils.

### ALIGNMENT LN

The Greengard is a strict organization that places Lady Adalyanna I'nnu's word above all others, even those of their beloved founder. They regard the safety of Ælveheim (and its people) above all else and rarely concern themselves with what outsiders consider good or evil.

Instead, they judge everything against its impact on the ælven way and make their decisions accordingly. Because of this, many outsiders consider this group to be little better than unthinking brutes—ælves whose only concern is their goodwill and safety.

### LEADER

Lord Irien I'Drienn (LN male ælven ranger [shadow stalker] 12) was a renowned astronomer before joining the Greengard some two centuries ago. Rising quickly through the ranks, he pioneered an advanced form of *dulamu-mara*



(a mixture of deceptive magic and sudden brutal violence). Lord Irien delights in leading field operations while his capable subordinates manage logistics; few of Ælveheim's enemies survive an encounter with his blades.

### HEADQUARTERS

The formal headquarters of the Greengard is a slim tower of wood and green crystal in the Blade's Ward of The Court City. They also boast a series of hidden camps in glades and dells along the eastern edge of Ælveheim. These houses patrols and anchor a network of mystic wards that crisscross the borderlands.

### JOINING AND ADVANCING

Almost all members of the Greengard are ælves. Although they use members of other races as informants beyond their borders, after long years of bloody warfare, the Greengard hold deep suspicion of anyone who is not from Ælveheim. Ælves join as volunteers and advance through keeping watch on the border, seizing illicit technological artifacts and raiding nearby settlements.

### RESOURCES

- **Friendly** You have a positive relationship with the Greengard. Although they do not yet fully trust you, you can travel safely in the lands around Ælveheim. Additionally, the Greengard will, once per month, sell you non-magical ælven crafts.
- **Helpful** You have actively worked to protect the borders of Ælveheim from the bane of technology and non-ælven incursions. You may travel along the outskirts of Ælveheim unmolested. Ælven patrols will even go so far as to guide you to safety when need be. Additionally, once per month, you may enter the one of the remote Sils to purchase minor magical items from the Greengard.
- **Loved** You have gained great renown in the war against technology and the Greengard regard you as one of their own. You can freely use the Greengard's network of hidden camps outside of Ælveheim, though if you are not ælven they guide you in blindfolded to the camps. Additionally, once per month, you can purchase regular magical items (including magical arms and armor) from the Greengard.

### FACTION TRAITS

- **Ælven Bow-Master** You have studied with the best archers that Ælveheim has to offer. Whenever you confirm a critical strike with a longbow or shortbow, you deal additional damage equal to your Dexterity modifier (rounded down).
- **Dulamu-mara Maven** You have spent years practicing the deceptive ælven art of combat and excel in keeping your opponent off guard. You gain a +3 trait bonus on Bluff skill checks to feint in combat.
- **Ghost Bane** Your training with the Greengard has taken you closer to Summernight City than most

ælves ever get. As a result, you've learned to harness your inner fire—which you can channel to harm the undead. You may prepare *disrupt undead* as a spell-like ability.

## THE GREEN WAY

### DESCRIPTION

The Green Way is a collective of individuals dedicated to preserving nature in all its forms, be it the gentle stream or the wild, storm-filled night. These men and women believe that the spread of technology has grown too far and that, if left unchecked, it will bring all of Rhune to its knees. Accordingly, they actively work to stop technological (and by extension, human and dwarven) expansion at all costs. To outsiders, its members are no worse than brigands or highwaymen, striking at farms, settlements, and other remote wilderness locations to dissuade people from spreading. Although members argue they avoid murder, far too many members have shown a willingness to engage in violence to give this claim much weight.

Members of the Green Way wear a wide variety of greens, browns, and other naturally colored leathers. They favor small bits of wood, tied into both their clothing and hair.

### GOALS

The Green Way's goals are simple—stop technological progress and eastern expansion at all costs. They believe that the Goddess Alnara has charged them with this sacred mission and will stop at nothing, death included, to see this mission through. Frequently supported by the ælves of the west, members of the Green Way see themselves as ecological heroes that are above the simple morality of clans and cities.

### ALIGNMENT CN

While the Green Way often claims it prefers non-violent tactics against those who embrace technology and development, the reality of their mission frequently demands they ignore this ideal. As a result, they frequently act in a manner that is clearly illegal and more than one jarl has placed bounties on their member's heads. While most of the individual members are genuinely good people, they are not above breaking local laws and killing those who oppose them.

### LEADER

Fjarda the Bold (CN female human rogue 8) currently leads the Green Way. She is a complex, if rustic, woman from the Old Holds who claims ties to the ælves. She has confided in her closest lieutenants that she, as a young woman, visited Ælveheim and met with Lady Adalyanna I'nnu's—who charged her with cleansing the human lands of the bane of technology. Whether or not anyone can confirm this as truth remains unknown, but Fjarda has been seen in the company of ælves on many occasions and many of her followers count this as confirmation of her stories.





## HEADQUARTERS

The Green Way currently operates out of a number of bases west of the Old Holds, but most believe their base camp lies somewhere between the Writhewald and Myrrwald. The Green Way also claims to have safe houses in most major cities, where its members plan anti-industrial operations that include everything from reconnaissance to outright sabotage.

## JOINING AND ADVANCING

Joining the Green Way is relatively simple and it welcomes new converts all the time. Its leadership, however, is very careful about who it allows into its inner circle, knowing full well plenty of folks from the City-States of Vallinar would love nothing more than to bring the group to its knees. Those who do prove their worth, mostly by destroying industrial targets or driving off eastern explorers, are eventually introduced to one of the local lieutenants and given the chance to become one of the *ælf-marked*.

## RESOURCES

- **Friendly** You have developed a trusted relationship with the Green Way and they regard you as an ally. You gain a +4 bonus to Diplomacy skill checks to locate their hidden camps, which you may then make use of for up to one week a month.
- **Helpful** You have actively worked to forward the Green Way's many goals, including the destruction of an industrial target, and they have agreed to grant you a measure of exclusion when it comes to your particular use of technology. You may openly display and use modern weapons and

technology that you steal or discover without losing favor in the group's eyes, provided you continue to forward their goals. In addition, provided you are not in a city, you gain a +4 competence bonus to Knowledge (nature) skill checks.

- **Loved** Your work with the Green Way has attracted the attention of its senior members and their allies, the *ælfes*. In addition to gaining their admiration and trust, you become *ælf-marked*, a process that infuses you with a number of arcane abilities. You gain the following spell-like abilities: 1/day—*faerie fire*, *obscuring mist*, and *sanctuary*. The caster level for these effects is equal to your character level. The DC for these spells is equal to 10 + the spell's level + Wisdom modifier.



## FACTION TRAITS

- **Ælf Favored** You have developed mannerisms that are pleasing to the *ælfes* and they regard you kindly because of it, regardless of your ethnicity. You gain a +3 trait bonus to Diplomacy skill checks when dealing with *ælfes*.
- **Saboteur** Your work with the Green Way has long embraced the violent need to sabotage the industrial machine that slowly awakens in the east—which you happily embrace. You gain a +1 trait bonus to Disable Device and Stealth skill checks. Additionally, you may select one of these skills; it becomes a class skill for you.
- **Treehopper** You have spent years in the wild forests, watching and learning from the numerous creatures that live therein. You gain a +3 trait bonus to Acrobatics skill checks to balance on outcrops, tree limbs, and other narrow, natural ledges.



# OF SPIDER AND MOON

**B**oth the Aryandai and the ælves pay homage to Velluna-Akka, Weaver of the Web of Wyrd. While both of these races hold this holy goddess in high regard, both do so in their own ways.

To the ælves, she is the Starry Goddess, the Crone-Mother, and the Dark Queen of the Night. She is responsible for guiding slain ælves back to Sommerfæth and her temples in ælven lands reflect this ideology. To a great degree, she is also a protector of the dead and many ælves, especially those who wield spell and blade in defense of the dead (like the Servants of Summer Night), honor her as their matron. She is, in similar regard, the Goddess of Fate and responsible for culling the weak—killing infants and giants with the same, crescent-shaped blade. While some view her as a cruel goddess, her clerics—all of them women—are quick to point out that her nature is necessary, even when it appears wanton or remorseless. It is this nature that her followers grimly accept, even when that curved blade cuts close to home.

To the Aryandai, Velluna-Akka is the Great (or Grand) Weaver. She is the Great Spider of Mhyr and her watchful gaze does not miss much. In this aspect, she is the wise woman and her visions suggest a longer vision, one that perhaps only Oridynn, Master of the Runes, truly understands. Her clerics, deep in their jungle homes, weave giant alters to her between the trees, building alters inside tunnels of spider's silk and in high, dark places. While most of the Aryandai venerate her as the Great Weaver, almost all of them call upon her aspect as the Queen of the Night when hunting down her enemies—the servants of the Thrall Lords. In this aspect, she is a hunting-spider that stalks the night, bringing death upon its enemies from the shadows. She is silent, efficient, and embodies all of the deadly beauty of her spider servants—laying intricate traps for her enemies in tangled webs few understand.

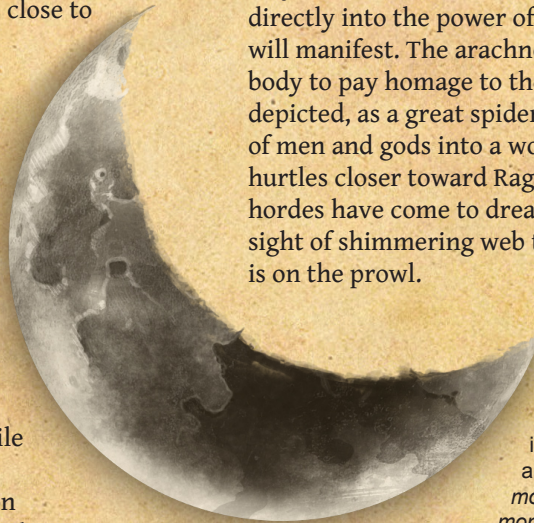
Of course, to the humans (and all of the other races that venerate her), Velluna-Akka is a strange, alien goddess whose will is often shrouded in mystery. It is probably for this very reason her followers meditate on her motto, “I am the mystery” when they recite their midnight prayers to the goddess.

GMs wishing to run adventures in the lands west of the City-States of Vallinar in their **Rhune: Dawn of Twilight** campaign will find much of the following information

invaluable. This chapter contains information on the arachnomancer (a summoner archetype favored by the Aryandai), a brief description of what arachnomanancy is, several spells, the moon mystery, wyrd domain (suitable for clerics of Velluna-Akka from any land), and a handful of magical items suited for both ælven and Aryandai lands. Although the arachnomancer might appear anywhere in Rhune, this archetype fits perfectly among the Aryandai. It certainly also fits other settings (especially if those settings featured subterranean elves and spiders). Creative GMs, of course, will find use for any of the following materials, regardless of whether or not they are running adventures set in Rhune!

## ARACHNOMANCER (SUMMONER ARCHETYPE)

While many study the Web of Wyrd to uncover what fate may have in store for them, the arachnomancer taps directly into the power of the Web to make Velluna-Akka's will manifest. The arachnomancer molds his abilities and body to pay homage to the form the Great Weaver is often depicted, as a great spider endlessly weaving the fates of men and gods into a world-spanning web. As Midgard hurtles closer toward Ragnarök, many in the Thrall Lords' hordes have come to dread the sound of chitinous legs and sight of shimmering web that hint that an arachnomancer is on the prowl.



### Wyrd Summoning (Sp)

An arachnomancer is so focused in his study of the Web of Wyrd and its denizens that he sacrifices knowledge in other areas of magic. When an arachnomancer uses his *summon monster* ability or casts the *summon monster* spell, he cannot summon the

normal list of creatures that is allowed but instead must use the following modified list (these changes also apply to using a higher-level *summon* spell to summon multiple creatures from a lower-level list).

- *Summon Monster I*: An arachnomancer can only summon Giant Crab Spiders.
- *Summon Monster II*: An arachnomancer can only summon Giant Spiders and Spider Swarms.
- *Summon Monster III*: An arachnomancer can only summon Ebonweaver Swarms (treat as a spider swarm with the advanced template and Entrap special attack (DC 13)).
- *Summon Monster IV*: An arachnomancer can only summon Araneas and Giant Black Widow Spider.
- *Summon Monster V*: An arachnomancer can only summon Ogre Spiders, Phase Spiders, and Weavlings.
- *Summon Monster VI*: An arachnomancer can only summon Giant Tarantulas.
- *Summon Monster VII*: An arachnomancer can only summon Web Sentinels (treat as a Phase Spider with the advanced, giant, and half-celestial templates).





- *Summon Monster VIII*: An arachnomancer can only summon Daughters of Velluna-Akka (treat as a Jorogumo with extraplanar subtype).
- *Summon Monster IX*: An arachnomancer can only summon Keepers of the Wyrd (treat as a Morrigna Psychopomp).

This ability otherwise functions as and replaces the summoner's normal *summon monster* spell-like abilities.

## Skittering Eidolon

The arachnomancer's eidolon is an outsider from the Web of Wyrd and thus usually has the form of an arachnid-like creature as it is shaped by the energies of that place. At 1st level, if the arachnomancer's eidolon has the quadruped base form, it gains a bonus of two limbs evolutions in addition to those granted by the base form, but his eidolon cannot take the following evolutions:

- 1-point evolutions: hooves, unnatural aura, wing buffet;
- 2-point evolutions: flight, head, undead appearance, weapon training;
- 3-point evolutions: major magic, sacrifice;
- 4-point evolutions: breath weapon, incorporeal form, ultimate magic;

This ability alters the normal summoner eidolon class feature, but in all other ways is identical to that class feature.

## Tangled Ink (Su)

By marking his skin with ritualistic rune tattoos that bear a resemblance to a sprawling web, an arachnomancer forms an intimate bond with the Web of Wyrd that lets his body act as a conduit for every creature, including his eidolon, which he summons. When summoning his eidolon, using his *summon monster* ability, or casting a *summon monster* spell, an arachnomancer's body acts as a doorway to the Wyrd while a miniature ink caricature of the summoned monster or eidolon appears on his flesh. In a matter of seconds, the creature grows to full size and pries itself from the arachnomancer. If possible, it always appears in a space adjacent to the arachnomancer.

At 1st level, an arachnomancer redirects conduits of energy from the Web of Wyrd, through his body, to heal his eidolon. He can, as a swift action, sacrifice uses of his *summon monster* spell-like ability to heal his eidolon for a number of hit points equal to his summoner level. He may do this once per use of *summon monster* expended.

At 12th level, as a full round action, an arachnomancer can force his body to create a gateway from the Web of Wyrd for his eidolon to be summoned through even if the eidolon was slain that same day. The eidolon appears the next round beside the arachnomancer as if it had been summoned normally. Doing this causes great pain to the arachnomancer, who suffers a magical backlash as he uses his body as a bridge between the worlds. The arachnomancer suffers 1d8 points of damage for every 4 summoner levels he possesses. This damage may be healed normally.

This ability replaces greater shield ally and the function of life link that allows the arachnomancer to sacrifice hit points to absorb damage to his eidolon, but in all other ways is identical to that class feature.

## Web Magic (Ex)

An arachnomancer adds certain web-based spells to his spells known list as his study of the Web of Wyrd produces tangible

results. He adds these abilities to his spells known list as soon as his summoner level allows him to cast spells of that spell level. 1st—*web bolt*; 2nd—*web*, *web shelter*; 3rd—*caustic web*; 4th—*ghost web*, *poison web*, *web cloud*; 5th—*webjaunt*; 6th—*greater webjaunt*.

## TOTEM OF THE ARACHNID (Su)

At 4th level, the arachnomancer selects an aspect of Velluna-Akka to exalt and model his own abilities after. The different aspects (facets of her divinity) available for selection by the arachnomancer include Velluna-Akka's position as a protector and guardian of the souls of the dead, her personal vendetta to hunt and slay all of those that would see Midgard burn, and her role as weaver of fates—for both heroes and men alike. The arachnomancer can only pick one of the following aspects.

**Aspect of the Guardian** The arachnomancer becomes a protector of the dead and metes justice upon those that would prey upon them.

- At 4th level, the eidolon of the arachnomancer gains the ability to treat its natural attacks as if they had the *ghost touch* weapon property.
- At 10th level, as a standard action, the arachnomancer can produce a 10-foot radius aura around himself and his eidolon that grants each of them immunity to energy drain and any negative energy effects. In addition, anyone in the aura gains a +4 morale bonus on saves against death spells and effects. The arachnomancer can use this ability for number of minutes per day equal to his summoner level. The duration does not need to be consecutive, but it must be spent in 1-minute increments.

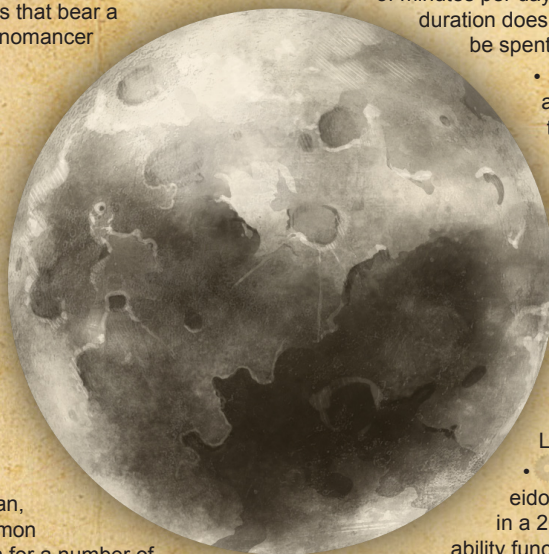
- At 18th level, whenever the arachnomancer or his eidolon is targeted by a spell or spell-like effect, as an immediate action, he can choose to reflect the spell back upon the original caster. This ability functions as *spell turning*. The arachnomancer can affect a total number of spell levels per day equal to 3 plus his Charisma modifier.

**Aspect of the Hunter** The arachnomancer seeks to end the lives of any that would follow the Thrall Lords and see Midgard's destruction.

- At 4th level, the arachnomancer's eidolon can generate an aura of silence in a 20-foot radius around itself. This ability functions as the *silence* spell. The arachnomancer can command the eidolon to turn this aura on or off as a swift action and he can use this ability for a number of rounds per day equal to his summoner level.
- At 10th level, whenever the arachnomancer or his eidolon score a critical hit and confirm it, they may roll the attack's damage dice (but not extra or precision damage dice) twice and take the higher result of the two.
- At 18th level, whenever the arachnomancer or his eidolon have a hand in slaying an enemy, they gain a +1 morale bonus to attack and damage rolls for 1 minute. For each additional enemy slain during this time period, they gain a cumulative morale bonus of +1 to add to this total to the maximum of +5. When they reach the max for this morale bonus, every enemy slain resets the duration of the bonus to 1 minute.

**Aspect of the Weaver** The arachnomancer watches over the filaments of wyrd that surround his fellow mortals and offers a helping hand to any whose fate is to be severed prematurely.

- At 4th level, the arachnomancer can call upon the guardians of the Web of Wyrd, the Weavlings, to answer a question about his or another's fate. This ability functions as an





*augury* spell. Regardless of the answer received from the Weaving, the arachnomancer and his eidolon gain a +1 morale bonus to attack rolls, damage rolls, and saving throws for 10 minutes after each use of this ability. The arachnomancer may use this ability once per day for every 4 summoner levels he possesses.

- At 10th level, as an immediate action, the arachnomancer and his eidolon gain the ability to move normally through any obstacle, terrain, or effect that would restrict movement as if it didn't exist. This ability functions as a *freedom of movement* spell. The arachnomancer can use this ability each day for 10 minutes per his summoner level. The duration does not need to be consecutive, but it must be spent in 10-minute increments.
- At 18th level, once per day, the arachnomancer can take a corpse (or some small portion of it), gather up the strands of severed Wyrd that surround it, and weave them back into a single, connected strand. This ability functions as a *resurrection* spell on the target creature without the need for a material component.

This ability replaces the shield ally, aspect, and greater aspect abilities.

## ARACHNOMANCY— SPELLS OF THE WEB

Arachnomancy is a strange school of magic with strong ties to both the schools of conjuration and divination. While it is actively practiced by the Aryandai, it is rare outside of their peninsula. Unlike some schools of magic, its theories are not taught in the classroom or recorded in rune poems. Rather, this spider-magic is handed down orally or as glyphs and formula woven into sigils that resemble elaborate webs.

The following spells are commonly taught to arachnomancers and to those who befriend the Aryandai's shamans.

### Caustic Web

**School** conjuration (creation); **Level** magus 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (spider web, bat guano)

**Range** medium (100 ft. + 10 ft./level)

**Effect** caustic webs in a 20 ft. radius spread

**Duration** 10 min./level (D)

**Saving Throw** Reflex negates; see text; **SR** no

#### Description

*Caustic web* creates an area of strong sticky strands, which glow with a sickly green radiance and constantly seep burning acid. In addition to the standard effects of the *web* spell any creature grappled by the *caustic web*, or moving through its area, takes 2d4 points of acid damage per round.

### Ghost Web

**School** conjuration (creation); **Level** magus 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (spider web, clear crystal worth 10 gp)

**Range** medium (100 ft. + 10 ft./level)

**Effect** ethereal webs in a 20 ft. radius spread

**Duration** 10 min./level (D)

**Saving Throw** Ref / Fort negates; see text; **SR** no

### Description

*Ghost web* creates an area of ghostly strands, which constantly shift in and out of visibility. The strands have their full effect on incorporeal creatures, as per the *web* spell.

Physical creatures can move through the strands without resistance, but must make a Fort save or suffer 1d2 points of Strength damage each turn that they spend in contact with the *ghost web*.

### Webjaunt

**School** conjuration (creation); **Level** magus 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (spider web)

**Range** touch

**Target** you and 1 willing target

**Duration** 1 min./level (D)

**Saving Throw** none; **SR** no

#### Description

*Webjaunt* creates a ghostly intangible web connecting you to a single, willing target. This web binds them to you with a strand of planar material, providing the following benefits while the target remains within 400 ft. + 40 ft. per level of you. For the duration of the spell you automatically have line of effect to the targets and they count as being within touch range.

In addition, the target can:

- Gain the benefits of the *spider climb* spell.
- Communicate with you at will as the *message* spell.
- Teleport to a location adjacent to you as a standard action, as per the *dimension door* spell (your ally may only use this ability once).

### Poison Web

**School** conjuration (creation); **Level** magus 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (spider web, vial of poison worth at least 50 gp)

**Range** medium (100 ft. + 10 ft./level)

**Effect** poison webs in a 20 ft. radius spread

**Duration** 10 min./level (D)

**Saving Throw** Ref / Fort negates; see text; **SR** no

#### Description

*Poison web* creates an area of faintly glowing strands, which are imbued with ghost spider poison. In addition to the standard effects of the *web* spell, any creature grappled by the *poison web*, or moving through its area, suffers the effects of a dose of ghost spider venom.

#### Ghost spider venom

**Onset** instant

**Frequency** 1/rd. for 4 rds.

**Effect** 1 Wis and confused for 1 rd.

**Cure** 2 saves

### Greater Webjaunt

**School** conjuration (creation); **Level** arachnomancer 6, magus 7, sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S, M (spider web)

**Range** touch

**Target** you and 1 willing target per 2 caster levels

**Duration** 1 min./level (D)

**Saving Throw** none; **SR** no

#### Description

*Greater Webjaunt* creates a ghostly, intangible web connecting your allies. This web binds them to you with strands of planar material, allowing great tactical coordination, providing the following benefits while the allies remain within 400 ft. + 40 ft. per level of you. For the duration of the spell you automatically





have line of effect to the targets, and they count as being within touch range.

In addition, the targets can:

- Communicate with you and each other at will as the *message* spell.
- Gain a +2 insight bonus to all attack rolls, as per the *tactical acumen* spell.
- Ignore difficult terrain created by any of your spells with 'web' in the name.
- Teleport to a location adjacent to you, as a standard action, as per the *dimension door* spell (and each allied target may only use this ability once).

## MOON MYSTERY

*An oracle of the Moon mystery casts her gaze up toward that heavenly body and is changed forever by the hidden secrets of Velluna-Akka uncovered in this contemplation. Oracles of the Moon can be found in all societies that pay homage to the Queen of the Moon, but they are most commonly found amongst the ranks of those that consider themselves her children, the Aryandai. Their mastery over the blending of light and darkness to confound the senses and their strong connection to the very binding forces of Midgard makes them formidable enemies to any that would challenge the Veiled Lady's desires.*

**Class Skills** An oracle with the Moon mystery adds Knowledge (arcana), Perception, Stealth, and Survival to her list of class skills.

**Bonus spells** *faerie fire* (2nd), *mirror image* (4th), *clairaudience/clairvoyance* (6th), *moonstruck* (8th), *dream* (10th), *cloak of dreams* (12th), *lunar veil* (14th), *reverse gravity* (16th), *polar midnight* (18th)

### REVELATIONS

An oracle with the moon mystery can choose from any of the following revelations.

#### Aegis of Reflection (Su)

Once per day, as a standard action, you can draw a protective rune upon a single shield or suit of armor that bestows upon it the *mirrored* property. At 11th level, you gain an additional use of this ability per day and may instead choose to give the shield or armor the *radiant* property. At 15th level, you gain a third use of this ability each day and may instead bestow a shield with the reflecting property or armor with the *improved energy resistance* property. The effect lasts for 1 round per oracle level.

#### Bounding Stride (Su)

Your every step grows lighter as you learn to unshackle yourself from the world's gravitational pull. At 1st level, as a swift action, you can bound and leap about as if under the effects of a *jump* spell for a number of minutes per day equal to your oracle level. At 5th level, as a swift action, you can float downward from any height as if you weighted next to nothing, like the spell *glide*, for a number of minutes per day equal to your oracle level. The duration does not need to be consecutive, but it must be spent in 1-minute increments. At 10th level, your ability to *glide* transforms into the ability to *fly*.

#### Dark of the Moon (Su)

As a standard action, you can darken the area around you by absorbing the nearby ambient light. When using this ability, you generate an aura of darkness out to a 20-foot radius that lowers the illumination level within it by one step as per the spell *darkness*. This aura is centered on you and follows your movement. The effect lasts for 1 minute per oracle level or until released. As a standard action, you may release the absorbed light in a brief flash that dispels the effect and can cause a single creature facing your direction to be dazzled for 1 minute unless it makes a successful Fortitude save. At 11th level, you can absorb more light, which decreases the illumination level by two steps instead of one, and when you release the light, it now affects all creatures within your aura of darkness. You can use this ability once per day, plus 1 additional time per day at 7th and 15th level.

#### Lunar Conjunction (Ex)

Your study of the moon and its position in the heavens has gifted you with rare insight into the secrets of the nine realms. Once per day, you may meditate for 1 round on the knowledge received from your study and attempt to convert these secrets into a powerful *vision*, as per the spell. You must be at least 11th level to choose this revelation.

#### Mark of the Moon Beast (Su)

As a standard action, you can call upon the divine fury of Velluna-Akka to induce a ferocious, bestial transformation within yourself. Your features grow more animal-like though not enough to make you appear to be a lycanthepe in hybrid form. You gain natural weapons in either the form of two claw attacks that deal 1d4 damage each (1d3 if you are Small) or a bite attack that deals 1d6 damage (1d4 if you are Small). These natural weapons are considered primary attacks. If you already possess either claws or a bite attack, you can instead increase the damage of that attack temporarily by one size category. At 5th level, and every 5 levels thereafter, you can select an ability to gain during this transformation from the following list: burrow 30 feet, climb 30 feet, swim 30 feet, darkvision 60 feet, low-light vision, scent, ferocity, grab, and trip. At 10th level, you may select from these additional abilities as well: blindsense 30 feet, blood rage, tremorsense 60 feet, and pounce. Only abilities with a range of 30 to 60 feet can be selected more than once, in which case they stack to increase the range of that ability. You may use this transformation for a number of minutes a day equal to your oracle level. The duration does not need to be consecutive, but it must be spent in 1-minute increments.

#### Moonbeam (Su)

As a standard action, you call forth a focused ray of moonlight to freeze your enemies and confound their senses. This is a ranged touch attack that deals 1d6 points of cold damage + 1 point for every 2 oracle levels you possess to any enemy within 30 feet. If struck, an enemy must make a Will saving throw or be dazed for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

#### Moonlight Matter (Su)

You possess the uncanny ability to spin the moon's light into a physical substance. As a standard action, you can create any simple, unattended object up to a size of 1 cubic foot per oracle level that is completely made of hardened layers of light. This material has a hardness of 20, hit points equal to 10 per oracle level, and can hold up to 100 lbs per oracle level. While simple, solid objects such as keys, ladders, shields or swords can be produced from this tangible moonlight, it is beyond its ability to





be molded into more complex items with multiple moving parts or multiple separate objects such as locks, crossbows, or a pile of arrows. You may create an object of moonlight matter a number of times per day equal to your Charisma modifier and each object lasts 10 minutes per oracle level. You must be at least 7th level to choose this revelation.

### Pale Rune (Su)

You have acquired rare insight into the runes and symbols that the gods used to forge the world, the very language of creation. When you use any rune or spell with the word "symbol" in its name, you add +1 to your caster level and the DC of any saves that might be required. In addition, any rune or symbol spell you cast is drawn in luminescent light that is invisible at all times except during a full moon, where it glows brightly and visibly. This invisibility effect adds an additional +5 to the DC of any Perception or Disable Device skill checks to detect and disable any runes or symbols that you have created.

### Shroud of Luminescence (Su)

You weave a gossamer shroud fashioned of moonlight around yourself that grants a +4 armor bonus. At 7th level, and every 4 levels thereafter, this bonus increases by +2. At 13th level, the shimmering folds of the shroud distort the light waves around you and grant concealment (20% miss chance). You can use this shroud for 1 hour per day per oracle level. The duration does not need to be consecutive; it can instead be spent in 1-hour increments.

### Tidal Force (Su)

You have grown accustomed to the moon's cyclic gravitational connection with the world and can use it to make yourself sturdier in the face of certain combat maneuvers. You may add your Charisma modifier to your Combat Maneuver Defense against bull rush, drag, reposition, and trip attempts. At 7th level, once per day, your knowledge of these connections allows you to exert influence over bodies of water as if you had cast *control water*.

### FINAL REVELATION

Upon reaching 20th level, your understanding of the moon and all its mysteries allows you to ascend into a higher state of being. Your type changes to outsider with the native subtype and you are treated as this new type from now on for the purpose of spells and magical effects. You gain immunity to cold and no longer need to breathe, eat, and sleep. Your skin radiates with soothing moonlight in a 20-ft.-radius aura centered on you. This moonlight mimics the spell *calm emotions* and affects, at your discretion, any creature that enters the aura. Creatures that successfully save against this effect cannot be affected by it again for 24 hours. Once per day, you can cast *teleportation circle* as a spell-like ability without requiring a material component that can transport yourself and others to any location that is visible to the moon at that moment.

## WYRD DOMAIN

As Velluna-Akka weaves the skeins of fate from the Well of Wyrd, webs spin across the realms and forge the destiny of every hero in Midgard and beyond. Some servants of the Great Weaver learn to manipulate their fate, and the fates of those around them. Most of these servants are

found among the Aryandai, where they are known as Moon Weavers. But Velluna-Akka is worshipped by all races, and may grant her blessings to any that she finds worthy. Eastern clerics and inquisitors who master the *Ways of Wyrd* often refer to themselves as Wyrdsmiths, and are considered strange and aloof by their countrymen, possessed of uncanny intuitions and a grimly certain belief in destiny.

**Granted Powers** Your worship allows you to manipulate the Weave of Wyrd to aid your friends and dismay your enemies.

### Touch of Wyrd (Su)

You gather the threads of fate in your hand, strengthening an ally's connection to their heroic destiny. You can touch a creature as a standard action to give it a bonus on its next attack roll, skill check, or saving throw. The bonus is equal to the number of Wyrd Points that the target currently possesses (minimum 1). You can use this ability to grant the bonus a number of times per day equal to 3 + your Wisdom modifier.

### Cut the Web (Su)

At 8th level once each day you can rip a single target from the Web of Wyrd. Invoking Velluna-Akka's wrath, you sever their connection to destiny with a grasping, ripping motion. Each time the target rolls a d20, they must roll twice and use the worse result. This effect lasts for a number of rounds equal to the number of Wyrd Points you currently possess. A successful Will save with a DC of 10 + 1/2 your cleric level + your Wisdom modifier halves this duration.

**Domain Spells** 1st—*true strike*, 2nd—*heroic fortune*, 3rd—*threefold aspect*, 4th—*ghost web*\*, 5th—*webjaunt*\*, 6th—*shadow walk*, 7th—*greater webjaunt*, 8th—*trap the soul*, 9th—*foresight*

\*in this book

## MAGIC (ITEMS) FROM THE WILD WODE

While the Aryandai have a whole host of tribal rites and fetishes that they make use of in their personal war against the Thrall Lords, the ælves have crafted some of the most unique items west of the civilized lands. Unlike items crafted in the City-States of Vallinar, none of these items incorporates modern materials—these are not items born in the foundry or forge. That said, each of these items is as strong as something forged by one of Velash's smiths and the ælve's magic produces a whole host of weapons and armors that are unique unto them, items shaped from the forests around them and infused with the magic of nature itself.

### Whisperwood Scale Armor

**Price** 11,000 gp  
**Aura** faint transmutation  
**CL** 5th  
**Weight** 15 lb

Ælven armorers craft this +2 *shadow scale armor* from thin overlapping strips of pale silver bark. On command, once per day, the wearer can assume the form of a Large silver birch tree. This effect lasts for 3 hours or until dismissed as a free action. Even the closest inspection does not reveal that the tree in question is actually a magically concealed creature. To all



normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint aura of transmutation on the tree.

**Construction** Craft Magic Arms and Armor, *invisibility*, *silence*, *tree shape* **Cost** 5,500 gp

### Starlit Band

**Price** 18,000 gp

**Aura** faint divination and evocation

**CL** 6th

**Weight** —

The pale topaz gem set in this simple ring of polished stone seems to gather and refract whatever light is present. On command the ring glows with a soft illumination that provides dim light in a 20 ft. radius. Allies within the area of this light gain a +2 enhancement bonus on Perception and Sense Motive checks. In addition, once per day when the wearer successfully strikes a creature with a melee attack, the wearer may deal 3d8 points of additional damage. Undead targets take 6d6 points of damage instead.

**Construction** Craft Wondrous Item, *discovery torch*, *searing light* **Cost** 9,000 gp

### Flask of Glimmermead

**Price** 10,000 gp

**Aura** faint enchantment

**CL** 4th

**Weight** —

Sipped from an engraved amber flask, this intoxicating ælf-brewed mead carries hints of the summer breeze on a long dusk evening and was created to provide energy for a long night of revelry. Now the ælves commonly use *glimmermead* as a restorative on the field of battle. Anyone drinking *glimmermead* gains 1d8+3 temporary hit points and a +2 morale bonus to attack rolls, saves, and physical skills. The effects last for 1 hour. The flask contains three doses when full, and while stoppered it slowly refills at a rate of one dose per day.

**Construction** Craft Wondrous Item, *aid*, *heroism* **Cost** 5,000 gp

### Cleanleaf Cookpot

**Price** 500 gp

**Aura** faint transmutation

**CL** 1st

**Weight** 2 lb

This collapsible traveller's cookpot is crafted from large green leaves, magically treated and stitched together to form a waterproof container. The *cleanleaf cookpot* holds has a capacity of five liters when open, but folds down to the size of a clenched fist.

When used to prepare meals a *cleanleaf cookpot* helps to make the most of nature's bounty; a forager using one gains a +4 bonus on any Survival check to provide food and water.

**Construction** Craft Wondrous Item, *purify food and drink* **Cost** 250 gp

### Blade of Misdirection

**Price** 22,000 gp

**Aura** moderate illusion

**CL** 5th

**Weight** 2 lb

Crafted from magically annealed ceramic, this curve-bladed +2 *kukri* does not reflect the light. Etched runes shift distractingly with every slight motion of the blade. The wielder

of a *blade of misdirection* adds their Dexterity modifier to damage rather than their Strength modifier. Once per day as a standard action, the wielder can summon 1d4 shifting blurred *mirror images* that surround him in melee, as per the spell. Until destroyed, the distracting images provide a +1 bonus per image to the wielder's dirty trick, disarm, feint, and reposition checks.

**Construction** Craft Magic Arms and Armor, *cat's grace*, *mirror image* **Cost** 11,000

### Treelord's Last Defense

**Price** 24,000 gp

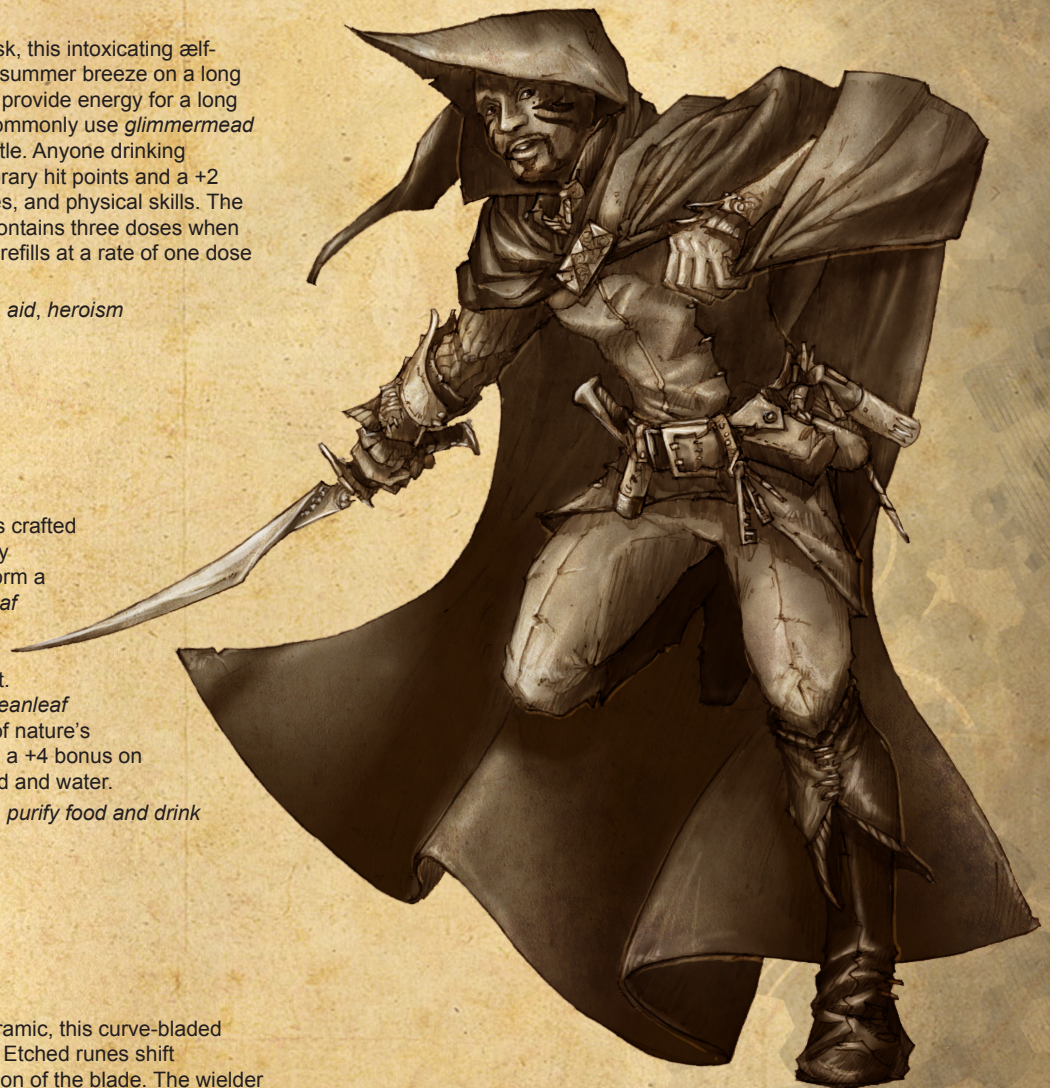
**Aura** strong transmutation

**CL** 11th

**Weight** 1 lb

This apparently normal acorn hums with a faint living vibration and feels unnaturally heavy. Once per day the owner may throw the acorn to the ground and call on the primeval spirits of the forest. Over the course of the next 2 rounds the acorn rapidly grows into a Huge oak tree, which immediately attacks the owner's enemies as directed. The oak tree uses the statistics for a treant, and remains active for ten minutes before shrinking back into its acorn. If the treant is slain the acorn cannot be used again for one week.

**Construction** Craft Wondrous Item, *liveoak* **Cost** 12,000 gp





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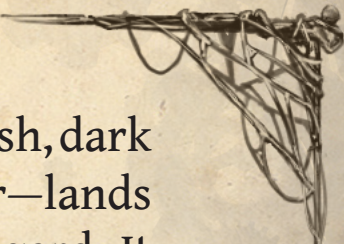
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# ÆLVES & ARYANDAI IN THE DAWN OF TWILIGHT



**C**hildren of the Wode describes the harsh, dark lands west of the City-States of Vallinar—lands that dominate most of southern Midgard. It describes the refined society lying in the heart of an otherwise wild and violent kingdom, one that the citizens of the City-States of Vallinar rightly fear.



**T**his volume describes, in detail, the unforgiving ælves and the reasons they strive against the East's progress. It also describes the Aryandai, one of the youngest and strangest of Rhune: Dawn of Twilight's varied races—detailing what these wild, tribal alien spider-kin do and believe.

