

Races of the Void: Vodeim



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Races of the Void: Uodeim

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Vodeim

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INTRODUCTION

When exploration is at the core of what drives an adventurer, what better opportunity than to travel to a whole new planet to experience its smorgasbord of alien creatures, foreign magic, and religious ideologies. *Races of the Void: Vodeim* expands upon the spice world Eimharn and its indigenous people. Prepare to meet the amphibious vodeim race, the deity of self-sufficiency Camdar the Capable, and the bloodthirsty stickweed camouflaged amongst the marsh grass. Also included are archetypes, domains, and sorcerer bloodlines with ties to many distant planes.

In the following, you'll find reference to various books. These are as follows:

APG - *Pathfinder Roleplaying Game: Advanced Player's Guide*

PB1 - *Pathfinder Roleplaying Game: Bestiary*

PB2 - *Pathfinder Roleplaying Game: Bestiary 2*

OA - *Pathfinder Roleplaying Game: Occult Adventures*

UC - *Pathfinder Roleplaying Game: Ultimate Combat*

UM - *Pathfinder Roleplaying Game: Ultimate Magic*

SCR - *Starjammer Core Rulebook*



Vodeim

NEW RACE

Vodeim

Vodeims are natives of Eimharn, hatched in the varied bodies of water that sprawl across the planet. Once hatched, vodeims spend their first five years of life developing their swimming skills while exploring and foraging in the water. After five year's time, a vodeim's lungs reach full maturation, granting the vodeim an expanded habitat that includes terrestrial terrain as well.

Vodeims don't hesitate to begin their investigation of the land with all of its variation in vegetation and wildlife as Eimharn is an inhospitable and dangerous place to live. Vodeims are a practical race, believing that the more they know, the better their chances for survival. To this end, vodeims will converse to gain or impart knowledge, but rarely will they chat for the sake of inquiring about another's well-being. This tendency to project disinterest in the personal lives of others, coupled with a readiness to point out flawed thinking or erroneous information, often results in vodeims being labeled as critical or down right condescending.

Vodeims do not reserve logic and dispassion for strangers only. Indeed, this manner of interaction is typical between two vodeims and is even reflected in their reproductive habits. A vodeim either fertilizes or lays its first clutch of eggs in its thirteenth year of life following the spring thaw. All vodeims have the physiological capability to perform both functions, and will alternate which function they perform every other reproductive cycle. Every year, after the spring thaw, vodeims who are in a fertilization cycle follow a trail of pheromones to locate clutches of eggs that have been laid in a body of water by other vodeims who are currently in their egg laying cycle. Once the eggs are anonymously fertilized, the eggs are left to fend for themselves. Even with the lack of parental protection of the young, the birth rate of vodeims remains consistent due to the hundreds of eggs in a clutch and the incredibly short gestation period of three days.

Physical Description

Vodeims are hermaphroditic with their reproductive organs housed internally. A vodeim's completely hairless body reaches a height of roughly 5 feet, and is defined by flexible, lean, and muscled limbs. The exceptional flexibility that vodeims enjoy is a result of a skeletal system composed primarily of cartilage rather than bone. A small, 1 foot long fin rests along a vodeim's spine which aids in aquatic maneuverability and sits flat against the skin when a vodeim is out of water.

A vodeim's noteworthy facial features are U-shaped pupils, ears that are visible only as small orifices on each side of the head, and gills located beneath a flap of skin on either side of the neck. Vodeims typically have an opaque quality to their skin tone, and an observer can see a constantly changing flow of color wash over the skin's surface as it changes to reflect its surroundings.



Vodeim

Society

Territorial in nature, vodeims form loosely knit tribal units based on where they were spawned rather than on genetic ties. As amphibians, vodeims prefer settlements located near a sizable source of water, and although biological family units are rare among vodeims, vodeims select and maintain a small group of individuals with whom they share foraging and other housekeeping tasks. Vodeims take pride in their self-sufficiency and do not seek assistance frequently or easily invest their trust in others. When vodeims pledge an oath to someone, they will do everything in their power to fulfill their promise.

Relations

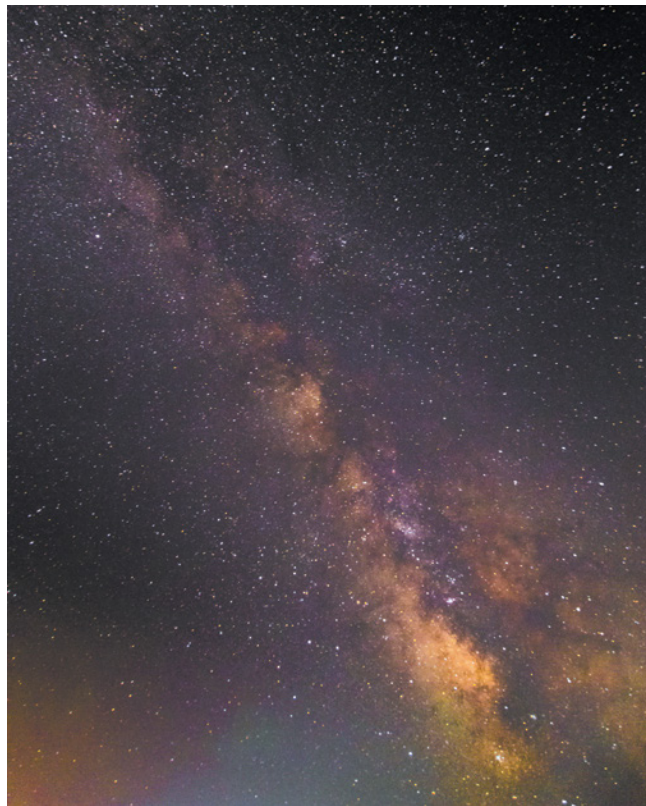
As a whole, vodeims are known for their reliability as well as their lack of artistic expression. While dwarves appreciate the former, they view vodeim craftsmanship as devoid of artistry. The reserved nature of most vodeims earns them the label of aloof from the outgoing, curiosity-driven halfling race. In turn, vodeims label halflings as half-wits and do not appreciate the halfling race's proclivity for happy-go-lucky lifestyles. Vodeims respect dwarves and gnomes for the finely crafted tools and weaponry they produce, and they value the manu for their advanced technological contributions to society.

Alignment and Religion

Neutrality best describes the disposition of vodeims, with a general preference for order as long as laws act to aid a society in functioning smoothly rather than to impinge upon personal freedoms. Vodeims often voice the opinion that "moderation in all things is wise, while too much of anything- even a good thing, upsets the balance".

A significant portion of the vodeim population does not worship a deity, relying on their own knowledge and ingenuity to survive the rigors of life on Eimharn. Vodeims that recognize a higher power, favor gods whose portfolios include self-sufficiency, knowledge or moderation such as Camdar the Capable* and Eistibus^{SCR}.

**new deity in this publication*



Adventurers

The promise of mastering a new skill, studying advanced technology, or learning anatomical peculiarities of other races can lure a vodeim onto an adventurer's path; such enthusiasm for amassing information makes them excellent investigators. As natives to the inhospitable, danger ridden climate of Eimharn, vodeims are accustomed to overcoming obstacles to survive; this rigorous physical conditioning produces bodies honed to succeed as fighters, hunters, rangers, and slayers. Vodeims choosing to contribute to a tribal settlement often fill roles that can best be carried out in an independent fashion such as forager, scout, or scribe. Lacking artistic inspiration, vodeims rarely make renowned bards.

Names

Vodeims refer to other vodeims as ee rather than he or she. Since vodeims are not reared in a family unit, they have no surnames. Their custom is to state the vodeim's profession first followed by their self selected name: herbalist Amazie, educator Azal, tanner Eloshie, sailor Fyon, baker Iesh, barrister Jahahn, butcher LPaa, cartographer Sava, farrier Suji, miller Vanya, soldier Vodie, and trapper Yinfa.

Vodeim

VODEIM RACIAL TRAITS [11 RP]

+2 Strength, +2 Intelligence, -2 Charisma (0 RP): Vodeims have an impressive capacity for learning and well-developed musculature, toned from years spent cutting their way through strong ocean currents, but they have little interest in getting to know the likes and dislikes of others.

Aberrant Physique (3 RP): Vodeims are aberrations with the human subtype.

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

Normal Speed (0 RP): Vodeims have a base speed of 30 feet.

Dual Habitat (4 RP): Vodeims are as comfortable in water as on land. They have a swim speed of 20 feet, and always treat Swim as a class skill. They are able to breathe both air and water.

Darkvision (0 RP): Vodeims can see in the dark up to 60 ft.

Aquatic Hunter (2 RP): Born in the water, vodeims begin life obtaining their sustenance from the sea, eventually sharing a place at the top of the food chain with other exceptional oceanic predators; they gain proficiency with all weapons containing the word “spear”, and when using such a weapon, their character level is treated as an equivalent fighter level for the purpose of meeting the prerequisites for the feats Weapon Focus, Greater, Weapon Specialization, and Weapon Specialization, Greater.

Protective Pigmentation (3 RP): As a free action, a vodeim can alter its skin tone to more closely resemble environmental conditions. Vodeims gain a +2 racial bonus on Stealth checks, and Stealth is always a class skill for a vodeim.

Cartilaginous Skeleton (0 RP): The high proportion of cartilage to bone in a vodeim’s unique skeletal structure grants it increased flexibility in its appendages allowing it to fold its limbs at unusual angles so that it can get into and out of tight spots more easily. Vodeims gain a +1 racial bonus on combat maneuver checks to avoid or escape being grappled. This same feature comes with a drawback though. The cartilaginous tissue has a tendency to bleed more prolifically than normal tissue, and therefore when incurring bleed damage, vodeims take +1 extra point of bleed damage.

Dehydration Vulnerability (-1): Vodeims incur a -2 penalty on Constitution checks made to avoid taking non-lethal damage from dehydration.

Languages (0 RP): Vodeims begin play speaking common and Aquan. Vodeims with high Intelligence scores can choose from the following: Abiazari, Aklo, Draconic, Giant, Pasimachus, Sylvan and Terran.

Height and Weight

BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
4 ft. 4 in.	+2d4 in. (4 ft. 4 in.–5 ft. 0 in)	90 lbs.	+(2d4x2 lbs.)

Random Starting Ages

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
13 years	+1d2 years	+1d4 years	+2d4 years

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

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Aging Effects

MIDDLE AGE ¹	OLD ²	VENERABLE ³	MAXIMUM AGE
30 years	45 years	60 years	60 + 2d4 years

Cumulative Effects of aging

¹ -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

² -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha

³ -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of the standard racial traits for vodeims.

Deep Dweller (2 RP): Vodeims whose ancestors spent most of their time submerged at the deepest depths gain cold resistance 5, and receive a +1 racial bonus on saving throws made against spells with the cold descriptor. This racial trait replaces aquatic hunter.

Dermal Deterrent (2 RP): As an immediate action, in response to being damaged by an unarmed strike or natural attack, a vodeim can cause specialized skin cells to rupture. The ruptured cells excrete a mild neurotoxin which poisons the attacker. This is an extraordinary ability that can be used once per day plus one additional time per day for every 5 character levels.

Paralytic Venom:

Type poison (contact); **save** Fort DC 10 + 1/2 character level + Constitution modifier (minimum 0); **frequency** 1 round; **effect** 1d2 Dex damage; **cure** 1 save. This racial trait replaces protective pigmentation.

Scarred (0 RP): The process of natural healing is less efficient in some vodeims; these individuals produce a significant amount of scar tissue. They gain +2 Strength, +2 Intelligence, -2 Constitution. This racial trait replaces +2 Strength, +2 Intelligence, -2 Charisma.

Vigilant (2 RP): Vodeims hunt at the top of the food chain, gaining a +2 racial bonus on Perception checks. This racial trait replaces aquatic hunter.

FAVORED CLASS OPTIONS

The following options are available to vodeims who have the listed class, and unless otherwise stated, the bonus applies each time it is selected.

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

Bard: Add +1/3 to the bard's effective class level when determining the bardic knowledge bonus.

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

Druid: Add a +1/3 bonus on saving throws made against disease.

Hunter: Add a +1/2 bonus on wild empathy checks to influence animals with the aquatic subtype, and decrease the amount of time it takes to use wild empathy on aquatic creatures by 1/2 round (this can be reduced to as little as 1 round).

Inquisitor: Add +1/3 of an insight bonus when using the monster lore ability.

Investigator: Gain +1/4 of an inspiration point.

Magus: Add +1/2 point of cold damage to spells that deal cold damage.

Monk: Add +2 1/2 to the monk's swim speed. In combat this option has no effect unless the monk has selected it twice (or another increment of two). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

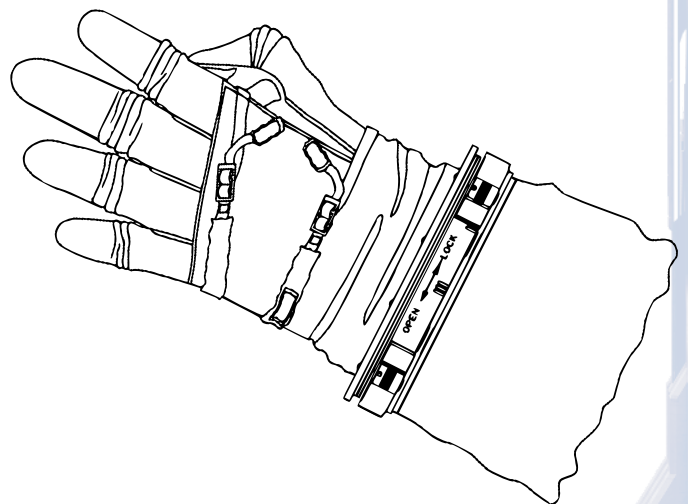
Oracle: Add one spell from the druid or sorcerer/wizard spell list with the water descriptor to the oracle's list of spells known. This spell must be at least one level lower than the highest level spell that the oracle can cast.

Ranger: Add +1/2 of a bonus on initiative checks and Knowledge (Geography), Perception, Stealth, and Survival Skill checks when in swamp or water terrains.

Shaman: Add +1 bonus on caster level checks to cast spells underwater.

Sorcerer: Add +1/3 to the effective caster level of evocation spells with the cold descriptor for the purpose of determining the spell's range and save DC.

Witch: Add +1 skill rank to the witch's familiar. If the witch ever replaces the familiar, the new familiar gains these bonus skill ranks.



ARCHETYPES

Below are new class archetypes for use in your games, subject to your Game Master's approval.

CHRONICLER (CLERIC ARCHETYPE)

Chroniclers keep meticulous notes on the anatomy, habitats, and tactics of all manner of creatures granting them an advantage when meeting such foes in battle. Valuing the power of knowledge above all else, chroniclers venerate Eistibus^{SCR} or some other deity that offers the Knowledge domain.

Special

A chronicler must select a deity that offers the Knowledge domain.

Class Skills

Skill Ranks per Level: 4 + Int modifier. Two of these points must be spent on Knowledge skills.

This alters class skills.

Powerful Knowledge (Ex)

A chronicler gains only the Knowledge domain. At 1st level, a chronicler selects a creature type from the ranger favored enemies table. At 5th level and every five levels thereafter, the chronicler selects an additional favored enemy. This ability functions exactly as the ranger's favored enemy ability.

This alters domains.

MASTER OF THE BALANCED PALM (MONK ARCHETYPE)

Masters of the balanced palm extend their awareness beyond the boundaries of space and time to encompass all of the wisdom of the multiverse. Maintaining balance in all things is of paramount importance to masters of the balanced palm. With the power of their expanded minds, masters of the balanced palm have developed the ability to reestablish equilibrium in themselves and others when imbalance of body or mind threatens to disturb the flow of energies amongst all beings. Many masters of the balanced palm rely on their own awakened consciousness to mold their choices, but those that seek guidance from an outside source commonly venerate neutrally aligned deities or seek to emulate the aeons' unflinching devotion to cosmic balance.

Special

A master of the balanced palm's alignment must be Neutral.

This replaces a monk's alignment restriction.

Class Skills

A master of the balanced palm gains Heal, Knowledge (arcana) and Knowledge (planes), but does not gain Perform or Ride.

This alters class skills.

Weapon Proficiency

Masters of the balanced palm are proficient with the sling and all weapons with the monk special weapon quality.

This alters weapon proficiency.

Preternatural Awareness (Ex)

A master of the balanced palm can react to danger before his senses would normally allow him to do so. At 1st level, a master of the balanced palm gains the bonus feat Dodge. At 5th level, he gains uncanny dodge. At 9th level, he gains improved uncanny dodge.

This replaces the bonus feat gained at 1st level and the style strikes gained at 5th and 9th level.

All is One (Sp and Su)

Masters of the balanced palm can tap into the vast wisdom of the universe to learn its secrets and sense the thoughts of others and the nature of objects. A master of the balanced palm can choose to use his Wisdom modifier in place of his Intelligence modifier on Knowledge checks.

At 1st level, a master of the balanced palm can *detect magic* as a spell-like ability a number of times per day equal to his Wisdom modifier with a caster level equal to 1/2 his master of the balanced palm level (minimum 1). For the purposes of identifying the properties of magical items, a master of the balanced palm can use Knowledge (arcana) in place of Spellcraft.

At 4th level, a master of the balanced palm gains an insight bonus equal to 1/2 his master of the balanced palm level on all Knowledge checks.

At 8th level, a master of the balanced palm can meld his mind with willing participants to share thoughts. Each morning at dawn, a master of the balanced palm can select one creature to be affected for 24 hours. (A recipient must be able to speak a language to benefit

from this ability.) Once this bond is formed, the master of the balanced palm and the recipient can express basic emotions empathically by projecting pictorial images directly from mind to mind whenever they are within 10 feet of each other.

At 12th level, this communication improves such that messages are conveyed using a common language (in the form of telepathy). The range increases to 30 feet and the master of the balanced palm can select two creatures with whom to form a bond. These two selected creatures are only bonded to the master of the balanced palm; they are not bonded to each other.

This replaces stunning fist.

Touch of Equilibrium (Su)

Beginning at 2nd level, a master of the balanced palm can heal wounds (his own or those of others) by touch. Each day he can use this ability a number of times equal to 1/2 his master of the balanced palm level + his Wisdom modifier. With one use of this ability, a master of the balanced palm can heal 1d6 hit points of damage for every two master of the balanced palm levels he possesses + his Wisdom modifier. Using this ability is a standard action, unless the master of the balanced palm targets himself, in which case it is a swift action. Additionally, a master of the balanced palm can create the effects of *stabilize* once per day.

This replaces the bonus feat gained at 2nd level and all other bonus feats and the increase to unarmed damage at 4th level and all subsequent increases.

Expanded Ki Pool (Su)

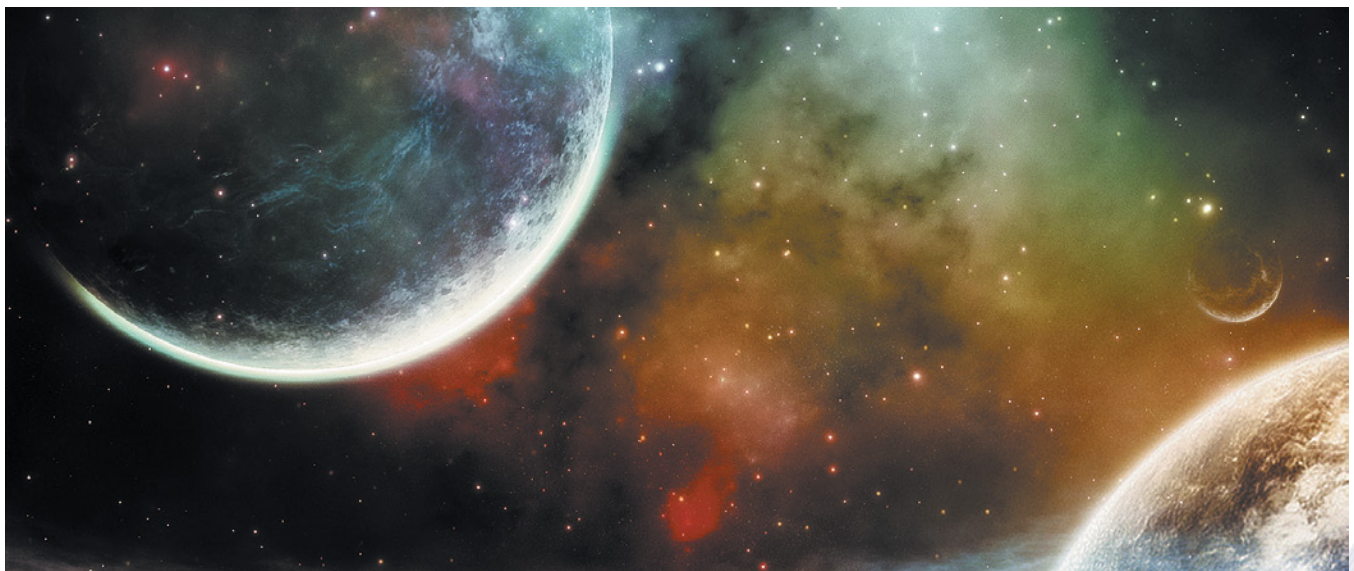
At 3rd level, a master of the balanced palm gains a pool of *ki* points equal to 1/2 his master of the balanced palm level + his Wisdom modifier which he can use to fuel his *ki* powers. He gains the bonus feat Extra *Ki* and gains one ninja trick from among the following: darkvision, deflect arrows, fast stealth, ghost step, snatch arrows, vanishing trick, wall climber, and weapon training. The master of the balanced palm gains one additional bonus *ki* point at 7th, 10th, and 16th level. Furthermore, at any level a master of the balanced palm gains a *ki* power, he can select one of the above ninja tricks instead. A master of the balanced palm does not gain the ability to make *ki* strikes, nor does he gain the ability to make an additional attack by expending a *ki* point. This restriction applies even if the master of the balanced palm multiclassed with a class that grants *ki* points which can be spent on extra attacks (such as ninja). Instead, a master of the balanced palm can spend 1 or more *ki* points (up to 1/2 his level rounded up) as a free action when using his touch of equilibrium ability to add an additional 1d6 points of healing per *ki* point spent.

This alters ki pool.

Touch of Revival (Su)

At 11th level, a master of the balanced palm can spend 4 *ki* points to create the effect of *breath of life*. A creature can only benefit from this ability once in a 24 hour period.

This replaces the flurry of blows (bonus attack) gained at 11th level.



Enhanced Touch of Equilibrium (Su)

A master of the balanced palm gains enhanced healing components to his touch of equilibrium ability. At 13th level, a master of the balanced palm chooses one of the following conditions: ability damaged (up to 4 points of your choice of any combination of affected scores), blinded, cursed, dazed, deafened, exhausted, fatigued, frightened, nauseated, paralyzed, shaken, sickened, staggered, and stunned. Whenever a master of the balanced palm uses his touch of equilibrium ability, the recipient also gains the benefit of the enhanced healing component. A master of the balanced palm can choose one additional benefit from the above list at 15th and 17th level.

This replaces the style strikes gained at 13th, 15th, and 17th level.

Perfect Self

At 20th level, a master of the balanced palm gains damage reduction 10/-. In all other regards, this ability functions as the standard monk perfect self ability.

This alters perfect self.

MUSCLE OF ISRAFEL (INQUISITOR ARCHETYPE)

Muscles of Israfe^{SCR} approach their single-minded goal of spreading their convictions amongst the masses with uncompromising zeal, utilizing whatever tactics are necessary and exacting compliance with a mailed fist and an iron will.

Sap Reserves (Sp)

At 2nd level, with a ranged touch attack, a muscle of Israfe^{SCR} can inflict a -4 penalty on a target's Strength or Constitution score (your choice). This penalty lasts for a number of rounds equal to her Wisdom modifier (minimum 1). A muscle of Israfe^{SCR} can use this ability once per day and one additional time for every four muscle of Israfe^{SCR} levels she possesses.

This replaces detect alignment.

Power of Intimidation

At 3rd level, whenever a muscle of Israfe^{SCR} casts a spell from the compulsion subschool, she increases the spell's DC by 2. Additionally, a muscle of Israfe^{SCR} gains a +2 morale bonus on saving throws against spells with the compulsion descriptor.

This replaces solo tactics.

Overwhelming Onslaught (Su)

At 3rd level, after making a successful melee attack, a muscle of Israfe^{SCR} can use a free action to cause the target of her attack to become shaken for 1 round. The target does not receive a save to avoid this effect.

At 6th level and every three levels thereafter, the duration increases by +1 round to a maximum of 6 rounds at 18th level.

At 9th level, a muscle of Israfe^{SCR} can choose to have her target gain the cowered condition instead, but the duration is halved (round down). For example, a ninth level muscle of Israfe^{SCR} could cause her target to become shaken for 3 rounds or cowered for 1 round. If a muscle of Israfe^{SCR} is considered to be flanking her opponent at the time she uses this ability, one additional round is added to the total duration. If overwhelming onslaught is used on a creature that is already suffering from the shaken (or cowered) condition as a result of this ability, the creature's condition doesn't change in severity with multiple hits. A muscle of Israfe^{SCR} can use this ability a number of times per day equal to 1 + her Wisdom modifier. Overwhelming onslaught is a mind-affecting effect; creatures immune to mind-affecting effects are also immune to this ability.

This replaces all teamwork feats.

PROWLER (NINJA ARCHETYPE)

Unlike ninjas, who can be bought by powerful nobles, rival cabals, or even government officials to remove adversaries, prowlers pursue the singular purpose of bringing justice to those who transgress the laws. As loyal followers of Shamash^{SCR}, prowlers employ their divinely gifted powers to discreetly and efficiently bring justice to those who deserve it when the arm of the law falls short.

Special

A prowler's alignment must be within one step of Shamash's.

Class Skills

A prowler gains Knowledge (Geography), Knowledge (Planes), and Knowledge (Religion), but does not gain Bluff, Disguise, or Sleight of Hand.

This alters class skills.

Divine Raiment (Ex)

Shamash blesses prowlers with a cloak of thick, warm fur much like a lion's pelt. At 1st level, a prowler gains a +1 natural armor bonus to her AC. This bonus increases by +1 at levels five, ten, fifteen, and twenty. At 10th level, this cloak protects the prowler as though she is constantly under the effects of *endure elements*.

This replaces poison use.

Hunter's Wisdom (Ex)

At 1st level, a prowler gains track as the ranger ability of the same name. The prowler also gains the option to use her Wisdom rather than her Charisma to determine her class abilities (such as *ki* pool, save difficulty challenges, number of uses per day of a class ability). If the prowler chooses this option at 1st level, the choice is permanent and can not be changed.

This ability replaces sneak attack gained at 1st level.

Blessed Ki (Ex)

At 3rd level, a prowler adds a number of bonus *ki* points to her *ki* pool equal to her Wisdom or Charisma modifier (depending upon which ability score she has chosen to power her class features). A prowler can not add more bonus *ki* points than her prowler level from this ability. (For example, a 3rd level prowler with a +4 modifier adds 3 bonus *ki* points. At 4th level, she adds 1 more bonus *ki* point.)

This replaces no trace gained at 3rd level and all of its iterations.

Marked for Justice (Sp)

At 3rd level, a prowler can mark an opponent she can see as a move action. The prowler then gains a +1 sacred bonus on weapon attack and damage rolls against the opponent. At 7th level and every four levels thereafter, these bonuses increase by +1 (maximum +5 at 19th level). At 11th level, a prowler can mark an opponent as a swift action. A prowler can only mark one creature at a time; the bonuses remain in effect until either the opponent is dead or the prowler marks a new target (essentially discarding the original mark with a free action, allowing the prowler to mark another target in its place).

This ability replaces sneak attack gained at 3rd, 7th, 11th, 15th, and 19th level.

Lion's Lope (Ex)

At 5th level, a prowler gains a +10 foot sacred bonus to her base speed.

This ability replaces sneak attack gained at 5th level.

Scent of Injustice (Ex)

At 9th level, a prowler gains scent^{PB1}.

This ability replaces sneak attack gained at 9th level.

Powerful Prowler (Ex)

At 13th level, as long as a prowler has 1 *ki* point in her *ki* pool, she gains a +2 enhancement bonus to her Strength.

At 17th level, this bonus increases to +4.

This ability replaces sneak attack gained at 13th and 17th level.

SPIRIT OF THE LAND (HUNTER ARCHETYPE)

Rather than forming close bonds with animals, spirits of the land bond directly with nature itself and work closely with the Shaman Knights^{SCR} to maintain the balance of the natural universe. Their abilities are strongly influenced by whether they bond with the air, minerals, soil, vegetation, water or fire.

Spells

A spirit of the land does not automatically add all *summon nature's ally* spells to her list of spells known. Instead, she adds the spells of the associated mystery from her nature link to her list of spells known.

This alters spells.

Nature Link (Su)

At 1st level, a spirit of the land selects one of the following oracle mysteries as her nature link: flame, metal^{UM}, stone, waves, wind or wood^{UM}. She gains one revelation and can choose to either gain one of the skills associated with her nature link mystery as a class skill, or gain a +2 bonus on checks for one of her nature link skills. This nature link is permanent and cannot be changed.

At 3rd level and every four levels thereafter, a spirit of the land can select one additional revelation. The DC for any revelation requiring a saving throw is based on the spirit of the land's Wisdom modifier rather than her Charisma modifier.

This replaces animal companion, nature training, wild empathy, hunter tactics, improved empathic link, all bonus tricks, greater empathic link, and one with the wild.

Facet of Nature (Su)

At 1st level, a spirit of the land can take on a facet of the natural world as a swift action. She must select one facet of nature to emulate, gaining a bonus or special ability based on the facet selected and her spirit of the land level. A spirit of the land can use this ability for a number of minutes per day equal to her spirit of the land levels + 1. This duration does not need to be consecutive, but must be spent in 1-minute increments. A spirit of the land can emulate one facet of the natural world at a time, and can choose freely from among all of the facets (even ones that do not match her nature link).

Flame: The spirit of the land gains a +1 bonus on Initiative rolls, which increases to +2 at 8th level. At 15th level, a spirit of the land gains a +2 insight bonus on attack rolls made against creatures with the fire subtype.

Metal: The spirit of the land gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Stone: The spirit of the land gains DR1/-. This increases to DR2/- at 8th level and DR3/- at 15th level.

Waves: The spirit of the land gains a +4 competence bonus on Swim checks. At 8th level the spirit of the land gains the ability to breathe water as well as air. At 15th level, a spirit of the land is considered to be under the effects of *freedom of movement* anytime she is in water.

Wind: The spirit of the land gains a 5-foot enhancement bonus to her base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Wood: The spirit of the land gains a +2 competence bonus on all attack rolls when using a melee weapon made primarily out of wood that deals bludgeoning damage. These bonuses increase to +3 at 8th level and +4 at 15th level.

This replaces animal focus.

Prudent (Ex)

At 2nd level, a spirit of the land's Wisdom helps guide her in making shrewd choices that aid her in avoiding dangerous situations that require physical resiliency and quick reactions. She adds her Wisdom modifier to her Fortitude and Reflex saving throws.

This replaces precise companion.

Objective (Ex)

At 3rd level, as a free action, a spirit of the land can declare a certain task as her objective in order to gain a boon for 1 round. She can declare either augmenting her magic or succeeding at a specific skill as her objective. If a spirit of the land chooses augmenting her magic as her objective, the save DC for any spell or ability she uses in that round is increased by 1.

At 10th level, the save DC increases by an additional 1 point.

If a spirit of the land chooses succeeding at a specific skill as her objective, she gains a morale bonus equal to 1/2 her spirit of the land level on all skill check rolls of the specified skill type (Climb, Knowledge, Profession, etc.) made in that round. This does not allow a spirit of the land to make a skill check that she would not normally be allowed to make, such as making a Knowledge check untrained.

A spirit of the land can use this ability three times per day.

At 6th level and every three levels thereafter, a spirit of the land gains one additional use per day to a maximum of 8 uses per day at 18th level.

This replaces all teamwork feats and raise animal companion.

Second Facet of Nature (Su)

At 8th level, whenever a spirit of the land uses her facet of nature ability, she selects two different facets to emulate at the same time instead of one.

This replaces second animal focus.



WAYMAKER (INQUISITOR ARCHETYPE)

Nothing interferes with a waymaker's ability to blaze a trail; obstacles such as traps, difficult terrain, and hostile creatures are mere inconveniences which are dealt with swiftly and efficiently. Waymakers choosing to follow a higher power are typically inspired by deities that offer the travel domain such as Alula^{SCR}, Camdar, and Shamash.*

Class Skills

A waymaker gains Disable Device but does not gain Bluff as a class skill.

This alters class skills.

Traveling Light

A waymaker that selects the travel domain as her domain adds the spells from the travel domain to her list of known spells (which do not count against her total spells known), but she does not gain medium armor proficiency.

This alters armor proficiency.

Clear the Path

At 3rd level, a waymaker gains trapfinding as the rogue ability of the same name.

This replaces solo tactics.

Favored Terrain (Ex)

At 3rd level and every six levels thereafter, a waymaker may select a type of terrain from the ranger's Favored Terrains table. The bonuses gained from this ability function exactly the same as the ranger's favored terrain ability.

This ability replaces the teamwork feats gained at 3rd, 9th, and 15th level.

Forge Ahead (Ex)

Difficult terrain is little hindrance to a waymaker and at 6th level, a waymaker gains the bonus feat Nimble Moves.

At 12th level, she gains the bonus feat Acrobatic Steps.

At 18th level, a waymaker's movement is entirely unrestricted due to difficult terrain in all of her favored terrains.

This replaces the teamwork feats gained at 6th, 12th, and 18th level.

**new deity in this publication*

NEW DEITY

Below is a new deity for use in your campaign, subject to your Game Master's approval.

CAMDAR

Camdar the Capable, Many-Faced Master, The Readied Blade, Roaming God

Alignment: Neutral

Portfolios: Discovery, Metamorphosis, Preparedness, Self-sufficiency, Swamps

Domains: Artifice, Curiosity*, Evolution*, Swamps^{UM}, Travel

Subdomains: Construct, Industry, Exploration, Portal, Stars

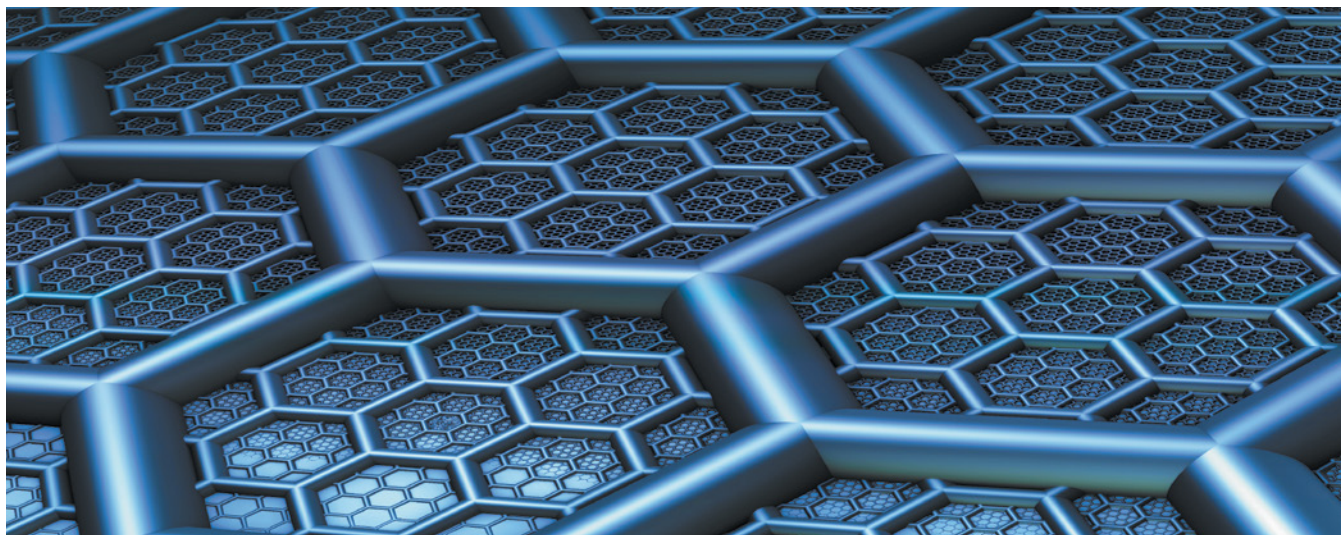
Favored Weapon: Monk's Spade

Holy Symbol: A monk's spade laying horizontally to emulate the horizon with the sun rising in the center, bisected by a dagger with its blade above the horizon and its hilt below.

**new domain in this publication*

No one knows the exact mechanism by which Camdar, a once mortal vodeim, rose to the state of demigod. Legend states that Camdar was a determined, rebellious, and ever curious youth constantly searching for greater trials to challenge his mental and physical prowess. Believing that an ancient circle of standing stones (known as Erod's Circle) was the key to obtaining great knowledge lost to the inhabitants of Eimharn, he journeyed to its center against the advice of all. As no one was willing to accompany Camdar, no mortal can attest to what happened that day. For years, Camdar was believed to have perished...until the day of Skyfire.

On the dawn of Skyfire, great storm clouds coalesced over the stones unleashing balls of fire and acid rain which left blackened and shriveled vegetation for miles as a testament to the storm's ferocity. As calm returned to the area, Camdar emerged from the circle wielding his finely crafted monk's spade and sporting his signature leather belt with numerous compartments, appearing much as he did before his transformation, but radiating with power as only a transcended being can. His stout, muscular build with powerful thighs, unshod feet, and muscled arms outfitted with wrist sheaths loaded with daggers was easily recognizable. Unique to Camdar's transcended state however, was the lack of recognizable facial features; a hazy visage of shimmering colors is all that remains of Camdar's countenance.



Ascension intensified Camdar's curious nature and his desire to meet ever greater challenges. Unable to satisfy himself with establishing a stationary stronghold of power, Camdar roams the Maelstrom, delighting in its ever changing landscapes and occupants. Camdar is not to be considered fickle however. On the contrary, though his curiosity is insatiable, he is not short sighted- he espouses the virtues of preparedness before undertaking any task, whether it be creating a new tool, engaging in battle, or commencing a long journey. Camdar favors foresight and frowns upon the foolhardy; he helps those who help themselves. Disciples who engage in exploration while practicing self-sufficiency and preparedness can count on Camdar's blessing and support. This is often in the form of favorable traveling conditions or a burst of insight when faced with a conundrum.

Temples and Worshipers

There are no temples dedicated solely to Camdar's worship. Instead, crafters that venerate Camdar have a cellar set aside for devotees to take shelter, rest themselves, and offer gifts of money or supplies. These offerings are often used by the clergy to support raids on Memphilos^{SCR} in an effort to expel the Red Tang Spice Guild from Eimharn. Camdar supports the insurgents as he believes the natives should reap the benefits of the salmagundi root. Though many of Camdar's followers are rebels fighting for Eimharn's independence from the Red Tang Spice Guild, other faithful include individuals who strive to be self-sufficient, such as crafters, midwives, farmers and hunters. More curious souls take to the path of adventuring and pray that Camdar will bless their

journeys. Camdar is known by a variety of monikers depending upon which of his devoted is extolling his divine virtues. Simple folk who see the value of self-sufficiency and preparation refer to him as Camdar the Capable or The Readied Blade, while those who aspire to make great discoveries and test their mettle on the road prefer the titles Many-Faced Master or the Roaming God.

Clergy and Holy Days

Texts considered holy by Camdar's followers are in the form of "how to" manuals, which range from instruction on proper hunting techniques to the art of basket weaving. Some of Camdar's followers take his advice on preparedness to the extreme, carrying rusty nails and bits of lint among their supplies "just in case". The blessings "*may your pockets always be full*", "*may foresight favor you*", and "*plan, prepare, proceed*" when bidding farewell are common among Camdar's devout. Camdar's clergy are a practical lot, wearing clothing appropriate to their daily duties, with one notable similarity- all of Camdar's priests wear a belt with a number of compartments equal to their level of expertise. Camdar's faithful recognize three holy days. The first day of autumn is set aside for canning, drying fruit, salting meat and making other preparations for the coming of winter. The first day of spring is dubbed Outabout, and is set aside for outdoor adventures and exploration in celebration of the thaw and unhampered travelways. On Skyfire, Camdar's devout make one of three resolutions for the upcoming year: learn a new craft, change a bad habit, or undertake a journey.

NEW DOMAINS

Below are new domains for use in your campaign, subject to your Game Master's approval.

CHRONOLOG⁴

Deities: Eistibus^{SCR}

Granted Powers: You are a master of time manipulation; you can slow or hasten it and even suspend it to suit your needs.

Rapid Response (Ex): At 1st level, when rolling for initiative, you can add 1/2 your cleric level (minimum 1) as a sacred bonus to your result. You can use this ability 3 times per day.

Time Stutter (Su): At 8th level, as a free action, you can cause time to hesitate allowing you to roll two dice rather than one. Once per day, before rolling an attack, skill check or save, you can declare that you are using this ability. You then roll two dice and use the better outcome. You can use this ability one additional time per day for every four levels beyond 8th.

Domain: 1st-deja vu^{OA}, 2nd-surmount affliction^{UM}, 3rd-sands of time^{UM}, 4th-haste, 5th-permanency, 6th-condensed ether^{OA}, 7th-retrocognition^{OA}, 8th-horrid wilting, 9th-bilocation^{OA}.

CURIOSIT⁴

Deities: Camdar the Roaming God

Granted Powers: Your insatiable curiosity has honed your powers of observation. You notice things that most people do not, including hidden doors, ailing allies, and even invisible creatures. You treat Perception as a class skill, and gain a +1 sacred bonus on Perception checks. This bonus increases by 1 for every 5 levels you possess.

Monitor Ally (Sp): At 1st level, you can touch an ally as a standard action, allowing you to mentally monitor its relative position and general condition as though it were under the effects of *status*. This effect lasts for a number of rounds equal to your cleric level + your Charisma modifier. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Truth Revealed (Su): At 8th level, you can see things as they actually are. As a free action, you can function as if affected by *true seeing*. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Domain: 1st-detect secret doors, 2nd-anticipate thoughts^{OA}, 3rd-clairaudience/clairvoyance, 4th-tongues, 5th-life bubble^{APG}, 6th-word of recall, 7th-analyze aura^{OA}, 8th-prying eyes, greater, 9th-heroic invocation^{UC}.



EVOLUTION

Deities: Camdar the Many-Faced Master

Granted Powers: You are a master of manipulating forms, both your own and that of others, and even objects.

Alter Opponent (Sp): At 1st level, you can shift a creature's physical and mental composition. If you succeed on a ranged touch attack against a creature within 30 feet, you can inflict a -4 penalty on either its Strength or Dexterity (your choice). You then roll randomly to determine which of the target's mental ability scores (Intelligence or Wisdom) is increased by +2. This alteration lasts for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Morph Anatomy (Su): At 8th level, as a standard action, you can cause your skin to calcify granting you DR 2/- for a number of rounds equal to your Wisdom modifier. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain: 1st-*ant haul*^{APG}, 2nd-*boiling blood*^{UM}, 3rd-*magic weapon, greater*, 4th-*blessing of fervor*^{APG}, 5th-*aspect of the wolf*^{APG}, 6th-*fluid form*^{APG}, 7th-*polymorph, greater*, 8th-*firebrand*^{APG}, 9th-*fiery body*^{APG}.

SOUND

Deities: Istravan Ilsareal^{SCR}, Singer of the Spheres

Granted Powers: You are a master of manipulating sound; you can muffle it to hide your footsteps, amplify it to damage and deafen your enemies, and alter it to express yourself in a plethora of languages.

Ear for Language (Ex): At 1st level, and every three levels thereafter, you add one language to your list of known languages. Additionally, as an immediate action, you can grant yourself the ability to understand any one spoken language for 1 round. At 8th level, this ability allows you to speak the language as well as understand it. You can use this ability a number of rounds per day equal to 3 + your Wisdom modifier. These rounds do not need to be consecutive.

Sonic Strike (Su): At 8th level, after making a successful attack (this includes weapon attacks and touch attacks), you can imbue your attack with sonic energy as a free action to add an additional amount of sonic damage equal to 1d6 for every two cleric levels you possess. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain: 1st-*ear piercing scream*^{UM}, 2nd-*cacophonous call*^{APG}, 3rd-*thundering drums*^{APG}, 4th-*zone of silence*, 5th-*deafening song bolt*^{APG}, 6th-*wall of sound*^{UM}, 7th-*resonating word*^{UM}, 8th-*shout, greater*, 9th-*wail of the banshee*.



SORCERER BLOODLINES

Below is a series of new bloodlines for use in your games, subject to your Game Master's approval.

Concordant

One of your ancestors consorted with a powerful aeon^{PB2}, during which time she was instilled with the belief that preservation of balance is paramount to the survival of the multiverse. An echo of that distant partnership persists in your bloodline, infusing your arcane power with the ability to bring balance to disharmony.

Class Skill: Knowledge (any one).

Bonus Spells: *identify* (3rd), *endure elements*, *communal*^{UC} (5th), *clairaudience/clairvoyance* (7th), *secure shelter* (9th), *life bubble*^{APG} (11th), *disintegrate* (13th), *plane shift* (15th), *polymorph any object* (17th), *interplanetary teleport*^{UM} (19th).

Bonus Feats: Combat Casting, Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (any Knowledge).

Bloodline Arcana: You share an aeon's ability to accumulate knowledge of all kinds. You can select three Knowledge skills to gain as class skills, and you receive a +1 competence bonus on all Knowledge checks. Furthermore, you gain 2 additional skill points every level which must be invested in Knowledge skills.

Bloodline Powers: Balance, equilibrium, and harmony are comforting concepts for you. Ironically, you often go to extremes in your effort to achieve these states.

Dispassionate Touch (Su): At 1st level, with a melee touch attack, you can cause a creature to lose interest in accomplishing tasks. Until the start of your next turn, the target of your touch suffers a -2 penalty on attack and damage rolls, skill checks, and saving throws. At 9th level, this penalty doubles. You can use this ability a number of times per day equal to 3 + your Charisma modifier (minimum 1).

Aeon Resistances (Ex): At 3rd level, you gain resist cold and fire 5. At 9th level, your resistances increase to 10.

Balancing the Scales (Su): At 9th level, as a standard action, you can create an effect that mimics one of the following pairs of spells: *break*^{APG} and *make whole*, *cat's grace* and *touch of gracelessness*^{APG}, *crushing despair* and *good hope*, *haste* and *slow*. Once you have chosen your spell pair, you select two targets within 30 feet of yourself (disregard the spell's listed range and number of targets); one becomes the recipient of the first spell and the other is the recipient of the second spell. Targets receive a saving throw (of the type notated in the spell's description) DC 10 + 1/2 your caster level + your Charisma modifier to negate the effect. If an unwilling target's saving throw is successful, this has no impact on whether or not the other spell succeeds or fails to take effect. The duration for all of these effects is a number of rounds equal to 1/2 your caster level regardless of the spell's actual duration, with the exception of *break*^{APG}/*make whole* which produces an instantaneous effect. These spells retain their school, subschool, and descriptors as listed in each spell's description. You can use this ability once per day. At 15th level, you gain one additional use per day.

Outside of Time (Su): At 15th level, with a successful melee touch attack, you can temporarily displace an enemy from time. The target disappears from the present moment and reappears unharmed in the same location 1d3 rounds later. If an object occupies that space, the creature appears in the closest space available to its original location. No magic or divination can detect the creature during this time, as it exists outside of time and space; essentially it has ceased to exist in our reality. You can use this ability once per day. At 20th level, you gain one additional use per day.

Glimmer of Immortality (Su): At 20th level, your connection to the immortal creatures fully manifests itself. You gain immunity to cold, critical hits, mind-affecting effects, and poison. With a swift action, you can gain fast healing 3 for a number of rounds per day equal to your Charisma modifier. These rounds do not need to be consecutive. Finally, you can cast *mage's disjunction*, *time stop* and *true seeing* as spell-like abilities once each per day.

Enlightened

One of your ancestors, a heroic and exceptionally pure soul, attracted the attention of a powerful agathion^{PB2} and was the beneficiary of its wise counsel. Perhaps someday, you too might gain such recognition.

Class Skill: Perception.

Bonus Spells: *protection from evil* (3rd), *animal aspect*^{UC} (5th), *lightning bolt* (7th), *animal aspect, greater*^{UC} (9th), *break enchantment* (11th), *chain lighting* (13th), *walk through space*^{UC} (15th), *stormbolts*^{APG} (17th), *freedom* (19th).

Bonus Feats: Dodge, Expanded Arcana^{APG}, Improved Initiative, Spell Focus, Spell Specialization^{UM}, Spontaneous Metafocus^{UM}, Weapon Finesse, Weapon Focus.

Bloodline Arcana: You treat spells from the transmutation school with a target of "you" as though they are affected by Extend Spell, without increasing the level of the spell slot.

Bloodline Powers: Your connection to the plane of Nirvana manifests itself in your ability to assume animalistic qualities, making you as comfortable in your own skin as in that of an animal.

Beast-Aspect (Su): At 1st level, you can assume a bestial aspect as a move action. Your physique alters such that your musculature and facial features are more animalistic making you stronger, stealthier, or tougher, and granting you extra sensory or protective benefits depending upon the animal likeness you choose. You gain a +2 racial bonus on Perception checks and a +2 racial bonus to either Strength, Dexterity, or Constitution (your choice). In addition, you gain your choice (which can be changed with each new use of the ability) of one of the following:

- A +1 race bonus to natural armor class.
- A natural primary bite attack that deals 1d6 damage and adds 1-1/2 times your Strength bonus.
- Darkvision to a range of 30 feet. If you already have darkvision, increase its range by +30 feet.

At 11th level, the racial bonuses to Perception checks and to the physical ability score increase to +4. You can use this ability for a number of rounds per day equal to 3 + your Charisma modifier.

Repel Evil (Sp): At 3rd level, you gain a +1 deflection bonus to your armor class and a +1 resistance bonus on your saving throws against attacks made or effects created by evil creatures. At 9th level and again at 15th level, these bonuses increase by +1.

Hands of Healing (Su): At 9th level, as a standard action, you can touch yourself or an ally and heal 1d6 points of damage for every two sorcerer levels you possess. In addition to healing the hit point damage, you can remove one of the following conditions affecting the target: blinded, confused, dazed, deafened, exhausted, fatigued, frightened, nauseated, paralyzed, shaken, sickened, staggered, and stunned. You can use this ability twice per day. At 20th level, you can use it three times per day.

Evil Scourge (Su): At 15th level, you deal an additional 1d6 points of damage against evil creatures with your physical attacks and your damage causing spells.

Enlightenment (Su): At 20th level, your beast-aspect becomes as familiar to you as your own skin and you can alternate between it and your standard form as a free action for an unlimited number of rounds. Additionally, you are constantly under the effects of *freedom of movement* and *speak with animals*.

Evolved

Your bloodline is peppered with individuals of superior intellectual ability.

Perhaps an immortal shared a glimpse of cosmic truth with one of your ancestors or advanced alien technology altered the physiology of your bloodline. Your mental prowess may even arise from a direct biological connection to creatures so evolved they exist only as a mass of brain matter, the mind-expanding consequences of which now influence your magic.

Class Skill: Perception.

Bonus Spells: *mind thrust* 1^{OA} (3rd), *anticipate thoughts*^{OA} (5th), *contagious zeal*^{OA} (7th), *mind wipe*^{OA} (9th), *teleport* (11th), *telepathy*^{OA} (13th), *plane shift* (15th), *telekinetic sphere*^{OA} (17th), *telekinetic storm*^{OA} (19th).

Bonus Feats: Dodge, Empower Spell, Enlarge Spell, Hover, Magical Aptitude, Skill Focus (any), Weapon Finesse, Wind Stance.

Bloodline Arcana: The brilliance of your mind rather than your powerful presence drives your magic; your Intelligence (not your Charisma) is used to determine all aspects of your spell-casting ability. Additionally, your exceptional insight into universal truths allows you to add your Wisdom modifier to all Knowledge skill checks.

Bloodline Powers: Your magic manifests itself in unparalleled feats of the mind, allowing you to move objects with a mere thought and to communicate mentally without uttering a single sound.

Informed Strike (Ex): At 1st level, as a free action, you can use your in-depth understanding of physics, kinesiology, and momentum to augment your melee strikes; add your Intelligence modifier as an insight bonus on all of your weapon attack rolls for 1 round. At the same time, you also add your Intelligence modifier as a bonus on your damage. This bonus is precision damage gained from your advanced understanding of anatomy and it stacks with other forms of precision damage such as damage from a sneak attack. When using a ranged weapon, this bonus damage only applies on attacks made within 30 feet. Creatures immune to critical hits are immune to the bonus damage from this ability. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Psychic Protection (Su): At 3rd level, you generate a field of psychic energy around you that protects your mind and body from harm, granting a +1 deflection bonus to your armor class and a +2 resistance bonus on saving throws against mind-affecting effects. At 9th level, these bonuses double.

Flight (Su): At 9th level, using the power of your mind and a swift action, you can fly for a number of minutes per day equal to your sorcerer level, with a speed of 60 feet and good maneuverability. At 15th level, your maneuverability increases to perfect. This duration does not need to be consecutive, but it must be used in 1-minute increments.

Flash of Brilliance (Sp): At 15th level, as a standard action, you can cause a flash of light to erupt in the face of a creature within 30 feet, blinding it for a number of rounds equal to your Intelligence modifier. A successful Fortitude save (DC 10 + 1/2 your sorcerer level + your Intelligence modifier) reduces the duration to 1 round. You can use this ability twice per day.

Touch of Timelessness (Su): At 20th level, your mind's power has virtually no limits- you can even overcome the finality of death. You gain immunity to mind-affecting effects and you are constantly under the effect of *telepathy*. Furthermore, after dying, your psyche is reincarnated (as the spell *reincarnate*) within 1d10 minutes. You can choose to return in the body of the race you rolled for on the chart or in a body of your current race, whichever you deem your psyche is more drawn to. Your new body appears in the spot where you died. You can use this ability once per day.

Facilitator

Transitions bring change, change builds knowledge, and knowledge of the cycle of life fuels your magical power. Among your ancestors are executioners, messengers, midwives, morticians, and gate keepers of one sort or another, all of whom facilitated important rites of passage. This pattern was set in motion when the life of one of your kin was magically extended beyond its preordained natural end, attracting the attention of an agent of the afterlife who rectified the situation and hastened your predecessor's journey to its final abode, leaving a lingering echo of its touch upon your family's bloodline.

Class Skill: Perception.

Bonus Spells: *deathwatch* (3rd), *invisibility* (5th), *fly* (7th), *beast shape II (raven)* (9th), *corrosive consumption*^{UM} (11th), *dispel magic*, *greater* (13th), *finger of death* (15th), *discern location* (17th), *power word kill* (19th).

Bonus Feats: Alertness, Arcane Strike, Greater Spell Focus, Improved Initiative, Iron Will, Spell Focus, Spell Penetration, Weapon Focus (scythe).

Bloodline Arcana: You do not fear death, knowing that it is part of the natural progression of life, and you wield the power to prevent those that would try to cheat it from doing so. Whenever you cast a spell from the necromancy school, increase the spell's DC by +2.

Bloodline Powers: Your magical lineage grants you the power to temper your emotions, protecting you from the debilitating consequences of agonizing grief or the coercive effects of an impassioned plea. Your stoicism has the equal potential to aid you in your life's journey or incur the scorn of those that would label you as heartless.

Reaper's Tool (Sp): At 1st level, you gain weapon proficiency with scythe. Once per day, after successfully striking an enemy with your scythe, you can use a free action to gain a number of temporary hit points equal to 1/2 the amount of damage you just inflicted + your Charisma modifier. These temporary hit points last for 1 hour per sorcerer level you possess. Furthermore, as long as you carry a scythe on your person, you gain a +1 inherent bonus to your armor class against creatures with the undead type or subtype. At 6th level, provided your scythe is of masterwork quality, it gains a +1 enhancement bonus. At 11th level, it gains the *ghost touch* special weapon quality.

Thwart Death Ex): At 3rd level, you gain a +1 bonus on saving throws made against death effects, disease and poison. You also gain energy resistance 5 against your choice of either cold or electricity. At 9th level, your bonuses on saving throws increase to +2. At 15th level, your energy resistance increases to 10.

Accelerated Decomposition (Su): At 9th level, you gain a breath weapon that causes living tissue to decay dealing 1d6 points of damage per sorcerer level. All living creatures caught in the 30 foot cone receive a Reflex save for half damage (DC 10 + 1/2 your sorcerer level + your Charisma modifier). You can use this ability once per day. At 17th level, and again at 20th level, you gain one additional use per day.

Call to Cross (Su): At 15th level, with a standard action, you gain the power to draw a creature closer to its death as you sing a funerary hymn. All living and undead creatures within a 30-foot radius spread of you must succeed at a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or be stunned for 1d4 rounds. On a successful save, the creature is dazed for 1 round instead. You can choose to exclude a number of creatures equal to your Charisma modifier from this effect. This is a sonic, mind-affecting, compulsion effect. This ability can affect undead creatures, even though the undead subtype makes such creatures immune to mind-affecting effects (though undead creatures with immunity to mind-affecting effects from a source other than their creature type are still immune). You can use this ability once per day.

Death's Emissary (Su): At 20th level, your potential to join the ranks of exemplary servants, escorting their charges to a place of final rest, is within reach should you choose it. You gain immunity to death effects, disease and poison, and your energy resistance becomes immunity. Whenever a creature falls unconscious at 0 or fewer hit points, but is not yet dead, you can establish a psychic connection between yourself and the creature as a swift action and draw off a number of hit points equal to the number required for the creature to be considered dead. You then heal a like number of hit points; if you are already at maximum health, you gain the hit points as temporary hit points which persist for 10 minutes per sorcerer level that you possess. You must be within 60 feet of a creature to use this ability.

Guardian

Generations of your family hail from a region warded by a supernatural being whose presence caused the natural instinct of a parent to protect its young to become heightened and expanded within your ancestral line. Individuals dedicated to the staunch and unyielding protection of their charges, including druids, nannies, wardens, and bodyguards are among your kin.

Class Skill: Survival.

Bonus Spells: *shield* (3rd), *glitterdust* (5th), *displacement* (7th), *protection from energy*, *communal*^{UC} (9th), *telepathic bond* (11th), *repulsion* (13th), *mage's sword* (15th), *clenched fist* (17th), *wooden phalanx*^{UM} (19th).

Bonus Feats: Alertness, Catch Off-Guard, Dodge, Improvised Weapon Mastery, Improved Initiative, Nimble Moves, Quick Draw, Throw Anything.

Bloodline Arcana: You cast all spells that grant any type of bonus to armor class or saving throws at +1 caster level.

Bloodline Powers: The desire to protect and guard that which is precious is stamped upon your soul.

Impede Enemy Assault (Sp): At 1st level, as a ranged touch attack, you can target a creature within 30 feet with a ray of necrotic energy which saps the target's strength and slows its advance for 1 round. The target suffers a -1 penalty on attack and damage rolls. Furthermore, it can take only a single move action (made at half speed) or standard action, but not both. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Steadfast (Ex): At 3rd level, you gain a +1 morale bonus on Will saves against spells with the fear descriptor and spells of the enchantment school. At 8th, 12th, and 16th level, this bonus increases by +1, but can not exceed your Charisma modifier bonus.

Safeguard Allies (Sp): At 9th level, as a standard action, you can cause a protective glyph to materialize on yourself and all allies within 30 feet of you. The glyph lasts for a number of rounds equal to 1/2 your level. On your turn each round, you must choose whether creatures bearing the glyph will benefit from a +2 deflection bonus to armor class, a +2 resistance bonus on saving throws, or energy resistance 10 to one selected energy type. Making this choice is a free action. At 15th level, the bonuses to armor class and saving throws increase to +3, while the energy resistance increases to 15. When you select the protective benefit each round, all affected creatures receive the same benefit. You can use this ability once per day at 9th level. At 15th level, you gain one additional use per day.

Restorative Touch (Sp): At 15th level, you can cast any one of the following spells as a spell-like ability in any combination up to twice per day: *break enchantment*, *remove blindness/deafness*, *remove curse*, *remove paralysis* and *restoration*, *lesser*.

Supreme Protector (Su): At 20th level, you are unflinching in executing the protective duties required of you; nothing stands between you and the welfare of your charge. You gain immunity to all enchantment spells and spell-like abilities, as well as immunity to all fear effects. You are also immune to petrification and undesired polymorph effects. Finally, you are constantly under the effects of *anticipate peril*^{UM}, and when you cast *telepathic bond*, the duration increases to 1 hour/level.



Misery

You come from a long line of tortured souls whose lives were rife with emotional and physical pain. A kyton's^{PB1} evil seed impregnated one of your ancestors, and from that time forward your forebears were victims of enslavement, sacrificial offerings to demented gods, or hideous birth defects resulting in warped flesh and mangled appendages.

Class Skill: Escape Artist.

Bonus Spells: *ray of enfeeblement* (3rd), *disfiguring touch*^{UM} (5th), *chain of perdition*^{UC} (7th), *crushing despair* (9th), *aura of doom*^{UM} (11th), *banishment* (13th), *inflict pain*, *mass*^{OA} (15th), *frightful aspect*^{UC} (17th), *suffocation*, *mass*^{APG} (19th).

Bonus Feats: Arcane Strike, Blind-Fight, Combat Expertise, Improved Trip, Intimidating Prowess, Sickening Spell^{APG}, Weapon Finesse, Weapon Focus (spiked chain).

Bloodline Arcana: You literally feed on fear. Whenever an opponent suffers from a condition caused by a fear effect (such as cowering, frightened, panicked, paralyzed, or shaken) as a result of a spell you cast, you gain fast healing 1 hit point of damage each round your opponent suffers from the effect. If multiple opponents suffer from a fear effect, you gain 1 hit point for each foe.

Bloodline Powers: Your magical ability is strongly influenced by a predilection for self transformation and augmentation. You must take care not to lose yourself in your quest for physical and mental metamorphosis.

Chains of Agony (Sp): At 1st level, you gain weapon proficiency with spiked chain. Additionally, as a standard action, you can cause magical chains to materialize wrapped around a foe within 30 feet with a successful ranged touch attack. The chains last for 1 round. While the target is bound by the chains, it loses its Dexterity bonus on its armor class and suffers a -1 penalty on Reflex and Will saves. You can use this ability 3 times per day.

Armor of Chains (Su): At 3rd level, while you are conscious (this ability is not active while you are asleep or unconscious, but activates as an immediate action upon gaining consciousness or waking) you become constantly surrounded by chains of force which provide you with a +1 armor bonus. At 9th level and again at 15th level, the armor bonus increases by +1. This “armor” is not treated as armor for purposes of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Bloody Visage (Su): At 9th level, as a standard action, you can cause blood to ooze from your eyes, nose, and mouth causing all enemies within 30 feet of you to become shaken for a number of rounds equal to 1/2 your sorcerer level. A successful Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) reduces the duration to 1 round. At 15th level, you can elect to cause your opponents to become paralyzed with fear instead, but this effect lasts for only 1 round. A successful save still causes the target/s to be shaken for 1 round. This is a mind-affecting effect. You can use this ability 2 times per day. At 20th level, you gain one additional use per day.

Augmented Anatomy (Ex): At 15th level, you gain a chain-like appendage with a 10 foot reach that protrudes from your body which either grants you a natural secondary slam attack dealing 1d6 points of bludgeoning damage or allows you to make a trip combat maneuver. If using your augmented anatomy to attempt to trip your opponent, you use your sorcerer level instead of your base attack bonus and your Charisma modifier instead of your Strength modifier to determine your CMB.

Inured to Trauma (Su): At 20th level, you gain true mastery of mind and flesh. You gain immunity to cold as well as fear and pain effects. Your regenerative ability from your bloodline arcana increases to 3 hit points per round per opponent suffering from a fear effect, and you can cast *excruciating deformation*^{UM} once per day as a spell-like ability.

Monstrous

One of your ancestors lived a life of decadence and bloody revelry, mating with a monstrosity, the consequences of which are readily apparent in your family's bloodline.

Class Skill: Perception.

Bonus Spells: *murderous command*^{UM} (3rd), *mad hallucination*^{UM} (5th), *vampiric touch* (7th), *charm monster* (9th), *monstrous physique* 111^{UM} (11th), *eyebite* (13th), *insanity* (15th), *irresistible dance* (17th), *energy drain* (19th).

Bonus Feats: Persuasive, Point-Blank Shot, Precise Shot, Rapid Reload^{UC}, Rapid Shot, Skill Focus (Perception), Snap Shot^{UC}, Weapon Focus.

Bloodline Arcana: You gain darkvision 60 feet. If you already have darkvision, add 30 feet to its range.

Bloodline Powers: You experience life in extremes; hunger turns to gluttony and passion to debauchery. You must temper your volatile nature to ensure that you do not end up a slave to your desires.

Enhanced Morsel (Sp): At 1st level, at the dawn of every day, you can enchant 3 morsels of food. These morsels retain their potency for 24 hours, after which time their magic dissipates and they are no longer effective. A creature can eat a morsel as a move action to gain a +2 enhancement bonus to Strength and a +2 morale bonus on fear saves for a number of rounds equal to 1/2 your sorcerer level. A creature cannot benefit from this ability more than once in a 24 hour period.

Impassioned Resilience (Ex): At 3rd level, you gain a +2 bonus on saving throws against mind-affecting effects and resist fire 5. At 9th level, your resistance to fire increases to 10, and your bonus on saving throws against mind-affecting effects increases to +4.

Bloody Barrage (Su): At 9th level, as a standard action, you can cause a torrent of blood to spew forth from your mouth in a 15 foot cone causing creatures in the cone to become nauseated for a number of rounds equal to your Charisma modifier (minimum 1). On a successful Fortitude save (DC 10 + 1/2 your sorcerer level + your Charisma modifier), a creature is sickened instead. Creatures receive a new saving throw each round to end the effect. You can use this ability once per day. At 15th level, you gain one additional use per day.

Ravenous Bite (Ex): At 15th level, as a free action, you can extend your incisors to gain a natural primary bite attack. You make this attack using your full base attack bonus and you add 1-1/2 times your Strength bonus on damage rolls. (If you combine your bite attack with a weapon attack, it is considered a secondary natural attack which is made at your full base attack bonus -5 and 1/2 your Strength bonus is applied to damage.) Furthermore, a bitten creature must make a successful saving throw or be poisoned.

Ravenous bite:

Type poison (injury); **Save** Fort DC 10 + 1/2 your sorcerer level + your Charisma modifier (minimum 0); **frequency** 1 round; **effect** 1d3 Constitution damage; **cure** 1 save.

You can use this ability for a number of rounds per day equal to 1/2 your level. These rounds do not need to be consecutive.

Revelry Unleashed (Su): At 20th level, you leave mayhem in your wake and can entice even the staunchest individual to partake in acts of questionable merit. Creatures receive a -4 profane penalty on saving throws against your spells with the mind-affecting descriptor. Furthermore, if a creature fails its saving throw against one of your mind-affecting spells, it experiences 1 round of *confusion* at the end of the spell's duration. You also gain SR equal to 20 + your Charisma modifier (minimum 0).

Order

An axiomite^{PB2} had a hand in sculpting your family's destiny instilling an immutable sense of duty and respect for the law within your kin. Your legacy is marked by individuals dedicated to justice and the preservation of order, including guards, law-keepers and judges.

Class Skill: Diplomacy.

Bonus Spells: *true strike* (3rd), *detect thoughts* (5th), *haste* (7th), *order's wrath* (9th), *planar adaptation*^{APG} (11th), *geas/quest* (13th), *hold person*, *mass* (15th), *shield of law* (17th), *imprisonment* (19th).

Bonus Feats: Craft Wondrous Item, Devastating Strike^{UC}, Diehard, Endurance, Greater Vital Strike, Improved Vital Strike, Toughness, Vital Strike.

Bloodline Arcana: Whenever you cast a spell from the compulsion subschool or a spell with the lawful descriptor, increase the spell's DC by +2.

Bloodline Powers: You can easily visualize mathematical formulas; by manipulating equations you can break the universe down into its simplest form to illuminate the order of all things. This insight brings clarity and decisiveness of action in your pursuit of establishing conformity to societal rules and regulations.

Dazing Discharge (Sp): At 1st level, you can unleash an electrical current as a standard action, targeting any foe within 30 feet as a ranged touch attack. This attack deals 1d4 points of electricity damage and inflicts the dazed condition for 1 round. A creature can only be dazed once in a 24 hour period by this ability, but can still be damaged. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Personal Conformity (Ex): At 3rd level, you gain a +1 inherent bonus on saving throws against spells with the chaotic descriptor. This bonus increases by +1 at 9th level and again at 15th level. Additionally, once per day, if you fail a Will save against a spell with the chaotic descriptor, you can immediately reroll the save and use the second result.

Ordered Inheritance (Su): At 9th level, as a standard action, you can take the form of a shifting mass of glowing mathematical symbols and equations gaining the incorporeal^{PB1} quality. While in this form, you cannot make physical attacks, your spells are cast as spell-like abilities, and you gain a fly speed equal to your land speed with perfect maneuverability. You can use this ability for a number of rounds per day equal to your sorcerer level. These rounds do not need to be consecutive.

Unrelenting (Su): At 15th level, your communication skills are enhanced in an effort to convince creatures to choose a path of order, while your own resolve to stay the course is strengthened. You gain the truespeech^{PB2} ability allowing you to communicate with any creature that has a language as though using *tongues*, and you add your Charisma modifier to your Will saves. This ability is always active.

Unwavering (Su): At 20th level, you become a paragon of law and order. You gain immunity to disease and mind-affecting effects, and gain a morale bonus equal to your Charisma modifier on your armor class against attacks made by chaotic aligned creatures. Additionally, you can use *discern lies* and *true seeing* as spell-like abilities (in any combination) up to three times per day.

Other-Worldly

Whether out of boredom, spite, or sheer randomness, a powerful being from beyond the known universe turned its attention to one of your ancestors; instead of experiencing peace and rejuvenation while asleep, your kinsman was terrorized by a barrage of gruesome nightmares. This far off connection manifests in your bloodline to this day.

Class Skill: Stealth.

Bonus Spells: *icicle dagger*^{UM} (3rd), *instrument of agony*^{UC} (5th), *deeper darkness* (7th), *dimension door* (9th), *feeblemind* (11th), *cloak of dreams*^{APG} (13th), *plague storm*^{UM}, (15th), *horrid wilting* (17th), *gate* (19th).

Bonus Feats: Blind-Fight, Combat Casting, Elemental Spell^{APG}, Quicken Spell, Rime Spell^{UM}, Spell Focus, Spell Specialization^{UM}, Uncanny Concentration^{UM}.

Bloodline Arcana: At 1st level, you can choose 1 bonus spell to add to your list of known spells. This bonus spell must list fear or mind-affecting as one of its descriptors. At 6th level and every four levels thereafter, you can add one additional bonus spell to your list of known spells (maximum of 5 spells at 18th level) with the same descriptor requirements. These spells must be selected from the sorcerer/wizard spell list and must be of a level you are capable of casting.

Bloodline Powers: Your magical powers grant you the ability to spread chaos and fear like wildfire. You must take care, lest the mass confusion you create backfires on you.

Touch of Twilight (Sp): At 1st level, with a successful melee touch attack, you can cause a foe to become fatigued and to suffer 1d4 points of cold damage +1 for every two sorcerer level you possess. The fatigue lasts for 1 round, and the condition is immediately removed once the round is over. A creature cannot be fatigued more than once in a 24 hour period by this ability, but there is no limit to the amount of cold damage it can sustain from touch of twilight. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Unsettling Aura (Ex): At 3rd level, all enemies within 30 feet of you attempting a saving throw against a fear effect suffer a -2 penalty. At 9th level, the range of your aura increases to 60 feet.

Altered Reality (Su): At 9th level, with a successful ranged touch attack, you can cause a creature within 30 feet to experience the possibility of a duel reality for 1 round. Any time the creature makes a d20 roll, it must roll two dice and use the lesser result. You can use this ability a number of times per day equal to your Charisma modifier.

Living Nightmare (Sp): At 15th level, as a swift action, you can cause your face to assume a monstrous visage like that of the most sinister nightmare. Until the start of your next turn, any creature making an attack against you (using a weapon, spell, spell-like ability, or supernatural ability that targets only you) suffers a penalty on its attack and damage rolls equal to your Charisma modifier. Any saving throw rolls you make against one of these creature's attacks gains a +2 circumstance bonus. This is a mind-affecting fear effect. You can use this ability twice per day. At 20th level, you gain one additional use per day.

Other-Worldly Presence (Su): At 20th level, you no longer entirely follow the laws of the physical world, growing evermore alien. You gain immunity to cold, disease, paralysis and poison. Your form shifts constantly, like a monster in a nightmare always a hand's reach away; you are treated as though you are constantly under the effects of *blur*.

NEW SPELL

Below is a new spell for use in your campaign, subject to your Game Master's approval.

Clerics of Israfel developed this spell to further their subversive agenda.

Compel Compliance

School enchantment (compulsion) [mind-affecting];

Level antipaladin 4, cleric 7, inquisitor 5

Casting Time 1 swift action

Components V, DF (miniature whip)

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

Target one creature

Duration 2 rounds

Saving Throw none; **Spell Resistance** no

You must succeed on a ranged touch attack to affect a creature with this spell. While under the effect of *compel compliance*, a creature suffers a penalty equal to 1/2 your caster level on its Will saves.

TRAIT

Below is a new trait for use in your campaign, subject to your GM's permission.

Recorder (social or faith/Eistibus): You have spent your youth as an apprentice in a great library or as a meditant in a monastery of Eistibus cataloguing a plethora of information- spanning local seasonal festivals to the dietary needs of great wyrms and everything in between. Choose one Knowledge skill. This Knowledge skill is considered a class skill for you. In addition, once per day, you can use *know the enemy*^{UM} as a spell-like ability. Using this ability does not require 1 minute to cast the spell. Instead, you can cast this spell as part of the same action required to make the Knowledge skill check.



NEW MONSTER

STICKWEED

This dull green, reed-shaped insect can hold perfectly still, mimicking the appearance of marsh grass.

CR 3

XP 800

N Small vermin

Init +3; **Senses** darkvision 60 ft., Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 27 (5d8+5)

Fort +5, **Ref** +4, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft., fly 30 ft. (good)

Melee tongue jab +5 (1d4+1 plus poison), 2 wings +5 (1d3+1)

Special Attacks poison

STATISTICS

Str 13, **Dex** 16, **Con** 13, **Int** -, **Wis** 12, **Cha** 2

Base Att +3; **CMB** +3; **CMD** 16 (24 vs. trip)

Skills Climb +9, Fly +9, Perception +5, Stealth +7;

Racial Modifiers +4 Perception, +4 Stealth

ECOLOGY

Environment any swamp

Organization solitary, pair, or cluster (3-6)

Treasure none

SPECIAL ABILITIES

Freeze (Ex) A stickweed can hold itself so still that it appears to be normal vegetation. A stickweed that uses this ability can take 20 on its Stealth check to hide in plain sight as part of a regular patch of weeds.

Poison (Ex) Jab- injury; **save** Fort DC 14; **frequency** 1 round; **effect** 1d6 Dex damage; **cure** 1 save. The save DC is Constitution based.

Stickweeds, though not plants at all, were given their name by outlanders not native to Eimharn. The name (which aptly describes the creatures) has stuck; to this day even the locals have adopted the inaccurate moniker. Stickweeds stand roughly 2 feet tall and weigh between 10-15 pounds. They prefer to ambush their prey by using their freeze ability. When a stickweed uses this ability, it sets itself on two legs while folding its other four legs against its stick shaped body. It then folds its pair of razor sharp wings over its body to appear like a long, thin reed of grass camouflaged among the rest of the swamp's vegetation.

After sensing potential prey nearby, a stickweed extends its long, needle-like tongue to puncture its victim and deposit its poison. Once a stickweed's victim has succumbed to enough of the stickweed's poison to lose all ambulatory functioning and become paralyzed, the stickweed uses its razor-sharp wings to carve up the unmoving creature before feasting upon its blood.



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Races of the Void: Vodeim

Races of the Void: Vodeim expands upon the spice world Eimharn and its indigenous people. Prepare to meet the amphibious vodeim race, the deity of self-sufficiency Gamdar the Capable, and the bloodthirsty stickweed camouflaged amongst the marsh grasses.

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