

Neiyar:

Land of Heaven and the Abyss

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ISBN: 978-1-4357-3126-4

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Another ship lost to the ocean's might...

Damon shook sand out of his hair and wiped the salt water from his eyes. He heard Marlana's whining voice complain about being nipped by a crab and prayed she was not the only survivor. He would need SOMEONE to keep him from killing her.

He caught sight of Cecil from the corner of his eye. He was helping Jervis to his feet. Maybe Marlana would live long enough for them to find a way home after all.

"My spell book is ruined! I shall be useless without it!" cried Marlana.

"I have been saying you were useless for months, but..."

"Enough, Damon," said Cecil. "Instead of creating more tension, we should all take a moment to thank the gods that we are alive and together. It would appear the rest of the crew was not so fortunate."

"Forgive me, Cecil. As usual, you are correct."

The cleric surveyed the beach for a moment with a confused look upon his face. "I do not recall an island at this location from any of the ship's maps," said Cecil.

"Nor do I recall the captain informing us of any potential threats like that...that thing that bit through the ship. Have you an idea, Jervis?...Jervis?"

Jervis was staring at Marlana as she picked seaweed from her clothes. Damon looked from Jervis to Marlana a few times before he realized Jervis' eyes were fixated on her breasts. Damon laughed.

"Something amusing you would like to share with the group?" asked Marlana.

"Only that it never occurred to any of us how thin your blouse actually was until just now."

"You fiend!" screamed Marlana as she tried covering up with her arms. "You wretched, cruel, heartless..."

"Yell at Jervis! He is the one that was staring!"

"Silence!" commanded Cecil. "Listen..."

Everyone stopped arguing long enough to hear the high-pitched cries for help. The group quickly headed up the beach until they came upon a sight they were not expecting.

"Murderers! Cannibals! Give me my egg!" yelled the flying humanoid from the air. With the exception of a pronounced beak, the facial features were female. It possessed claws at both the end of its legs and it swanlike wings. Bright red and blue plumage covered the entire body. It wore several bright, clanging copper and brass necklaces and rings, and a silver headband around its head with dangling jewels of various colors.

It screamed at three large lizard-like humanoids that seemed to be playing a game of keep-a-way with the flying creature's egg. When the flyer got too close in an attempt to retrieve her egg, one of the reptilian folk took a bite out of her wing with its massive jaws.

"In the name of all that is good and honorable, I beseech you to return that being's...property to her," declared Cecil. The strength of his voice was enough

to bring pause to the game as all three lizard creatures turned their attention to the party.

“Shouldn’t you be hiding behind your woman, Zaruu’krish?” hissed the creature in possession on the egg. He tossed it up and down in his clawed hand, all the while threatening to drop it completely.

“I have no need to hide behind anyone. I have the strength of my faith to guide my path.”

As Cecil spoke, Marlana stepped behind Damon to stay out of the creatures’ views. She pulled a small leather loop from her sash, made a strange gesture with her hands, and mumbled something incoherent under her breath. When the creature tossed the egg again, it continued levitating upward. Before it could jump to retrieve it, the flying creature swooped down and snatched it away.

“Krup’tha! Now you all surely die!” hissed the creature.

Jervis and Damon grabbed the nearest pieces of washed up plank they could find. Marlana began to ready a more aggressive spell. Cecil smiled. He gripped his holy symbol in one hand and waved the other hand in front of him. “Calm yourselves, friends. There is no need for violence on this day.”

The three creatures stood confused for a moment, and then looked at each other. Cecil concentrated his thoughts on the three opponents as their aggression melted away.

“Another time, then,” hissed the leader. “When the numbers favor us.” The three creatures rushed off.

“Oh Deva, Deva, will she be alright?” wailed the bird person as she flew over the party’s heads and landing in front of what appeared to be a band of female warriors not more than 60 paces behind them. The creature cradled the egg gently in her claws as she held it toward the one who seemed to be the leader.

“Worry not, Shava, your child is well. She will hatch just fine.” She looked toward the party and smiled. “But surely you must thank our new friends, who without thought to their own safety sought to save a stranger’s child.”

Shava hopped over to the party and licked Marlana. Marlana jumped back in shock at the apparent sign of gratitude.

“What is your name, Madame Wizard?” Shava asked.

“I am Marlana.”

“That is such a beautiful name. I shall name my hatchling after you in your honor.” Shava held the egg above her head. “By the grace of the Swan Princess, I shall name this hatchling Marlana.” Shava clutched her egg in her feet and flew off.

The woman approached Marlana and bowed. “I am Deva Lajin, the Voice of the Great Mother Sophia Mater. I welcome you and your house to the island of the Neiyar.”

“Nice to meet you ladies. I am Damon,” said Damon as he extended a hand in greeting. The Deva glared at him, then turned back to Marlana.

“Your man here is somewhat forward, Madame Wizard. He should watch his manners.”

Damon and Jervis looked at each other confused. Marlana smirked.

“Forgive him,” she said. “I think the salt water has affected his mind.”

Somewhere far off from the civilized shores of the known world lies a dense jungle full of mystery and wonder. Isolated from other cultures by an ocean torn by violent storms and populated by plane-touched beasts, a unique society has developed in a vacuum. It is a land born of the heaven and the abyss, and it struggles against its own nature not to fall from the Divine Mother's grace. Welcome to the world of the Neiyar.

CHAPTER ONE: Neiyar Culture and Faith

Basics of the Civilization

The term Neiyar refers to both the island and the native humans that reside on it. Humans (as well as elves, dwarves, and other races) that end up on the island through shipwrecks or other means are referred to as "Outsiders." The Neiyar do not differentiate between those who arrive on the island involuntarily and extraplanar beings also called Outsiders. To them, what is not native is an Outsider, and Outsiders regardless of their origins are rarely trusted.

The Neiyar are a matriarchal society. They have no formal laws, but instead a code of conduct simply referred to as the Code of the Neiyar. They are led by priestesses called Deva (Devi, plural), who rule from the Great Temple of Sophia Mater in the Holy City. Each Deva is said to be touched by a part of the Divine Mother Goddess Sophia. Outsiders who chose to live among the Neiyar are expected to follow the Code as well. Most Outsiders reside in Outland, a town populated by Outsiders (and banished Neiyar males) who do not feel they should have to live the way the Devi wish.

All Neiyar learn the basics of fighting, but only women may train in the Fields of the Warrior Goddess Francisca Mahault. Men are viewed as the "weaker" sex, if not physically then psychologically. Most of the myths of the Neiyar portray men as petty and egocentric. Because of this, men are relegated to hunting, fishing, farming, mining, and other forms of manual labor. The Neiyar believe that keeping a man physically active helps burn up ego-aggression and keep the peace.

Those men who actively seek to develop fighting or arcane abilities are viewed cautiously. At best, they are treated with a degree of suspicion. At worst, they may find themselves the target of overzealous Devi looking for a means to dispose of potential threats to the culture. As fear of another Demon War grows, some within the Temple of the Warrior Goddess suggest it is time to start giving men more formal training in order to increase the pool of skilled fighters. Time will tell how the Devi resolve this rapidly boiling issue.

In the larger towns, male members of merchant families often dabble in alchemy and inventions. Men invented many modern Neiyar conveniences, and it is in such scientific pursuits that men often gain more prestige than women. Another area men can excel is medicine. A talented doctor can perform miracles that rival some of the most powerful Devi. The churches in general encourage such medical research, as

The Code of the Neiyar

The Neiyar are of one soul. What is done to one is known to all. Treat with your sisters and brothers as you wish them to treat with you.

Remember that it was your Mother who spilt her own blood to give you life. Let her guide you in all things, that you may bring honor to your House and your People.

Show respect to those that went before you, that you will learn from their path. Show friendship to those that walk with you, that you will never be alone. Show patience to those that follow, that you will lead them in the ways of Honor and Light.

Let not your men be idle and arrogant. Their true worth is in the work of their hands and hearts, not the running of their mouths.

Be wary of unbound men, for without guidance they will seek out power and corruption. Keep your sons close to you until they are ready to be Husbands and therefore bring honor to your House and the House of their Wives.

Tolerate not a man that disrespects you, or seeks to cause others ill, or strives for power above your sisters, or brings dishonor to your House. Divorce him from your House lest the sickness spread to your sons. Let none offer friendship to one so banished until he has regained the path of righteousness.

Respect Those That Live in the Wild Places, for these are the Beloved of Sophia Kalla.

Tolerate not any that seek out dark knowledge from the Abyss, or abide with Abyssal legions, or facilitate the evil machinations of the Abyss. They are a cancer upon your people and must be cut out.

Beware of He That Waits Below. Know that the Evil Father is your enemy and the enemy of your people. Deal not with the Abyssal Legions, and smite them upon sight as you have been taught.

effective mundane medical practices can free up valuable clerical resources. Also, excellence in the art of healing requires a great deal of time in study and practice—time not being used to learn more dangerous and aggressive skills.

Only women are admitted to the Tower of Adrienne for formal magical training, though there has been a rise in male sorcerers over the last decade. And while there are male acolytes who assist in the various temples, only women may become clerics to Sophia, Adrienne, or Francisca Mahault. Men normally worship Sophia's sons Roarth or Agri.

Men who seek arcane training normally begin informally observing female family members, and then seek out an independent male wizard to provide formal instruction. Over the last ten years, the number of male wizards has increased substantially. This has been attributed to the increase in the Outsider population and its willingness to train male Neiyar in the arcane arts.

Basics of Family Life

All property is owned by the Matriarch of the family. When a woman marries and starts her own house, the Devi of Sophia Mater hold a special Naming Ceremony. At that time, the woman receives her new Maternal Name, and her old one is written on a piece of paper and burned. Her husband and children use her name as a surname. Both parents are responsible for the raising of children, who often start working at an early age in the family's business or craft.

The Matriarchs normally informally arrange marriages, but the daughter is always given final say in whom she decides to wed during the final marriage preparations (see Gods of the Neiyar). Unmarried women and men often attend special worship services at the Tower of Adrienne that are more social than spiritual in nature. Single women may even invite single men to spend the night in one of the "guest rooms" in honor of Adrienne's incarnation as the goddess of love. Love, at least to the Neiyar, is a magical thing.

While all women are free to employ the guest rooms, those who do so more than a couple of times before they marry are scorned for abusing Adrienne's good will. She is a goddess of love, not lust, after all. The practice of having multiple partners before marriage is accepted by the Neiyar, so long as the arrangement is done freely. The Devi teach that such freedom is necessary to insure that one has the opportunity to find one's true soul mate.

Prostitution, on the other hand, is considered a violation of the Code as it is considered a blasphemy of the teachings of Adrienne (as there is not much soul-searching going on it money is exchanging hands). Outsiders from more uptight cultures consider the practices lewd and a tad hypocritical.

Married couples, however, are expected to be faithful. And infidelity by either partner is grounds for divorce. In such cases the offending party must leave the familial home and surrender all claims to it. For the unfaithful husband, who technically does not own the property anyway, this means either moving back in with his mother (if she will accept him back after bringing shame on the family) or simply moving and establishing a new life somewhere else. An unfaithful woman stands much more to lose, as she would have to surrender ownership of her home and children to her husband if he divorced her.

Marriage is a life-long commitment to the Neiyar. The Devi of Adrienne accept only four reasons for divorce: infidelity, abandonment, physical violence, or heresy. Divorces are granted for no other reasons. Surprisingly abandonment is the hardest to prove, as the probability of foul play is always an issue. The spouse is required in such instances to

When is an Outsider NOT an Outsider?

Non-Neiyar often get confused by the use of the word Outsider. The Neiyar group all beings not of the island as Outsiders. This linguistic grouping, however, does not actually change the beings type at all. A human or elf is still a normal humanoid. Their types do not change to “Outsider” just because they end up on the island.

Unless, of course, you want them to.

If you are using Neiyar as a supplement to your existing campaign setting and the party arrived there via a shipwreck, they should be treated as if they are still on the same plane as their home world and just lost. But if you decide they wandered through a portal or some teleportation magic went wacky, feel free to treat their type as Outsider. The Knowledge Outsider Cultures refers exclusively to having a working knowledge of elves, dwarves, etc. It does not imply knowledge of beings whose actual type is classified as Outsider. That would be covered under Knowledge: planes.

employ a search party to locate the missing spouse and must wait three years before a divorce is granted.

Ownership of property has become an explosive topic in Neiyar society, as loopholes in the Code have created serious issues. While men are not supposed to own property, many do through inheritances, divorces, and the death of a spouse. Some chose not to marry at all, instead renting rooms or cottages and living alone.

In towns like Outland and Granite, which have large Outsider populations and little Neiyar influence, Neiyar men can find entertainment with Outsider women willing to “sell their services”, a practice that led to several public floggings in the Holy City about ten years ago. No one claims prostitutes don’t exist in the Holy City, they are just careful about picking their clientele.

The Devi are divided on how to deal with the growth of Outsider influence. The Devi of Sophia Mater and Sophia Groa tend to look at the situation as “growing pains,” confident once the novelty of Outsider culture wears off the Neiyar will return to the Code as it was meant to be followed. Devi of Adrienne seek to find some sort of balance between the Neiyar and Outsiders, wishing to take advantage of the new magical knowledge available from some of them. Devi of Sophia Kalla seek a more extreme approach to the problem, and often deal quietly but harshly with Outsiders who seem to have too much influence upon Neiyar politics. Surprising the Devi of the warrior goddess Francisca Mahault have remained mostly silent on the matter, as the church has for the most part kept discussions of the Outsider issue internal.

Daily Life

The land of the Neiyar is a land of contradictions. Much of the population lives in quiet fishing communities that dot the shores. These villages rarely have more than 200 residents and tend to sustain themselves through harvesting crustaceans, fish, and mollusks from the ocean. They engage in trade with small families than live near the edges of the jungle that covers most of the island. These families harvest edible plants and hunt wildlife to barter with their seaside counterparts.

The rest of the population dwells in large towns and cities along the roads that carve their way through the rainforest. These Neiyar live a more complex, cosmopolitan lifestyle. They engage in mining, clear away trees to open up farmland, and enjoy advancements in plumbing, medicine, and transportation not found in the more primitive villages. Most towns have a substantial portion of their buildings with indoor plumbing to provide water for cooking, drinking, and bathing.

Other luxuries include bicycles and paved roads. Because Neiyar alchemists have learned how to process crude rubber from learned how to process crude rubber from the various rubber trees that grow in the jungle, the Neiyar have been able to produce rubber wheels that are used on their bicycles. These wheels need to be oiled weekly to prevent them from rotting and must be replaced when they begin to show signs of wear. Bicycles provide a reliable means of transportation to town dwellers, and more rugged models are available to those who wish to use them across various terrains. Horses are not native to the island (though they have been introduced to the culture by Outsiders), so bicycles are a valuable alternative to travelers. Many of the wealthier residents have rubber wheels instead of wooden ones on their carriages. Most of these carriages employ a pulley and pedal system operated by the driver. These work well on the smooth, paved roads but are impractical for cross country travel.

The Holy City, the largest city on the island, and many larger towns have employed a rubber and resin mixture to create roadways that can withstand the heat and humidity of the jungle environment. Unlike stone, the mixture does not absorb heat, making it more bearable to walk upon. It is also easier to repair and not prone to cracking, making it cheaper to maintain.

Many of the more prominent members of the society have pushed to pave the great roadways that connect the Holy City to the outlying communities in order to facilitate trade and the movement of guards in the event of attacks. In the year 600, paving projects began on the main roads. Clerics of Agri, Roarth, and followers of the Tiger Lord objected to such action, fearing it will destroy the natural environments. Other native races such as the Amphikin and Krakodons objected because they see such action as an infringement into their territories. These programs stopped in the year 615.

Villages normally handle any wrongdoing internally. The highest ranking cleric determines if the Code has been breached and simply orders the criminal to make amends to the victim either by giving up something of personal value or working off the debt. Because everyone knows everyone, this is usually enough to embarrass people into good behavior.

Violent crimes are dealt with swiftly and harshly, usually involving the criminal being tied up and taken out to sea on a small boat. The guilty party is then thrown overboard. If he somehow manages to get free and survive, then the gods believe him to have some redeeming value and have given him a second chance. If he drowns, so it was the will of the gods.

In the towns, the right to inflict punishment is held by the clerics of Sophia Mater. All crimes and disagreements are brought before them. After hearing all the evidence, the clerics issue a decision. Most civil disagreements are settled informally with the Deva meeting the parties at a private location and sorting out a workable solution. While the Deva will normally try to resolve the problem through fair negotiations, she may simply order a resolution if she feels one side is being unreasonable or is definitely wrong. Criminal activities are dealt with in public forums, and punishment is issued at the scene.

First time offenders can expect leniencies if they seem properly repentant and are usually assigned to the custody of the victim to work off the debt for a term set by the Deva. Repeat offenders are dealt with more harshly. Thieves get hands severed. Rapists get castrated. Murderers are immediately turned over to the Church of the Goddess of Death, which will execute them in private. Rumors abound of the terrible fate that awaits those turned over to the Devi of Sophia Kalla. Some say the Devi perform these executions in private because they know the mortal mind can imagine far greater things than they themselves would actually do in public. Let the criminals scare themselves into behaving.

A World With No Laws?

There is no set of codified, formal laws regarding conduct among the Neiyar themselves. While the church of Sophia Mater does keep records of violations and how they were resolved, no one contends that these records signify uniform laws. For generations, the Code of the Neiyar has been the only law the society needed. Listen to your mother; treat others fairly, stay away from demons, and keep your men busy was all the direction the Neiyar felt they needed.

With the population explosion over the last generation, the influx of Outsider influences, and more diplomatic relations with the other races of the island, the Code is becoming strained as individuals start looking for loopholes and flaws in the system. The Neiyar's greatest threat to criminals, banishment, is no longer the frightening punishment it was in times past. Those who wish to ignore the Code, particularly men, have discovered refuge and new opportunities among both other races and the Outsider population. Throughout the book are examples of how the Code is circumvented and outright ignored.

Occasionally, the condemned may be given the opportunity to spare their lives by accepting a special assignment from the temple. Such assignments are usually themselves death sentences, but to successfully complete such a mission earns the criminal his freedom and the respect of the Devi.

For centuries, the greatest punishment the Devi could inflict was not death, but Banishment. Banishment involves a public condemnation of the individual, who is then branded with the word Akleshu (Banished One) across either the chest or back. The guilty party is then chased out of the city and forbidden to reside in any Neiyar town or village. A woman that could prove her husband had violated the Code in a most heinous manner could have a Deva grant a divorce and perform the Banishment simultaneously. A mother could do likewise with her child. In either case, huge donations are made to "cleanse" the House of the taint brought upon it by the offending party.

In the earlier part of Neiyar history only Devi of Sophia Mater could order Banishment, and they were careful to give the guilty every opportunity to redeem themselves before resorting to such an extreme measure. Over the last two hundred years the Devi of Sophia Kalla have slowly gained the authority to issue Banishments, and they often do not feel the same obligation to help the guilty find redemption. While the Temple of Sophia Mater has never overturned a Banishment imposed by Devi of Sophia Kalla, they will often step in to prevent it from happening in the first place if someone can locate a Deva to intervene before it is too late.

While women rarely suffer threat of Banishment, the punishment has long been held over the heads of the male population. Banishment usually meant a lonely, painful death in the jungle at the hands of some foul monster, disease, or starvation. With the rise in trade with the other races of the island, and the establishment of Outsider villages, Banishment is no longer the terrible fate it once was. The Akleshu can find easy acceptance among Outsiders, who do not agree with the Code anyway. Many who have strong fighting skills even end up living among the Krakodons, who enjoy supporting any man that stands up against the "Krup'tha" (a derogatory term for Neiyar women).

Followers of the Demon-God Nephar often seek out Akleshu for recruitment, and many of the highest-ranking members of the cult come from the Banished Ones. Advocates of change point to this as evidence that something needs to change, as the current system simply provides more allies for Nephar.

Neiyar Religious Beliefs

Neiyar culture is intricately tied to its religious beliefs. The Devi are considered all knowing, divinely inspired, and therefore all powerful. Fortunately the old saying, "power corrupts, absolute power corrupts absolutely" has yet to come into play. The Devi consider themselves the voice of the gods, and must therefore keep themselves worthy of such an honor. And while self-serving individuals have entered the clergy, the churches for the most part do an effective job of weeding out such people before they infect others with their greed and lust for power.

The Neiyar worship the three-form goddess Sophia. As Sophia Groa, she is portrayed as a vibrant and prankish maiden. As Sophia Mater, she is the simultaneously benevolent yet stern Mother of All Things, caring for and educating her children. Her third form is that of Sophia Kalla. In this form, she is slayer of demons, bringer of vengeance, and guardian of that which lives in the Wild Places. The Devi teach that the three forms of the Great Goddess work in harmony with each other to ensure the growth and survival of the Neiyar people. Sophia Kalla destroys the old to make room for Sophia Groa's renewal, and Sophia Mater makes sure everything stays in order.

Recent years have seen the rise of the heretic group known as the Karashacheva (or Reconcilers). The Karashacheva believe that Sophia Kalla has gone mad, and that Sophia Mater no longer holds any sway with the Dark Mother. The Devi of Sophia Mater and Sophia Groa seek to disprove such beliefs and put the populous' mind at ease. Devi of Sophia Kalla publicly scoff at such notions, but quietly plan to dispose of those spreading the rumors.

The Great Mother has four children. Adrienne is the Goddess of Magic, and as such also patron of all things considered magical: astronomy, language, and love. Francisca Mahault is the Goddess of Warriors and Honor. Roarth is Master of Beasts, and he is the one who taught mortals how to domesticate animals. Agri is Lord of the Fields, and it is from his knowledge of plants that mortals learned natural medicine and healing.

Also prominent in the religion of the Neiyar is the demon Nephar. Though a demon and not worshipped by the Neiyar, he is afforded a level of respect as the father of Sophia's children. Offerings are made at various times of the year to appease Nephar and keep him from trying to free himself from his abyssal prison. Once a year the Devi of Sophia Kalla conduct ritual human sacrifices to Nephar, that the shedding of human blood will keep the Evil Father at bay. His name, however, is never spoken out loud for fear that he will hear it and pull himself up through the ground once more.

Gods of the Neiyar and Special Granted Abilities

The entire Neiyar culture revolves around an unshakeable faith in the power of their deities. Unlike other lands, all clerics can cast divine spells, and the ability is considered proof of the cleric's faith. Rank within the church is determined by spellcasting ability. The power to cast high level spells is considered a sign of the deity's endorsement of the cleric.

The gods would not grant such power to those that were incompetent or would revoke such power from those that did not hold the tenets of the church close to their hearts. More so than in any other world, a cleric who breaks the tenets of her faith can expect to be stripped of her spellcasting ability by the gods.

And by staying true to the church, clerics receive special abilities other clerics do not. Each god grants special abilities based on the rank of the Devi or Abbot. These abilities are listed under the Special Rules for Clerics section of each deity's listing.

Acolytes are considered zero level clerics. They can cast a number of zero-level divine spells per day equal to their wisdom modifier. Acolytes may also attempt to turn undead (but not command). The GM may allow starting characters to hold the title of Acolyte even if they do not intend to continue raising as a cleric. To do so, the character must sacrifice 200 XP and be an acolyte of her patron deity's church. If she is not going to raise as a cleric, she must raise as another class that would be justified.

For example, a former acolyte of Adrienne may decide she could better serve the goddess as a wizard. Or an acolyte of Francisca Mahault may feel the path of a fighter would better serve the goals of her deity. The GM has final say over whether or not acolyte status is allowed. And obviously if the PC should change her patron deity, the Acolyte abilities would be lost.

The Neiyar Pantheon

Sophia Mater

Greater Deity

(Other names: The Great Mother)

Align: LG

Symbol: A pair of hands around an island

Portfolio: Creation, Motherhood, Family, Fair-play, and Education

Domains: Good, Law, Knowledge, Protection, and Healing

Favored Weapon: Mother's Strength

(Quarterstaff)

Sophia Mater is the main form of the three-fold goddess worshipped by the Neiyar. As Sophia Mater, she is the Mother of All Things, protecting and guiding her children to do what is good and just. She is a stern, practical, yet forgiving and caring deity. While she prefers for her children to learn through experience, she will always provide guidance and support when asked. She is portrayed in art as an attractive middle-aged woman with light brown hair pulled back in a braid, wearing flowing white gowns and a diamond crown.

The Church: Devi are charged with the responsibility of insuring the prosperity and safety of the Neiyar as a whole. A Deva may be asked to judge a dispute at a trading post or during a birthday party just as often as formal complaints are brought to the temple. The parties in the dispute normally accept the ruling of the Deva who serves as judge, but if they do not agree they are free to file a formal petition for the High Deva to hear the case. Each temple has one High Deva. If her ruling is not acceptable, the parties' last resort is the Sophia Deva, the highest-ranking Deva. She resides in the Holy City, and her word is final.

Devi pray for spells at midday. They celebrate one High Holy Day, Manielta, or Mother's Day. It is held on the first day of the month of Matera. It was on this day, according to the Neiyar, Sophia Mater conceived Adrienne.

Dogma: In all your actions be true and just. Treat with your brothers and sisters as you wish them to treat with you. Follow the Code and keep in it your heart, that it will guide you down the honorable path. Engage only in those actions that will bring honor and prosperity to your House and your people. Defend those who have been wronged by the selfish and cruel. Seek to improve your understanding of your world, and encourage

others to do so as well. Share what you know with those who ask you, and be not afraid to seek knowledge from others.

Special Rules for Clerics: Once the Deva reaches 7th level, the following spells carry a +2 to the Save DC when cast by the Deva: command, calm emotions, enthrall, and discern lies. At 9th level, she gains one additional spell per level she can cast. At 15th level, anyone wishing to do physical harm to the Deva must make a WILL roll (DC cleric's level + charisma modifier) or be unable to attack the Deva for one turn. While this ability is always active, it has no affect on constructs, undead, extraplanars, or creatures with intelligence scores below 2. Also, if the Deva attacks first, the power is negated for the duration of the combat.



Sophia Mater

Sophia Groa

Greater Deity

(Other names: Rose of Sophia, Lady of the Flowers)

Align: CG

Symbol: Groa Rose

Portfolio: Youth, Trickery, Revelry, and Renewal

Domains: Good, Chaos, Earth, Plant, and Trickery

Favored Weapon: Rosethorn (short sword)

Sophia Groa is the second form of the Great Goddess. She represents rebirth and the raw energy of nature. She is also the Trickster goddess, playing pranks or tricking others into doing what is right. She is often portrayed in art as a young woman with long golden hair flying wildly around her and sparkling blue eyes, dressed in brightly colored gowns decorated with flowers and precious stones. Legend holds that the first Uparree, bards who specifically protect children, were followers of Sophia Groa.

The Church: The Church of Sophia Groa is loosely organized into small "circles" of three to five clerics. It lacks any real hierarchy, instead conferring the title of High Priestess to the one who had pulled off the best prank. Circles often compete with each other for prestige, pulling pranks on each other in grander and grander spectacles. The Church appreciates a well-planned prank, and is willing to reward those who pull them off.

The most recent prank that the church has rewarded was the honorary ordination of Deva Kyra's twin brother Hector. When Deva Kyra fell ill the morning of a bardic contest she was suppose to judge, her brother, instead of informing the Temple to send a replacement as she had asked, decided to disguise himself as his sister and judge the contest himself. It was not until the judging was completed that the trick was revealed.

In appreciation for pulling off such a rouse, the Church gave him an honorary ordination as a Deva, under the condition that he would have to attend church ceremonies dressed as a woman.

The joke, however, seems to ultimately be on the church, as “Deva” Hector has begun to manifest clerical abilities. Deva of Sophia Kalla are not amused and have openly called for Hector’s banishment. Deva of Sophia Groa contend, however, that to banish a man blessed by the goddess is akin to blasphemy.

The practice of pranking is designed to promote new ways of thinking and dispel stagnant ideas, at least according to the Deva of Sophia Groa. Followers of Francisca Mahault, Adrienne, and Roarth view the practice as childish, but as long as no one is harmed chalk it up to Sophia Groa’s Youth aspect. Deva never design pranks that do physical harm, and strongly oppose the Amphikin practice of pranking because it normally involves injury or death.

Dogma: Life is a great gift meant to be cherished. Seek always to encourage the renewal of life in all its forms. Protect innocence in children that they should never know the darkness of despair. Break away the stagnant and worn with good cheer and good spirits. Where logic fails, laughter and hope will succeed. Sometimes the only way to help others find wisdom is to make them look the fool.

Special rules for clerics: When the Deva reaches 7th level, she gains 10 skill points that may be distributed among the following skills as if they were class skills: bluff, disguise, forgery, innuendo, read lips, and sense motive (which are all treated as class skills for clerics of Sophia Groa). Her clerics normally multiclass as rogues or bards.



Sophia Groa

Sophia Kalla

Greater Deity

(Other names: The Dark Mother, Lady Death)

Align: CN (CE)

Symbol: A Black circle

Portfolio: Wrath, War, Death, and the Wild Places

Domains: Chaos, War, Destruction, and Death

Favored Weapon: Soulreaper (Scimitar)

Sophia Kalla is the most feared incarnation of the Great Goddess. She is the Goddess of Death, Protector of Monsters, Bringer of Destruction and Slayer of Demons. But the Neiyar do not see her as an evil deity (though Outsiders and other races would argue differently). She is rather a “necessary evil.” Her destruction clears the way for the renewing powers of Sophia Groa and prevents complacency. She is portrayed in art as an eight-armed, black skinned naked humanoid with poisonous vipers for hair, long curved tusks, jagged spike down her back, and a serpentine tail with a venomous stinger at the end.

Recent events have led some to speculate that the Church of Sophia Kalla may be overstepping its bounds. Rumors of secret assassinations, speculation of framing potential enemies, and outright violence from Soulreapers in Outsider settlements has created fear of the followers of the Lady Death. That the Church of Sophia Mater seems to do nothing about the alleged atrocities committed lends support to the claims of the heretics.

The Church: The Church is organized into small cabals. The highest-ranking Deva is known as the Dread Mother. While cabals often cooperate in matters that concern all the Neiyar, they usually work independently of each other. Deva tend to be multi-class barbarian/clerics. Her clerics lead war parties and oversee the rites of the dead. They also perform the annual human sacrifice to Nephar.

Dogma: Remember the Wild Places and keep them holy. There can be no life without death, and those that seek to cheat death must be destroyed. That which refuses to pass on naturally must be destroyed before it taints your brethren. All things must pass on to make way for the new. The tides of chaos sweep away the lazy, the complacent, and the sloth. Destroy that which seeks to drain away at the living. Never fail to rise up against that which must be destroyed and has lost its usefulness. Weed out the fallen that seek to choke the life from the Neiyar. Above all else, beat down the demons of He That Waits Below and ready yourself for the final battle, for make no mistake---it is coming.

Special rules for clerics: At 9th level, all Deva gain an additional +2 divine bonus to AC and a +2 divine bonus Fortitude saves.

Adrienne

Intermediate Deity

(Other names: Mistress of Magics, Pearl of Heaven)

Align: NG

Symbol: Pale Pink Pearl

Portfolio: Magic, Love, Luck, and Astronomy

Domains: Magic, Luck, Knowledge, and Sun

Favored Weapon: Pearl Shard (dagger)

Adrienne is the Goddess of Magic. She is also a lusty goddess, and enjoys the company of young men. She is therefore also the goddess of love and marriage. Before a couple marries, they spend one night together in one of the many “guest rooms” in the Tower of Adrienne. The next morning, if the woman is satisfied with her fiancée’s performance she will present him with a specially blessed pearl that is worn on a silver chain around his neck.

As the one who rearranged the heavens in order to trap her father in the Abyss, she is also the goddess of astronomy and the tides (as the stars and planets are believed to have an effect on the tides). She is often portrayed in art as a buxom blonde with lilac-colored eyes and a faint blue tint to her skin. She is always portrayed wearing her famed Rose Amulet, an egg-shaped glass bead with a Groa Rose petal sealed within. The amulet makes her completely immune to any magical spell or effect.

The Church: While most of the large communities have at least one independent cleric to tend to their magical needs, the majority of the Church is based in the Holy City within the Tower of Adrienne. It is overseen by the Holy Sorceress. She is served by three Esteemed Sorceresses. Each Esteemed Sorceress has three High Wizards beneath her. Each High Wizard is responsible for a different school of magic. Below the High Wizards are the Grand Devi, who oversee the day to day operations of the church (performing marriages, clerical training, etc). Below the Grand Devi are the rank clergy.

Dogma: Magic is a potent gift that must be wielded with respect and wisdom. Only those who understand the responsibility of its power should wield magic. Enter into magical training as you should enter into love, with honesty and an open heart. Hold those you love close to your heart, and take every opportunity to show them your affections. Of all forms of magic, the magic of love is the most potent and valuable.

Special rules for clerics: For each level of cleric, the Deva may choose one arcane spell of the appropriate level that can be cast as a clerical spell. Once chosen, it cannot be changed. The Deva treats these spells as she would any other clerical spell (using Wisdom modifier to calculate DC, no armor penalties, etc). Her clerics normally multiclass as wizards or sorcerers.

Adrienne



Francisca Mahault

Intermediate Deity

(Other names: Mistress of Tigers, Queen of Warriors)

Align: LN

Symbol: Capalaquen (Great Sword)

Portfolio: Warriors, Honor, and Protection

Domains: Law, War, Strength, and Protection

Favored Weapon: "Capalaquen" Great Sword

Child of the union of Sophia Kalla and Nephar at the end of the first Demon War, Francisca Mahault is the goddess of war, justice, and honor. She is a fiery redhead with green eyes and a stern demeanor dressed in chain mail. It is Francisca who taught the Neiyar how to defeat demons, and she is credited with granting the Neiyar their special abilities in dealing with abyssal creatures. She is always accompanied by her four celestial tigers: Honor, Justice, Victory, and Hope.

Of the female deities, she seems to be the one most likely to side with men who seek equality, and particularly favors those who employ cunning and wisdom over brute force during battle. Many high-ranking male paladins serve the warrior goddess, and she supports those men who worship her husband, the Tiger Lord. Her Devi follow suit, though while they do not actively seek to give men access to all the freedoms of women they do not actively oppose any such movement among the people either. Some Devi have publicly stated that any who hold honor and dignity in their hearts, whether male or female, should not be frowned upon or held back. This has created a riff between the Church of Francisca and the Church of Sophia Kalla.

The Church: The Devi of Francisca Mahault are charged with the defense of the Neiyar. The Church is overseen by the Deva Tigre. Below her are five Guardian Devi. Each Guardian is responsible for a territory: North, South, East, West, and the Heart (The Holy City). The High Deva of each temple answers directly to one of the five Guardians. Each temple normally has several paladins as well.

Dogma: True victory can only be achieved with honor and discipline. Anyone can be beaten at any time if the circumstances are right, so there is no excuse not to always strive to improve. The minions of the abyss are strong and relentless, but can be beaten by bravery, wits, and training. Lay no ill hand on any tiger, and say no ill word to any Mahaultae, for they are your brothers and sisters in more ways than you know. Defend your House and your People regardless of the odds, for righteousness is with you.

Special Rules for clerics: All Devi of Francisca have the ability to cast Awaken on tigers, but the spell can only be cast a number of times during their lifetime equal to the Deva's charisma modifier. Devi normally reserve this power until they have received their tiger companions. Deva above 9th level are normally accompanied by two or more large tigers. At 9th level, the Deva receives a tiger as an animal companion. The Deva can communicate telepathically with these tigers up to a range of 100 yards away. At 12th level, she receives a second tiger. At 15th level, she receives a 3rd tiger and at 20th level she receives a 4th.

Roarth

Intermediate Deity

(Other names: Master of Beasts, The Master Sculptor)

Align: N

Symbol: crossed arrow and sculpting knife

Portfolio: Animals, Hunting, and Artists

Domains: Animal, Chaos, and Fire

Favored Weapon: Hunter's Ally (Longbow)

Roarth is the god of animals, as it was his blood that created the first creatures. As the Master Sculptor, he is also seen as the god of artists and crafts folk. He is portrayed as a muscular bald man with an earthy complexion dressed in leather. Roarth is loyal to his mother, but because he disagrees with her on much he is the most likely to encourage his followers to look for loopholes in the Code.

The Church: The Master Hunter oversees the temple. Abbots hold an annual Great Hunt in Roarth's honor. It is believed that Roarth releases a Golden Bear somewhere on the island on this day, and whoever can successfully hunt it down will receive great blessings from Roarth. While much game is brought down on this day and the communities enjoy great feasts because of it, no one has yet captured the Golden Bear (See MONSTERS for more information).

Roarth's Abbots are the most likely to provide help to those who seek to bring changes to Neiyar culture that will allow men to more freely develop warrior abilities. Many of his clerics multiclass as rangers and often serve as Secret Teachers to those wishing to develop their fighting skills. Abbots try to maintain good relations with Outsiders and have been rumored to offer assistance to Outsiders who may have fallen in ill favor with the Devi.

Dogma: Live for the thrill of the hunt, that it will bring you closer to your inner beast. Hunt only that much that you and yours can consume, to do otherwise is wasteful and steals from the mouths of others. Seek to develop a craft and excel at it, that you can take part in the act of creation. Strive to remain active, as laziness plants the seeds of corruption in even the honest soul. Push others to always do their best, for to accept less is to disrespect the Roarth's Will.

Special Rules for Clerics: The Abbots of Roarth all receive the following skill bonuses at first level: +5 Craft (Any), +5 Animal Handling. At 9th level, the Abbott is immune to any animal venom.

Agri

Intermediate Deity

(Other names: Lord of the Fields,
Father of Medicine)

Align: N

Symbol: a scythe with a vine wrapped
around it

Portfolio: Plants, Healing, the Banyanta,
and Wells



Domains: Plant, Sun, Water, and Healing
Favored Weapon: "Harvester" (Scythe)

Agri is the god of agriculture and healing. He is usually portrayed as a youthful male with dark green hair, amber eyes, and tan skin. Of all the gods, he is considered the least political-minded. His Abbots rarely involve themselves in matters of law or politics. In reality, he may be the most subversive. He encourages his followers to seek advancements in medicine and alchemy in order to surpass the powers of divine healing and arcane magic.

Publicly, his Abbots content such activities help free up valuable divine resources and secure the health and well being of the Neiyar. Privately, some speculate that by replicating divine and arcane abilities through mundane means, they can finally wrest power from the Devi and create a level playing field for everyone.

Legend says one day as Agri tended to the plants of the island, a powerful demon fell upon him in an attempt to destroy him. He was wounded in the battle, and at one point the demon threw him into an ancient banyan tree. When the god's blood fell upon the tree, it sparked sentience in it. The tree then defended Agri and helped him defeat the demon. Thus the first Banyanta (see MONSTERS), a type of treant, was created. Banyan wood is sacred to Agri, and Abbots always carve their holy symbols from it.

The Church: Agri's church holds two responsibilities: assuring the crops grow and maintaining the hospitals. The Holy City has a substantial hospital with no less than twenty clerics and thirty Healers (see CLASSES for complete details on Healers). Most communities have only one or two Healers and a few clerics, however, and the hospital is little more than a converted barn. In fact, the dual duties of the church have spread the clergy thin, and they often try to provide financial support to research into mundane healing in order to better serve the people.

Dogma: For every ill nature provides a cure, thus insuring the delicate balance of life. Respect the trees, for without them where would we find shelter. Respect the plants, for without them where would we find healing? Respect the soil, for without it on what would we stand? Respect the water and rain, for without it all things would die. Respect the purpose of all things in nature and in turn nature will respect you.

Special rules for clerics: At first level, the following skill bonuses apply: +5 heal, +5 Knowledge (plant). At 9th level, the Abbott is immune to all plant-based poisons.

Nuvak'china or Shaḍru'kiricha:
Lesser Deity
(Other names: Rain Princess,
Lady Storm)
Align: CG
Symbol: rain cloud
Portfolio: Rain and Storms
Domains: Water and Protection
Favored Weapon: Lighting bolt



Nuvak'china is believed to be the daughter of Agri and a Neiyar woman, though some Krakodons claim she is of their descent, as her name is a Krakodonian one. Some good-aligned Krakodons follow the Rain Princess, though they refer to her as Lady Storm (Shadru'kiricha in Krakodonian) and focus more on her destructive aspect. She is portrayed as a pale skinned young woman with dark blue eyes and hair.

The Church: While she has no organized church, some farmers pray to her to avoid too much rain in their jungle environment. Nuvak'china's clerics normally come from either the children of former clerics or the survivors of violent storms. Clerics tend to work independently of each other and focus only on the concerns of their village. Violent storms are seen as a bad omen or a sign that a community has become too vain or self-serving. Communities that have been severely hit by a violent storm in the past usually have one cleric of Nuvak'china. The only physical church to Nuvak'china is in Mazrana. Nuvak'china's clerics do include some male Abbots, though they rarely gain high levels.

Dogma: Know that every storm echoes the wrath of the gods. Be wary when you hear thunder, for the proud and vain will feel its judgment. Rejoice at the gentle rain, remembering how our Divine Mother cried from the Heavens and filled the world with life-giving water.

Special rules for clerics: All clerics of Nuvak'china receive DR 2 against electrical damage and can cast water breathing as a free action once per day.

Swan Princess

Lesser Deity

(Other names: none)

Align: CG

Symbol: a swan

Portfolio: Winds, Music, Beauty, and Swans

Domains: Air, Animal, and Chaos

Favored Weapon: Swan Beak (dagger)

The Swan Princess is a foreign deity brought with the shipwrecked Auronnes (see Races of Neiyar). The Auronnes believe the Swan Princess to be either the daughter of the goddess of Magic or another child of Sophia Groa, and it was she who guided them to the shores of Neiyar for safety. Regardless, her worship has spread to include any who prize beauty and music, and many of the greatest bards are among her followers. She is portrayed in art as a female human with white feathers for hair and beautiful swanlike wings decorated with diamond specks. She is the only foreign deity accepted by the Neiyar as "one of their own."

The Church: The Swan Princess has no organized church or temples, and the clergy do not recognize rank. Any Auronne may decide to become a cleric of the Swan Princess, and it is not uncommon for communities to have a dozen or so independent clerics available. New clerics learn through a process more like an apprenticeship than traditional training, following a veteran cleric until comfortable to go out alone. Clerics spread the word by participating in or sponsoring recitals, exhibits, or pageants.

Recently some particularly talented humans, both male and female, who hold the Swan Princess as their patron have demonstrated clerical powers and become Swan Bards in honor of her. (see Of Class and Skill for details).

Dogma: Embrace music and beauty in all its forms, as these are the great gifts of the gods. Whistle with the breeze. Sing to the wind. Let your voice dance through the air in praise of the divine. Share your gift with all equally, for all deserve to experience the truth of song.

Tiger Lord

Lesser Deity

(Other names: none)

Align: N

Symbol: Tiger

Portfolio: Tigers, the Mahaultae

Domains: Animal, Fire, and Strength

Favored Weapon: Tiger claw (Great Axe)

The Tiger Lord is the protector of the Mahaultae race and the apparent consort of the Warrior Goddess. He is normally portrayed as either a muscular Mahaulta with black strips or as a dire tiger surrounded by a golden halo.

The Mahaultae claim the Tiger Lord challenged Francisca to a wrestling contest, and that because he won she agreed to be his mate. The Neiyar claim that it was the other way around. In either case, the Neiyar are sworn to never harm any tiger, and in all their history there is no incident of a tiger ever attacking a Neiyar native (though Outsiders and other races on the island have had tiger trouble).

The Church: Though there is no actual organized church, Each Mahaulta pack has one shaman to the Tiger Lord. Younger shamans tend to show proper reverence to elder shamans, but there is no requirement for the former to obey the later. Worship of the Tiger Lord has spread among Neiyar men as well. The husbands of strong warriors, particularly Devi of Francisca Mahault, often claim to worship the Tiger Lord to represent the divine union of the two deities. More likely, it is to circumvent their wives. Some of the most devout of these men have even developed the ability to cast clerical spells. The fact that the Tiger Lord grants spells to Neiyar men has caused a great deal of concern among the Devi of Sophia Kalla.

Dogma: The strength of a predator lies in its ability to move with the prey. Own no more than you can carry, lest you grow too slow. Carry no more than you need, lest you become distracted. Bring down your own game and make that which you need, for if you cannot depend on yourself then your pack cannot depend on you.

Nephar

Lesser Deity

(Other names: Evil Father, He That Waits Below)

Align: CE

Symbol: Clenched demon fist

Portfolio: Portals, Dark Knowledge, Demons, and Greed

Domains: Evil, Chaos

Favored Weapon: "Conquest" (Longsword)

There are rumors of a secret society of men who worship Nephar. There are rumors the Nephar yet walks the land spreading his lies. There are rumors he has already achieved godhood through some twisted bargain and seeks to once more wage battle against the heavens.

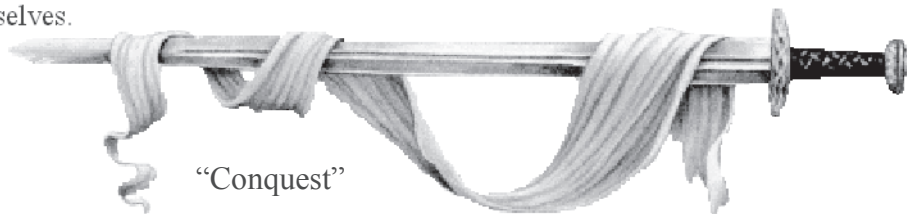
The rumors are true.

Nephar was once a powerful demon lord whose greatest victory was the rape of Sophia Mater. His celebration was short lived when he realized that the result of his violation of her had been the good-aligned Adrienne. Ever since, Nephar has sought to destroy his children and their mother by any means necessary. It became apparent to him the only way to truly combat the gods was to become one.

It is said he once tried to bargain a former demoness turned goddess. This being agreed to grant spells to men who worshipped Nephar, but revoked her favor over a perceived slight and turned Nephar's followers into giant spiders. Nephar later formed an alliance with the undead demonic deity. It is believed through this entity's guidance Nephar achieved godhood. What Nephar agreed to give in exchange is unknown.

The Church: Worshippers gather in secretive cabals. Clerics recruit under the guise of equality and freedom from female oppression. Initial contact with the cabal is informal and friendly, providing men with the opportunity to vent their frustration, train secretly, and even study magic. As the potential recruits grow to trust the clerics, Nephar will send a succubus in human form to the cabal to act submissive for the new recruits and fulfill their fantasies. Final initiation into the cabal involves the kidnapping and murder of a Neiyar female, and much recognition and honor is afforded those who kidnap a Deva.

Dogma: Nephar is the master of creation. His vision created the earth beneath our feet. His ambition exposed the selfishness of the so-called gods. Those who possess the strength of body and mind to defeat their enemies should not be held back by abstract notions of fairness or peace. How is holding down half of the population fair? Peace is but a pretty word for complacency and ignorance. Knowledge can only be achieved by breaking down barriers and taking it from those that would hide it for themselves.



"Conquest"

Other Deities

Doldanda

Lesser Deity

(Other names: The Great Egg)

Align: CE

Symbol: A giant egg

Portfolio: The Amphikin

Domains: Water, plant, trickery

Favored Weapon: none



Doldanda is worshipped exclusively by the Amphikin, and is only concerned with the survival of the race. Its clerics may be of any alignment, so long as they strive to secure the survival of the Amphikin. Amphikin refer to their clerics as shaman, and they are either male or female (though mostly male). Usually there is only one or two shaman in a village, with the elder serving as council to the Toade.

Sequedoroc

Intermediate Deity

(Other names: The First Dragon)

Align: LN

Symbol: A male dragon

Portfolio: The Krakodons, all dragon-blooded

Domains: War, protection, strength

Favored Weapon: none



Sequedoroc, the First Dragon, is the acknowledged founder of the Krakodonian race. In art, he is portrayed as either a huge Krakodon with an oversize set of dragon wings or as a great wyrm green dragon breathing fire.

A handful of half-dragon Outsiders and Outsiders who claim to possess draconic blood have accepted Sequedoroc as their patron. Shamans preach a doctrine of strength and honor, with the strongest ordained to lead the race. Sequedoroc historically is the bitter enemy of Sophia Kalla due to some unknown slight on both sides, and chances of cooperation between the two groups.

Shadraseque

Lesser Deity

(Other names: none)

Align: N

Symbol: A female dragon

Portfolio: reptiles, the Hearth, mothers and children

Domains: Healing, protection, animals

Favored Weapon: none

As the consort of Sequedoroc, Shadraseque's followers preach a doctrine of securing a stable household so that the males can focus on "more important" matters like training for battle. She is by no means a passive deity, however, and encourages her followers to fiercely defend their families against any enemy. Krakodons pray to her for healthy children and quick recovery from sickness and injury. Her clerics, or Wise Ones, are as likely to help other races as they are Krakodons if children are in danger. The Wise Ones are skilled in both clerical and martial matters, and have been known to hunt down those who have brought harm to a child. Though they rarely outright kill these criminals, they bring their battered bodies back to the village for the Elders to publicly punish. Even in times of war, Krakodons rarely harm a child or pregnant woman of any race deliberately, lest they bring down the wrath of Shadraseque on their own House.

Zedo

Lesser Deity

(Other names: The Mad One, The Lost One)

Align: CN

Symbol: Swirling lights

Portfolio: The hopeless, the lost, insanity, desperation

Domains: protection, chaos, luck

Favored Weapon: Eye of Chaos (dagger)

Neiyar myths do not acknowledge Zedo. It simply "appeared" at some point (no one is even sure when). Some sages speculate it is a foreign deity, others that it is an elemental spirit of the land. The few followers of Zedo, in what moments of clarity they possess, claim it is the illegitimate child of Sophia Kalla and Sequedoroc (and thus somehow the reason for their eternal fighting).

Everyone agrees it is quite insane.

Zedo is normally portrayed as a swirling mass of hypnotic lights, but its followers claim it can assume either a male or female form depending on its mood.

While few admit it, a great many people who find themselves in desperate situations pray to Zedo for help. The adventurer who get lost in the jungle, the sole survivor of a Choofoo attack, the captive being prepared for sacrifice to the Dragon of Dazu...they all have reason to pray to the God of Hopelessness. However, while many offer prayers to

Zedo to get out of a jam, no one chooses Zedo as an actual patron. Zedo chooses you. Those chosen have suffered terrible loss, or have been driven to madness, or have suffered great trauma that has left their will shattered. Regardless of why, Zedo randomly selects its children to share in its madness.

The Church: There is no organized church to Zedo. In fact, its clerics do not even acknowledge each other. Each cleric believes she is the Zedo Incarnate, the avatar of Zedo on earth. If confronted with each other, the clerics will accuse each other of being impostors. The argument will rapidly degenerate to violence, not ending until the “True” Incarnate has destroyed the “False” Incarnate. Thankfully, Zedo’s clerics are rare, so such displays do not happen more than a couple of times in a generation.

The clerics of other churches simply try to avoid Zedo’s followers, so long as they are not too disruptive. If one should become too disruptive, a Deva of Sophia Mater will normally gently lead him back to the temple to “rest” and regain some semblance of composure. And once he has calmed down, she will suggest that his holy work is more needed elsewhere.

Dogma: You can only become lost when you follow someone else’s path. If you follow your own, you will always end up where your path leads you. True insanity lies in doing the same thing over and over and expecting a different result. Hope is the idea that something you want is actually important and that one day you can have it. If nothing is important, then there is nothing lost in being hopeless. Never do what is expected of you, because if it is expected what is the point in doing it?

Special Abilities: The clerics of Zedo possess strange powers through their madness. They are not recommended for PC’s, and a GM allows one at his own risk.

Immunity (ex): Immune to all mind-affecting spells and attacks, as the insane do not think like everyone else.

Force of Chaos (su): For every three levels of cleric gained, the cleric receives one random arcane evocation or necromancy spell of the appropriate level (DM’s choice) that can be casted once per day as an innate ability. Once selected, this spell cannot be changed. When the power is used, the DM rolls percentile dice. 01-50 the spell functions normally. 51-90 the spell functions at only half its power 91-100 the spell functions as if under the effects of the feat Maximize Spell.

Shared Madness (su): Once per day, the cleric can spread his madness to others around him. He may select one target per level, but all targets must be within twenty feet of each other. The Will Save versus the power is DC 20+the cleric’s charisma modifier-1 for each person to be affected. If the power is successful, the victim suffers as if under the effects of the spell Phantom Killer.

Special Penalties: Zedo’s clerics continue to suffer under the Mad God’s sway. All clerics suffer from the Flaws Phobia and Rage (though they do not get any extra feats because of it). They also are prone to seeing things that are not there. The DM may randomly afflict the cleric with fits of visions (such as seeing a person with three heads, imaginary monsters, talking rocks, etc). Such visions normally last 2d6 rounds.

Zedo’s followers should not normally be allowed as PCs. They are better suited as plot devices to send the party off on strange quests or to provide information that may or may not be true. Because of their nature, they tend not to have a long life and usually take anyone nearby down with them in a blaze of glory.

Never allow a starting character to choose Zedo as a patron. Zedo has no followers except Zedo's clerics. Instead, if a PC has expressed an interest, role play through the mental breakdown and the revelation of Zedo. Be careful with their use, for they are forces of chaos and anarchy that can land an adventuring party in hot water. Due to the unique powers possessed by Zedo's clergy, they should be treated as ECL +2

Outsider Gods

Most Neiyar tend to try and fit Outsider gods into their existing pantheon, assuming that gods that share similar attributes are simply their own gods with different names. Since they already believe their own Sophia to have three different forms, it is easy for them to visualize multiple forms for the other deities as well. A goddess of magic would be considered the same as Adrienne, and a nature deity would be considered the same as Roarth or Agri.

Those that do not readily fit into the pantheon might be considered children or cousins of the existing gods, and a few (such as the Swan Princess) have been accepted into the culture. When confronted with the ideas of evil deities, the Neiyar assume it to be an incarnation of Nephari, attempting to fool mortals into worshipping him.

The native gods do not prevent the gods of the Outsiders from maintaining contact with their followers. Outsider characters can choose any patron deity you are willing to allow, and they are welcome to embrace a native deity as well. Native Neiyar, however, lose all their racial abilities if they choose a deity not native to the island. And the act of rejecting the native pantheon will most likely lead to Banishment.

The Devi themselves have varying views on Outsider gods. The deva of Francisca Mahault enjoy a healthy rivalry with the followers of good-aligned gods of strength, justice or war, but viciously stamp out followers of evil-aligned deities and claim they are not gods but powerful demons. Deva of Adrienne tend to view other gods of magic in terms of incarnations of Adrienne herself instead of separate beings. Abbots of Roarth and Agri heartily accept followers of other nature deities, viewing these deities as powerful nature spirits or consorts of the gods.

Devi of Sophia Groa think of other deities in terms of an extended family, with greater gods being brothers and sisters of Sophia Mater and everyone else a distant cousin. Deva of Sophia Mater reinforce this idea by referring to clerics of other faiths as "brother" or "sister", but they affirm that Sophia Mater is both older sister and Mother to these other gods and have come up with all manner of explanations to explain how these other deities came into being.

Devi of Sophia Kalla view all other deities as potential demons in hiding, and rarely even acknowledge the divine spellcasters of other gods with anything but suspicion. They are the least likely to work with Outsider clerics, and adamantly oppose any perceived recruitment of the Neiyar by these clerics.

"And when your years equal the layers of the abyss,
then shall He That Waits Below take his rightful place
on a throne of bone, a throne smeared with the blood
of your own precious Great Mother."

The final prophesy of the heretic Wenshore,
spoken at his execution, 92 B.B.C.

The Neiyar Timeline

Though they have possessed a written language for thousands of years, the Neiyar have always relied on an oral history to instruct and guide their children. Writing has until the last few generations been the domain of clerics, wizards, and the wealthy. Because of this, it is difficult to accurately determine what is folklore and what is history (though to the Neiyar, all folklore *is* history). The fact that the Neiyar did not even adopt an official calendar to track the years until 6 centuries ago also complicates the issue.

Surprisingly, it was an Outsider that developed the current calendar used by the Neiyar. The Beltriz Calendar was officially accepted by the Neiyar 653 years ago and started at year 1. Georgio Beltriz, believed by many scholars to be the first Outsider to find his way to the Neiyar shores, was a historian and aging adventurer who was returning home from what should have been his final voyage. Instead of retiring in his homeland, he found himself stranded among the simultaneously primitive and cosmopolitan Neiyar.

The sight of the Holy City amazed him. That such a massive, advanced city existed in a civilization full of small fishing and farming settlements seemed a fascinating paradox. He agreed to marry the widow Freda Abigala. Freda was a powerful wizard who was enraptured with Georgio's stories of great libraries and rich histories from all the places he had been. When it was discovered that Georgio was already married in his homeland, the Devi of Adrienne declared his wife dead to him (since, for all they knew she could be) and made him a widower so he could be legally married to Freda. Soon the pair decided to document the history of the Neiyar for the first time.

The greatest problem was the lack of a calendar system. Up until this point, the Neiyar had simply counted from The Day of Tears (the first official holiday of the Neiyar year) until the Day of Memory (the last official holiday of the year) without much thought to the number of years. Without an accurate idea of time between events, it became difficult to determine what happened when. Georgio and Freda originally proposed a calendar based on the movement of the stars, but the church of Adrienne rejected it. What if the goddess should need to rearrange the heavens? The whole calendar would have to be redone.

Georgio and Freda eventually developed their calendar with uneven months to accommodate the myths of the Neiyar and make the different churches happy. It was finally adopted five years after it was developed, to commemorate the 50th anniversary of the Sophia Deva Hijella Matrileni's position as head of the church of Sophia Mater. Years before this date are tracked backwards. To explain something that happened 700 years ago, it would be 47 B.B.C. (Before Beltriz's Calendar).

After Georgio and Freda's deaths (the years 12 and 14 respectively), Freda's daughter Natalina collected their notes and finished the first complete history of the Neiyar. Though incomplete at the time, The History of Our People is still considered the primer for understanding the Neiyar. Natalina's descendants have taken on the responsibility of putting out updated volumes every twelve years.

Over the last century, the influx of Outsiders and increased business relations with the other races has forced the need for literacy among the Neiyar. All Neiyar children are schooled in the basics of reading, writing, and mathematics. This increased level of education has led many Neiyar, particularly males, to continue their education and research new technology. Since they cannot develop full careers as clerics or wizards, many males seek to make a name for themselves as inventors and researchers. This has brought about substantial improvements in healthcare, construction, and plumbing. Some researchers believe that it is only a matter of time before they figure out a way to

harness electricity to power lights or heating without the use of magic. Some speculate that with knowledge comes power, and the Devi could lose control of the society if the population (males in particular) are too educated. The Devi of Sophia Mater discourage such notions, claiming education is the key to understanding and that educated citizens can better appreciate the Code.

The Current Year: 653

Many Devi quietly revisit the blasphemous prophecies of Wenshore and glance uneasily at the calendars hanging on the walls. Wenshore was executed as the first “cleric” of Nephar in 92 B.B.C. Did his dying prophecy reveal that the upcoming year of 666, which equals the legendary 666 layers of the Abyss, would bring about the escape of the Evil Father? The rise in discovered cults dedicated to Nephar increases their concerns. As they pore over documents attributed to him and discover that many of the things he proclaimed have come to pass, the Devi must harden themselves to the possibility that in thirteen years Nephar may once again rise from the Abyss.

The Church of Sophia Kalla has increased its recruitment of Soulreapers (see Of Class and Skill for more information) and encourages them to be adamant in the pursuit of those that endanger the Neiyar. The Dread Mothers do not think the year 666 will bring about another Demon War...they know it will and are planning accordingly.

Many Outsiders fear it may be only a matter of time that the Soulreapers come for them, for no other reason than that they are not Neiyar. Residents of Outland, whose population is predominately Outsiders, have voiced concern that two Soulreapers have taken up residence in the city. The Devi of Sophia Mater has assured them that they have been in contact with the Devi of Sophia Kalla and that there is nothing to fear.

Some within the Church of Sophia Mater believe a more detailed system on law is needed to accommodate the Outsider population, as the Code means nothing to Outsiders (or even other races such as the Krakodons). They believe a universal set of laws needs to be enacted to deal with the changing population of the island. They also secretly fear that the Devi of Sophia Kalla are becoming too strict in their interpretations of the Code, and use the Code as an excuse to eliminate enemies. Traditionalists fight against any codified set of laws, saying that such would be the equivalent of surrendering to the will of Outsiders who do not respect the Neiyar.

Meanwhile, the Church of Francisca Mahault has its own problems. Some high-ranking Devi have brought up the possibility of providing more formal training to males in the event of another Demon Plague. Though it has remained an internal dispute, there is the possibility of a major rift erupting as the two sides clash over doctrine and necessity.

The High Deva Simone Rosaline of Mazrana leads the detractors. While she publicly calls for unity within the church, some believe she may eventually try to break away and create an Independent sect of the Church. The primary argument appears to be over whether or not to allow male worshippers to train in the sacred fields, not necessarily if they should be encouraged to train at all. The church says rumors of a rift are unfounded, and some claim that they were started by the Church of Sophia Kalla for some unknown purpose.

The Outsider population, while still less than a total of 3% of the total population, is growing and voicing their opinion. Originally content to just blend into the background, the Outsiders are slowly pressing for more rights and opportunities within the greater society. The Society for the Advancement of Unity (S.A.U.) recently formed in

the city of Outland to encourage greater equality between the sexes and between native Neiyar and Outsiders.

Another problem has been the Karashacheva. Started ten years ago, it has grown to include prominent Neiyar and scholarly Outsiders. They are led by Persephonia Kalishma (CR14), a former cleric of Sophia Kalla who left the church after receiving visions of a battle between Sophia Kalla and Sophia Mater. She was stripped of her divine spellcasting, proof (at least to the church), that she has offended the gods. Strangely, she retains the ability to turn undead, and can still use divine scrolls and magical items. Due to her popularity, the church has yet to send the Soulreapers after her for fear of making her a martyr.

When not adventuring herself in search of clues to what has happened with the tri-fold goddess, she finances adventuring parties to explore the Wild Places looking for information for her. While most Neiyar are still too fearful of the Wild Places, her high pay attracts many Outsiders, Krakodons, and even a few Mahaultae.

Persephonia Kalishma: Female Neiyar Clr7/Rog3/Ftr1/Wiz5; Medium Humanoid; HD 7d8+14 (Cleric), 3d6+6 (Rogue), 1d10+2 (Fighter), 5d4+10 (Wizard); hp 105; Init +2; Spd 30; AC 15; Atk +10 base melee, +12 base ranged; +16/+11 (1d6+4, Scimitar +4); +13/+8 (1d6+2, Light Mace +2); RF: Abyssal Smiting (su); AL CN; SV Fort +13, Ref +10, Will +17; STR 11, DEX 14, CON 14, INT 15, WIS 16, CHA 18.

Possessions: Ring of Elemental Resistance, Minor; Ring of Chameleon Power; Amulet of natural armor (+3); Bag of holding (Bag 1); Bracelet of Friends; Circlet of Persuasion; Cloak of resistance (+2).

Skills: Heal+11, Alchemy+4, Bluff+6, Climb+1, Concentration+8, Diplomacy+16, Disguise+6, Gather Information+13, Hide+19, Intimidate+9, Jump+1, Knowledge (arcana)+7, Knowledge (Hearth Wisdom)+10, Knowledge (History)+10, Knowledge (nature)+4, Knowledge (religion)+13, Knowledge (The Planes)+7, Listen+8, Move Silently+4, Open Lock+5, Perform+6, Ride+3, Sense Motive+6, Spellcraft+6, Spot+6, Swim+1.

Feats: Brew Potion, Craft Wondrous Item, Improved Critical (Scimitar), Iron Will, Leadership, Scribe Scroll, Skill Focus: Knowledge (religion), Visions, Weapon Focus (Scimitar).

Spells Known (Wiz 4/4/3/1): 0 - *Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance*; 1st - *Charm Person, Comprehend Languages, Detect Secret Doors, Endure Elements, Feather Fall, Magic Missile, True Strike*; 2nd - *Detect Thoughts, Invisibility, Locate Object, See Invisibility*; 3rd - *Clairaudience/Clairvoyance, Fireball, Fly, Lightning Bolt, Tongues*.

The Year 620: Justin Helene plans out the first successful indoor plumbing system. Within five years, the entire Holy City has access to indoor plumbing. The Outsider half-dragon Expericus emerges from the ruins of Dazu, proclaiming to have the guidance of the Great Wurm of Dazu behind him. He forms the Dragonclaws, a militant group dedicated to not only restoring the Krakodonian Empire, but also bringing the great dragons back to the island.

The Year 600: The Neiyar begin paving the main roads that connect the Holy City to the outlying shore communities. Abbots of Agri object to the construction, saying that it permanently destroys natural environments. By 605, the Wistera Way is completely paved. The Elantri Road paving project completes in 611, and paving begins of the North Fashra Road in 612. The Mahaultae and Amphikin in the area begin interfering in the construction. By 615, a united Mahaultae and Amphikin front threatens war. An Amphikin “prank” goes horribly awry, causing the death of two dozen workers on the road. Construction ends.

Running Your Game in a Different Time

As GM, you may want to start your game in an earlier year. If you have a party comprised of all Mahaultae, you may want to start in the year 552 when the race first made contact with the Neiyar. Or perhaps you want to start in the Year 282 at the beginning of the last Krakodon War. Or go back even farther to track down the heretic Wenshore and bring him to justice.

The farther back in time, the less power the Neiyar culture has as a whole. The Neiyar have dominated the island since the Year 321 and have spread out substantially over the island. Before that time, most of the population was centered in the Nazra and the Fashra regions. Between 10 B.B.C and the Year 321, the Neiyar and Krakodons held almost equal sway over the island. Before 10 B.B.C, the Krakodons were the dominate race on the island. In their quest to hold back the advances of the Neiyar, the Great City of Dazu was destroyed.

Some Classes, Prestige Classes, Skills, Feats, etc have a notation “not before” with a date. These abilities would not be available to characters in settings before that year.

The Year 581: Paul Lissenna builds the first fully functional bicycle. The bicycle becomes a popular mode of transportation. The Neiyar have developed a couple of magical variants (See Magic of the Neiyar).

The Year 570: The City of Outland, a home for Outsiders, is founded. Though technically part of the Neiyar, it acts independently of the Devi.

The Year 557: The last Demon Plague ends with a five-day battle near the ruins of Dazu. A unified force of Neiyar, Mahaultae, and Krakodons get forced back into the ruins. There the ancient Krakodon Shaman Jarek’nashkul offers himself and his three sons as a sacrifice to the Dragon of Dazu, who devours the Shaman and his sons whole and then proceeds to level most of the demonic army. Once the demons are destroyed, the Dragon turns on the unified army until the survivors leave the ruins.

The Year 553: After several years of rumors, the Mahaultae make official contact with the Neiyar. They join to help defeat the Demons during the Demon Plague.

The Year 500: Mount Nephar erupts, destroying the village of Monterru in the hot ash that falls upon it. Demons escape through the volcano to bring about the Last Demon Plague.

The Year 432: The hero Kadrafreya dies while foiling a plot to release Nephar. She becomes a Benevolent Spirit.

The Year 353: The Auronnes first arrive on the Isle of Neiyar, bringing worship of the Swan Princess with them.

The Year 330: The Portal at Dazu is discovered when a team of Soulreapers pursue cultists into the ruins. Of the six Soulreapers, only one escapes the ruins to tell of the Portal and the Dragon that guards it. It is the only “well-known” portal on the island.

The Year 321: The Last Great Krakodon War ends with the death of Krakodon’s last king, King Kograg’throntros, at the hands of his own sons, who are quickly put to death for treason. With no heir to the throne and too many factions to enable a new king to take power, the empire falls apart. The Krakodons develop councils of elders to oversee the splintered factions after the great Krakodon kingdom ends.

The Year 282: The Last Great Krakodon War begins with the rise of the Krakodon King Kograg’throntros. The hero Kadrafreya is born in the fishing village of Padraan in the Fashra region.

The Year 104: The Demon Plague of Mellendros ends after the Paladin Lissandri Jevoslynne and Krakodon King Ziknok’Thabunar defeats the Demon Braktram and banishes him back to the abyss. Both heroes are lost in the battle.

The Year 67: The Demon Plague of Mellendros begins when a follower of Nephar manages to unleash a horde of demons during a battle between the Krakodons and the Neiyar. Much to the surprise of the demons and followers of Nephar, the Krakodons side with their enemy to fight the demons, bringing an end to the Second Great Krakodon War.

The Year 49: A Portal is discovered on Mount Nephar as adventurers investigate reports of demonic activity. A second group headed by the powerful wizard Kellana Shiven is dispatched to discern where the portal leads. They never return.

The Year 20: Freda’s daughter Natalina releases The History of Our People. It is the first mass publication in Neiyar history.

The Year 14: Freda Abigala dies.

The Year 12: Georgio Beltriz dies.

The Year 4: The Second Great Krakodon War begins with a bandit ambush that kills three Devi of Sophia Mater. The Krakodons refuse to turn over the culprits, claiming they cannot get a fair trial from the Neiyar. While the Church of Sophia Mater tries to negotiate some sort of settlement with the Krakodons, the Church of Sophia Kalla declares the refusal an act of war and attacks a Krakodon settlement without consulting with the other churches.

10 B.B.C: The Krakodon City of Dazu falls to a Great Wyrms Dragon that somehow find its way to the island. Its wealth and secrets are lost to the dragon’s horde.

49 B.B.C: Hijella Matrilene accepts her position as Sophia Deva.

67 B.B.C.: Amphikin begin making raids on newly developing Neiyar villages deeper into the jungles. It will take ten years to finally ward off the raiders and come to an uneasy settlement with the Amphikin race.

92 B.B.C: The heretic Wenshore is put to death.

148 B.B.C: The heretic Wenshore is born. Originally believed to be a Zarakku, Wenshore later claims his father was a demon general of Nephar.

The Dragon of Dazu

Nameless and with power unimaginable, the Great Wyrms Dragon that prowls the ruins of Dazu is the topic of much gossip, speculation, and argument. Many Krakodons leave offerings of food and treasure near the ruins and revere the creature as an avatar of their god. The Neiyar, having no history of dragons, fear the beast and avoid the ruins at all costs. Even Outsiders from worlds filled with dragons listen to the tales of carnage left in its wake and shiver. Sages speculate what kind of force must be restraining the creature, since it seems thankfully to be forever bound to the ruins.

Full details on the creature are available under the *Monsters* section.

209 B.B.C: The First Great Krakodon War ends with the Death of Krakodon King Hephthril'Formashkil. The Neiyar reach a settlement with the new King Ziknok'Thabunar and agree to stop pushing into Shapu.

290 B.B.C: The First Great Krakodon War begins when the Neiyar try to settle along shores traditionally held by the Krakodon. Though small skirmishes had been going on for centuries, this is the first time the two races engaged in open warfare.

757 B.B.C: The First Demon Plague ends when, according to legend, a giant lightning bolt came forth from the heavens and destroyed the demon Grumkeph as he was about to kill Sophia Deva Nireece Grace.

900 B.B.C: The First Demon Plague is unleashed when Mount Nephar erupts.

Approximately 3000 B.B.C.: The villages of Takanave are destroyed. Construction begins on the Holy City.

Approximately 3500 B.B.C.: Allamonda marries Nephar, releasing thousands of demons upon the island. The demonic plot is quickly foiled by Sophia Groa.

Approximately 5000 B.B.C: The Great War between Nie and Yar ends.

Calendar and Holidays

Unlike most civilizations, the Neiyar calendar has nothing to do with the position of the sun, moon, or stars. Instead, the year is broken up into nine months representing specific events in Neiyar mythology. The Mahaultae and Auronnes also use the Neiyar calendar. Krakodons and Amphikin follow a lunar calendar, though merchants and those who do business with the Neiyar understand their calendar as well.

Aquanor: This 50 day period represents the number of days Sophia Mater cried to fill the oceans. The first day of the year is known as the Day of Tears. Despite its depressing name, it is actually a joyous day. Neiyar are reminded that the greatest joys often begin with periods of difficulty and sorrow. Feasts and dances are held to celebrate the New Year. The 17th day of the Month is Jasmalesh, named for the first Sophia Deva. Devi of Sophia Mater honor Jasmalesh as a benevolent spirit. Jasmalesh is normally noted by the church in quiet reflection of the responsibility held by the Devi to guide the people wisely and justly.

Zadru: This 28 day period marks the number of days it took Nephar to force the molten rock from the abyss to the surface in order to create land. It is believed children conceived during this month will be born with the taint of evil, and the fact that many Zarakku are conceived in this month lends credence to the belief. The last day of the month is the Day of Torment. It is a High Holy Day for the Church of Sophia Kalla, as this is the day they perform the human sacrifice to appease Nephar. The sacrificial victim is normally a criminal dragged back to the temple in the Holy City by a Soulreaper. Captured followers of Nephar are a preferred sacrifice, serving as a backhanded appeasement to the Evil Father. Though the public is invited to attend this public execution, few do. The Festival of Blades is held on the fourteenth day of this month.

Matera: This 40 day month covers the period of conception to birth of the goddess Adrienne. The church of Sophia Mater's High Holy Day, Manielta, is the first day of this month. Manielta festivals are held throughout the land, and children honor their mothers with public recitals, private parties, and gifts. The last day of the month, Adrienna, is one of the High Holy Days of the Adrienne's church and celebrates the day of her birth. The Tower of Adrienne holds public displays of magic, with young mages demonstrating newly created spells.

Shelephora: This 40 day period represents the period from conception to birth of the gods Roarth and Agri. It is normally the time farmers begin working their fields for the new season. The Great Hunt held in Roarth's honor normally occurs between the 20th and 25th day of the month, depending on the region. The last day of the month is the Festival of Fields and Game, celebrating the birth of the two gods. Communities sponsor great feasts and invite anyone within the area to attend. Amphikin often take advantage of the invitation to get into a community when everyone is in a good mood and steal loot.

Nardonix: This 28 day period represents the troubled times of the original Demon War, and ends with the Day of Reckoning, on which the goddess Sophia Kalla first appeared. It is a High Holy Day for the Death goddess's church, but one celebrated secretly. Devi and Soulreapers leave the temple to weed out the weak or corrupt. While the favorite targets are Zarakku, demons, and criminals, the occasional cripple or terminally ill citizen also meets their end. Many unresolved murders are the result of this ritual "cleansing". The 7th day of the month, Kadrafreya, honors the benevolent spirit of a hero believed to have died when she foiled an attempt to release Nephar from the Abyss.

Tralipseleene: This 40 day period represents the period from conception to birth of the Warrior Goddess Francisca Mahault. The last day of the month, Francista, honors her birth and is a High Holy Day for her church. The temples normally sponsor wrestling and melee contests in her honor.

Basatrix: This 26 day period represents the number of days it took Adrienne to rearrange the heavens in order to imprison Nephar. Divination is easier at this time. When casting divinations during this period, treat caster level as +1 higher to determine range, duration, etc. Casters who have Adrienne as their patron gain the feat spell focus (divination) during this period. The astronomer Gracelyne Kandrin's birthday is celebrated on the fourth. She is honored as a benevolent spirit.

Full of life to the core
 are those born for Aquanor.
 Pity the poor mother who
 must give birth during Zadrū.
 Matera's child is kind and bright
 and gifted with an inner light.
 If Shelephora's Twins touch your child,
 know he will be friend to Town and Wild.
 Of the child with a Nardonix birth,
 know in battle will she prove her worth.
 Gifted with senses keen
 are those born for Tralipseleene.
 Basatrix's Child a blessing be
 as she is touched with wizardry.
 Wild in youth and full of sin,
 age tempers those of Vashmadrin.
 Mortris' Child is full of woe,
 often turning friend to foe.

Traditional Folk Rhyme regarding the months of the Neiyar.

Vashmadrin: This 34 day period represents the period of the second demon war. The last day of the month, the Day of the Rose, is a High Holy Day for the church of Sophia Groa and honors her for tricking Allamonda into sending Nephar back to the Abyss. In the town of Outland, they celebrate Survivor's Day on the 20th of this month. This celebration thanks all the heavens for helping the outsiders find a safety on the island. The holiday was started by the Temple of Unity to bring a common voice to the Outsider community. Unfortunately, it has degenerated into an excuse to revel and get drunk.

Mortris: This 48 day period represents the period of the Great War between Nie and Yar. The 7th day of the month is dedicated to the benevolent spirit Carsuthus, a martyr who refused to choose a side between the two men and was stoned to death by supporters of both. The last day of the month is called the Day of Memory. It is celebrated quietly by groups of friends and family who gather together to share memories of the past year, honor friends who have passed on, and share plans for the future. The veil between the world of the living and the world of the dead is thin at this time. Spellcasters who cast any spell to communicate or animate the dead cast as if one level higher. However, the dead are also stronger and are treated as 2 HD higher to determine turning attempts.

CHAPTER TWO: Races of Neiyar

I originally feared the Native Neiyar to be a human equivalent to the Drow. Indeed, both cultures have a peculiar social structure that forbids males positions of authority. And both appear to be ruled by their female clerics. Yet upon further study I have found the Neiyar to be a kind, hardworking, and honest people. They are dedicated to their families and the prosperity of their civilization. And while I may not agree with their philosophy, there is no denying its effectiveness. And as I have yet to see some fell spider-creature seek out and destroy some hapless fool for a perceived slight against a priestess, perhaps they are worthy of the benefit of the doubt.

From The Diary of Georgio Beltriz.

The Languages of the Neiyar

The native denizens of the island rarely learn languages other than common and the native tongues of the island. Arcane spellcasters often learn Draconic, both because the foreign spellcasters use it and because many ancient tomes are written in it. Clerics make it a point to learn celestial and abyssal—celestial for reading holy texts and conversing with spirits, and abyssal to better combat demonic influences. It is a rare thing for a native to bother learning Outsider languages such as Elven, or Dwarven, even those who reside in Outsider settlements. To the Neiyar, if the Outsiders wish to live among them, they should be the ones learning the languages of their hosts.

Undercommon is the “secret” language of the island. Completely unbeknownst to the Neiyar and only rumored of amongst the Mahaultae and Auronnes, the Amphikin long ago discovered abandoned passages into parts of the Underdark. The Amphikin soon made contact with some of the denizens there and formed trading alliances with kobolds and goblinoid races. A few Krakodons have also discovered the Underdark, where they are frustrated by the presence of the Drow, who they view as simply a more corrupt version of the Neiyar. Thieves sometimes learn Undercommon to secure privacy.

Neiyar, Common: Identical to common, though peppered with words and phrases from Traditional, Krakodonian, and other races from the island.

Neiyar, Traditional: Those few Outsiders who have had the opportunity to study the ancient tongue of the Neiyar note remarkable similarities between it and the ancient language of other lands, implying that at one time the island was part of another continent. It is pronounced about the same as modern common, though the written form is more hieroglyphic in nature, with literally thousands of symbols required to use. It is used primarily by spellcasters and historians. (DM note: if using Neiyar as a supplement to an existing campaign, make Traditional Neiyar similar to the ancient language of whatever region your players are from. This should encourage to PC’s to follow leads that could help them find a way home, as they will see a connection between their own world and the one they are in.)

Amphikin: Amphikin speech is both guttural and bloated sounding, described by some as sounding like a belching contest. The written language is a crude cuneiform, useful for identifying names and locations or keeping inventory, but not conducive to hypothetical or complex thoughts. With the exception of rogues and merchants who regularly deal with the Amphikin, few outside the race bother to learn the language.

Auronne: Auronne is a combination of whistles, caws, and graceful body movements. Even those who do not understand the language can often get an idea of the conversation based off of the body movements of the speakers. The sound is melodic and fluid. Written language, on the other hand, looks like little more than a series of slashes pointing in different directions. It is almost impossible for non-Auronnes to read, and few would even recognize it as a language if they saw it on a piece of paper. The difficult to decipher script is +5, and anyone wishing to learn how to write Auronne must spend an additional 2 skill points (besides the 2 needed to learn to speak the language).

Krakodonian: A bastardized version of Draconic, the language is harsh and violent sounding. Pronounced pauses place emphasis on syllables, particularly in names. Anyone who speaks Draconic can understand about 20% of a Krakodonian conversation, and the difficulty to decipher script is -5 for those who already know Draconic.

Mahaultae: The animated tongue of the Mahaultae can make non-Mahaultae dizzy trying to keep up. It is fast-paced and punctuated by feline purrs and roars. Add to this the Mahaultae habit of mixing Mahaultae and common (or even celestial) in the same sentence and it can be next to impossible to follow a conversation, even when one is invited in. The language pattern is unique enough that more than one would-be impostor has been caught because, even with magical disguises, he was unable to follow a simple conversation. The Mahaultae do not have a written language. Many Neiyar learn Mahaultae in order to facilitate relations with the race, as do those who make a living in the jungle.

Sylvan: The Sylvan spoken by the jungle denizens is a thick dialect of forest Sylvan. Words are often abbreviated or run together during speech. Outsiders who speak Sylvan can understand what is being said, but there is a 5% chance per conversation that they misunderstand some point. An Outsider can spend a skill point to overcome this problem.

The Neiyar People

The Neiyar, for all their strange beliefs, are human. They possess all the standard abilities of a human. However, the following modifications apply:

+2 racial bonus Knowledge (nature), +2 racial bonus Heal—all Neiyar are trained in identifying all sorts of plants for homeopathic use. This extends to their ability to use natural plants in healing attempts. Regardless of class, these should be treated as class skills.

The Neiyar have a long hatred for the residents of the Abyss. Legend has it that the Goddess Francisca Mahault herself was commanded to teach the Neiyar how to destroy demons. This knowledge has been passed down. All Neiyar possess Knowledge (demon lore) +5.

Bonus Feat: Abyssal Smiting (su). At 5th level, all Neiyar (regardless of class) have the ability to ignore damage reduction and hit an abyssal creature with a non-magical weapon as if it was +1 enchanted. This bonus applies to both the attack roll and damage roll. At 9th level, this bonus is increased to +2. At 13th, this is increased to a +3 bonus.

Bonus Languages: Auronne, Krakodon, Mahaultae, celestial and abyssal (divine spellcasters and residents of the Holy City). Arcane spellcasters can chose Draconic as a bonus language.

Special Penalties:

Neiyar women cannot comprehend men as their equals, let alone their betters. Neiyar women cannot use Charisma modifiers to checks for skills when dealing with men outside their culture.

How Neiyar Women View the Rest of Their World

Amphikin: Thieving, conniving, deceitful, backstabbing little bastards...and those are their good qualities. As a race, they are too disorganized to be a concern. As individuals, they are deadly adversaries. Watch your purse, and your back, around these charlatans.

Auronnes: These sweet innocents need our good judgment to guide them. They are eager but impatient students, and often have to learn their lessons the hard way.

Demons: Agents of the Evil Father. They must be destroyed on sight, as should any that abide with them.

Krakodons: Noble but misguided warriors. They allow their aggression to control their lives, leading to the enslavement of their women and a state of constant internal conflict. It does not help that they think themselves dragon-blooded, adding fuel to their egos. But they will honor their word, and there is something to be said for that.

Half-Krakodons: These poor lost souls are hunted by their own father's kind. Offer them compassion and seek to guide them toward the light. If they wish not to follow you, I suggest you get out of harm's way.

Mahaultae: Our divine cousins. They are in tune with the natural world and make fine comrades, so long as they keep their hands in their pockets and off your property. If they get too curious about your belongings, a firm slap on the hand normally does the trick.

Men: It was the ego of men that brought about the first Great War. So long as they are kept busy and denied access to aggressive power, another Great War can be avoided.

Outsiders: We appreciate that they did not get a choice in the matter, but if they intend to live here they must respect our culture. They would be quite upset if we just strolled up to their homelands and started changing things about. They should have the decency not to do so to us. We leave them be so long as they behave themselves, but if there numbers keep growing...

How the Neiyar Men View the Rest of Their World

Amphikin: Thieving, conniving, deceitful, backstabbing little bastards...but they admit it, so that must be worth something.

Auronnes: Friendly, entertaining, and...talkative. If stuck in a conversation with one, try to locate the nearest Deva and pawn the little birdie off on her. Then you can sneak off and not worry about either of them for hours.

Demons: Full of promises of power and “freedom.” I don’t feel like buying my freedom at the expense of selling my soul.

Krakodons: Arrogant, condescending, and egotistical. They only respect strength, though they will tolerate you if you know any funny woman jokes.

Half-Krakodons: Poor, half-breed bastards.

Mahaultae: OK, let’s try this again. Just because I put something down does NOT mean you can pick it up and play with it. Why don’t you go play in the jungle or carve some bones or something?

Women: You don’t really expect to win an argument with one, do you? Just smile and nod. Life is easier that way.

Outsiders: I have to admit, I like the way a lot of them think. Maybe if they ever figure out how to get around the Green Death and off the island, I can hitch a ride.

The Shalraeku and the Zarakku

The Shalraeku (Pure Ones) and the Zarakku (Tainted Ones) are templates that can be added to any Neiyar human. One represents what the Neiyar believe they were before the first Great War. The other represents what they will be if they do not win the war with the demons. Both are always born of normal Neiyar parents. The children of both sub-species are always normal Neiyar humans. Shalraeku and Zarakku do not receive the standard bonus feat or skill points that humans receive in character creation, but do receive all other bonuses for their Neiyar blood.

The birth of a Shalraeku is cause for much celebration in a community. They are considered a blessing from the gods themselves that a community has honored the Code and the Neiyar in all ways. Shalraeku are strikingly beautiful, with blue, lilac, or gold eyes and blonde or platinum hair. Some possess a faint blue tint to their skin. They tend to be smaller than normal humans, rarely standing more than 5 ¼ feet tall. Outsiders sometimes mistake them for assimars.

Shalraeku Racial Adjustments

Ability adjustments: +2 charisma

Innate Knowledge: A Pure One is highly in tune with both the land and the community. Regardless of class, the following are treated as class skills and can be used untrained if necessary: Animal Empathy, Animal Handling, Sense Motive, Diplomacy, Survival, Knowledge (Nature), and Gather Information.

Favored Class: Cleric or Paladin. As highly spiritual beings, The Pure Ones have strong ties to the church. Also, both male and female Shalraeku often aspire to the Healer prestige class

The birth of a Zarakku is a sign of the gods’ displeasure with a community, and the birth is normally heralded with ill omens. The mother rarely survives the birth process of a Zarakku, as the infant’s claws tend to tear their way out of the womb. Zarakku normally smell faintly of brimstone, possess a green or blue tint to their skin, and red, black, or green eyes. Some possess traces of scales across their temples or shoulders. Others have small horns protruding from their foreheads. All have sharp, pointed fangs and claws.

They also tend to be much larger than normal humans, with some standing almost 7 feet tall and weighing over 400 pounds.

Zarakku Racial Adjustments

Ability adjustments: -2 charisma, -2 wisdom, +1 strength, +1 constitution.

Innate Knowledge: Tainted Ones have a keen awareness for illicit activity. The following are considered class skills regardless of class and can be used untrained if necessary: bluff, sense motive, intimidate, knowledge (local), search, spot.

Bonus Feat: Unarmed Strike. Tainted Ones can attack with their claws without provoking attacks of opportunity. Use the Zarakku's base attack to determine bonuses and number of attacks with claws. A Zarakku attacking with both claws is considered armed with two light weapons for purposes of determining penalties for fighting with two-weapons. The damage from a claw is 1d4. When enraged, Zarakku prefer to tear and rend with their claws instead of using weapons.

Favored Class: Fighter. Zarakku are aggressive and bitter and like to take out their frustrations on others.

Both Shalraeku and Zarakku gain one special ability at first level and an additional ability every three levels thereafter. Choose abilities from the following list:

- *Immunity to natural poisons
- *Darkvision 60 ft
- *DR 5 against fire, electrical, or cold damage
- **Levitate* once/day. Use the character's total HD to determine caster level.
- *+1 bonus to all saving throws
- **Dimension Door* once/day. Use the character's total HD to determine caster level.
- *+2 deflection bonus to armor class (for Zarakku, this is a natural armor bonus, but their skin becomes visibly tougher).
- *SR equal to the character's level + wisdom modifier (Shalraeku) or constitution modifier (Zarakku).
- **Cure Light Wounds* (Shalraeku) or *Cause Light Wounds* (Zarakku). Use the character's total HD to determine caster level. Can be used a number of times per day equal to the character's wisdom modifier.

ECL: +2. Both the Pure Ones and Tainted Ones are more powerful than standard races.

The isolated state of the Isle of Neiyar has produced races found only on the island. While humans make up the majority, four other races also call the island home. These races are as follows:

Mahaultae: the mysterious cat people of the Wild Places

Amphikin: the annoying, thieving frog folk of the swamps and marshes

Krakodons: the proud, war-like lizard people who compete for resources with the Neiyar

Auronnes: the compassionate but naïve bird people



Mahaulta

Mahaulta (Mahaultae, plural) *Not Before the Year 553*

Medium-size humanoid

General: About one hundred years ago, Neiyar began reporting sightings of sleek feline humanoids stalking the jungles. Originally feared as possible demon spawn, the Mahaultae proved valuable allies when they joined the Neiyar against the last Demon Plague. Mahaultae share many beliefs with the Neiyar, though some Neiyar still wonder why it is the alleged children on the Warrior Goddess chose to wander the Wild Places and call them home.

Mahaultae stand about 5 ft tall, with males slightly taller than females. They are covered in orange fur and have long tails that help them maintain balance. They have a base movement of 40 ft.

Lifespan and family: Mahaultae mate according to the "needs" of the female members. There are no marriages or monogamous relationships. The pregnancy period is about six months, and one to three kittens are born. Kittens are raised by the mother. The kittens are normally self-sufficient by 3 years of age, and achieve full adulthood in about 5 years. After this, the aging process seems to slow down. The actual lifespan of a Mahaultae is still unknown, but Neiyar sages suspect it may be around 200-300 years.

Languages: All Mahaultae speak their own language, as well as common and celestial. When speaking to each other, the Mahaultae tend to switch between the languages mid-sentence. Anyone trying to listen in on a Mahaultae conversation must add +5 to the DC to follow what is being said. Bonus languages: Abyssal, Feline, and Sylvan.

Religion: The Mahaultae claim descent from the Warrior Goddess and the Tiger Lord, a powerful ancestor spirit that protects the great cats on the Isle of Neiyar. Offerings of raw meat are made to the Tiger Lord before any great hunt, and altars to him are built throughout the jungles.

Society: Mahaultae are nomadic and communal. They are found throughout the island, though rarely do they go into the Shapu region. All property is owned by the pack. An item not being used by one member is an item that can be freely picked up and taken by another.

In fact, concepts of ownership are rather foreign to the average Mahaultae. This has led to more than one "misunderstanding" between Mahaultae and Neiyar. Mahaultae who live or were raised in cities among the Neiyar usually learn to respect the ownership beliefs of their neighbors, but still "borrow" items they need without asking only to return them later when they are done. And the Mahaultae have no qualms about lending valuable items to others who need them, often waiting years before requesting an item back, if they even remember lending the item at all.

Many younger Mahaultae go through a period where they want the company of strangers instead of their own kind. With the blessings of the pack elders, the young Mahaultae ventures off in search of other races. It is during this time they are most likely to adventure, joining with a random party due to curiosity or boredom. Most eventually return to their packs or start packs of their own, but it is not uncommon for a Mahaulta to adopt his new adventuring partners as a pack, defending them as ferociously as a mother lion defends her cubs. Mahaultae who adopt an adventuring party as a pack trust the members implicitly, suffering a -2 penalty to sense motive rolls involving party members.

Mahaultae love to hunt, and prefer to bring down their own game to carrying rations or eating in a tavern. They tend to find a use for almost every part of the animal they kill.

Many are quite skilled at bone carving, turning the bones of their kills into everything from bone daggers to jewelry to dice and small figurines. Most carry a bag of these small trinkets with them to give away as gifts to people they take a liking to. While a bone necklace may have no real value on the open market, more than one unsuspecting adventurer has received help from a Mahaulta who might not otherwise have offered it, simply because the Mahaulta saw the necklace or trinket and decided if one of his kind found the human acceptable then she must be worth helping.

Names: Mahaultae do not use surnames. If clarity is needed, they may add a descriptor to their given name (Feron Fastrunner, for example). Male names tend to be one or two syllables. Female names are often longer. Sample names: Jash, Lionel, Meeshuln, Nespark, Trice (male)/Brittanina, Heletha, Mirellina, Sharlenna, Valonia (female).

Racial Features:

*+2 dexterity, -2 constitution: Mahaultae are graceful but frail.

*+2 wisdom, -2 intelligence. Mahaultae have a natural cunning and wit, but are slow to grasp complex concepts or technologies. Mahaultae are also suspicious of magic users, because the ways of a wizard seem alien to them. While there may be a few Mahaultae sorcerers, there are no Mahaultae mages.

*+2 racial bonus to listen, spot, search, balance, climb, and escape artist checks: Mahaultae have incredible senses and reflexes. They receive a +2 racial bonus to any craft check involving the remains of their kills (leatherworking, bone carving).

*+1 natural armor bonus

*Multiattack feat: Mahaultae can use their razor-sharp claws as weapons. Mahaultae receive one extra attack per round when using their claws. Claws do 1d4 damage each. Treat claws as +2 weapons when dealing with creatures with damage reduction (+2 does not apply to attack or damage rolls). If a Mahaulta hits with both claws, she may also use a bite attack for an additional 1d3 points of damage.

*Unarmed Strike Feat: Mahaultae do not provoke an attack of opportunity when using their natural claw attacks.

*Low-light vision: Mahaultae can see 3x as far as humans in low-light situations.

*Favored class: Ranger. Mahaultae call the Wild Places home, and feel it their obligation to protect the Wild Places. All Mahaultae have demons as their first favored enemy.

*Bonus Gear: Mahaultae bag (containing a bone dagger, 1d6 pieces of bone jewelry, bone dice, 2d4 bone darts, 1d4 random bone carvings), Mahaultae bone whip.

How the Maḥaultae View the Rest of Their World

Amphikins: We do not trust them. They care for nothing but themselves. They do not even like each other. Tolerate them if you must, but trust not a one.

Auronnes: Delicate petals lost in the breeze. Fine musicians and honest to a fault, but they understand little of how evil works.

Demons: Enemies to all living things. They must be sent back from whence they came.

Krakodons: Powerful warriors that share our devotion to the land. They lack a sense of humor though, and respond with violence instead of laughter to the littlest joke.

Half-Krakodons: Even less humor than their full-blooded relatives.

Neiyar: Our sisters and brothers through our divine mother. We must keep them in touch with the land, as they seem to move toward dominating it instead of living in it.

Outsiders: A motley lot. There is no method to them as a whole. Each has his own agenda. Watch them carefully, but give them a chance to prove their worth.

Sample Mahaulta:

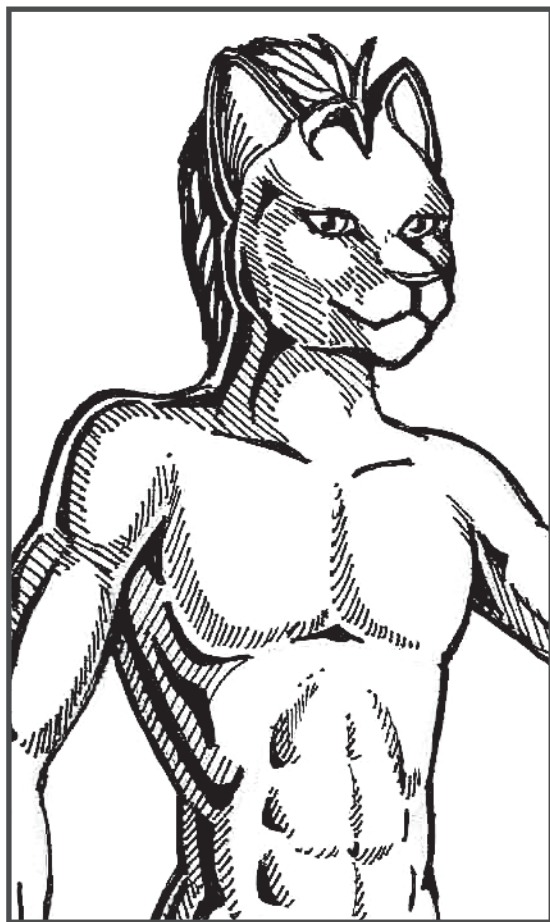
Meeshuln (CR 6): Male Mahaulta Rgr6; Medium Humanoid ; HD 6d10 (Ranger); hp 43; Init +7; Spd 40; AC 18; Atk +8 base melee, +9 base ranged; +8/+3 (2d4+2, Claws; 1d3+1, Bite); +8 (1d8+2, Longsword); +* (1d4+2 bone dagger), +8 (1d4 bone whip), +9 (1d6, Short bow); SQ: Low-light vision (Ex); AL CG; SV Fort +5, Ref +5, Will +3; STR 15, DEX 16, CON 10, INT 11, WIS 13, CHA 13.

Possessions: Longsword. Short bow, bone dagger, Mahaultae bone whip. **Armor:** Studded leather. **Shields:** Buckler, Masterwork. **Magic:** Potion of Hiding.

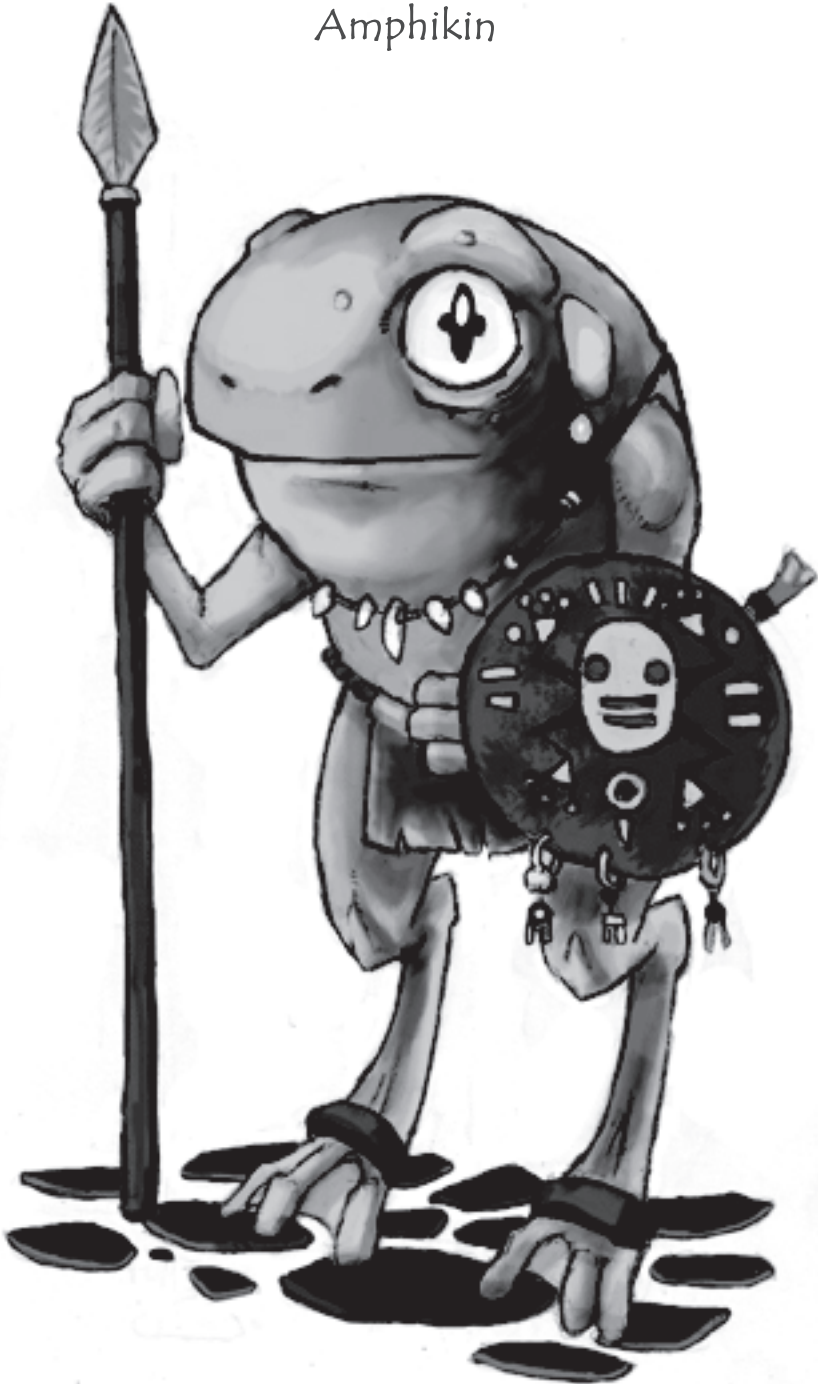
Skills: Animal Empathy+4, Balance+4, Climb+3, Escape Artist+4, Handle Animal+3, Heal+2, Hide+5, Intuit Direction+6, Jump+2, Knowledge (nature)+2, Listen+4, Move Silently+3, Search+5, Spot+3, Swim+3, Survival+8.

Feats: Endurance, Improved Initiative, Run, Track.

Spells Known (Rgr): 1st - *Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I.*



Amphikin



Amphikin

Small-size humanoid

General: These irritating creatures have been a general nuisance to the Neiyar since the beginning. This froglike, chaotic race delights in tormenting those who enter their domain.

Amphikin stand about 2 feet tall, with females slightly taller and heavier. They have both lungs and gills (just behind the ear holes) and are thus equally at home on land or in the water. They have a base movement of 20 ft on land and 30 ft swimming.

Lifespan and family: Amphikin mate twice a year. Males perform elaborate spectacles to attract female attention. This sometimes includes pulling off elaborate (and occasionally deadly) pranks on travelers or even each other to prove their worth to potential mates. After the mating period (usually about two weeks), the couple goes their separate ways. Amphikin lay eggs in communal shallow pools of water. These eggs normally hatch in 2 to 3 months. During this time, the community will assign guards to protect the birthing pools. Amphikin are completely self-sufficient upon hatching, and achieve full adulthood in about six to eight months. The average Amphikin lifespan is around 60 years.

Languages: Amphikin speak their own language, which they refuse to teach to outsiders. Bonus languages: Abyssal, Aquan, Common, Draconic, Infernal, Krakodonian, Undercommon.

Religion: Most Amphikin worship Doldanda (lesser deity: CE), the great egg. Doldanda is neither male nor female, according to the Amphikin. Doldanda's only concern is the survival of the race. Temporary altars are built near the birthing pools to protect the eggs. Once a year, each village makes a sacrifice of the eldest Amphikin to cleanse the clan of infertility. Amphikin clerics of Doldanda have access to the water, plant, and trickery domains. Doldanda does not care what alignment its clerics are, so long as they advance the race.

Society: Amphikin villages form around small ponds or similar small bodies of water deep in the jungles. Each village is ruled by a Toade. The Toade is the strongest fighter in the village. Of course, anyone can challenge the Toade for rulership, so the Toade can change from one week to the next. The Toade is assisted by a cleric of Doldanda.

Names: Amphikin do not use surnames. If clarity is needed, they will state some special prank they pulled off (though they do this for each other only). Toades often tack on violent descriptors to make themselves sound important (Bubur the Murderous, for example). Sample names: Brog, Dorbu, Gorgak, Tavu, Wolhok (male)/ Dovbra, Limbri, Phelm, Rushol, Uvil (female).

Racial Features:

*+2 dexterity, -2 strength, +1 wisdom, +1 intelligence, -2 charisma. Amphikin are quick and flexible, but weak compared to other races. They have quick minds and learn new skills easily. However, their selfish, grating personalities make them poor companions to other races...and even each other.

*racial bonus of +6 to jump, swim and climb checks.

*Racial bonus +2 to listen, spot, search, hide, and move silently checks

*+1 size bonus to AC and attack rolls

*Amphikin live near stagnant bodies of water that are breeding grounds to all sorts of diseases. They have developed complete immunity to all natural diseases. However, they are soft skinned and have fragile bones. Amphikin have one less hit point per die rolled when calculating total hit points.

*Darkvision: Amphikin have darkvision of 60 feet.

*Favored class: rogue. Amphikin are conniving and chaotic. Why make what you can steal?

*Bonus gear: Amphikin trapmaker's kit

How the Amphikin View the Rest of Their World

Auronnes: Spoiled worthless brats. All their preening and singing makes me sick. Not even any fun to prank on 'cause they're so damn simple-minded. Still, love to hear them cry...

Demons: With the right bribe, they can be useful. Of course, the right bribe normally involves a soul, but so long as it's not yours....

Krakodons: I'd never say anything about 'em I wouldn't say to their faces. And they take things WAY to personal to say anything to their faces.

Half-Krakodon: If you work 'em right, these boys make good brute force for hire. Some of 'em just want acceptance. I'll accept a 6 ft tall killing machine on my side any day.

Mahualtae: Damn cats, they pounce at you from the weirdest places. Catch one of them with a prank, then you've done something to brag about.

Neiyar Men: If they weren't so happy, you'd feel sorry for them. The sex can't be THAT good to justify how they get treated.

Neiyar Women: Overbearing, self-centered, self-righteous whores. So worried about everybody else's ego, they should learn to get their own in check.

Outsiders: Some of these guys actually try to be friendly and give you the benefit of the doubt. Poor dumb bastards.

Sample Amphikin:

Zavu, Toade of Noxskull (CR 7): Male Amphikin Rog4/Ftr3; Small Humanoid (Aquatic); HD 4d6+8 (Rogue), 3d10+6 (Fighter); hp 37; Init +8; Spd 20; AC 19; Atk +9 base melee, +11 base ranged; +11 (1d4+4, Assassin's Dagger); SQ: Darkvision (Ex), Immunity: Poison (Ex); AL LG; SV Fort +6, Ref +9, Will +5; STR 14, DEX 18, CON 15, INT 14, WIS 17, CHA 11.

Possessions: Assassin's Dagger. Magic: Amulet of natural armor (+2); Ring: Protection +2.

Skills: Appraise+7, Balance+8, Bluff+3, Climb+8, Diplomacy+1, Forgery+10, Gather Information+2, Hide+12, Intimidate+6, Jump+8, Listen+5, Move Silently+14, Read Lips+9, Search+12, Sense Motive+6, Spot+5, Swim+12, Tumble+10, Use Magic Device+9.

Feats: Dodge, Expertise, Improved Initiative, Mobility, Spring Attack.

Krakodon

Large humanoid

General: The Krakodons claim to be descendants of the great dragons that roamed the wilds thousand of years ago. Where these dragons went or how the Krakodons came to be may never be known. What is known is that the Krakodons share a dragon's pride and love of treasure. This and the Krakodons' patriarchal social structure led to an on-again, off-again war with the Neiyar.

Krakodons are massive humanoids, standing over 7 feet tall and often weighing more than 400 pounds. Their bodies are covered in scales ranging in color from forest green to black. They have a base movement of 30 ft on land and 40 ft swimming.

Lifespan and family: Krakodon males often have several wives, with the first wife receiving "preferred status". Her children become the heirs to the Krakodon's property, she may vote in her husband's absence, and she has control of the household finances. The other wives are little more than slaves. Multiple wives are a status symbol among the race, as are large broods of children. Krakodons lay eggs, which normally hatch in two to three months. The children are raised by the family. A Krakodon becomes self-sufficient in about six months and reached full adulthood in five years.

Krakodons have extraordinary life spans. Village elders are often over 700 years old, and Krakodons living to a 1000 are not unknown. Unfortunately for the race (and perhaps fortunately for the rest of the races), tribal infighting and Krakodonian pride take the lives of many Krakodons before they ever see 100 years. The Krakodons are their own worse enemy.

Languages: Krakodons speak their own language and draconic. Traders and elders often learn common to facilitate trade and diplomatic negotiations with the Neiyar. Other than that, Krakodons rarely bother learning the languages of other races, as they are beneath the great draconic tongue. Bonus languages: abyssal, common, infernal, Undercommon.

Religion: The Krakodons worship Sequedoroc (lesser deity LN), "the First Dragon" and alleged founder of the Krakodon race. Sequedoroc's clerics have access to the domains of war, protection, and strength. Females sometime worship Shadraseque (lesser deity CN), Sequedoroc's consort and protector of all reptiles. Shadraseque's clerics have access to the healing, protection, and animal domains. Some evil-aligned Krakodons worship an unknown evil dragon deity, and this cult is secretly spreading throughout Krakodon society. The Cult is condemned by the elders and anyone caught actively worshipping is executed. The Neiyar believe the cult was introduced by demons to contaminate the Krakodons and use them as weapons against the Neiyar.

Society: Krakodon villages are ruled by a triad of elders. These elders are appointed for life by majority vote of all the village males. Elders may or may not choose to cooperate

Krakodon



with other villages, and open warfare between villages is common. Krakodons are loosely aligned by their clans, so that villages populated by the same clan tend to work together. The region of Shapu is divided among the most powerful of the Krakodon clans and is a violent, dangerous area.

Names: Krakodons normally introduce themselves by their given name. When they wish to make an impression, they will recite their full name. This is usually their given name, clan name (or tribal name), father's name, and the name of a famous ancestor. (Krah'thaknok Romath'ril Krah'tharchon Mahkra'geldornus, for example). The suffix 'ril always follows the clan name. The word Ril means clan in Krakodonian. Sample names: Dak'grathantu, Grok'chakrodus, Korthus'makninor (male) /Basha'thup, Janana'kraki, Kranana'thakina (female).

Racial Features:

*+2 strength, +2 constitution, -2 intelligence, -2 charisma. Krakodons are incredibly strong and healthy, but prefer to settle matters with their fists instead of their heads. They are also arrogant and boisterous, making it difficult for other races to tolerate them for long.

*+3 natural armor bonus, -1 size penalty to AC. The Krakodon's hard, scaly exterior provides natural protection against most attacks, but their large size makes them easier targets.

*+4 racial bonus to swim and hide checks. The Krakodon's long tail helps him maneuver in the murky jungle waters, and their natural coloring helps them hide in the jungle.

+3 bonus to survival and knowledge (nature) checks. Of all the races of Neiyar, the Krakodons are the most in tune with their natural surroundings. All Krakodon receive animal handling (reptile only) as a class skill regardless of class.

*Immunity: Krakodons are immune to natural diseases, and receive a +4 bonus to all fortitude saves versus poison.

*Multiattack feat: When using natural attacks, a Krakodon can make four attacks per round. These are the two claws which deal 1d4 points of damage, a bite that deals 1d3 points of damage, and a tail swipe that does 1d6 points of bashing damage. A Krakodon that hits with both claw attacks can perform a rending attack that deals an automatic 2d4 points of damage as he tries to tear his opponent in half. Individuals hit with the tail swipe must make a reflex save (DC 10+Krakodon's strength modifier) to stay on their feet. Those who fail the save are stunned for one round as they try to get back on their feet and cannot attack or cast spells. Krakodons prefer hand-to-hand combat. When they do use weapons, they prefer two-handed swords and axes.

*darkvision 120 feet. Krakodon darkvision is so powerful that their eyes glow red in the darkness.

*Favored class: Druid. The Krakodons possess a primal connection to their world. Their groves tend to be close to their villages to protect their people.

ECL: +1. Krakodons are more powerful and suffer fewer penalties than other races.

How the Krakodon View the Rest of Their World

Amphikins: Stupid, thieving frogs! They need to show respect to those higher up the food chain. If they didn't look so revolting, we would make them food.

Auronnes: Silly birds. Keep playing that flute and I'll pluck your feathers and make a stew.

Demons: They wish to destroy our island in their war with the Neiyar. Just another reason to hate the Neiyar.

Half-Krakodons: An abomination to our noble race. That one would soil our blood by breeding with a human is an outrage. Slay the children, and torture the father in public as a warning to any foolish enough to follow his lead.

Mahaultae: We respect the abilities of the Tiger Kin. They are worthy opponents and competent trackers. Now only if they didn't have their heads so far up the Neiyar's ass.

Neiyar Men: If they had a backbone and half a brain...their women would rip out their backbones and crush their skulls. If they ever decided to revolt, we would help them...once we got over the initial shock. Until then, ignore them like gnats.

Neiyar Women: Krup'thas! They hobble their men and brainwash each other. They wish to impose their will on those that do not belong to them. One day we will return the favor.

Outsiders: They are good sources of information, and have independent minds. They may prove useful allies in the near future.

Sample Krakodon:

Krah'thaknok (CR 10): Male Krakodon Drd2/Rog3/Ftr4; Large Humanoid (Reptilian); HD 2d8+6 (Druid), 3d6+9 (Rogue), 4d10+12 (Fighter); hp 84; Init +3; Spd 30; AC 18; Atk +10 base melee, +9 base ranged; +10/+5/+5 (1d4+4, 2 Claws; 1d3+2, Bite; 1d6+2, Tail slap); +14 (2d6+8, Krakodonian Scimitar +2); SA: Rend (Ex); SQ: Darkvision (Ex), Immunity: Disease (Ex); RF: +4 bonus Fort Saves vs poison; AL NE; SV Fort +11, Ref +9, Will +7; STR 19, DEX 17, CON 16, INT 11, WIS 14, CHA 10.

Possessions: Krakodonian Scimitar +2. Mithral Shirt. Potion of Fire Breath; Potion of Poison; Bag of holding (Bag 2); Scabbard of keen edges.

Skills: Animal Empathy+4, Diplomacy+4, Disable Device+5, Gather Information+4, Handle Animal+4, Heal+4, Hide+4, Intimidate+4, Intuit Direction+9, Knowledge (nature)+3, Listen+6, Open Lock+6, Search+2, Swim+8, Use Rope+4, Survival+7.

Feats: Cleave, Dodge, Great Cleave, Lightning Reflexes, Power Attack, Weapon Focus: Scimitar, Weapon Specialization: Scimitar.

Spells Known (Drd 4/3): 0 - Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Flare, Guidance, Know Direction, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue; 1st - Animal Friendship, Calm Animals, Cure Light Wounds, Detect Animals or Plants, Detect Snares and Pits, Endure Elements, Entangle, Faerie Fire, Goodberry, Invisibility to Animals, Magic Fang, Obscuring Mist, Pass without Trace, Shillelagh, Summon Nature's Ally I.

Spells Prepared (Drd 4/3): 0 - Detect Magic, Detect Poison, Flare, Purify Food and Drink; 1st - Cure Light Wounds, Entangle, Pass without Trace.
Dire Animal, Bat: Geros; CR 2; Large Animal ; HD 4d8+12 (Animal); hp 30; Init +6; Spd 30, 20, Fly, Good 40; AC 20; Atk +5 base melee, +8 base ranged; +5(1d8+4, Bite); SQ: Blindsight (Ex); AL N; SV Fort +4, Ref +7, Will +3; STR 17, DEX 22, CON 17, INT 1, WIS 14, CHA 6.
Skills: Listen+11, Move Silently+11, Spot+11.

Half-Krakodon

Medium-size humanoid

General: Krakodonian females are unable to carry the child of a non-Krakodonian father. However, there have been rare cases of human females giving birth to a child with a Krakodon for a father. Such infants are killed as an abomination in Krakodon society if caught, but are normally raised to adulthood in Neiyar culture. Half-Krakodons are extremely rare and are usually conceived violently.

Half-breeds of this type are usually taller than normal humans, usually around 6 ft. They tend to have thin lips and slightly reptilian eyes. Some look almost human, while others clearly display their Krakodonian blood. Most have patches of scales across their backs or legs. These scales give them a +1 natural bonus to AC.

Lifespan and Family: Half-Krakodons are usually raised by their mother, but many end up wards of the church or on the streets. They normally reach adulthood around the age of 12, and have a lifespan of around 200 years. Because so many come from broken homes, few live to see old age.

Languages: Half-Krakodons speak whatever languages they learn from their mother.

Religion: Half-Krakodons often worship foreign deities, feeling they have been betrayed by the native gods of the island.

Society: These half-breeds have no real society and tend to be anti-social. They lack the confidence of their fathers, coming across as brooding and introverted. Those that do seek out company normally do so with Outsiders, who seem not to care about their half-breed status.

Racial Features:

*+1 strength, +1 constitution, -2 charisma. The half-breeds are strong and healthy, but have difficulty interacting with other races.

*+1 natural armor bonus

+3 bonus to survival and knowledge (nature) checks. The half-breeds share the Krakodons attunement with their natural surroundings.

*Immunity: The half-breeds benefit from the Krakodon immunity to natural diseases, and also receive a +2 bonus to all fortitude saves versus poison.

*darkvision 120 feet. Half-Krakodon darkvision is so powerful that their eyes glow red in the darkness.

*Favored class: Rogue. The half-breeds unfortunately tend toward the rogue class due to their difficult upbringing.

How Half-Krakodons View the Rest of Their World

Amphikin: Tedious, small minded vermin. But they pay well and leave me alone. That is all I can ask.

Auronnes: Their attempts at friendship are shallow and condescending. Bat them out of the sky like mosquitoes.

Demons: Everyone says how bad they are. I wonder if everyone ever bothers to look in the mirror? Mortals tend to be the worst monsters I have ever met.

Krakodons: If their blood is so pure, I wonder why they do not more resemble their precious dragons? Do you see wings? Or a breath weapon? Or even half the intelligence? At least I admit I'm a bastard.

Mahaultae: Sticky fingers. But other than that, they do not trouble me by showing scorn or mercy. I can respect that.

Neiyar: Condescending wenches. It makes them feel like they are sticking it to the Krakodons when they help one of us. But notice how when you brooch the subject of becoming part of their full society they start to shuffle their feet.

Outsiders: They know our pain.

Auronnes *Not Before the Year 353*

Medium-Size Humanoid

General: Auronnes arrived three hundred years ago to the island when a slave vessel was shipwrecked on the northern shore. The Auronnes had no memory of their original homeland, and their wings had been savagely clipped to prevent them from escaping. The Neiyar took in the three dozen survivors and offered them food and shelter. Soon, the wings healed, but with no memory of where they belonged, the Auronnes stayed on the island.

Auronnes stand between four to five feet tall. Their bodies are covered in feathers ranging from soft white to bright red to the deepest black. They are extremely proud of their plumage, and spend a great portion of the day preening. Auronnes with multicolor plumage are considered the most attractive members of the race. Some Auronnes have taken to dying their feathers with henna or berry juices for cosmetic reasons. Auronnes have a base movement of 40 ft.

Lifespan and family: Auronnes are monogamous. They lay eggs, which hatch in 3 to 4 months. The parents take turns protecting the eggs in their treetop homes. Chicks become self-sufficient in about five years, and achieve adulthood between the ages of 10 to 12



Auronne

years. A group of related Auronne children are referred to as a clutch. Their lifespan is about 70 years.

Languages: Auronnes speak their own language and common. Bonus languages: Auran, Celestial, Draconic, and Sylvan. It is not uncommon for Auronnes to learn Elven, as they find the language beautiful and exotic.

Religion: Auronnes believe in the gods of the Neiyar, but hold the Swan Princess above all. According to legend, the Swan Princess appeared to the original Auronnes before the shipwreck and promised to guide them to her mother's sacred place where they would be free. Rumors of a delicate looking human female with white feathers instead of hair arise upon occasion, normally just before some important undertaking to provide moral support and guidance. The Neiyar originally believed the Swan Princess to be a subconscious carry over from the Auronnes' forgotten past. In recent years, the existence of Swan Bards has made many Neiyar believe perhaps there is truth to the stories after all.

Society: Auronnes often live among the Neiyar, but also have a few tree villages. They have no actual government, since it would never occur to an Auronne to do anything to hurt or upset another Auronne. They are extremely sensitive to the feelings of others, and will go out of their way to right a perceived wrong. They are easily hurt by harsh words, but quickly forgive and forget. Because of their overly caring nature, they have trouble understanding that not everyone is as kind or forgiving.

Names: Auronne names are unpronounceable, being no more than a series of whistles, so they often adopt common names. Many Auronne who have had contact with Outsiders have taken to giving their children elven names. Auronnes honor their friends by naming their hatchlings after them, and often use variants of the same name to honor someone who did a great service. For example, it would not be strange to meet a clutch of Auronne children with the names Alexander, Alexis, and Alexandra.

Racial Features:

*+2 dexterity, +2 charisma, -2 wisdom, -2 constitution. Auronnes are beautiful and graceful, but not very strong in body and somewhat naïve.

*Auronnes can fly at a base speed of 40 ft (good).

*Racial bonus of +4 to spot and search checks. Auronne vision is 3 times as strong as a human's. Their vision is so keen that they receive a +2 circumstance bonus to any saving throw involving an illusion spell (Auronnes receive a saving throw even in situations where other characters do not get one. For example, an Auronne would receive a saving throw to see a creature protected by an invisibility spell) and receive a +2 racial bonus to see through disguises or forgeries.

*Favored class: bard. Auronnes love all things beautiful. Music, art, cosmetics, and poetry fill most of the Auronnes' day.

*ECL: +1 due to the ability to fly.

How the Auronnes View the Rest of the World

Amphikins: I don't know why they are so mean to us. We try to be nice but they just keep hurting our feelings. But then again they get the short end of the stick sometimes, so I guess they try to make themselves feel better by upsetting us. Maybe if we tried harder to be friends...

Demons: Demons are bad. They hurt people for no reason. Stay away from them.

Krakodons: Some of them scare me. They look at you like they think you might taste good with a little seasoning.

Half-Krakodons: They are so moody and depressing. Try to cheer them up, but if you can't get out of their way because they can hit really hard.

Mahaultae: The tiger folk like our music and will even let you color their fur sometimes. It's just weird how stuff disappears around them. I'll bet those Amphikins are pranking on them somehow.

Neiyar: They are like big brothers and sisters. They helped us when we needed it most.

Outsiders: I can just talk for hours and hours to them. They listen really well. They all seem to be prone to headaches, though. I wonder why?

Shava (CR 5): Female Aauronne Brd5; Medium Humanoid (Air); HD 5d6+5 (Bard); hp 18; Init +5; Spd 30, Fly, Good 40; AC 15; Atk +2 base melee, +8 base ranged; +4 (1d6-1, Short bow); RF: +2 circumstance bonus to see through illusions, +2 racial bonus to see through disguises and forgeries; AL CG; SV Fort +2, Ref +9, Will +4; STR 9, DEX 20, CON 12, INT 14, WIS 10, CHA 19.

Possessions: Short bow. Goods: A string of small pink pearls (necklace); two Jeweled anklets. Magic: Bracelet of friends.

Skills: Appraise+3, Balance+6, Craft (Painting)+4, Diplomacy+5, Heal+2, Hide+7, Knowledge (nature)+5, Knowledge (religion)+4, Listen+4, Move Silently+7, Perform+12, Search+9, Spot+11, Tumble+7.

Feats: Alertness, Dodge, Flyby Attack.

Spells Known (Brd 3/4/2): 0 - Dancing Lights, Detect Magic, Light, Mending, Open/Close, Read Magic; 1st - Cure Light Wounds, Detect Secret Doors, Identify, Mage Armor; 2nd - Cat's Grace, Cure Moderate Wounds, Invisibility.

CHAPTER THREE

Of Class and Skill

When the young as me 'What should I do with my life,'
I reply "Do what it is in your nature to do." When you stop
asking others and start listening to yourself, you will
find the path you seek.

Sophia Deva Zina Cembria during her Retirement Ceremony, The Year 632.

Class Restrictions

The following apply to Neiyar humans only. The other races of the Neiyar do not imposed class restrictions on their members. Nor do these rules apply to Outsiders. Outsiders are anyone not of native Neiyar blood. A child born to Elven parents, though born on the island, would still be considered an Outsider. Wizardry is an issue for Outsiders, as Outsiders do not have access to the Tower of Adrienne and most Neiyar wizards will not share or sell high level spells to any male wizard. Outsiders will need to locate a fellow Outsider with arcane spells to learn new spells.

These restrictions, however, are not absolutes. They are more meant to provide roleplaying guidelines and opportunities. These restrictions assume the typical Neiyar human. A player that has a good backstory to explain why the restriction doesn't apply should be encouraged.

Fighters/Barbarians: All Neiyar receive basic training in the art of war, and most possess at least one level of fighter. Most women who continue to train as a fighter pass fifth level swear allegiance to either the Goddess of Warriors Francisca Mahault or The Dark Mother Sophia Kalla. Those few who swear allegiance to Sophia Kalla become Barbarians and continue to raise as such. These women are referred to as Kalli, incarnations of the Dark Mother. Those that swear allegiance to Francisca may continue to raise as a standard fighter, a ranger, or a paladin. Male fighters are forbidden from receiving "formal" training through the Church, though they often train privately or learn from more open-minded Outsiders. While this does not prevent a male character from gaining high ranks of fighter, overt demonstrations of skill will illicit suspicion.

Bard/Rogue: Bards can be either male or female, and there are no restrictions on how far a male bard or rogue can raise.

Monks: There are no monks among the Neiyar. The mentality and isolation associated with life in a monastery is alien to the Neiyar. A few half-Krakodons have been known to become monks.

Paladins: Most Paladins worship Francisca Mahault, though there are a few dedicated to Sophia Mater. Very few Paladins are male, as men are normally discouraged from the warrior's path. Male Paladins that rise above 5th level are watched very carefully, but not held back. Male Paladins are more likely to adventure than female ones, as they see adventuring as an alternative training (since they cannot train with their female counterparts). Some younger Devi question allowing men to hold high levels of Paladinship, but the elders preach that Francisca will smite any paladin that does not uphold the Code of the Neiyar, male or female. Have faith, they say. Some male paladins are the most stringent upholders of the Code of the Neiyar, perhaps hoping through their overzealousness to prove to their female counterparts their worth.

Sorcerers/Wizards: Men are never formally trained as wizards, though some are naturally adept as sorcerers. Male sorcerers often develop their abilities in their late teens or early twenties, and the ability often manifests itself after a series of strange dreams involving the Goddess Adrienne. As the dreams are normally sexual in nature, Adrienne's Devi suspect that the skill is a "gift" from the goddess in exchange for sexual favors. As all male sorcerers are incredibly attractive, the theory makes sense to the goddess's followers. Throughout their lives, the dreams periodically return, and following a dream the sorcerer gains one extra spell per level he can cast for the following day. The dreams stop once the sorcerer has married, but the sorcerer keeps the ability to cast. There is no level limit for sorcerers, as the abilities of a sorcerer are innate and the Neiyar believe Adrienne will simply revoke her favor from any male who goes against the Code. Women can be either sorceresses or wizards.

While males are forbidden from formal wizard training in the Tower of Adrienne, some study under private tutors or through adventuring. In general, men are discouraged from learning magic and therefore there are few male wizards of high level among the Neiyar.

Alternate Uses for Skills

Heal. Characters with Heal ranks of 10 or more have a good understanding of how bone, muscle, and tendons interact and a basic knowledge of the heart, lungs, etc. You know how to stop the flow of blood to prevent a patient from bleeding to death on your operating table. 10 or more ranks in Heal are required for any sort of surgery attempt. Followers of Agri and Healers may take Healing as a class skill regardless of class.

When using the Heal skill to perform surgery, reference the following chart to determine the type of surgery you can perform:

Reset a broken bone:	DC 15
Safely remove a surface tumor, carbuncle, etc:	DC 20
Remove an internal, bodily tumor:	DC 30
Safely cut out a cancerous growth, repair a collapsed lung, get a heart to start beating again:	DC 35
Safely remove a brain tumor, reset a spinal column, or other medical miracle:	DC 40

When used to perform surgery, Heal is subject to critical failures. If you roll a natural one on the check, the patient dies. Also, the chart above assumes you have the proper instruments and a safe place to work. A proper field doctor's kit costs 200 gp. A masterwork kit costs 500 gp, but affords a +2 circumstance bonus to the checks. The GM

can assign penalties for surgery performed with makeshift tools. Players reduced to -10 hit points (clinically dead) can be saved with a DC 30 check if surgery begins within one minute of when the PC hit -10. If the check is successful, the PC rolls a Fortitude Save (DC 15). If the save fails, the PC dies anyway. If successful, the PC has been saved, but permanently loses 1 point of constitution. You cannot take 10 or take 20 on Heal checks involving surgery.

Investigators often use this skill to identify remains. Skeletal remains can be identified by race (DC 12), sex (DC 15) and age (DC 20). This skill can also be used to determine cause of death, from the type of weapon to the type of poison.

Knowledge: Outsider Cultures (Int). This gives you a better understanding of the cultures and ideals of the Outsiders that populate the island. Outsiders cannot take this knowledge. It cannot be taken by players in games ran before 20 B.B.C

Feats and Flaws

FEATS:

Abyssal Smiting (general)

You have learned the Neiyar ways of destroying demons.

Prerequisites: Non-Neiyar, Minimum Wisdom 14, Secret Teacher feat. PC must have had a previous combat encounter with a demon.

Benefit: You can use this feat just as the native Neiyar can.

Accepted Outsider (general) *Not Before the Year 500*

You and your people have been on the island so long, you're almost considered a native.

Prerequisite: 3rd generation Outsider or have lived on the island over 100 years.

Benefit: You are not treated like other Outsiders. You do not suffer the typical prejudices of a normal Outsider. If female, you can access the Tower of Adrienne or the Training Fields of Francisca Mahault. This feat assumes you do not actively seek to circumvent the Neiyar culture.

Bresha Eyes (general)

Your eyes can mesmerize even the coldest heart.

Prerequisite: Minimum Charisma 13

Benefit: Whether due to the unique color of your irises or their unearthly clarity, your eyes attract attention. You receive a +1 inherent bonus to any skill check involving personal interaction (bluff, diplomacy, etc). If you can make eye contact with a humanoid opponent, they must make a Will Save (DC 10+ your Charisma modifier) or suffer a -1 penalty to any attack roll against you. (GM Note: treat this as a gaze attack for game purposes).

Special: This feat can only be taken in character creation.

Divine Intervention (general)

Your Patron Deity watches over you and intercedes on your behalf.

Prerequisites: Divine Spellcaster, Extra Turning, 8 or more ranks Knowledge: Religion.

Benefit: Once per session, you can call on your Faith to help you through a difficult situation. You must declare you are seeking Divine Intervention. Roll Knowledge (religion) against a DC of 25. GM should encourage the PC to actually role-play out the

prayer and add bonuses to the roll depending on the PC's performance. If the roll is successful, the Deity has intervened. It is up to the GM to decide how this intervention happens. (Bonuses to attack for the duration of the combat, extra healing spells, lightning bolt from the sky...use your imagination).

Detect Supernaturals (general)

You can detect the presence of supernatural creatures.

Prerequisites: Wisdom 13 or higher, Survival 4 ranks, Native race of Neiyar

Benefit: On a successful survival check, you can detect the presence of supernatural beings within 60 feet. This feat does not allow you to detect magical items or auras, only supernatural creatures. Use the following chart for clarification:

DC 12: undead, magical beasts

DC 15: arcane and divine spellcasters (cannot differentiate between. Only determine that target is in fact a spellcaster).

DC 20: natural shape shifters, extraplanars, non-spellcasters with spell-like abilities

DC 25: naturally invisible creatures, creatures under the effects of a polymorph spell, native outsiders.

The feat does not allow you to determine the exact nature of the supernatural, just the general category.

Special: All natural animals are assumed to have this feat, explaining why they may act strangely around certain individuals. (A horse bucking in the presence of a vampire, for example)

Draconic Blood (general)

You have Krakodonian blood in you, and benefit from its strength.

Prerequisites: None

Benefit: You receive a +1 bonus to Fortitude saves versus poison and a +1 inherent bonus to any skill checks involving strength.

Special: This feat can only be taken in character creation and cannot be taken by Krakodons or half-Krakodons. The Krakodonian blood is perhaps from a grandparent or great grandparent. Krakodons themselves will consider you just as much of an abomination as a half-Krakodon should they discover your ancestry, but other races probably won't notice /or care.

Dreamcaster (spellcaster)

You can cast certain spells even when asleep or unconscious.

Prerequisites: Iron Will, Silent Spell, Still Spell, Minimum Wisdom 14, caster level 7th.

Benefit: When knocked unconscious or if caught asleep, you can instinctively cast any defensive spell you have prepared. You must make a Will Save (DC 20), to use the ability. If the save is successful, you may cast one spell to protect your unconscious body. The most common spells used are Dimension Door or Teleport (which gets the caster out of harm's way) or healing spells (so the Caster can defend herself normally). This power can only be used once in a forty-eight hour period.

Eccentric Personality (general)

People think you are a bit...off. You get away with things others can't because of it.

Prerequisites: any chaotic alignment

Benefit: For whatever reason, people think you are a bit eccentric and afford you a bit of latitude in your actions. You receive a +2 circumstance bonus to bluff checks, as people are more willing to accept a weird excuse from you.

Fiendish Ally (general)

You have a friend among the legions of hell—sort of.

Prerequisites: None

Benefit: Whether because it sees you as an ally in the Blood War, or just because it wants your soul, a denizen of Hell has taken an interest in your well-being. While it will never act directly on your behalf, it does occasionally provide advice, information, and point you in the direction of useful items (particularly when you are combating demons). You may not even be aware that your benefactor is in fact a devil. The GM will decide who your devilish friend is and why it has taken an interest in you. Unlike most devils, it seems genuinely fond of you for whatever reason and will never try to do you harm (unless you actively work against it). Of course, you may not have any protection from your friend's hellish enemies....

Heart of the Warrior (fighter)

Your strength of will allows you to continue fighting when others have fallen.

Prerequisites: Iron Will, Toughness, Minimum Constitution 14, +7 base attack

Benefit: When reduced to less than 1/10th your original hit points, you receive a +4 bonus to all attacks against your opponents. Once per combat, if an attack would reduce you to zero or less hit points, you may make a Will Save (DC 20) to ignore 1d10 points of the damage. If the save is successful (and you ignored enough damage to still be above zero hit points), you may immediately make an attack of opportunity against your surprised opponent.

Investigator (general)

You have a knack for getting to the bottom of a problem or solving mysteries.

Prerequisites: Minimum Wisdom 14, Gather Information 5 ranks, Sense Motive 5 ranks.

Benefit: You notice things others miss, and have a "sixth sense" when discerning the truth about a situation. You receive a +4 bonus to all forgery, gather information, listen, search, sense motive, and spot checks. You also receive a Will Save (DC 20) to notice magical means of covering up evidence, normally illusions. The feat does not allow you to see through the spell. It only alerts you that something is amiss. Against such spells that allow a saving throw, you receive a +2 bonus.

Mechanically Adept (general)

You have the ability to fix just about anything.

Prerequisite: Minimum 4 ranks Craft (any), Minimum Intelligence 14

Benefit: Regardless of your actual training, you can attempt to fix any damaged item. You have an innate ability that allows you to attempt repair checks even if you have no ranks in the appropriate skill. You receive a +4 circumstance bonus any check to repair damaged weapons, armor, tools, etc. You can even attempt repairs when you are lacking the appropriate tools by making a search check (DC 25) to find enough substitute items to get by, however you do not receive the +4 bonus to the check (but you suffer no penalties, either).

Memory (general)

You are a walking library, remembering information others have long forgotten.

Prerequisites: Int 14

Benefit: Whenever you need to make an intelligence check to remember some location, person, event, etc, you receive a +2 bonus to the roll. This feat also reduces the difficulty for learning new spells by 1, as you remember your lessons easier.

Natural Linguist (general)

Your grasp of language leaves others speechless.

Prerequisites: Int 14

Benefit: The speak language skill only costs you one skill point instead of two and your bonus languages are not limited to your race. Also, receive a +1 bonus to any skill check involving speech.

Repair Mastery (general)

You have an almost supernatural way of repairing even magical items.

Prerequisite: Mechanically Adept, 4 ranks Spellcraft

Benefit: You receive an additional +4 bonus to any check to repair damaged items. The search DC to locate substitute items is reduced by 2. Any repair check that is successful by 10 or more results in the item becoming a masterwork. You can even repair magical items by first making a Spellcraft check (DC 20), then a craft check (DC 30). You must spend 1/25th of the magical item's base price in XP. If the attempt fails, you cannot try again, but still spend the XP.

Smite Demonic Creatures (general)

Your knowledge of the enemy allows you to cause greater damage to abyssal creatures than normal.

Prerequisites: Native race of Neiyar, Base attack 5, Knowledge: Abyssal 4 ranks.

Benefit: You do an additional 1d4+ your intelligence modifier of lawful damage against abyssal creatures and demons. This damage is considered lawful regardless of the characters actual alignment.

Secret Teacher (general) *Not Before the Year 1*

You have a mentor who is willing to ignore the constraints of Neiyar society and teach you in private.

Prerequisites: male Neiyar

Benefit: So long as you remain in your mentor's good graces, you can receive formalized training as a fighter, cleric or wizard. Flagrant shows of power or revealing your abilities to others may endanger both you and your mentor. Also, your mentor can refuse to provide additional training if you should act contrary to her desires.

Special: You should work with your GM to determine who your mentor is and what her motivations are to train you. Your GM may also rule that before raising a level, you need to spend at least some time with your mentor to train.

Trash Talker (general)

You know how to get your opponents off their game with a well-placed insult.

Prerequisite: Cha 14, Bluff 4 ranks, Expertise, Dodge

Benefit: You can trash talk your opponent into slipping up. You and the target make opposed rolls (your bluff versus target's concentration). If successful, you gain a +2 circumstance bonus to AC. If you succeed by 5 or more, you can make an attack of opportunity against your opponent with a +2 bonus to the attack. The check is made each round. The GM should apply appropriate bonuses or penalties to the roll based on how well this feat is role-played.

Unique Resistance (general)

Like any good superhero, you have a special resistance.

Prerequisite: Either the flaw Achilles' Heel or Vulnerability.

For whatever reason, you possess some limited resistance to a certain type of attack. Chose either elemental damage (fire, cold, electricity or acid) or a particular type of material (silver, gold, mithral, etc.) You ignore the first 5 points of damage from any attack from this form. Two notes: you cannot choose steel or wood to have resistance to, and if you take Vulnerability your flaw must involve the exact opposite of your resistance. Example, a character with a Unique Resistance to fire may be especially vulnerable to cold attacks. This feat can only be taken during character creation.

Visions (general)

You get involuntary glimpses of the future.

Prerequisites: none

Benefit: You occasionally receive fleeting glimpses of things to come. Usually, the visions are cryptic in nature. You have no idea where or when the actions in your visions will finally occur, but you know that they will. What little information you can discern may help point you in the correct direction to prevent the visions from happening. Sometimes, the visions are clearer, darker, and more detailed. During these visions, you may enter a trance for several minutes. These visions are usually so dark that you must make a Will Save (DC 20) or act as if under the effects of a Confusion spell. You may also suffer nightmares from these visions.

Wealthy (general)

Either you come from an established merchant family, or received some inheritance. Regardless, you have more starting money than the average adventurer.

Prerequisites: none

Receive an extra 10% starting funds. Note: This feat can only be taken in character creation.

Using Flaws

Flaws, like feats, should help flesh out your character to provide greater depth. Unlike feats, flaws do not provide special abilities. Instead, they symbolize imperfections that impose penalties and limit on what your character can do.

Why take flaws? For every flaw, you may give your character an extra feat. Flaws can only be taken during character creation, and you can have no more than three. Your GM must approve flaws, because they often rely on the GM's willingness to use them while creating the story. A flaw that never causes the player a problem isn't really a flaw at all.

Flaws can also be fun and provide interesting story twists. A character suffering from Animal Magnetism may find one of his enamored followers has gotten herself kidnapped by cultists thinking she really is his girlfriend. And a Gullible PC may agree to help someone who later turns out to be trying to kill the party. And pity the poor fool who is Haunted or suffers Demonic Persecution. The story hooks can help revitalize a game.

Achilles' Heel: You have one body part (not necessarily a heel) that is particularly vulnerable to damage. If you are ever struck in this location, you suffer x3 damage from the attack. In combat, there is a 1% chance per round that an attack hits that spot. Roll at

the beginning of each round. The first successful attack against you that round hits your vulnerable area.

Animal Magnetism: You attract members of the opposite sex...whether you want to or not. For some reason, members of the opposite sex find you irresistible. This is more than a simple attraction. Your followers become rather obsessive, and may not even be the same race as you. They fight over you in taverns, follow you, try to sneak into your tent, and otherwise cause you problems with their attempts to capture your attention. Your magnetism does not affect ALL members of the opposite sex; just those that already have obsessive personalities.

Creepy: People think you are a bit creepy. While the flaw gives you a +2 to intimidation rolls, you also suffer a -4 to bluff, diplomacy, and performance checks. Cannot be taken with the feats Eccentric Personality or Leadership. Shalraeku cannot take this flaw.

Demonic Persecution: A minor demon has taken an interest in you and seeks to make your life miserable. Either because it has orders from higher ups or you are just too powerful, it does not directly attack you. It has a knack for acting up at the wrong time, causing you a great deal of trouble. Whether it's stealing a Deva's jewelry and planting it on you or fraying a rope to break at an inopportune time, the demon takes pleasure in your misery.

Easily Bruised: You bruise easily. You take an additional point of damage from all weapons (including natural weapons). You may not take feats that affect your hit points.

Gullible: You have difficulty discerning the true motives of others and tend to take statements at face value. You suffer a -6 penalty on all Sense Motive checks. You are also considered an "easy mark". Pickpocket attempts against you receive a +2 circumstance bonus. This Flaw cannot be taken with the Investigator feat.

Haunted: You are haunted by a spirit. For whatever reason, the spirit has become fixated on you. Perhaps you remind it of someone it knew when living, or you were responsible for its death. Regardless, it will never directly attack you. It may even attempt to save you if in danger, but this is because its very existence is linked to you. Just because it needs you for self-preservation, however, does not mean it is benevolent. And even spirits that mean well have a way of screwing things up. Any attempt by you or your allies to destroy the spirit or get rid of it causes you incredible pain. You suffer 2d10 points of damage *per round* attempts are made to free you of it. This only applies to your own or your allies' attempts to put the spirit to rest.

Imperfect Spellcaster: Whether due to poor research or just bad luck, sometimes your spells just don't do what they are supposed to do. Once per session, the GM may call for a percentile roll. Use the following chart to determine effect:

01-75%: Spell goes off without a problem

76-85%: Spell goes off at only ½ strength

86-98%: Spell fails.

99-100%: Spell blows up in your face, dealing 2d6 points of concussive damage to you and 1d6 points of concussive damage to everything within 10 feet (no save).

Phobia: You have an irrational fear of something. Whenever confronted by the object of your fears, you must make a Will Save (DC 15) or flee for 2d4 rounds. After that time, you may make another Will Save (DC 15). This pattern continues until either you make the Saving Throw OR the object is disposed of somehow. Consult with the GM when selecting the phobia to decide what is and is not appropriate.

Rage: Your anger gets the better of you. Whenever you are insulted (real or imaginary) or lose $\frac{3}{4}$ of your hit points in combat, you fly into a blind rage. Spellcasters lose the ability to cast spells and fighters become careless as they seek to tear apart their enemies. When enraged, you suffer a -2 penalty to your AC and Reflex saves. You must make a Will Save (DC 13—or more, depending on circumstances) to avoid flying off the handle.

Skittish: When excited or stressed, you become clumsy. You suffer a critical failure on a Natural 1 or 2 during stressful situations, and even skill checks involving dexterity or strength are susceptible to critical failures. Cannot be taken with the feats Lightning Reflexes or Combat Reflexes.

Tainted Aura: You make people uncomfortable for no apparent reason. Babies cry, dogs bark, horses buck. You cannot attempt any skill untrained that involves animals, and even those in which you have training suffer a -2 penalty. The GM may impose the same penalties to social rolls with random NPC's to represent the affects of your aura. Shalraeku cannot take this flaw.

Traveling Circus: Animals follow you. Each session, you pick up another animal that follows you around. These animals flee at the first sign of danger, but return when things calm down to lick your wounds and make sure you are O.K. These animals are usually dogs, cats, squirrels, rabbits, or birds. With the appropriate skills and spells, you might be able to train some of them to be useful, but for the most part they just follow you around looking cute and rummaging through your rations. When this flaw is taken, roll 1d4. That number plus your Charisma modifier is the max number of animals that will follow you at any given time.

Vulnerability: For whatever reason, you are particularly vulnerable to a certain type of attack. Choose either elemental damage (fire, cold, electricity or acid) or a particular type of material (silver, gold, mithral, etc.). You suffer an additional 2d4 points of damage versus this type of attack. In the case of materials, even handling the material does 1d3 points of damage per round.

Weak-Willed: You are susceptible to mind-affecting attacks. You suffer a -2 penalty to all Will Saves, and the DC to intimidate you is reduced by 2. This Flaw cannot be taken with the Iron Will feat.

New Class: Tiger Shaman (TS)*Not Before the Year 553*

Of the men who declare the Tiger Lord as their Patron Deity, a few have developed the ability to cast clerical skills. This is a recent phenomenon that has caused no small amount of concern among the Deva of different churches. The Deva of the Warrior Goddess have accepted the Tiger Shaman as equals, without giving any explanation to the other churches. Devi of Sophia Kalla accuse the Devi of Francisca of hiding the existence of the Tiger Shaman and claim they have existed for far longer. To date this has remained nothing more than a verbal argument, but some fear the two churches may one day cross blades over the matter.

Adventurers: A Tiger Shaman adventure for the thrill of the hunt, to track down enemies of the Neiyar or Mahaultae, or to improve their abilities.

Characteristics: A Tiger Shaman combines the rational thought of a human with the instinctive hunting abilities of the Tiger. While they love the thrill of the hunt, they do not jump frivolously into the fray.

Alignment: Any neutral

Religion: Tiger Lord.

Background: A Tiger Shaman is normally the husband or son of Devi of Francisca Mahault.

Races: Neiyar males.

Other Classes: A Tiger Shaman rarely associates with clerics other than the Devi of Francisca Mahault or the Tiger Lord and watch other clerics carefully. They are comfortable around rangers and druids, but only tolerate bards (who they find frivolous and annoying) and rogues (who they find dishonorable).

Abilities:

Hit Dice: d6

Class Skills: Balance, Concentration, Craft (any), Heal, Hide, Knowledge (Nature), Listen, Move Silently, Search, Spellcraft, Spot, Survival, Swim, Tumble.

Skill Points at first level: (6+Int modifier) X 4

Skill Points at Each Additional Level: 6+ Int Mod

Class Features:

Weapon and Armor proficiency: A Tiger Shaman is proficient in the use of all simple and martial weapons and light and medium armor.

Spells: A Tiger Shaman can cast a number of clerical spells per day. His Wisdom modifier determines bonus spells and saves versus his spells.

Tiger Form: At 5th level, The Tiger Shaman may take the form of a tiger a number of times per day based on his wisdom modifier. The form lasts 1d4 hours. While in this form, the Tiger Shaman uses his own intelligence, wisdom, and charisma scores. In the new form, he uses the strength, dexterity, and constitution scores of a normal tiger and otherwise has all the physical abilities of a normal tiger. At 9th level, he can take the form of a Dire Tiger.

Wrath of the Tiger Lord: At 15th level, gains the ability to turn into a weretiger once per day. The change lasts for 1 hour. Those damaged by the Shaman's claw or bite attacks while in this form do NOT run the risk of contracting lycanthropy.

Blessing of the Tiger Lord: At this level, the Tiger Shaman becomes a weretiger with full control over his ability to change forms. His type changes to shapeshifter. The shaman can chose whether or not to infect a target with lycanthropy through his natural attacks will in weretiger form.



Tiger
Shaman

TIGER SHAMAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	1	1	0	2	<i>Spells</i>
2	2	2	1	3	
3	3	2	1	4	
4	4	3	2	5	
5	4	4	2	6	<i>Tiger Form</i>
6	5	4	3	7	
7	6/1	5	3	8	
8	6/1	5	4	8	
9	7/2	6	4	9	<i>Dire Tiger Form</i>
10	8/3	6	5	9	
11	8/3	7	5	10	
12	9/4	7	6	11	
13	10/5	8	6	12	<i>Wrath of the Tiger Lord</i>
14	10/5	8	7	12	
15	11/6/1	9	7	13	
16	12/7/2	9	8	13	
17	12/7/2	10	8	14	<i>Blessing of the Tiger Lord</i>
18	13/8/3	10	9	14	
19	14/8/4	11	9	15	
20	14/8/4	11	10	15	

Tiger Shaman Spell Progression

Class Level	Spells per Day					
	0	1 st	2 nd	3 rd	4 th	5 th
1	3					
2	4	1				
3	5	2	1			
4	6	3	2	1		
5	6	4	2	2		
6	6	5	3	3		
7	6	5	3	4	1	
8	6	6	4	4	2	1
9	6	6	4	5	2	1
10	6	6	5	5	3	2
11	6	6	6	6	3	2
12	6	6	6	6	4	3
13	6	6	6	6	4	3
14	6	6	6	6	5	4
15	6	6	6	6	5	4
16	6	6	6	6	6	5
17	6	6	6	6	6	5
18	6	6	6	6	6	6
19	6	6	6	6	6	6
20	6	6	6	6	6	6

New Class: Trapper (TRP)

Trappers, like rangers, live off of the land. Unlike rangers, they feel no particular need to protect or conserve the wilderness. They make their living catching big game, either to feed a community or to bring down a dangerous beast. They occasionally turn their attention to trapping humanoid prey, either for the bounty or for some more sinister purpose.

Adventurers: Trappers rarely volunteer their services. More often, they are sought out and hired for a particular job.

Characteristics: Trappers care little for philosophical thoughts or abstract ideas. They are unerringly practical, often boiling a problem down to the simplest terms. It's not that they lack the intelligence to comprehend more abstract ideals; they just realize that abstract doesn't put food in your belly or shelter over your head.

Alignment: All trappers are a neutral alignment. True neutral trappers tend to be rather stoic and seek to maintain some semblance of balance. They don't over hunt an area or kill for sport, but they don't particularly care if some evil monster has set up shop in the area unless it crosses his path. Neutral good trappers try to help out the communities they live near, while neutral evil trappers only care about themselves and how a given situation affects them.

Religion: Neiyar Trappers usually worship Roarth, though some worship the Tiger Lord. Outsider trappers can worship any nature deity native to their homeland.

Background: Trappers are normally born into a trapping family. For them, it is a way of life handed down through the generations.

Races: While most Trappers are human, a few come from among the Krakodons and the Mahaultae.

Other Classes: In an adventuring party, the Trapper normally serves as a scout. They work well with fighters, Rangers, and Druids. They get annoyed by bards, who they feel are a bit too caught up in their arts. They don't mind benefiting from arcane and clerical spells, but view wizards and clerics as soft because they spend too much time studying and prayer and not enough in "the real world." Trappers and rogues usually develop friendly rivalries, each using the other to test his skills.

Abilities: Intelligence helps the trapper design and place his traps. Dexterity helps him manipulate other traps and get out of harm's way.

Hit Dice: d6

Class Skills: Concentration, Craft (trapmaking), Decipher Script, Disable Device, Gather Information, Hide, Listen, Move Silently, Profession (trapmaker), Rope Use, Search, Spot, Tumble.

Skill Points at first level: (6+Int modifier) X 4

Skill Points at Each Additional Level: 6+ Int Modifier

Class Features:

Weapon and Armor proficiency: Trappers are proficient in the use of all simple and martial weapons and light and medium armor. At third level, they gain the ability to use nets to ensnare opponents, gaining a +2 to all attack rolls involving a net.

Detect/Disarm Traps: Trappers can detect and disarm traps, even magical ones, just like the rogue ability.

Detect Secret/Hidden Doors: Trappers receive a +4 bonus to spot or search checks to discover secret and hidden doors, even when not actively looking for them.

Trapped Weapons: The Trapper is so adept at safely placing traps that he can even trap his own weapons. The traps normally go off under a certain set of circumstances: the

Trapper scores a critical hit, the opponent has a critical failure, the opponent attempt to disarm. When the set circumstances occur, the trap goes off. Such traps usually involve either extra damage (such as a flurry of needles released from the hilt doing 1d4 extra damage), or poisoning (a secret compartment opens to splatter or inject the opponent with some form of poison). The difficulty to safely trap his own weapon is DC 20. The trap must be reset after each use.

Trap Potency: At 9th level, the traps made by the Trapper become increasingly deadly. The DC to find their traps and to disarm them increases by 2, and any damage dealt by the trap does an additional 1d6 points of damage.

Damage Reduction: At 12th level, the Trapper’s knowledge of how traps work allows him to avoid some of the damage of a trap, even if he didn’t know it was there. Trappers ignore the first 10 points of damage from traps that goes off near them. Versus trap affects that reduce damage to ½ on a successful save, the Trapper takes no damage if the save succeeds.

Master Trapmaker: At 15th level, The DC to find or disarm the Trapper’s trap increases by an additional 4, and the trap does an additional 1d6 points of damage (this stacks with Trap Potency).

Reveal Traps: At 20th level, the Trapper can spot any type of trap without a thought. He does not need to make any roll to locate traps, secret doors, or hidden doors when the DC is under 35. He still rolls to disarm traps, but he receives a +4 bonus to the roll.

TRAPPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	0	2	1	<i>Trapmaking, Detect/Disarm Traps</i>
2	1	0	3	1	
3	2	1	3	2	
4	2	1	4	2	<i>Net Use</i>
5	3	2	5	3	<i>Detect Secret/Hidden Doors</i>
6	3	2	5	3	
7	4	3	6	4	
8	4	3	6	4	Trapped Weapons
9	5	4	7	5	<i>Trap Potency</i>
10	5	4	8	5	
11	6/1	5	8	6	
12	6/1	5	9	6	Damage Reduction vs traps
13	7/2	6	9	7	
14	7/2	6	10	7	
15	8/3	7	11	8	Master Trapmaker
16	8/3	7	11	8	
17	9/4	8	12	9	
18	9/4	8	12	9	
19	10/5	9	13	10	
20	10/5	9	13	10	

New Prestige Classes

Arcane Rogue (AR)

Few minds are as devious, cunning, and dangerous as the Arcane Rogue. Skilled in both stealth and spellcraft, the Arcane Rogue melds the power of an arcane spellcaster with the quiet skills of a rogue.

Adventures: Arcane Rogues adventure for many of the same reasons as other rogues: money, treasure, adventure, etc. Some decide adventuring is the only way to improve their talents. Some are simply forced to adventure to avoid being caught by authorities.

Hit Dice: d6

Requirements:

To qualify to become an Arcane Rogue, the character must meet the following requirements.

Alignment: Any non-lawful

Abilities: minimum Intelligence 14

Base attack: +4

Skills: +8 spellcraft, +8 ranks in any three rogue class skills.

Feats: Silent Spell, Still Spell

Other: Ability to cast 3rd level arcane spells.

Class Skills: Class skills are alchemy, appraise, craft, decipher script, escape artist, forgery, gather information, hide, Knowledge (all), listen, move silently, open locks, pick pocket, read lips, search, sense motive, spellcraft and spot.

Skill points at each level: 6 + INT modifier

Class Features:

Arcane Backstab: At 3rd level, the Arcane Rogue can use spells instead of weapons to make a backstab attack. The spell must be one that designates a specific target (so Magic Missile could be used, but not Burning Hands). If the spell effect inflicts actual damage, add the character's total backstab bonuses to the damage. Spells that do not inflict damage but have some other affect (such as Poison) apply a +4 circumstance modifier to Save DC. Spells that require Will Saves (such as Charm Person) cannot be used. Victims cannot make Reflex Saves against spells used in a backstab attempt, even if the spell normally allows one. The Arcane Rogue can be no more than 30 feet away to use this power, regardless of the spell's actual range.

Dispel Traps & Locks: At 7th level, Arcane Rogues can add half his spellcraft ranks to a disarm device or open locks check involving magical traps or locks.

Silent Caster: At 1st level, the Arcane Rogue can cast a number of spells per day silently, as if they had been prepared in advance using the feat Silent Spell. One spell per Arcane Rogue level may be converted this way, and the spell can be of any level the Arcane Rogue can cast. The spell does not use up a spell slot of a higher level.

Spells: The Arcane Rogue may add this level to his arcane caster levels to determine number and level of spells available. Do not add this level to other level-dependent variables.

Still Caster: At 5th level, the Arcane Rogue can cast a number of spells per day without using somatic components, as if they had been prepared in advance using the feat Still Spell. One spell per every two levels of Arcane Rogue level may be converted this way, and the spell can be of any level the Arcane Rogue can cast. The spell does not use up a spell slot of a higher level.

ARCANE ROGUE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	1	1	2	1	<i>Silent Caster</i>
2	1	1	3	2	+1 caster level
3	2	2	3	2	<i>Arcane backstab</i>
4	2	2	4	3	+1 caster level
5	3	3	4	3	<i>Still Caster</i>
6	3	3	5	4	+1 caster level
7	4	4	5	4	<i>Dispel Traps and Locks</i>
8	4	4	6	5	+1 caster level

Arcane Warrior (AW)

The bond between the sisters Francisca Mahault and Adrienne is strong. The goddesses of might and magic have always supported each other. This unity of purpose is evident in the Arcane Warrior. Masters of both the sword and the spell, Arcane Warriors protect the Neiyar from supernatural enemies.

An Arcane Warrior can come from any combination of arcane spellcaster and warrior. Some are sorceress/rangers who travel the land searching for adventure. Others are wizard/fighters who live in the cities providing support to the standing guard.

Adventures: Arcane Warriors adventure to test their skills, provide support for adventurers on important missions, or to recover lost treasure or lore. They are as interested in magic items as they are masterwork weapons and can use either with great skill.

Hit Dice: d6

Requirements:

To qualify to become an Arcane Warrior, the character must meet the following requirements.

Alignment: Any non-evil

Abilities: minimum strength 12, minimum intelligence 14, minimum dexterity 14

Base attack: +6

Skills: spellcraft 8 ranks, knowledge arcane 8 ranks, concentration 10 ranks

Feats: armor proficiency, weapon focus (any), combat casting, expertise, quicken spell

Class Skills: The Arcane Warriors class skills are concentration, craft, jump, knowledge arcana, profession, search, spellcraft, scry, swim and tumble.

Skill points at each level: 4 + INT mod

Class Features:

Steel Mind: The Arcane Warrior gains a +10 circumstance bonus to concentration checks when casting during combat.

Spells: The Arcane Warrior adds this level to her primary casting class to determine total levels when calculating number of spells.

Arcane
Warrior



ARCANE WARRIOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	0	1	1	Steel Mind
2	1	1	2	1	Armor Skill/+1 caster level
3	1	1	2	2	Enhanced Combat Casting
4	2	2	3	2	+1 caster level
5	2	3	4	3	Enhanced Armor Skill
6	3	3	4	3	Mystic Weapon/+1 caster level

Armor Skill: The Arcane Warrior's knowledge of arms and armor lowers her chance for arcane spell failure. She may subtract her intelligence modifier from her spell failure chance when wearing armor. At 5th level, she is so skilled at casting in armor that she no longer suffers penalties.

Enhanced Combat Casting: If the Arcane Warrior has multiple attacks, she may substitute one of her attacks to cast a spell without provoking an attack of opportunity. Spells that take more than one action to cast cannot be used in this fashion.

Mystic Weapon: Any weapon the Arcane Warrior picks up is treated as a magical weapon. Divide the Arcane Warrior's Charisma modifier by 2 to determine the weapon bonus. Non-masterwork weapons that are so imbued crumble to dust in 2d6 rounds. This bonus also stacks on weapons that already have a magical modifier, though unique magical weapons or weapons with more than a +3 bonus cannot be affected with this power. The weapon immediately reverts to its original power level once the Arcane Warrior puts it down.

Example: Carlana picks up a +1 flaming longsword. She has a Charisma modifier of 2. In her hands, the sword becomes a +2 flaming longsword. At the bottom of a dungeon, she finally locates the prize: a +2 wounding scimitar. Because the weapon possess more than a +3 total bonus, her special ability does not apply.

Chosen of Agri (CA)

Agri's church is divided into two camps: healers and naturalists. Healers stay within society and tend to the sick. Naturalists like to be out in the world learning what the spirits of the plants and trees can teach them. Most Chosen come from Agri's clergy, though many are rangers. A person with levels of Healer cannot later take the Chosen of Agri class, or vice versa. Though both prestige classes are beloved by Agri, they serve different purposes to the church.

Adventures: The Chosen adventures to enjoy the beauty of the natural world. He lives to share his appreciation of the bounty of the soil with all around him. Through wisdom, he seeks to teach others to live in concert with, not at war against, nature.

Hit Dice: d8

Requirements:

To qualify to become a Chosen of Agri, the character must meet the following requirements.

Alignment: LN, N, NG

Abilities: minimum wisdom 15, minimum constitution 12

Base attack: +5

Skills: knowledge (nature) 8 ranks, survival 8 ranks

Other: Patron deity is Agri. Ability to cast *Speak with Plants*.

Class Skills: The following are considered class skills to the Chosen of Agri: Concentration, Climb, Diplomacy, Heal, Knowledge: Geography, Knowledge: Nature, Knowledge: Religion, Listen, Search, Spot, Spellcraft, Survival.

Skill points at each level: 4 + INT modifier

Class Features:

Domain Spells: Chosen who are clerics may select an additional Domain from which to cast spells. Rangers may choose one of Agri's Domains and gain access to one Domain spell per level they can cast.

Increased Spells: Chosen add this level to their primary casting level to determine number of spells that can be cast. These levels should not be used when calculating turning ability, etc.

Transport via plants: The Chosen may use the spell *Transport via Plants* as an innate spell once per day.

Command Plants: The Chosen can use the spell *Command Plants* as an innate spell once per day.

Plantmorph: The Chosen may turn himself into any plant or plant creature as if under the effects of a *Polymorph Self* spell once per day. The effect lasts for 2d10 minutes plus 1/minute per character level.

CHOSEN OF AGRI

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	1	1	0	2	Domain Spells
2	1	2	1	2	+1 caster level
3	2	2	2	3	Transport via plants
4	2	3	2	3	+1 caster level
5	3	3	3	4	Command Plants
6	3	4	3	4	+1 caster level/Plantmorph

Chosen of Roarth (CR)

While most people see animals as a resource for food, clothing, or sport, the Chosen feel a deep kinship with them. Animals sacrifice their lives to provide food for humans, and their spirits stay behind to provide protection. The Chosen honor this sacrifice by assuring that all animals are treated with dignity and respect.

Most Chosen come from Roarth's clergy or rangers. Rogues and wizards spend too much time in towns and cities to appreciate the full value of wild creatures. The occasional traveling bard or sorcerer may become a Chosen, but usually after some incredible event (being saved by a wild animal, witnessing a loyal animal companion pull its master to safety, etc). Even then, these are usually individuals with some previous clerical talent.

Adventures: The Chosen adventure because they know no other way. They wander in search of wrongs committed against animals. For as the teachings of Roarth state, "How a people treat their animals shall bear witness to how they treat each other."

Hit Dice: d8

Requirements:

To qualify to become a Chosen of Roarth, the character must meet the following requirements.

Alignment: Any good. A Chosen who changes to any non-good alignment loses all abilities of this class.

Abilities: Minimum Wisdom score 13.

Base attack: +5

Skills: +8 ranks animal empathy, +8 ranks survival

Feats: weapon focus (Bow or spear)

Spell casting: Ability to cast Speak with Animals

Other: Must have Roarth as patron deity

Class Skills: The Chosen's class skills are animal empathy, climb, concentration, handle animal, intuit direction, knowledge (nature), ride, use rope and survival.

Skill points at each level: 4 + INT modifier

Class Features:

Anima: At 7th level, the Chosen can summon an animal spirit. Having proven his loyalty to his fellow animals, the Chosen can bind his soul with the animal spirit to receive special abilities. By accepting the spirit, the Chosen agrees never to harm an animal associated with the spirit. The known anima powers are:

Tiger spirit: +2 dexterity

Snake spirit: regenerate 1 hp/minute

Bat spirit: Blindsight

Gorilla spirit: +2 strength

Falcon spirit: +10 circumstance bonus spot and search checks, ability to see 3x as far as a normal human.

Toad spirit: +2 constitution

Crocodile spirit: +2 natural armor bonus, +4 bonus swim checks

Once joined with the spirit, the union can only be broken with the death of the Chosen. The Chosen ceases to be a normal human. His type changes to Outsider.

Spells: Add the Chosen of Roarth level to the character's primary casting class to determine number of spells. This does not apply to level specify abilities such as turning undead.

Venom immunity: The Chosen is immune to all natural animal venoms.

Speak with Animals: The Chosen may speak with any natural animal as if permanently under the effects of a Speak with Animals spell. The Chosen can speak to several different animals at the same time, if necessary. Remember that animals have animal intelligence. A tiger may be able to say that reptile men came through an area, but not how many.

Wild Shape: The Chosen can use the Druid ability *Wild Shape* once per day at 4th level, and twice per day at 6th level.

CHOSEN OF ROARTH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	1	1	0	1	+1 spellcaster level, venom immunity
2	2	2	1	2	Speak with Animals
3	3	3	1	2	+1 spellcaster level
4	4	3	2	3	Wild Shape 1/day
5	5	4	2	3	+1 spellcaster level
6	6	4	3	4	Wild Shape 2/day
7	7	5	3	4	Anima

Healer (HLR)

The Healer is perhaps the most respected profession among the Neiyar. Gifted with both the instinct and knowledge to perform medical miracles, Healers are valued throughout society as life savers.

The Healer may have been an adventurer who lost too many friends to a combination of vicious opponents and a shortage of healing spells and potions. Or perhaps she was a cleric who sought help for those that needed that which her divine spells could not provide. Some Healers join with adventuring parties embarking on dangerous missions to insure that all come home to their families. Regardless, they are welcome wherever they go.

Healers are caring, strong-willed individuals who refuse to give up on a patient. Thinking little for their own safety, they often jump onto the battlefield to save a dying comrade even as an enemy attempts to deal a death-blow.

Most Healers begin as clerics of Agri, though individuals from all walks of life may hear the call. Even a few Outsiders who have witnessed the caring touch of the Healer have been moved to join their ranks.

Adventures: Healers join adventuring groups in order to insure the health and wellbeing of the entire party. They are usually hired from the local temple or hospital, but often volunteer their services to groups undertaking particularly dangerous but noble missions.

Hit Dice: d6

Requirements:

To qualify to become a Healer, the character must meet the following requirements.

Alignment: Any good. A Healer who changes to any non-good alignment loses the supernatural abilities of this class.

Abilities: Minimum Wisdom score 13.

Skills: +8 ranks healing, +8 ranks knowledge (nature), +4 knowledge (anatomy), +4 ranks: alchemy

Feats: brew potion, Skill focus (heal)

Spell casting: Ability to cast *cure light wounds*

Other: Must accept Agri as patron deity

Class Skills: The Healer's primary class skills are alchemy, concentration, craft, heal, knowledge (nature), knowledge (anatomy), profession (doctor), spellcraft, and survival.

Skill points at each level: 6 + INT modifier

Class Features:

Agri's Touch: The Healer can use the surrounding plants to create healing salves. On a successful Knowledge (nature) check (DC 15), the Healer can locate the correct plants and herbs in the vicinity to create a healing paste. Once the proper herbs have been found, an alchemy check (DC 15) must be made to prepare them for use, and the process takes about three minutes. When applied to a wound or infected area, the non-magical elixir will heal 1d6 points of damage, stall the spread of natural diseases or infections for one day, or delay any natural poison for 1 hour. It has no affect on ingested poisons or internal infections. The paste can be made in advance, and can be stored for up to three days in an air-tight container. A paste prepared for future use requires an alchemy check (DC 20) and about an hour to make. One application of paste normally sells for 10 gp. While the gift can be used several times a day, only one application can be made per use of the power. The pastes are popular with adventurers because they weight only a third of the weight of a potion and are far cheaper than potions.

Preemptive Healing: The Healer can create potions that boost the immune system and make individuals more resistant to damage. On a successful alchemy check (DC 20), the Healer can brew a preemptive potion that provides an additional 2d4 hit points for twenty-four hours. Creating the potion consumes 20 gp in medicinal herbs and it sells for 50 gp on the open market. By consuming one potion daily for a week, the potion provides a +1 bonus to all fortitude saves and DR 1 against any physical attack (but not against damage caused by spells or spell-like effects). Consuming daily for two weeks provides the added bonus of complete immunity to natural poisons. These benefit last for as long as the individual continues to consume one potion per day. Ceasing consumption of the potions causes the effects to end within forty-eight hours. A Healer can brew up a potion in about a half hour. Potions can be stored indefinitely.

The additional hit points are used up first. More than one wizard owes her life to the few extra hit points provided by these potions.

Combat Healing: The Healer can perform any act of healing during combat without provoking an attack of opportunity. This can include casting a healing spell, administering a salve, or making a heal check. While administering to a patient, the Healer receives a +2 deflection bonus to AC. Combat Healing is a supernatural ability.

Agri's Gift: The Healer can cure any diseases. The Healer makes a knowledge (medicine) roll (DC 20) to identify the disease. Once identified, the Healer can use Agri's Touch to create a salve to treat even supernatural diseases. The difficulty for both the knowledge (nature) and alchemy check increases by 5, but if successful the salve can completely cure the disease with three days of treatments. Alchemy checks must be made

HEALER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	0	0	2	Agri's Touch
2	0	0	0	2	Preemptive Healing
3	1	1	1	3	Combat Healing
4	1	1	2	3	Agri's Gift
5	2	2	2	4	Regenerative Touch

each day. When prepared this way, the paste cannot be stored for any period of time, but it can be consumed and therefore used to treat internal diseases.

Regenerative Touch: The Healer can cast each of the following spells 3x/day: Cure Light Wounds, Cure blindness/deafness, lesser restoration, and neutralize poison. Use the Healer's total levels (not just Healer levels) to determine caster level. This is a supernatural ability.

Prankmaster (PRM)

A good joke reminds us how important humor can be, frees us from the chains of complacency put upon us by polite society, and elevates the intellect to accepting new ideas. At least, that is what the Prankmaster believes. Most prankmasters are rogues or bards, but a few sorcerers who follow Sophia Groa, as well as many of her clerics, sometimes become Prankmasters.

Adventures: Prankmasters adventure for a host of reasons: everything from boredom to dreams of wealth. While the Prankmaster's skills protect her fellow adventurers from traps and ambushes, there really is nothing to protect them from the Prankmaster herself.

Hit Dice: d6

Requirements:

To qualify to become a Prankmaster, the character must meet the following requirements.

Alignment: Any Chaotic

Abilities: minimum intelligence 14, minimum charisma 12

Base attack: +4

Skills: +8 bluff, +8 knowledge (traps), +4 rope use

Feats: Alertness, improved initiative

Other: Must be either Amphikin or have Sophia Groa as patron deity.

Class Skills: The Prankmaster's class skills are bluff, decipher script, disguise, escape artist, forgery, gather information, hide, listen, move silently, read lips, search, sense motive, and slight of hand.

Skill points at each level: 8 + INT modifier

Class Features:

Trickery Domain: The Prankmaster gains access to the Trickery Domain. Treat levels of Prankmaster as spellcaster level to determine which domain spells can be used.

Prankmaster



PRANKMASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	0	2	1	Trickery Domain
2	1	0	2	2	Sixth Sense
3	1	1	3	2	Slight of Hand (1d6)
4	2	1	3	3	riddles
5	2	2	4	3	Slight of Hand (2d6)
6	3	2	4	4	Master Trickster

Characters who already have access to the Trickery domain may add Prankmaster level to their cleric level to determine access.

Sixth Sense: The Prankmaster has a chance of detecting ambushes and traps within 100 yards of her. She must make a Will Save (DC 15) to be successful. This is a supernatural ability.

Slight of Hand: Prankmasters are so skilled at fooling others they can perform sneak attacks on individuals even when they are expecting an attack from her. Any round where the Prankmaster wins initiative with her opponent, she can choose to make a sneak attack at a -2 penalty. If successful, the attack does an additional 1d6 points of damage. At 5th level, this damage increases to 2d6. This ability does not stack with the normal rogue sneak attack. The attack must be made with a melee weapon.

Riddles: The Prankmaster can attempt to confuse an opponent by reciting a series of riddles to him. The target must be able to understand the Prankmaster for the power to work. The target must make a will save (DC 10+ charisma modifier + Prankmaster level) or become confused as if affected by a Confusion spell. This power works on any creature with an intelligence that can understand the Prankmaster, even if it would normally be immune to a Confusion spell.

Master Trickster: The Prankmaster receives 15 skill points to use in class skills.

Shadowblade (SHBL) ‘Not Before Year 300’

The Shadowblades are an exclusive guild that controls crime in the Holy City. They are subtle, swift, and evasive. While any rogue wishing to work in the Holy City must join the guild, only those select few may call themselves Shadowblades. These elite make sure the common thugs do not create too much tension, lest the city unleash a few Soulreapers to clean up the mess.

While many Shadowblades multiclass, all Shadowblades are primarily rogues. The most common multiclass combination is a sorcerer/rogue. The Shadowblades have no small amount of necromancers among their ranks as well.

Adventures: A Shadowblade adventures in search of wealth. Some are hired as professional tomb raiders to retrieve lost artifacts. Some even occasionally perform the “public service” of accepting a contract to eliminate an enemy of the Neiyar when subtly and discretion is required.

Hit Dice: d6

Requirements:

To qualify to become a Shadowblade, the character must meet the following requirements.

Alignment: Any non-good

Abilities: minimum dexterity 16, minimum intelligence 14.

Base attack: +6

Skills: 8 ranks each in any three rogue skills

Feats: skill focus (any rogue skill), weapon finesse (any rogue weapon), combat reflexes

Other: Paid member of the Shadowblade Guild (50 gold/year)

Class Skills: The Shadowblades class skills are bluff, climb, diplomacy, disable device, forgery, gather information, hide, listen, move silently, search, and spot.

Skill points at each level: 8 + INT modifier

Class Features:

Sneak attack: Shadowblades may add this bonus to their existing sneak attack bonus.

Shadow Movement: The Shadowblade seems to become one with the surrounding shadows, receiving a +10 bonus to all move silently and hide checks when in partial or complete darkness. This supernatural ability does not function in direct light.

Vampiric Blade: Once per day, the Shadowblade can heal his own wounds by inflicting damage on another. On a successful critical attack, the Shadowblade can choose to activate the ability. Vampiric Blade does an additional 1d10 points of damage and transfers those points to the Shadowblade. This damage is in addition to the damage inflicted by a critical. If the ability is activated on a backstab attempt, it does 2d8 points of damage instead.

Shadow Form: This supernatural ability allows a Shadowblade to literally turn into a shadow. The effect lasts for 2d4 rounds. While in this form, the Shadowblade receives all the benefits of a shadow, but maintains his own abilities and knowledges. However he can also be turned or commanded, but not destroyed, as a Shadow (use Shadowblades HD, not the standard Shadow's, to determine turning attempt).

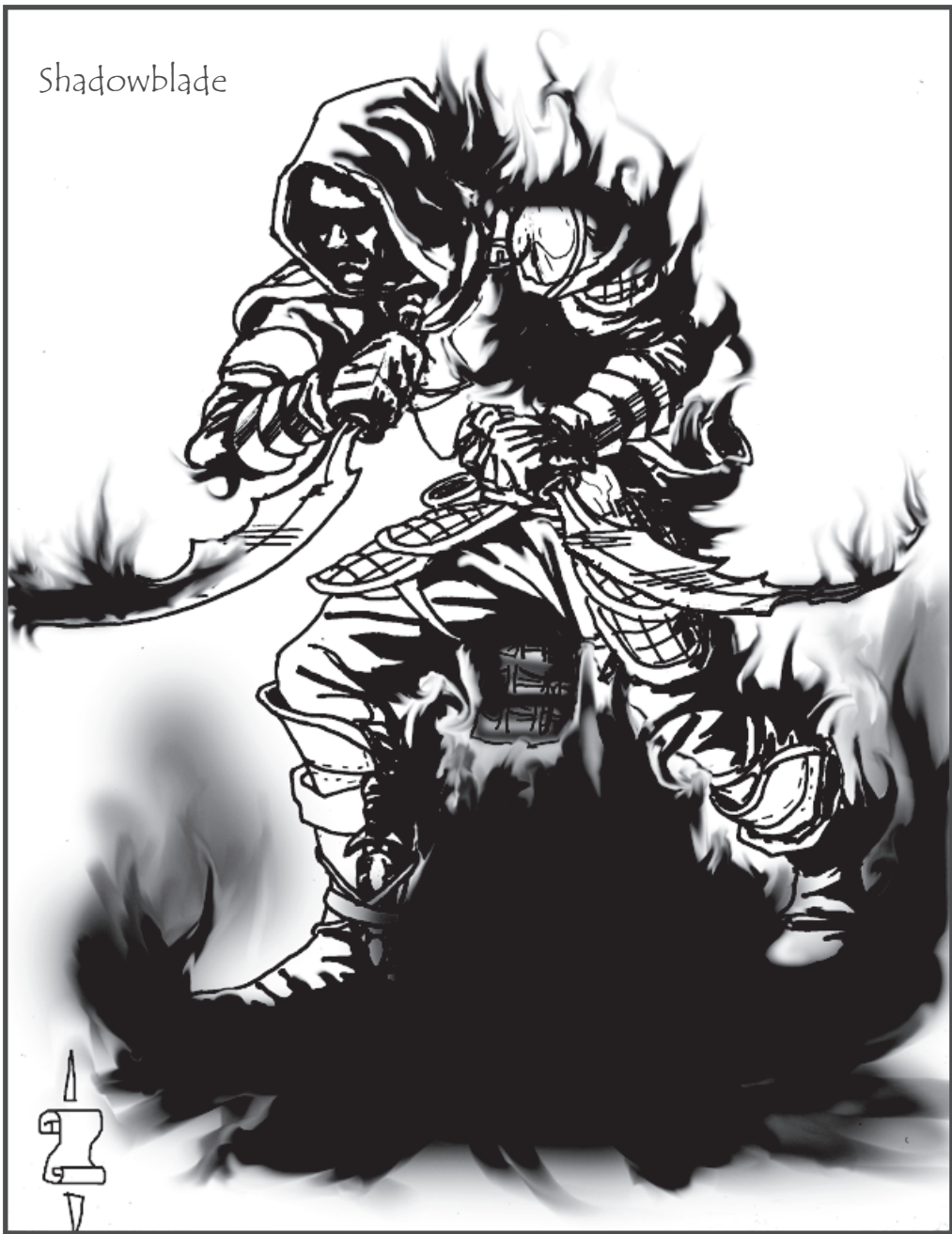
Shadowblades can even create other Shadows while in this form. However, this is an evil act and non-evil Shadowblades suffer an alignment shift for doing so. (No save. Shift is automatic). Any spawn created while in this form only remain under the Shadowblades control for a number of days equal to his charisma modifier. After that, the spawn receives a Will Save (DC 15) to break away. If the save fails, the spawn receives another save the following day. If successful, the spawn immediately attacks its maker. However, a spawn that fails three successive checks remains under the Shadowblade's control until destroyed.

Death Resistance: The Shadowblade becomes immune to the draining touch of the undead and necromantic spell of less than 5th level. He receives a +2 bonus for saving throws versus necromantic spells of 5th level or higher.

SHADOWBLADE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	1	0	3	1	Sneak attack 1d6
2	1	1	3	2	Shadow Movement
3	2	1	4	2	Vampiric Blade 1/day
4	2	2	4	3	Sneak attack 2d6
5	3	2	5	3	Shadow Form
6	3	3	5	4	Death Resistance

Shadowblade



Soulreaper (SLR)

For all the Neiyar focus on its Code, for all the care taken to instill the values of the people into each individual, monsters still arise from the Neiyar people. Whether it is a necromancer who has turned her back on the church and seeks to become a lich, or a murderous cabal of men worshipping Nephra, the Neiyar believe the evil must be cut out like a cancer before it can spread.

This is the role of the Soulreaper.

Soulreapers are selected by the church of Sophia Kalla and given the authority to eradicate those who violate the Code of the Neiyar. They are ordained assassins dedicated to eliminating evil from the Neiyar people while terrifying those who may consider turning to evil. To learn a Soulreaper is coming for you is to know you will soon die, believe many Neiyar.

Most Soulreapers are pure fighters, though occasionally clerics of Sophia Kalla leave the clergy to take a more active approach in destroying the Neiyar enemies. A few rogues and rangers have been selected as Soulreapers due to their ability to get into places others cannot or to follow particularly difficult trails. No sorcerers or wizards become Soulreapers.

Adventures: Soulreapers roam both the cities and the wilds of the Neiyar world in search of hidden evil.

Hit Dice: d12

Requirements:

To qualify to become a Soulreaper, the character must meet the following requirements.

Alignment: Any Lawful

Abilities: minimum strength 14, minimum constitution 14, minimum dexterity 12

Base attack: +8

Skills: intimidate 8 ranks, listen 4 ranks, survival 8 ranks

Feats: power attack, cleave, track

Other: By appointment of the Devi of Sophia Kalla only

Class Skills: The Soulreaper's class skills are climb, craft, disable device, hide, intimidate, knowledge (religion), listen, move silently, search, spot, swim, tumble, use rope, and survival.

Skill points at each level: 4 + INT modifier

Class Features:

AC Bonus: Soulreapers receive bonuses to their armor class at 1st, 3rd, and 5th levels. Treat as a natural armor bonus.

Damage Reduction: The Soulreaper becomes more resistant to damage as she advances. (See chart)

Innate Spells: The Soulreaper can cast the following spells once per day: *Bless Weapon*, *Bull's Strength*, *Detect Evil*, *Detect Secret Doors*, *Detect Snares and Pits*, *Divine Favor*, and *Find Traps*. At 6th level, the Soulreaper also gains the spells *Death Knell*, *Dispel Evil*, *Dismissal*, and *Enervation*. Use the Soulreaper's TOTAL character levels to determine caster level.

Reap Soul: When fighting an evil creature or being, the Soulreaper can unleash the full fury of her deity and literally draw its soul from its body. The Soulreaper must declare she is using the power at the beginning of the combat. If at any time during the combat the Soulreaper scores a critical hit, the target must make a Fortitude save (DC 20+ Soulreaper's Charisma Modifier) or die. On a successful save, the target still takes an additional 2d6 holy damage. Creatures not susceptible to critical hits are immune to this power.

SOULREAPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	2	2	0	0	AC bonus +1/Inate spells
2	3	3	1	0	DR 5/+1
3	4	3	1	1	AC bonus +2
4	5	4	2	1	DR 5/+2
5	6	4	2	1	AC bonus +3
6	7	5	3	2	DR 10/+2/Inate spells
7	8	5	3	2	Reap Soul

Soulreaper as PC:

GM's should determine if the prestige class is suitable for the campaign. Soul-reapers believe they are justified in performing any action in defense of the Code, and innocent casualties are of little consequence. Unless given specific orders to the contrary by the Dread Mothers, they are just as likely to kill their own party as any other if they believe the Code is in jeopardy. They will not tolerate followers of the Tiger Lord, or party members with Krakodonian blood, and Outsider party members need to always be on their best behavior. If you as a GM are not willing to deal with the ensuing in-fighting, be wary of allowing a Soulreaper into a party unless the entire party is like-minded.

Swan Bard (SB) *Not Before the Year 600*

The existence of the Swan Bards is cause for concern among the Devi of Adrienne. Many charismatic men and women have spontaneously developed the ability to cast clerical spells, apparently under the guidance of the Swan Princess.

Most Swan Bards are by default bards, but a select few men of exceptional appearance who meet the criteria have also become Swan Bards. The Devi of Adrienne see this as a personal affront by the Swan Princess, who they believe is trying to “move in” on part of Adrienne’s portfolio.

Adventures: Swan Bards adventure to discover new lore, the promise of wealth, plain old boredom, or occasionally to avoid the advances of an adamant suitor. They are good-natured and have a natural knack with people, making them useful to a party in need of a diplomat.

Hit dice: d6

Requirements:

To qualify to become a Swan Bard, the character must meet the following requirements.

Alignment: Any Chaotic

Abilities: minimum charisma 16

Skills: performance (any) 10 ranks.

Feats: Skill Focus (performance, diplomacy, or bluff)
Other: Ability to cast bardic spells or an attractive human male (DM discretion).
 Cannot have Adrienne as a patron deity.

Class Skills: The Swan Bard’s class skills are bluff, craft, diplomacy, gather information, listen, move silently, performance, sense motive, spot, and tumble.

Skill points at each level: 6 + INT modifier

Class Features:

Clerical Spells: Swan Bards can cast a number of clerical spells depending on their level, however they use their charisma modifier to determine bonus spells instead of wisdom. They may also select one of the Swan Princess’s domains from which to cast domain spells. Special note: A Swan Bard may have any deity as a patron except Adrienne, and even some clerics of Sophia Groa have become Swan Bards. The Swan Bard abilities and clerical abilities do not interfere with each other, but should not be combined in any way when determining caster level or turning attempts.

Divine Talent: The Swan Bard gets +10 divine bonus to all performance checks.

Divine Beauty: The Swan Bard’s appearance radiates unearthly beauty. In any situation where appearance is a factor, the Swan Bard receives a +4 divine bonus to bluff, diplomacy, gather information, performance, and sense motive.

Swanmorph: Once per day, the Swan Bard may take the form of a swan or an Auronne as if under the effects of a Polymorph Self spell. The effect last 1d4 hours.

SWAN BARD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	0	2	1	Clerical spells
2	0	0	3	2	
3	1	1	3	2	Divine Talent
4	1	1	4	3	
5	2	2	5	3	Divine Beauty
6	2	2	5	4	
7	3	3	6	4	Swanmorph

Class Level	Spells per Day			
	0	1 st	2 nd	3 rd
1	3	1		
2	4	2		
3	5	2	1	
4	5	3	2	
5	6	3	3	1
6	6	3	3	2
7	6	4	3	3

WildWalker (WW)

The Neiyar are taught to avoid the Wild Places, for they are the domain of Sophia Kalla and her monsters. The Neiyar are told there is no place for them in the Wild Places, that they should stay in their villages and towns and not venture into the darkness.

But some hear the darkness calling.

Wild Places because they hear the goddess's voice. Most WildWalkers are Deva of Sophia Kalla, rangers or fighters. They go to the Wild Places not to defend the Wild Places, but to learn what the Wild Places can teach and bring it back to the Neiyar. Few wish to hear the lessons, however, for they are often bloody and violent.

Adventures: WildWalkers wander. It is what they do. They move as the voice of the goddess moves them. Good Wild-Walkers join adventurers to insure that they and the monsters of the Wild Places can coexist. Evil ones seek to rid the wild of adventurers, particularly Outsiders.

Hit Dice: d10

Requirements:

To qualify to become a WildWalker, the character must meet the following requirements.

Alignment: Any Chaotic

Racial Requirements: Neiyar human (usually female, though surprising some Neiyar men also turn to the class)

Abilities: minimum Strength 14, minimum Constitution 12

Base attack: +6

Skills: +12 Survival

Feats: Alertness

Other: Sophia Kalla as patron deity

Class Skills: the following are class skills for the WildWalker. Climb, hide, knowledge (nature), knowledge (geography), move silently, ride, swim, use rope, and survival

Skill points at each level: 2 + INT modifier

Class Features:

Woodland stride: The WildWalker receives the ability Woodland Stride as per the 2nd level Druid ability.

Charm Monster (su): Once per day, the WildWalker may cast Charm Monster. The DC against the charm is 10 + WildWalker's Charisma modifier + WildWalker level.

Fast Movement: The WildWalker's base movement increases by 10. At 6th level, it increases by an additional 10.

Summon Monster: At 4th level, the WildWalker can summon and command monsters. The WildWalker has no control over what type of monster answers the call, but the creature will appear the round following the summoning and serve to the best of it's ability for 10 rds. The monster's hit dice cannot be more than one-third the WildWalker's total levels.

Monstrous Companion: The WildWalker may call for a monstrous companion. This companion obeys the WildWalker to the best of its ability and will defend the WildWalker when it perceives she is in danger. The creature can have no more than 4 hit dice. Common companions are shocking lizards, phantom fungus, monstrous spiders, and pseudodragons.

Monstrous Form (su): The WildWalker may take the form of any Monster she has ever encountered as if under the effects of a Polymorph Self spell. This ability can be used once per day, and last for a number of minutes equal to the WildWalker's Wisdom modifier.

WildWalker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	1	2	0	1	Woodland Stride
2	2	2	1	1	Charm Monster
3	2	3	1	2	Fast Movement
4	3	3	2	2	Summon Monster
5	3	4	2	3	Monstrous Companion
6	4	4	3	3	Monstrous Form, Fast Movement



CHAPTER FOUR: Magic of the Neiyar

Sex is a lot like powerful magic.
You throw your body into all sorts of weird
contortions and in the end if you did it right
you get a big bang.

Deva Samantha Penelope, Church of Adrienne

Hearth Magic

Among the Neiyar, there are three types of magic: Arcane, Divine, and Hearth Magic. Hearth Magic is unique to the Neiyar and resembles medieval folk magic. Hearth Magic encompasses rituals and cantrips that can be performed by non-spellcasters. The Neiyar believe all things are imbued with divine energy, and if one can find the right combination the magic within normally mundane natural items can be tapped. Hearth Magic relies heavily on the use of herbs and plants and requires the skill Hearth Magic to use. Hearth Magic is closely guarded by the Neiyar. Outsiders wishing to learn Hearth Magic must possess the feat Secret Teacher and the teacher must know Hearth Magic.

Unlike arcane or divine magic, Hearth Magic cannot be dispelled and is not affected by dead magic zones. All Hearth Magic is beneficial or protective in nature. No ritual can be created that causes damage or harm to another. Unless noted, PC's do not need to perform the ritual themselves to receive benefits, but finding an appropriate practitioner willing to perform the rites can often prove just as difficult as finding someone to teach them.

Starting characters may not buy ranks in this skill, nor can they purchase ranks until they have found someone to teach them. Once the character has found a teacher, she must spend a set number of skill points to learn the specific ritual. No rolls are made to activate Hearth Magic. The character either knows the ritual or does not. The skill points are only spent once. After that, the character can use the ritual as often as she wants so long as she has the time and materials to do so.

Example: The Wizard Christiana has finally found a mentor to teach her Hearth Magic. She decides she wants to learn the ritual Clarity to help improve her magical studies. She spends some time studying under her mentor. When she achieves a new level, she gains 7 skill points (4 for wizard, 2 for her Intelligence modifier, and 1 for being human). In order to complete her training, she must spend 5 skill points on Hearth Magic. Once she has done so, she has officially mastered the ritual and can use it at any time without spending additional skill points.

If Christiana decides she would also like to learn the ritual Healing Rest, she will have to go through the same process and wait until she gains another level so that she will have enough skill points (3) to complete her training.

Remember that skill points spent on Hearth Magic cannot be spent on other skills, so players should plan carefully before purchasing Hearth Magic.

Following are some of the most common of the Hearth Magic. The GM and players are encouraged to work together to design others. To research a new ritual, the player must already have spent 10 skill points in learning existing rituals. Once the player has worked out the details of what the ritual will do, the GM decides if the Hearth Magic will work and assigns a skill point cost to it. The time required to research a new ritual is (three x skill point cost) days. The materials cost to create a new ritual is 4 times the preparation costs. The player then rolls Hearth Magic (DC 10 + twice the skill point cost of the new ritual).

This is the only time a player rolls the Hearth Magic skill, and the roll represents the whole of their training. If successful, the player has created a new ritual. The player must spend the required skill points, however, before she can actually use the ritual or teach it to others.

Clarity:

This ritual helps provide clear thought and improve memory.

Initial Skill Point Cost: 5

Preparation Time: 15 minutes

Material Components: orange oil, peppermint leaves, owl feathers. Total materials cost: 2 gp.

This ritual enchants a 10 ft x 10 ft area with positive energy for eight hours, allowing everyone within it to think clearer and quicker. Wizards who study spells within this area may prepare one extra spell per level that can be cast, and spellcraft rolls to learn new spells receive a +4 circumstance bonus. All skill checks involving intelligence receive a +2 circumstance bonus within this area. Anyone who spends four or more hours meditating within the enchanted area receives a +1 circumstance bonus to all saving throws versus mind-affecting spells or spell-like effects for 24 hours.

Dedication:

This powerful ritual binds an object to its owner and allows it to increase in power.

Initial Skill Point Cost: 10

Preparation Time: Three Days

Material Components: The item to be bound, a pint of the owner's blood, a blue diamond or sapphire worth at least 1000 gp, Groa Rose Oil with a total value of 50 gp, a pink pearl worth at least 500 gold, 10 gp worth of hemp, 20 gp in lavender flowers, 5 gp of sage leaves.

Other requirements: The owner of the item must sacrifice a point of constitution and 5 permanent hit points to bind the item. Dedications must be performed on a Holy Day appropriate for the item. For example, a sword might be dedicated during the celebration of Francisca Mahault's birthday.

This is the most powerful of the known rituals, and even the greatest mages of Neiyar wonder how it works. This ritual dedicates an item of great importance to its owner, creating a spiritual bond that allows the item to grow stronger as the owner increases in ability. There are currently only two people known to perform the ritual for others (at an appropriate price). They are Lisindra Kelli, who lives in a small village 200 miles south of Rallay on the Nazra/Elantri border, and a quirky old lady known as the Rose Crone who lives alone deep in the jungles about 50 miles northeast of Mezzetratrine.

Most commonly, fighters will seek to bind their favorite weapons or bards will bind a musical instrument. Rarely, clerics will bind their holy symbols or great crafts persons will bind their tools. In the case of musical instruments or tools, the binding grants a +1 circumstance bonus per every 3 levels of its owner to any skill check involving the item. This bonus only functions for the owner. Anyone else picking up the item receives no benefit from the binding.

When a cleric binds her holy symbol, she may make attempts to turn undead as if one level higher. She also gains the ability to cast one extra spell per level that uses her holy symbol as a focus.

Only non-magical masterwork weapons or armor can be bound by this ritual. The item receives an immediate +1 enhancement bonus once the binding is complete. For every four levels the character has, it receives another +1 enhancement bonus OR a +1 equivalent special ability (keen, defending, etc.)

The character must sacrifice 1% of all experience earned to the weapon. Most bonded weapons receive names from their owners. The GM may give the weapon additional abilities based on the thought put into naming the weapon or the relevance to the character's personality. For example, a sword named Vengeance in the hands of an owner who lost his family to a Krakodon raiding party might receive an additional +1 bonus versus Krakodons or do an additional 1d6 points of damage to Krakodons.

Ease Birth

This ritual helps a woman give birth with less pain and in a shorter time.

Initial Skill Point Cost: 1

Preparation Time: 5 minutes

Material Components: goose down, a piece of cotton, chamomile flowers. Total materials cost 5 copper.

When performed at the beginning of labor, the ritual decreases the amount of pain and shortens the labor period. The ritual almost insures the survival of both the mother and the child during difficult births (with the exception of the birth of a Zarakku).

Focus:

This ritual allows an individual to use his force of will to achieve success.

Initial Skill Point Cost: 6

Preparation Time: 1 hour

Material Components: Quartz valued at 50 gp, wild onion, and piece of tree root.

Other requirements: This ritual must be performed in the morning, and must be repeated daily to remain effective. The ritual only affects one person.

This ritual allows an individual to apply her wisdom modifier to all attack rolls and skill checks involving physical attributes (i.e.: skills based off of strength, dexterity, or constitution).

Healing Rest:

This ritual allows those resting within an area to heal at twice the natural rate.

Initial Skill Point Cost: 3

Preparation Time 15 minutes

Material requirements: sea salt, lavender oil, peppermint leaves, sulfur. Total materials cost 5 gp.

This ritual can be performed anywhere individuals will be recuperating from their wounds. Healing Rest binds the healing energies of the natural world to a 30 ft diameter

area for 24 hours. Everyone within the area immediately heals 1 point of damage, and natural healing occurs at twice the normal rate. Any healing spells cast inside the area provide an additional point of healing. Saving throws made to regain temporary ability loss receive a +2 circumstance bonus if made within the protected area.

Lucky Break:

This ritual grants the ability to ignore one critical failure or failed saving throw.

Initial Skill Point Cost: 5

Preparation time: 15 minutes

Material requirements: clover leaf, rabbit hair, orange peel, flask of holy water. Total materials cost 5 gp.

Other requirements: This ritual must be repeated daily to remain effective and affects only one person per ritual.

This ritual allows the character to re-roll one critical failure OR one failed saving throw. Also, once per day, any damage that would put the character below zero hit points is reduced by just enough to leave the character with one hit point left.

Mending:

This ritual helps repair damaged materials, weapons, or armor.

Initial Skill Point Cost: 2

Preparation Time: 5 minutes

Material Components: Tree sap, a starfish. Total material cost 5 gp.

This ritual grants a +10 circumstance bonus to all checks to repair damaged armor, weapons, magical items, or mundane items. The attempt must be made within three hours of performing the ritual.

Prosperity:

This ritual increases the profitability of commercial pursuits.

Initial Skill Point Cost: 4

Preparation Time: 30 minutes

Material requirements: A copper piece, lemongrass, a piece of coal. Total material cost 1 silver.

Other requirements: This ritual must be performed no more than twenty-four hours before the beginning of a commercial venture.

This ritual helps insure the success of commercial pursuits. It is usually performed at the beginning of the farming season to insure healthy crops. When performed before a fishing expedition or the beginning of the farming season, increase the yield by 10%. For all other commercial pursuits, this ritual grants a +4 bonus to the appropriate profession or craft skill check. The ritual only applies to ONE check, however, and the check must be completed within the twenty-four hour period.

This ritual is often performed before new construction begins, or by the new owners when an existing business is sold.

Reduce Fever:

This ritual helps relieve the symptoms of common colds and illnesses.

Initial Skill Point Cost: 1

Preparation Time: 10 minutes

Material Components: lemon peel, honey, peppermint leaves, sea kelp

When prepared and consumed by the ailing party, this ritual reduces the duration of common illness by 50%. The GM should decide what qualifies as "common illness."

Ritual Cleansing:

This ritual helps remove toxins and poisons from the body.

Initial Skill Point Cost: 3

Preparation time 15 minutes

Material requirements: Sea salt, sage leaves, a flask of holy water, a natural sea sponge sufficient water in which to bathe. Total materials cost: 10 gp.

Other requirements: A tub or similar item large enough for a grown person to bath in. The ritual must be performed within one hour of the toxin or poison taking effect.

Upon completion of the ritual, the bather is entitled to a second saving throw to purge the effects of the poison or toxin from the body. This save is made with a +2 circumstance bonus. If the save is successful, the poison is completely purged and all damage or other effects from the poison are negated. This ritual will work on all natural poisons, toxins, and diseases, as well as magical poisons. It has no effect on supernatural disease.

Soul Binding

This ritual forms an empathic link between a group of individuals, allowing them to support each other better.

Initial Skill Point Cost: 7

Preparation Time: 2 hours

Material requirements: Tree sap, a piece of hemp rope, royal jelly, a vial of blood from each person to be bound. Total material cost 5 gp.

Other requirements: Only willing participants can be bound in this manner. The person conducting the ritual must be part of the party.

The effects of the Soul Binding last until either a party member dies or the party willingly dissolves it. Party members receive the following bonuses:

+1 circumstance bonus to AC when one or more party members are within 10 feet as the party's movements tend to protect each other.

+2 circumstance bonus to listen, search or spot checks when another party member is in immediate danger.

+2 bonus to Will Saves against any spell that compels a party member to do harm to another party member.

Share the Pain (su): Any direct attack against a party member that would reduce him to zero or less hit points is instead dispersed between the party members. For example, if a wizard with 5 hit points left is struck with a sword for 6 points of damage, the wizard suffers only 4 points and the other two are shared between the other members of the party. So if the wizard had two comrades, they would each take one point of damage. When damage cannot be divided evenly between the members, the balance of the damage is taken by the member with the most hit points left. So if seven points need to be dispersed between three party members, each member takes two points and whoever has the most hit points left take the leftover point.

Ward against Domestic Discord

This ward helps prevent arguments and in-fighting within the home.

Initial Skill Point Cost: 1

Preparation Time: 30 minutes

Material requirements: Dove feathers, chamomile flowers, tree bark. Total material cost 1 gp.

Other requirements: Ritual must be preformed in the morning, and must be repeated weekly to continue effectiveness.

This ritual helps the inhabitants of a home remain calm. In game terms, assume everyone has a +10 to diplomacy checks to discuss situations rationally. The ritual only works in a residential building. It has no effect on commercial establishments.

Ward Against Magic

This ward provides protection against magical effects and charms.

Initial Skill Point cost: 6

Preparation time: 1 hour

Material requirements: A pearl valued at 20 gp. Groa rose oil valued at 10 gp.

Other requirements: This ritual must be performed daily to remain effective. It affects only one person per ritual.

This ritual provides an additional +1 bonus to all saving throws versus magic or spell-like effects. Once per day, the protected individual may re-roll one failed saving throw versus magic or spell-like effects.

Ward Against Possession

This Ward prevents the possession of a person through magical or demonic means.

Initial Skill Point Cost: 6

Preparation Time: 1 hour

Material Requirements: A piece of glass, obsidian worth at least 20 gp, basil leaves.

Total materials cost: 30 gp.

This ward provides immunity for twenty-four hours from spells or spell-like effects that allow one creature to possess another.

Ward Against Undead

This ward keeps the undead away from a permanent dwelling.

Initial Skill Point Cost: 2

Preparation time: 2 hours

Material requirements: Groa rose petals or oil, sand, water infused with lavender, sawdust, a coffin nail. Total materials cost of 10 gp.

Other requirements: Ritual must be performed under a full moon and renewed every full moon to remain effective.

Non-intelligent undead cannot approach the dwelling. Intelligent undead are entitled to a Will Save (DC 12) to ignore the ward, but suffer a -2 penalty to all attacks, saves, or skill checks while within the ward.

Ward to Protect Innocence

This ward protects children from monsters or evil-aligned individuals.

Initial Skill Point Cost: 4

Preparation time: 4 hours

Material requirements: a necklace or bracelet the child will wear, sage oil, crushed eggshells, a crushed seashell. Total materials cost 5 gp.

Other requirements: The ritual must be performed midday. The ward protects any human child ages 10 or younger. This is the only ritual (besides Dedication) with a permanent affect. The ward does not break until the child's eleventh birthday or the bracelet or necklace is removed. In the event of the latter, the ritual must be performed again to reenact the ward.

Monsters and evil-aligned individuals with an intelligence score below 6 will simply ignore the child as if she was not present. All other creatures get a Will Save (DC 10) or also ignore the child.

Alchemy

Alchemy often has a magical result, but it is more formula than spellcraft. Theoretically, anyone should be able to follow the alchemistic formula to reproduce the effect. It is included in the magic section since it most often replicates magic. Neiyar alchemists, particularly doctors, have produced some astounding results in the field. While players would be wise not to rely on many alchemy products (due to side-effects) they can be a source of income for players with high alchemy scores. Items are generally not available in normal outposts or mercantile shops. They must be purchased from an alchemist. Below are some common alchemy formulas. Besides making the appropriate check, formulae use up materials equaling half their market price.

Most of the Alchemy products listed below are the result of research done by cosmopolitan-minded Neiyar. Games starting before the Year 1 would not have such items.

Absorption Pellets: These ¼ inch long treated fiber pellets are used to absorb liquids quickly. A bag of pellets (1/4 lb weight) can absorb up to a 10-foot diameter spill. They will absorb anything from water to acid safely (though you must double the amount used to deal with acid). For every ¼ inch depth of liquid, an additional bag of pellets can be used. So to dry out an area 10-foot diameter by 1 inch deep, four bags would be needed. The pellets have no effect on water-subtype creatures. One bag sells for 5 gp. Knowledge: Alchemy Check: DC 25.

Pain nullifiers: The primary ingredients are tree bark and Asperella moss (a blue-green moss with a velvety texture). When taken daily, these pills dampen the effects of pain. The difficulty for Concentration checks incurred while taking damage is reduced by 4, and any other penalties imposed on attack rolls, saving throws, or skill checks due to massive damage are reduced by 1. There are no ill effects when used as directed, but some patients become addicted. Taking more than one a day dampens the nerves. A person who has taken three or more pills in a forty-eight hour period can continue to remain conscious if reduced to 0 to -4 hit points. However, the deadening of the nerves causes a temporary dexterity loss of 2. Dexterity is regained twenty-four hours after no additional pills have been taken. Several pills are often given to a patient before and after surgery. One bottle holds 30 pills and cost 50 gold. Knowledge: Alchemy Check: DC 22. Will Save against addiction has a base of DC 12 +1 for every two successive days the pills are taken.

Powder of Extinguishing: This coarse powder created from Gespurn moss spores, diamond dust, and sand is used to put out fires. It takes one ounce to put out an average campsite fire. In the cities, large quantities of the powder have been successfully used to prevent fires from spreading from one building to another by quickly dusting the rooftops. The powder is an irritant and many people develop rashes from skin contact (Fort Save DC 12 or develop an itchy rash). An ounce of the powder can be used as a grenade-like weapon against fire-subtype creatures, dealing 1d4 points of damage on a direct hit and 1 point to any creature within five feet. An ounce of powder cost 10 gp. Knowledge: Alchemy Check: DC 25.



Sleep inhibitors: Several types created from various flora exists, but all function the same. These allow a person to function on four or less hours of sleep. Note the word “function” does not mean, “Function well”. If used sporadically, the only side effect is a temporary increase in heart rate and some jitters (causing a –1 penalty to skill checks involving any continuous action--swimming, climbing, move silently etc). Some people become dependent on the pills. Regular use causes a –1 penalty to all Fortitude saves versus disease or poison, and a –2 penalty to concentration checks. One bottle sells for 1 gp and holds 10 doses. Knowledge: Alchemy check: DC 15. Will save versus addiction has a base DC 10 + 1 for every successive day the pill is taken.

Sparklers: When lit, these treated wooden sticks release a harmless flash of multi-colored light. Unless the treated half is held against the skin, sparklers cause no damage. Even physical contact with the lit treated half only deals one point of bashing damage. A Sparkler will burn for about one minute before extinguishing into a useless stick of wood. They are usually sold at carnivals to amuse children. Sometimes adventurers use them to scare off small vermin. They have no affect on creatures sensitive to light. A dozen sparklers sell for 1 gold. Knowledge: Alchemy check: DC 20.

Strength Enhancers: Popular among the Krakodons and many Outsiders, its use has spread to Neiyar warriors as well. The Devi of Francisca Mahault, due to the addictive nature of the elixir, forbids its use. When taken daily over a six-week period, grants a +2 inherent bonus to strength. The effects normally wear off 1d3+1 weeks after the person stops taking the enhancer. Effects continue so long as one dose a week is consumed. After three months, it takes 2 doses a week to maintain the effects. After six months, 3 doses. After one year, it takes daily doses to maintain the bonus. At each increased interval, the person must make a Fortitude Save (DC 22) or loss 1 permanent point of Constitution. Even those who only use the initial six-week program must make a Fortitude Save (DC 15) if they go back to the program later. One bottle holds 12 doses and costs 10 gp. Knowledge: Alchemy check: DC 20. Will save versus addiction has a base DC 15 +1 for every week after the initial program.

Wound wraps: These specially treated bandages prevent infection and promote healing. Wounds treated with these bandages heal 50% faster than those treated normally. Bandages cannot be reused. One set of bandages can be used to treat one person, and each set costs 20 gp. These bandages are valuable because they can be used to slow the effects of blades of wounding, or similar damage that requires magical healing. Damage is reduced to minute increments, not rounds. For example, a person struck with a sword of wounding suffers an additional one point of bleeding damage per round. If the victim can bandage the wound, the damage only occurs at a rate of one point per minute. Knowledge: Alchemy check: DC 25.

New Spells:

Animal Knowledge

Divination

Sor/wiz 2, bard 1, animal 1, druid/ranger 1

Casting Time: 1 action

Range: personal

components: V/S

Target(s)/Effect/Area: personal

Duration: 5 minute/level or until used

Saving Throw: none

Spell Resistance: none

Spell Description:

The spell grants a +10 circumstance bonus to the caster's next animal empathy, animal handling, or ride check. Even if the caster cannot normally make the check untrained, this spell allows the caster to make the check untrained as if it were a class skill.

Animate Mud

Transmutation

Rgr 3 Sor/Wiz 3 Earth 3

Components: V/S/M

Casting Time: 1 action

Range: Close

Target(s)/Effect/Area: 10 ft diameter around the caster

Duration: 2d4 rounds + 1/caster level

Saving Throw: None

Spell Resistance: none

Spell Description: The spell can only be cast in an area with sufficient mud to animate. The spell creates 1d4 mud tentacles around the caster. The tentacles lash out independently at anyone entering the area. The caster can concentrate to direct the tentacles' attacks. Each tentacle has a reach of 12 ft. Tentacles have an AC 12, 16 hp, and do 1d6+2 points of damage each. They use the caster's base attack when attacking.

Because they are made of mud, they take only half damage from bashing weapons and ignore slashing or piercing damage. They are immune to most magical effects, except as follows: A successful dispel magic destroys the tentacles immediately, Mud to Rock solidifies the tentacles (thus stopping them from lashing out), Magic Missile affects the tentacles normally, while fire attacks do only 1/2 damage.

Animate Mud spell



Awaken the Beast

Transmutation

Druid 5, Ranger 5, Animal 5

Components: V/S

Casting Time: 1 round

Range: Touch

Target(s)/Effect/Area: personal or one target touched

Duration: 10 minutes + 1 minute/caster level

Saving Throw: Will Negates

Spell Resistance: Yes

Spell Description:

Druids claim that within each person is the soul of a beast. The Beast is primal, instinctive, and a force of raw power. Most people keep the Beast locked deep in the back of their minds, afraid of what would happen if it gained control. This spell unleashes the monster within and lets it run unchecked.

A person under the effects of this spell becomes feral in appearance. Fingernails grow into claws; teeth become pointed and serrated, the nose and ears become longer and more pronounced. The skin hardens. Hair grows longer and develops a mangy appearance. Body mass increases by 20%. The transformation takes one round.

The target's intelligence drops by 6 points during the transformation, and he loses the ability to use any skills or powers that require complex thought (spell casting, diplomacy checks, other skill checks affected by intelligence modifiers, operating a crossbow, exotic weapon proficiencies, etc). He can use any simple weapon.

The target receives the following abilities/bonuses while in this form: Natural Armor bonus of +2, DR 5/+3, 2d12 bonus hit points (these are used before the target's normal hit points), +2 bonus to Fortitude and Dexterity Saves (-2 to Will saves, however), +2 bonus to Strength, Constitution, and Dexterity, can attack unarmed without provoking an attack of opportunity, the feat Multiattack, natural attacks of 2 claws (1d4, x2 critical) and a bite (1d6, x2 critical), a rend attack (when the opponent is hit with both claw attacks, and deal an automatic additional 2d4 points of rending damage). Natural attacks are treated as +2 weapons for purposes of determining affects on opponents with damage reduction. Humanoids that already possess natural attacks increase the die by one size (so a humanoid that normally does 1d4 damage with a claw will do 1d6).

At the end of the spell, the target must make a Fortitude Save (DC 20) or suffer 1d3 points of temporary intelligence loss.

Beautify

Conjuration (creation)

Bard 1

Casting Time: 1 minute

Range: personal

components: V/S/M

Target(s)/Effect/Area: personal

Duration: instant

Saving Throw: yes Fort (harmless)

Spell Resistance: no

Spell Description:

This spell comes in handy when the caster needs to look her best. The spell fixes the casters hair, applies makeup, and mends rips and tears in clothes (if needed). The spell adds a +1 to social rolls where appearance is important.

The material components are a hairbrush and a make-up brush.

Bounce

Transmutation

Sor/Wiz 2 Brd 2

Components: S/M

Casting Time: 1 action

Range: Touch

Other:

Target(s)/Effect/Area: personal or one target touched

Duration: 1d4 rounds

Saving Throw: Fort Negates

Spell Resistance: Yes

Spell Description:

The spell grants the ability to bounce like a rubber ball, granting a +10 circumstance bonus to jump checks and halving the damage from a fall. It also grants a +2 dexterity bonus to AC as the target can more easily bounce out of the way of attacks. Any situation that causes the target to lose her dexterity modifier also causes her to lose this bonus.

Clear the Path

Transmutation

Druid 3, Ranger 3, Plant 4

Components: S/V

Casting Time: 1 action

Range: close (10 feet)

Target(s)/Effect/Area: a 5 foot wide line 30 ft + 10ft/level long in front of the caster.

Duration: 30 minutes + 10 minutes/caster level

Saving Throw: none

Spell Resistance: none

Spell Description:

The spell compels the thick undergrowth of the jungle floor to move out of the way of the caster, clearing a path that others can follow. Once the party has passed, the undergrowth moves back to its original spot, coving the party's tracks and blocking the way of anyone following. Use of this spell increases the tracking DC for anyone following the party by +10. The spell has no affect on intelligent plants. If anyone in the party gets ahead of the caster, the spell fails. The caster must concentrate on the effect, thus only moving at 2/3 his original speed.

Detect Vice

Divination

Sor/Wiz 2/Trickery 1

Casting Time: 1 minute

Range: Other (see description)

components: Somatic, Focus

Target(s)/Effect/Area: One humanoid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell Description:

By studying the personal belongings of an individual, the caster can determine the target's greatest vice. The caster must possess something that belongs to the target and study it for one minute. The caster then makes a gather information roll DC 20. The following modifiers apply:

Target is a complete stranger: -3

Target is well-known: +2

Focus is something the target handled in passing (ale mug, tavern blanket): -2

Focus is something of personal value: +3

Focus contains hair, blood, or skin of the target: +5

The spell does not reveal any specific crimes committed in the pursuit of the vice, only the general nature of the vice itself.

Exploding Coconut

Invocation [force]

Sor/Wiz 2

Components: S/M/V

Casting Time: 1 action

Range: Touch

Target(s)/Effect/Area: one coconut per/3 levels of the caster (max 5)

Duration: see below

Saving Throw: none

Spell Resistance: none

Spell Description:

This spell allows the caster to infuse one coconut per every three caster levels with magical energy, so that it explodes upon contact with a target. The explosion scatters pieces of the shell in a 10 foot diameter with tremendous force, dealing 2d4 points of damage on a direct hit and 1d4 points of damage to everyone in the area. Those in the area and not hit directly are entitled to a Reflex Save to avoid the damage. Anyone who takes damage from a direct hit must make a Fortitude Save or be blinded for 1 round due to the coconut milk splattering in his face. Coconuts can be thrown a range of twenty feet. The material component is the coconut used. The spell is particularly popular with Aurlune spellcasters, who can grab coconuts while flying and toss them down on opponents. Coconuts enchanted in this manner remain “active” a number of rounds equal to the caster’s level and can be picked up and used by others.

Greater Detect Vice

Divination

Sor/Wiz 4/Trickery 3

Casting Time: 1 minute

Range: Other (see description)

components: Somatic, Focus

Target(s)/Effect/Area: One humanoid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell Description:

By studying the personal belongings of an individual, the caster can determine the target's most recent indulgence in a vice. The caster must possess something of personal value to the target and study it for one minute (See Detect Vice for modifiers). The caster then makes a gather information roll DC 25. If the caster has previously cast Detect Vice with success on the target, add +2 to the skill check. If the focus was present at the time the vice was committed, add +2 to the skill check.

A successful check reveals the exact nature of the vice and approximately when committed. If the check is successful by 5 or more, the spell will also reveal the identity of any innocent affected by the activity (the victim of a theft, the wife of an adulterous co-conspirator, etc).

Invoke the Dread Mother

Transmutation

Cleric 7

Casting Time: 1 round

Range: personal

components: S/V/M, XP 100

Target(s)/Effect/Area: personal

Duration: 10 minutes plus 1 minute/level

Saving Throw: None

Spell Resistance: No

Spell Description:

This spell is only used by the followers of Sophia Kalla, and its use is saved for truly dire events. The spell allows the cleric to transform herself into the likeness of Sophia Kalla. The cleric must sacrifice one permanent point of wisdom (this loss cannot be restored through any magical means).

The transformation itself is horrific to behold, and anyone (even allies) who witness it must make a Will Save (DC 12) or suffer as if under the effects of a Fear spell.

The cleric grows to seven feet tall, and a row of spikes runs down her back. Anyone attempting to grapple the cleric takes 2d4 points of damage from the spikes. She also grows an additional set of fully functional arms, allowing her to make one additional attack. Upon completion of the transformation, the cleric gains a natural AC bonus of +6, +6 to strength, +4 to dexterity, +4 to constitution, DR 20/+3, +2 divine bonus to Reflex and Fortitude saves, regeneration 3 per rd, and an additional 4d12 hit points (these are used first before the cleric's base hit points).

Her base speed increases to 40 and she receives the benefits of the following feats even if she does not meet the prerequisites: improved initiative, multidexterity, improved two-weapon fighting, improved unarmed attack, and great cleave. While in this form, the cleric is immune to mind-affecting spells and fear affects.

When the spell ends, the cleric collapses and suffers 2d6 points of damage and 1d4 points of temporary constitution loss. The cleric will need to rest for twenty-four hours after the transformation before engaging in any physical activities.

The material component of the spell is a 1000 gp onyx, which is consumed in a flash of light when the spell begins.

Mistrella's Safe Slumber

Transmutation

Sor/wiz 5

Casting Time: 1 action

Range: close

components: V/S
Target(s)/Effect/Area: personal
Duration: 8 hours
Saving Throw: yes (harmless)
Spell Resistance: yes (harmless)
Spell Description:

The Wizard Mistrella developed this spell to ensure a good night's sleep while adventuring. The spell creates a non-dimensional pocket, complete with a bed, in which the caster may rest. The caster needs to secure other nondimensional spaces (such as bags of holding) outside of the pocket, because placing such inside the pocket will open up a gate to a random plane. While inside, the caster can see everything going on outside the pocket, but cannot hear or smell anything outside. There is no indication on the pocket's existence outside of the pocket.

Mistrella's Secret Reference

Conjuration
Sor/wiz 3, magic 4
Casting Time: 1 round
Range: close
components: S/V/M
Target(s)/Effect/Area: one book or scroll
Duration: 1 hr plus 10 minute/level
Saving Throw: None
Spell Resistance: No
Spell Description:

The Wizard Mistrella developed this spell to help her travel lighter while adventuring. The spell allows the caster to turn any normal book or scroll into an exact copy of a book or scroll in her own library. The Wizard need not know exactly which book she wants, but must state what she is looking for. For example, a wizard looking for information on a specific herb can just ask for the book containing that information without remembering the book's title. If the work is not in the wizard's library, however, the spell fails. The spell can be valuable to a wizard who has been separated from her spellbook or needs spells in a different spellbook she left home. It can also be used to replicate maps, letters, etc so long as such items are part of the Wizard's library. Note: the work doesn't have to be IN the wizard's actual library. If the book is on loan to another, the spell will still work. If the book was sold or stolen, it will fail since the book is no longer part of the wizard's own collection.

Phantom Weapon

Evocation
Sor 3rd/Wiz 3/war 3
Casting Time: one action
Range: personal
components: V/S
Target(s)/Effect/Area: Caster
Duration: 1d6 rounds + 1 round per caster level
Saving Throw: n/a
Spell Resistance: n/a
Spell Description:

The Arcane Warrior Drashenda Kellis developed this spell as protection against being caught without a weapon. Its use has spread throughout Neiyar culture. The spell creates a shadowy imitation of the caster's weapon. The phantom weapon does not imitate magical properties of the weapon, but it does function in all other aspects as a normal weapon of its type (damage, critical threat, etc). However because it is incorporeal, the phantom weapon ignores armor.

The spell can only create a weapon the caster is already proficient in, and usually take the form of the weapon the caster uses most often. When dealing with creatures with damage reduction, divide the caster level by 3 to determine if the weapon can ignore the damage reduction. Example: A 9th level caster's Phantom Weapon should be treated as a +3 weapon for determining its affect on creatures with damage reduction. This bonus does not apply to damage or to hit ability.

Plant Knowledge

Divination

Sor/wiz 2, bard 1

Casting Time: 1 action

Range: personal

components: V/S

Target(s)/Effect/Area: personal

Duration: 5 minute/level or until used

Saving Throw: none

Spell Resistance: none

Spell Description:

The spell grants a +10 circumstance bonus to the caster's next alchemy, knowledge: nature, or survival check involving plants. Even if the caster cannot normally make the check untrained, this spell allows the caster to make the check untrained as if it were a class skill.

Pulse Surge

Invocation [Force]

Clr 5 Destruction 4

Components: V/S

Casting Time: 1 action

Range: 60 ft + 10 ft /caster level

Target(s)/Effect/Area: cone-shaped area

Duration: instantaneous

Saving Throw: Reflex Half

Spell Resistance: Yes

Spell Description:

The cleric calls upon the powers of her deity to bring forth a cone of pulsing energy. The cone resembles a wave of pulsing heat with electrical charges throughout. The cone does 1d8 points of damage per caster level (max 20d8), with half the damage sonic and half electrical.

Ray of Hope

Enchantment (Compulsion)[mind-affecting, good]

Bard 6, Cleric 5, Good 5

Casting Time: 1 action

Range: 10 ft/level

components: V/S

Target(s)/Effect/Area: one person/3 levels

Duration: 1d6+ 1 rd/level

Saving Throw: yes Will (harmless, but see below)

Spell Resistance: yes

Spell Description:

The spell only works when an adventuring party is close to losing a battle (i.e. most of the party has been reduced to less than half their hit points or suffered more than 4 points of ability drain). The spell produces one ray per every 3 levels of the caster. Each ray must be sent at a different party member (multiple rays sent to the same person count as only one). The caster need only wave her hands for the rays to fan out toward their targets.

When the ray strikes the target, it reveals a fleeting image of whatever brings the target the most joy. The vision strengthens the targets resolve, granting the following benefits for the duration of the spell: +2 morale bonus to all attack rolls, saving throws, and skill checks, DR 3/-, immunity to fear and fear-effects, and 2d10 temporary hit points. The spell only functions on non-evil aligned characters.

When cast upon an evil aligned character, the target's vision is one of something that happened before his turn to evil that brought him joy. The vision creates a longing for that time in the target's heart, and if he fails the saving throw he suffers a -1 to all attack rolls, saving throws, and skill checks. If the save is failed by 10 or more, there is a 50% chance the character will have an alignment shift away from evil (though a chaotic neutral enemy can be just as bad, if not worse, than a chaotic evil one). The spell has no affect on the undead, constructs, creatures from the lower planes, or non-intelligent monsters.

Rubber Skeleton

Transmutation

Sor/Wiz 4 Brd 4

Components: S/M

Casting Time: 1 action

Range: Touch

Other:

Target(s)/Effect/Area: personal or one person touched

Duration: 1d4 + 1/rd per level of caster

Saving Throw: Fort Negates

Spell Resistance: Yes

Spell Description:

The spell allows the target's body to slightly take on the properties of rubber. The skin becomes more pliable and feels like rubber, and limbs become more flexible. While under the effects of the spell, the target receives the following bonuses: DR 5 versus electrical attacks DR 2/- versus bashing attacks, +6 circumstance bonus to escape artist jump, and tumble checks, and +1 bonus to reflex saves

Scent of the Animal

Transmutation

Ranger 1, Druid 1

Casting Time: 1 action

Range: personal

components: V/S

Target(s)/Effect/Area: personal
Duration: 10 minutes/level
Saving Throw: yes Fort (harmless)
Spell Resistance: no
Spell Description:

You can change your scent to that of a natural animal. The spell is usually used to shake a tracker or lure another animal into a trap. You can adopt the scent of any normal animal you have encountered. The spell adds a +4 to the DC to track you (+10 if the tracker relies heavily on scent).

Selective Sight

Enchantment (compulsion) [chaotic, mind-affecting]
Trickery 6, bard 5, sor/wiz 5
Casting Time: 1 action
Range: 10 ft/level
components: V/S/M
Target(s)/Effect/Area: one humanoid
Duration: 1 minutes/level
Saving Throw: yes Will
Spell Resistance: yes
Spell Description:

This spell “blocks” a set parameter of visual stimuli from the target’s line of sight. These parameters are set during the spell casting. The parameters must be specific. “Block all women” will automatically fail. “Block the red-haired woman in the purple dress” is a specific parameter. The target just does not notice the red-haired woman, even if she walks directly in front of him (if she speaks to him or bumps into him, the spell ends immediately). The spell does not block noise, so while a thief could unlock a safe in front of a guard, the guard would hear if a trap went off or if the lid slams shut. The spell does not function when cast on a target engaged in combat. The GM may rule that certain circumstances will cause the spell to automatically fail (a woman playing with her child cannot be made to “block” her own child, etc.)

The material components are an eye patch and a 50 gp obsidian or black pearl.

Selective Silence

Illusion (Glamer) [chaotic, language-dependent]
Trickery 5, bard 4
Casting Time: 1 action
Range: 10 ft/level
components: verbal, somatic, material
Target(s)/Effect/Area: one humanoid
Duration: 10 minutes/level
Saving Throw: yes Will
Spell Resistance: yes
Spell Description:

This spell “deletes” set words or phrases from the speech of the target. The parameters are set when the spell is cast. Common parameters include: delete obscenities, delete verbal spell components, and delete names. When the target uses a word or phrase that has been silenced, his mouth still makes the motion but the words make no noise. The target does not realize he has been silenced until someone brings it to his attention. A

saving throw is not made until the target begins to say the deleted word. If the save succeeds, the spell ends.

In the case of “delete verbal spell components” a spellcaster is entitled to a new saving throw each time she tries to cast a spell. As soon as she makes a saving throw, the spell ends. The caster must know the language of the target and be fluent in it herself for the spell to work.

The material components are a ball of cotton and a piece of net.

Skill Mastery

Divination

Bard 4, Knowledge 4

Casting Time: 1 minute

Range: personal

components: verbal, somatic, material

Target(s)/Effect/Area: caster

Duration: Special (see below)

Saving Throw: no

Spell Resistance: no

Spell Description:

This spell allows the caster to receive a +20 bonus on any one skill check within a twenty-four hour period, regardless of whether or not it is a class skill or if it can normally be attempted untrained. After the attempt has been made, the caster may permanently treat the skill as a class skill regardless of class and attempt the skill untrained at any time if needed (albeit without the +20 bonus).

The material components are an owl’s feather and a clear quartz worth 300 gp.

Switching Places

Necromancy

Sor/Wiz 6, Trickery 6

Casting Time: 1 action

Range: close

components: verbal, somatic, material

Target(s)/Effect/Area: any two willing humanoids

Duration: 1 hr/level

Saving Throw: yes Will (harmless)

Spell Resistance: yes

Spell Description:

This spell allows two willing humanoids to “switch” bodies for one hour per level. Targets retain all of their own skills and mental abilities (base attack, skill ranks, base saves, etc) and gain the physical abilities of the body entered (physical stat modifiers, special racial abilities, etc). If one of the bodies is destroyed before the spell ends, whoever is in the body at the time dies instantly. The other party is then trapped in the host body. Spellcasters in a host body need to make concentration checks (DC 12) to cast any spell with a somatic component, as they are unfamiliar with the way the host body moves.

The material components are a gem worth 500 gp and a hair from both targets.

Totem Spirit Guide

Conjuration (summoning) [good]

cleric 3, ranger/druid 2

Casting Time: 1 action

Range: close

components: verbal, somatic, material

Target(s)/Effect/Area: one spirit

Duration: 1 hr (special)

Saving Throw: none

Spell Resistance: none

Spell Description:

The spell calls forth an animal or plant totem spirit to offer assistance to the caster. The spirit will be one particular to the environment in which it is summoned. The spirit will serve as a guide and provide general information to the caster for one hour, plus an extra 10 minutes per point of charisma modifier. See the listing for Totem Spirits under Monsters for more information.

The material components are a gem worth 20 gp and a flask of holy water.

Unification

Transmutation

Sor/Wiz 9, Trickery 9

Casting Time: 1 round

Range: close

components: verbal, somatic, material, 500 XP

Target(s)/Effect/Area: any two willing humanoids

Duration: 10 minutes/level

Saving Throw: yes Will (harmless-see below for special)

Spell Resistance: yes

Spell Description:

This potent spell allows two willing humanoids to merge forms to create one being. When the spell is cast, the two targets make opposed Wisdom rolls. Whoever wins is the dominant personality of the new form. The new form resembles the dominant personality with influences from the other personality. For example a dominant human fighter personality may develop the beard of his secondary Dwarven personality. The targets can choose which items the new form can use and which merge into the form (if both are wearing armor when the merging happens, only one set of armor can be used. The other set just merges into the new form). The merged form is created as follows:

*Chose the best stat for each ability and add 2 (except for charisma, which uses the lowest stat and is reduced by 2-the new form looks odd after all, and the two personalities don't necessarily function smoothly together).

*Chose the best skill RANKS (not total modifier), then add modifiers based off of new ability scores. Do the same for attacks and saving throws.

*add the existing hit points of both personalities and multiple by .75 to calculate the total hit points.

*Unique Abilities: the merged form has the unique abilities of both targets. When both targets have similar abilities, use the best. (ex. If one target as DR 5 vs electricity and the other has immunity to electricity, the merged form has immunity).

*The new form has access to ALL feats of both targets. If both targets have the same feat, they do not stack.

*+1 Natural Armor Bonus

The merged form generates an aura of power, granting allies a +2 morale bonus to all attack rolls and saving throws. Opponents must make a Will Save (DC= <total hit dice of merged form>+ <new form's charisma modifier>) or suffer a -4 morale bonus to all attack rolls and saving throws. The magic of the spell also grants the new form Fast Healing of 5 hp/rd. For purposes of determining total hit dice, add the primary personality's hit dice with HALF the secondary personality's hit dice.

When the spell ends, the two targets separate exhausted. Both suffer a -2 temporary constitution loss for 2d4 hours and a -4 penalty to all rolls during this time. Any hit points the merged form had left are distributed equally between the two targets.

The spell only functions between willing humanoids no more than three levels apart and no more than one step removed from the others alignment (no merging a lawful good paladin with a chaotic evil necromancer).

GM note: to calculate the CR of opponents under the effects of Unification, use the CR of the stronger target +2.

The material component is a ½ ounce of Sovereign Glue. Each target must spend 50 XP each.

Vice to Virtue

Illusion (Glamer)

Sor/Wiz 3/Trickery 2

Casting Time: 1 minute

Range: Other (see description)

components: Somatic, Verbal, Material

Target(s)/Effect/Area: caster

Duration: 24 hours

Saving Throw: see below

Spell Resistance: No

Spell Description:

The caster can shield any wrongdoing from prying scrying for 24 hours. Any illicit activities engaged in during this time period cannot be detected through divination, including Detect Vice or Greater Detect Vice. Instead, persons scrying upon the caster will detect him doing the opposite of the illicit activity. For example, if the caster is selling drugs, attempts to scry will reveal him reprimanding his customer for trying to buy drugs instead of the actual transaction. Unlike the spell False Vision, this spell requires no concentration on the caster's part or any knowledge that a scrying attempt has been made.

If the caster of the divination spell declares that she disbelieves what the scrying reveals, she is entitled to a Will save to see through the illusion. But only individuals who actively believe are entitled to a saving throw.

The material component is a small mirror.

Wasp Missiles

Evocation [force]

Sor/wiz 3, animal 1, druid/ranger 2

Casting Time: 1 action

Range: medium (50 yards)

components: verbal, somatic

Target(s)/Effect/Area: 1 Missile per every 3 levels (5 missiles max)

Duration: instant

Saving Throw: Special

Spell Resistance: yes

Spell Description:

This spell produces one wasp-shaped missile for every three caster levels (minimum of one) similar to the spell Magic Missile. The missiles streams forth from the caster's hands toward the target. The missiles can be directed at multiple targets and automatically hit, doing 1d4 points of damage each. Targets must make a Fortitude Save or become paralyzed for 1d4+2 rounds. A Save must be made against each missile separately.

New Magical Items

Potions:

Potion of Purging (Minor): This cloudy greenish potion helps the body remove mild toxins. It is often used to cleanse the stomach of food poisoning or a case of overindulgence. It only works against mild toxins or poisons that have been inhaled or ingested, and it is useless against supernatural toxins. Any toxin or poison that does more than two dice of damage, or causes a temporary ability loss of 2 or more is unaffected. The potion takes 1 round to completely purge the poison. Caster level: 3rd, Brew Potion feat, *delay poison*, alchemy +8 ranks. Market price 25 gp.

Potion of Dragon's Breath (Minor): Krakodon shamans brew these potions in honor of the race's draconic heritage. The color of the potion depends on the desired type of dragon's breath. The potion grants the imbiber the ability to use a breath weapon like a dragon. The potion lasts for 24 hours or until the ability is used, and it can only produce one attack. The breath weapon does 3d6 points of the appropriate type of damage (DC 18). Non-Krakodons who use the potion suffer 1d6 points of damage (no save) during the activation. Caster level: 5th, Brew Potion feat, alchemy +10, *protection from elements*. Market price 250 gp.



Potion of Bodily Efficiency (Medium): This grey-green potion requires a Fortitude Save (DC 15) to even consume due to its awful taste and slimy texture. The potion allows the drinker's body to function on limited air or food for 2d12 hours. Breathing and heart rate slow to 10% original rate. For the duration of the effect, the drinker suffers no penalties for fatigue, does not require food or water, and can hold his breath up to 10x his norm. Fortitude saves against any gaseous attacks (breath weapons, poisons, etc) receive a +4 circumstance bonus as the drinker rarely needs to inhale during this period and all such attacks due only half damage. Ingested poisons react as if under the affects of a Delay Poison spell, as the blood is only moving at 10% its normal rate through the body.

A side effect of the potion is that the drinker's body temperature drops between 10-15 degrees due to the limited circulation. Unintelligent undead will ignore the drinker as if he was undead himself. Intelligent undead must make a Will Save (DC 12) to realize the individual is not undead. All undead will attack if the drinker attacks them first.

Once the effects wear off, the drinker must make a Fortitude Save (DC 15) or be fatigued for 1d4 hours as the body works to get back to normal. Using this potion more than once a month can lead to complications such as increased heat rate, difficulty breathing, or lowered resistance to disease. Caster Level 6th Brew Potion, *Delay Poison, Gentle Repose, Slow*. Market Price 400 gp.



Potion of Complex Thought (Major): This pale blue potion allows a humanoid with an Intelligence of 12 or more to process and employ the complex nature of arcane magic for 2d4+2 hours. The potion has no affect on individuals that can already cast arcane spells. The imbiber can memorize arcane spells from books or scrolls just as a wizard of equal levels would. He can learn spells of levels equal to his Intelligence -11. (Someone with a 14 Intelligence could learn up to 3rd level spells). During this time, he can also activate spells from scrolls and use arcane magic devices such as wands. Spells that are not used by the duration's end are lost. The imbiber is subject to all the rules for casting as a wizard (such as spell failure chances for armor). Caster Level 7th. Brew Potion, *Detect Magic, Read Magic, Polymorph Other*. Market Price 800 gp.

Armor and Shields:

Demonbane Shield (Medium): This +1 Bashing Large Shield is decorated with symbols of Francisca Mahault and is often carried by her paladins. The Shield does 1 point of Holy damage per round to any abyssal creature within 10 feet of the wielder (no save). If used in a bashing attack against an abyssal creature, the shield does 1d8 bashing damage and 2d6 holy damage. The shield ignores any damage reduction the creature may have. Caster level 7th, Craft Arms and Armor, *Bless Weapon, Holy Smite*. Market Price 25,000 gp.

Ghost Armor (Medium): This dark gray +1 ghost touch leather armor grants the wearer a +4 circumstance bonus to hide checks made in misty or foggy environments (such as swamps). It also allows the wearer to use the spell gaseous form once per day. Caster level: 15th. Craft Arms and Armor. *Gaseous form, blur, etherealness*. Market Price 36,000 gp.

Weapons:

Blade of Kalla (Major): These weapons are only produced by the Devi of Sophia Kalla or powerful wizards who serve her. They are never sold on the open market; instead they are awarded at the Festival of Blades, or given as gifts for some great service to the temple. Any masterwork bladed weapon can be a Blade of Kalla, though usually long swords, great swords, and axes are enchanted so. These +2 keen mighty cleaving weapons have the additional benefit that, on a successful critical hit, 25% of the damage done to the target is converted into healing for the wielder. Thus, if the target takes 20 points of damage, the wielder would heal 5 points. Caster level: 9th, Craft Magic Arms and Armor, *vampiric touch, keen edge, divine power*. Market Price: 60,000 gp

Charm Arrows (Minor): Charm arrows are soft tipped arrows that house enchantment magic. They are normally used by pacifists or tricksters who really do not want to harm anyone. They are also useful for crowd control, thus some are always issued to community guards during large celebrations or gatherings where violent antics may occur.

Each charm arrow does 1d2 points of damage and has one of the following effects:

Sleep: the subject is affected as if by a sleep spell.

Hold: the subject is affected as if by a Hold Person spell.

Daze: the subject is affected as if by a Daze spell.

Charm: the subject is affected as if by a Charm spell.

Love: The subject falls in love with the first member of the opposite sex seen. The effect last for 1d6 days. After that time, the subject breaks the spell, but remembers everything that occurred.

Forgetfulness: The subject forgets everything that has happened within the last 24 hours. The effect lasts 1d6 day. At that time, the subject may make a Will Save (DC 12+1 per day affected) to remember the events of that day. If successful, the subject regains all memory of the events. If the subject fails the second save, he cannot attempt another Will Save again and loses all details of the 24 hour period.

The subject is entitled to a Will Save (DC 12) to avoid the effects of any arrow. Caster level: 9 Craft Magical Arms and Armor, Spell Penetration, Spell Focus (enchantment). Market Price 250 gp/arrow.

Earth Crusher (Medium): This +2 thundering heavy mace is imbued with the spirit of an earth elemental. It grants the user the feat Earth Mastery and a +2 natural armor bonus. Caster level 7th. Craft arms and armor, *summon monster*, *mage armor*. Market price 50,312 gp.

Wind Warden (Medium): This +2 dancing Great sword is imbued with the spirit of an air elemental. It grants the user the feat Improved Initiative and the ability to cast Wind Wall once per day and Wind Walk once per week. Caster level 13th, Craft Magic Arms and Armor, *Summon Monster*, *Wind Wall*, *Wind Walk*. Market price 50,350 gp.

Rings

Ring of Blessing (Medium): This simple gold band is normally etched with the name and holy symbol of a good-aligned deity. When worn by a good-aligned follower of the deity, the ring grants the ability to cast the following spells: Aid (3 x/day) Bless (3 x/day), Cure Light Wounds (3 x/day), Lesser Restoration (1 x/day). When worn by a cleric of the deity, the ring grants the cleric an extra spell per level she can cast as well as the other spells listed. And evil-aligned character that tries to wear the ring suffers 2d6 points of holy damage. Caster Level 12th. Forge Ring. *Aid*, *Bless*, *Cure Light Wounds*, *Lesser Restoration*, *Imbue with Spell Ability*. Market value: 25,000 gp.

Ring of Fury (Major): This ring is carved from a solid ruby or fire opal and etched with a flame motif. The ring normally functions as a +4 ring of protection. When the wearer becomes enraged, the ring channels the anger into raw power. During this time, the ring grants the wearer a +2 bonus to all physical attributes and increases the wearer's base attack by a number of points equal to her charisma modifier. She also receives damage reduction equal to her Charisma Modifier X 2/+1. Once activated, the wearer may use the following spells once per day as if they were innate abilities: *Burning Hands*, *Magic Missile*, *Ray of Enfeeblement*, *Web*. The wearer may also choose to activate ONE of the following spells once per day as a standard action: *Fireball*, *Ice Storm*, *Lightning Bolt*, *Meteor Swarm*, or *Wall of Fire*. All spells function as if cast by a 13th level sorcerer.

During this time, the wearer's anger controls her actions. Attempts to cast spells require a Concentration Check (DC 12+ spell level), and she must make a Concentration Check (DC 15) to perform any action not related directly to combat (such as retreating or tending to a fallen comrade). The special functions of the ring deactivate once the threat that enraged the wearer has passed, or the wearer makes a Will Save (DC 20) to forcibly deactivate the ring. The ring automatically activates when the wearer



becomes enraged. To activate the ring's power manually, the wearer must sacrifice a temporary point of Wisdom and suffers 1d4 points of chaotic damage. (Note: The GM should determine if the ring activates automatically based on the PC's roleplaying.) Caster Level 12th. Forge Ring. *Mage Armor*, *Emotion*, *Fireball*, *Ice Storm*, *Lightning Bolt*, *Meteor Swarm*, *Wall of Fire*, *Burning Hands*, *Magic Missile*, *Ray of Enfeeblement*, *Web*. Market Value: 75,000 gp.

Staffs and Wands

Staff of Blood (Major): This vile magical item can only be created from the wood of a mahogany tree that has had its roots drenched in blood. Non-evil aligned characters that handle the staff suffer a temporary level reduction of one until they rid themselves of the item. The staff allows the wielder to use the following spells (spell that require a touch attack can be used as a ranged touch attack):

Contagion 1 x/day
Cone of Cold 1 x/day
Ghoul Touch 2 x/day
Ray of Enfeeblement 3 x/day
Vampiric Touch 2 x/day
Circle of Death 1x/day

All spells function as if casted by a 15th level spellcaster with Maximized Spell feat.

Also once per day, the Staff can be used to Summon Blood from a target. The wielder must declare he is using the power and make a ranged touch attack against the target. The target is entitled to a Fortitude Save (DC 20) to avoid the primary affect. If the save fails, blood begins to seep from the victim's eyes, ears, nose, and mouth and stream toward the staff. The staff absorbs the blood and converts it to a +2 temporary constitution bonus for the wielder. The blood loss causes a permanent constitution loss of 1d4 points. The secondary affect deals 2d4 points of unholy damage on the victim (even if the victim made the save). Caster Level 15th. Craft Staff, Maximize Spell. *Circle of Death, Cone of Cold, Contagion, Ghoul Touch, Ray of Enfeeblement, Spectral Hand, Vampiric Touch, Summon Monster V.* Market value 20,000 gp.

Wand of Mischief: (Medium): Devi of Sophia Groa or Prankmasters often employs these thin silver batons. The Wand grants the wielder a +2 bonus to pickpocket, disable device, and open locks rolls and allows the wielder to use the spells Ghost Sound or Flare once per day without using a charge. The wielder can also expend one charge to employ Blur, Charm Person, Change Self, and Telekinesis. A newly created Wand has 50 charges, and cannot be recharged. When all the charges are used, the wand loses all other abilities. There is a 10% chance that the wand explodes with the last charge, a final joke from Sophia Groa. The explosion is more smoke and noise, dealing only 1 point of actual damage to the wielder.

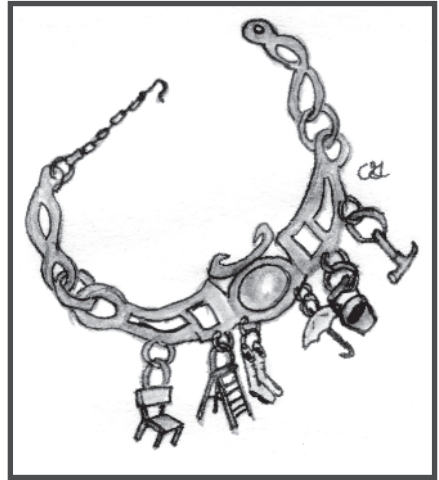
Caster Level 7th. Craft Wand. *Ghost Sound, Flare, Blur, Charm Person, Change Self, Telekinesis.* Market Value 4500 gp.

Wondrous Items

Bestial Boots (Minor magic item): These rather plain looking boots alter the appearance of the wearer's footprints, making them seem to belong to a monster. When activated, the wearer may select to leave footprints resembling any monster's footprints she has seen. Anyone tracking the wearer must add +10 to the difficulty of his or her survival check to successfully follow him or her. The footprints also mask the wearer's normal scent, confusing animals that may be following. Caster level: 8, craft wondrous item, *polymorph other, summon monster.* Market price 4,000 gp. Weight 1 lb.

Bicycle of Speed (Minor): A Bicycle of Speed allows the rider to travel at a movement of 60 without exerting any additional energy. Caster Level 7th, Craft Wondrous Item, Haste. Market Price: 4000 gp. Weight 20 lbs.

Bracelet of Useful Things (Minor): This simple gold bracelet has six small charms attached that resemble everyday useful items. When the command word is spoken, the charm becomes a full-size useable version of the item. Common items found on a bracelet of useful things are rope, an iron pot, a ladder, a canoe, a hammer or spade, a dagger or short sword, or a whistle. Another command word returns the item to a charm. A Greater Bracelet (Medium) possesses more expensive items, such as a mirror, a spyglass, masterwork weapon, musical instruments, etc. The DM should decide what charms are on the bracelet. Caster level: 9, Craft Wondrous Item, *minor creation*. Market price 6,000 gp (regular) or 10,000 gp (Greater). Weight ---.



Circlet of the Warrior (Medium): This gold circlet can only be worn by warriors or their bonded mounts. The first Circlet was created by a wizard for a Paladin's Dragonne mount. The circlet is decorated with four semi-precious stones, which hold the magical power of the circlet. The Circlet provides a +1 resistance bonus to saving throws and a +1 deflection bonus to AC. The Circlet also grants the wearer a +1 bonus to all natural attacks (thus a horse's hooves or a warrior's fists would become +1 weapons). Once per day the wearer can cast True Strike (unintelligent mounts cannot use this ability). A gold circlet worth no less than 2000 GP must be used in the creation of this item. Caster level: 3rd. Craft Wondrous Item, *resistance, mage armor, true strike, magic weapon*. Market Price: Market price 10,000 GP. Weight --.

Death Crown (Major): This platinum tiara features a star diamond in the center and a black pearl on either side of the diamond. Though the name sounds ominous, the crown is not evil. Originally created by a Deva of Sophia Kalla, the crown is a mighty weapon against undead. The wearer of the crown can detect undead within a range of 60 ft and is under a constant protection for evil spell. Once per day, the wearer can cast Holy Word, Holy Smite (5d8 damage, DC 20 for half), and Halt Undead (DC 19 to resist). 3x per day, the Diamond can project a ray of Disrupt Undead (1d6 damage) as a free action. A tiara or crown worth no less than 5,000 GP must be used in the creation of this item, as well as a star diamond with a minimum value of 2000 GP and 2 black pearls worth a minimum of 500 GP each. , Caster level: 13th, Craft Wondrous Item, *Protection from Evil, Disrupt Undead, Holy Word, Halt Undead, Holy Smite*, follower of Sophia Kalla. Non-Evil alignment. Creation Cost: 37,500 gp and 1625 XP. Market Price: 75,000 GP. Weight --.

Echo Earrings (Minor): These small silver stud earrings provide a +10 circumstance bonus to all listen checks. Both earrings must be worn for them to work. The earrings do not interfere with the abilities of any magical helms or other headwear, though powerful magic items such as a helm of teleportation may block the earrings' magic. The earrings make the wearer more vulnerable to sonic attacks, however, raising the difficulty

of saves versus sonic attacks by 1 and adding 1d4 damage to sonic damage. Caster level: 6th, Craft Wondrous Item, *Remove blindness/Deafness*. Market Price 2000 gp. Weight –

Fetish, Death (medium): These fetishes are made from a claw, bone, or fang of an undead creature. The item is boiled with Groa petals, lavender oil, and garlic cloves in blessed water for 24 hours by a Deva of Sophia Kalla. It is normally carried on a chain or belt around the waist, but small fetishes are sometimes fashioned into earrings. The fetish grants the wearer a +1 divine bonus to AC and saving throws versus attacks from undead creatures, DR 2/- versus physical attacks from such creatures, and halves any ability or level loss due to undead special or extraordinary abilities (loss cannot be reduced below 1). Caster level: 6th, Craft Wondrous Item, Extra Turning, Knowledge: Undead 4 ranks, *Bless*, *Bless Water*, *Negative Plane Protection*, *Protection from Evil*. Market Price 8000 gp. Weight –

Fetish, Demon (medium): These fetishes are made from a claw, bone, or fang of a demon slain by a native Neiyar. The item is boiled with sulfur and sage in blessed water for 24 hours by a Deva of Sophia Kalla. It is normally carried on a chain or belt around the waist, but small fetishes are sometimes fashioned into earrings. The fetish grants the wearer a +1 divine bonus to AC and saving throws versus attacks from abyssal creatures, DR 2/- versus physical attacks from such creatures, and halves any ability or level loss due to abyssal special or extraordinary abilities (loss cannot be reduced below 1). Caster level: 6th, Craft Wondrous Item, Knowledge: Planes 8 ranks, *Bless*, *Bless Water*, *Protection from Evil*. Market Price 10000 gp. Weight –

Fetish, Key (minor): This fetish is created from the finger bone of a thief and carved into the shape of a key. When stored with a rogues' lockpicking kit, it grants a +2 competence bonus to all open locks and disable device checks. Caster level: 5th, Craft Wondrous Item, Open Locks 4 ranks, *Skill Mastery*. Market Price 3000 gp. Weight –

Fetish, Worry (minor): These fetishes are normally carved from a small stone to resemble a humanoid form and are no more than two inches long. Rubbing the stone grants to owner a +1 morale bonus to Will Saves versus Confusion, Fear or similar affects. It also provides a +2 morale bonus to untrained bluff, diplomacy, gather information, or perform checks. If the owner is unable to handle the fetish, he does not receive the bonus. Worry fetishes are normally carried on chains around the neck or on bracelets. Caster level: 6th, Craft Wondrous Item, *Remove Fear*, *Skill Mastery*. Market Price 2000 gp. Weight –



Michella's Mandolin (Minor): This False bottom Mandolin employs a nondimensional space in which to store items. The space holds up to 20 cubic feet of materials. Caster Level 5th, Craft Wondrous Item, *Rope Trick*. Market Price 1500 gp. Weight 2 lb.

Mother's Brooch (medium): This gold and diamond brooch bears the symbol of Sophia Mater. It provides a divine deflection bonus and saving throw bonus of +1 for every five levels of the creator. Once per day, the wearer can cast the following spells on herself: cure light wounds (1d8+5), cure disease, and neutralize poison. Caster level 5th, Craft Wondrous item, *Bless*, *Cure Light Wounds*, *Cure disease*, *neutralize poison*. Market Price 6,000 (+1), 12,000 (+2), 20,000 (+3), 30,000 (+4), 50,000 (+5).

Translator Earrings (Minor): These small platinum hoop earrings allow the wearing to translate any language she hears. When she speaks, her speech is translated to the listener, giving the impression that she is speaking their language when in fact she is communicating in her own. She could communicate with a orc, an elf, and a dwarf at the same time in her own tongue and have everyone understand her. The earrings do not interfere with the abilities of any magical helms or other headwear, though powerful magic items such as a helm of teleportation may block the earrings' magic. Caster Level 7th, Craft Wondrous Item, *Comprehend Languages*, *Tongues*. Market Price 4000 gp. Weight --.



Rose Amulet: This glass bead with a Groa rose petal within cannot be purchased on the open market. The Devi of Adrienne normally awards it to individuals who have preformed a great service for the people, or to those about to embark on a dangerous mission. In addition to granting the wearer a bonus to saving throws from +1 to +5, its bonus also reduces the damage from all spells by that amount. Thus a +3 amulet would absorb the first 3 points of damage from a spell. It provides no additional protection against spells that do not cause damage but may have other negative affects (charm, level loss, ability drain, etc.). Caster level: 5th. Craft wondrous item, *resistance*, *bless*. Caster must have at least one level cleric, have Adrienne as a patron,

and have levels equally three times the item's bonus. Market price +1 3000 gp (Minor), +2 7000 gp (Minor), +3 15000 gp (Medium), +4 36,000 gp (Major), +5 50,000 gp (Major). Weight --

Pearl of Dispelling (Minor): This dull grey pearl, when shattered, has the affect of a *Dispel Magic* spell within an area of 30 ft. Caster level 6th, Craft Wondrous Item, *Dispel Magic*. Market Price: 1000 gp. A Pearl of Greater Dispelling (Medium) can be created by a 12th level or higher caster with the Maximize Spell feat. Add the creator's level + 20 to determine the dispel success. Market Price 4000 gp. Weight ---

Sharlette's Fabulous Bicycle (medium): This Bicycle of Speed also grants the rider a +10 circumstance bonus to move silently checks with riding. The Bicycle can move over any type of terrain, including mud, without difficulty. The bicycle has a clear crystal which, on command, radiates a cone of light a distance of 20 feet to illuminate a dark path. The seat of the bicycle opens up into a small nondimensional space that can hold up to 30 cubic feet (250 lbs) of material. Caster Level 9th, Craft Wondrous Item, Freedom of Movement, Haste, Light, Rope Trick. Market Price: 8,000 gp. Weight 20 lbs.

Artifacts

Allamonda's Mirror: This six foot tall platinum framed mirror is said to grant anyone who looks into it the opportunity to improve their appearance. By gazing into the mirror, the viewer can see an idealized reflection of themselves. While appreciating the reflection, the viewer will hear a female voice claiming to be Allamonda. Depending on the person's alignment, she will make them an offer. She will request that good and neutral-aligned character simply make an offering of some of their own blood by smearing it on the mirror, in exchange for receiving a bonus to their charisma. Evil-aligned are asked for a human sacrifice. Good-characters who accept the offer receive a +2 bonus charisma, but lose one point of wisdom and one point of intelligence. They also suffer a permanent -2 penalty to attacks made against abyssal creatures and suffer a -2 penalty to their armor class and saving throws versus attacks or spells from abyssal creatures.

Evil aligned characters who accept the offer will receive a +4 charisma bonus, but become unable to attack abyssal creatures. If the character wants to attack an abyssal creature, he must first make a Will Save (DC 10+creature's CR + creature's charisma modifier). Even if he makes the save, he is at a -4 penalty on any attacks or saving throws while fighting the creature.

Capalaquen: According to legends, the Great Sword Capalaquen sometimes appears on the prime in search of demons to destroy. There is a 1% chance that the sword will appear during any fight involving an abyssal creature with a CR of 10 or more. Add 2% if there is a cleric or paladin of Francisca Mahault in the group, and another 5% if a significant number of her followers are in danger. The GM may increase this percentage further based on the seriousness of the threat and the number of innocents in danger.

When it appears, it acts as a +5 lawful keen greatsword. Due to the magical power of the sword, no mortal can wield it without wild magic escaping. Once every 5 rounds, a random magical affect takes place. Roll a d20 and consult chart.

Once the threat has been destroyed, the sword disappears and the wielder must make a Fortitude Save (DC 20) or die from the force of the magical power. If the wielder dies, she immediately becomes a Benevolent Spirit (see Monsters for more information) under the control of the GM. If the wielder survives, but later dies for some other reason, there is a 50% chance the wielder becomes a Benevolent Spirit. Anyone who has wielded Capalaquen cannot be raised or resurrected, and not even a *wish* spell can bring them back.

- 1 Wielder receiving +2 bonus to strength for duration of combat.
- 2 A random ally of the wielder receives a +2 bonus to Armor Class for the duration of the combat.
- 3 *Mass Heal* as per spell cast by a 20th level cleric
- 4 *Elemental Swarm*: As the spell, except four separate portals open, one to each plane. 2 large elementals from each plane (earth, air, fire, and water) appear immediately to assist the wielder. The following round one huge elemental from each plane appears. No greater elementals appear. The elementals remain until destroyed or the threat is eliminated.
- 5 *Enervation*: As per spell, except one bolt per every four levels of the wielder shots from the sword toward an evil target. The bolts use the wielder's attack bonus to hit. The saving throw versus each bolt is DC 20.
- 6 A random ally gains 1d12 permanent hit points.
- 7 *Earthquake*: As per spell cast by a 20th level cleric, except the wielder and allies automatically make any reflex save to avoid falling into a fissure.
- 8 A random ally receive a permanent +1 bonus to either fortitude, reflex, or Will saves (target chooses).
- 9 Wielder receives the evasion feat for the duration of the combat.
- 10 *Reverse Gravity*: As per spell cast by a 20th level Wizard, except the wielder and allies are not affected.
- 11 *Summon Monster IX*: As per spell cast by a 20th level Cleric. Only a good aligned creature can be summoned.
- 12 *Time Stop*: Affects one random ally.
- 13 *Raise Dead*: All allies that have died during the combat are raised instantly.
- 14 *Planar Ally*: As per spell cast by a 20th level cleric.
- 15 A random ally receives a +2 bonus to dexterity for the duration of the combat.
- 16 *Holy Smite*: As per spell cast by a 20th level cleric.
- 17 *Blink*: Wielder and allies are affected for 10 rounds.
- 18 *Crushing Hand*: As per spell cast per spell cast by a 20th level sorcerer.
- 19 Wielder receives DR 15/+5 for duration of the combat.
- 20 Wielder receives 50,000 experience points.

The Skeleton Key: Those few familiar with the portals than dot the island believe there is a master skeleton key to link them all. The Key protects the possessor from the gate guardians and allows free passage between portals by simply concentrating on the portal the possessor wished to go to. This power even works (according to scholars) on other planes, though the possessor must make a Knowledge: Planes roll (DC 30). No one is sure of the full extent of the Key's power or exactly who created it or why.

Krakodonian Artifacts

Krakodonian history is full of tales of great kings and warriors. Of all the great legends, three stand out in recent years.

The Shield of Madruk'thayunkon: According to legend, this +4 Krakodonian war shield with SR 17 was blessed by the god of the Krakodons to defend him in battle against both

demons and the Neiyar. Accounts vary, but somehow the shield was taken from him and ended up in the hands of the Neiyar. With the shield, the demons fell upon him and destroyed him. The shield was placed on display in the great temple of Sophia Mater in Narishonia, but when that city fell during a demon plague, the shield was lost with it.

The Sword of Krofgrog’Nigtrok: This +3 keen wounding Krakodonian Scimitar was used to fight the Great Dragon of Dazu in an early attempt to reclaim the fallen city. It is believed that Krofgrog’Nigtrok would have been successful in defeating the great beast, had not one of the cursed Children of Kalla (see Monsters) had not swooped down from the sky and flapped in his face at a crucial moment. With his death, the sword was lost to the race.

Voklod’hapthuk’s Armor: This armor is believed to have been crafted by Voklod’hapthuk himself from the carcasses of demons he destroyed. This +4 leather armor grants the wearer DR 10 versus electricity, fire, and cold damage and makes the wearer immune to mind-affecting spells cast by demons or other residents of the abyss. Voklod’hapthuk went to Nephar’s Mount to rescue members of his family who were kidnapped by demons, and was never heard from again.

While these tales of valor have always been part of Krakodonian legend, recent events have brought them to prominence to many. Over the last ten years, many shamans have reported getting visions regarding these artifacts. They all interpret the visions the same. He who united the three artifacts will be able to reclaim Dazu and restore the great empire. Few outside of Krakodon society are aware of these visions, and the shamans guard them viciously to prevent word from reaching the Neiyar.

Amphikin Artifacts

Obar’s Scepter: Obar the Horrendous, upon uniting four villages under his rule, tricked an Outsider mage into fashioning this elaborate Scepter as a symbol of his rule. Alleged powers of the scepter vary depending on who tells the tale, and most Neiyar doubt the thing ever existed. But the scepter is quite real, and besides the ability to use it as if it was a +4 bane light mace (versus humans), it grants the wielder +10 to intimidate, bluff, sense motive, and diplomacy checks when dealing with Amphikin. Unfortunately, the thing is also quite cursed. Obar cursed it as he died. Any Amphikin that tries to use the scepter must make a Fortitude save (DC 25) or die. Even if the save is made, the Amphikin suffers permanent loss of 4 levels. If the Amphikin manages to survive that, he can then use the scepter normally with no further losses. Non-Amphikin who try to use the scepter suffer a -10 to all intimidate, bluff, sense motive, or diplomacy checks involving other non-Amphikin so long as the item is in their possession.

Doldanda’s Shell Armor: According to the Amphikin, when Doldanda first created the Amphikin, they were born from hard shells that were infused with the power of the deity. Unfortunately, as the race began to breed, the tadpoles were unable to escape the hard shells and died. So Doldanda changed the Amphikin biology to lay soft eggs that were easier for the tadpoles to escape from.

Legends say an early Amphikin Toade discovered the original shells of the first generation, and fashioned armor from them. There are various stories of how the armor was lost. Most Amphikin do not even believe the armor existed. Some, however, believe there must be some small amount of truth to the old tales and continue to search for clues.

The Shell Armor resembles scale mail, with pieces of green-black shell overlapping each other. It has a base armor bonus of +4, Max Dex bonus +5, AC penalty -1, Arcane Spell failure 5% and weights 10 lbs. When worn by non-amphikin, it grants the wearer immunity to all natural diseases and provides an additional +3 divine bonus to AC and a +1 bonus to saving throws.

When worn by an Amphikin, the armor provides a +10 bonus to AC, +4 bonus to all saving throws, and grants the wearing the ability to cast the following spells once per day: create water, cure serious wounds, divine power, and neutralize poison. All spells are cast as a 9th level caster.

Acquiring magical items

While there are many spellcasters on the island, there are no “magic shops” per se. Adventurers with a lot of gold to spend can’t just waltz in to the Tower of Adrienne and purchase whatever they want. And even Outsider mages don’t sit around all day making magic items to sell to adventurers. Most are too wrapped up in either trying to get off the island or trying to decipher the island’s magics to spend time marketing magical wares.

So how can adventurers acquire magical items besides random treasure troves?

Healing: Healing potions and salves are always available for purchase from temples, hospitals, and even large trading posts. Pricing fluctuates greatly, however, based on need and availability. In small quiet communities with no threatening activity, a party might find a cleric of Agri happy to provide healing for free. In more violent towns like Nissuno, a Potion of Cure Light Wounds could sell for 75 to 100 gp.

Protection: Minor protection items such as rings of protection, bracers of armor, and cloaks of resistance (no higher than a +1) are usually available through clerics of Adrienne, who create such items to both raise funds for the temples and to protect the populous.

Weapons and armor: Delansha has several weaponsmiths and armorsmiths who specialize in magically enchanted armors. Many Arcane Warriors set up shop in Delansha, building their reputations by sponsoring warriors in the Festival of Blades who wield the weapons they create in the tournament. Adventurers can find ready-made weapons and armor in these shops with enchantments up to +3, if they can afford them. Prices for weapons and armor in Delansha are high due to demand, often up to 20% higher than the list price. However, their creators stand behind their creations and will normally repair broken weapons or armor for free if brought back to them by the original purchaser. With the exception of Delansha, however, the most available for ready purchase in other large cities will be +1 varieties.

The Shadowblades and Amphikin: Adventurers looking to purchase magical items that will assist in sneaking skills (potions of hiding, slippers of spider climbing, vests of escape, etc) or items with bad intentions (assassin’s daggers, Mask of the Skull, etc) will need to deal with either the Shadowblades or an Amphikin informant. Such items are available on the black market, though their possession can lead to at minimum harassment from local guards to at the most being hauled off before an angry Deva looking for an explanation.



CHAPTER FIVE

Land of the Neiyar

General Geography:

The land of the Neiyar is a dense jungle surrounded by wide golden beaches. Most of the population is found near the shoreline, with the exception of the Holy City, found in the center of the island. Four great roads join the Holy City to the outlining communities, forming a pinwheel effect. There are small forts along these roads to provide protection for travelers and a safe place to rest.

The waters up to five miles out from the island are calm, clear and (relatively) free of predators. People safely fish and swim within this area, and small sailboats are the preferred form of travel from one seaside community to another. Beyond the safe zone, the waters grow darker and more dangerous. Sharks and other carnivorous fish prowl the deep.

But sharks are the least of ocean traveler's worries. Tales of an enormous creature known as the Green Death instill fear in any foolish enough to consider leaving the safety of the shores. Most Neiyar, however, have never had an opportunity to see the beast. But the tales of Outsiders who have miraculously survived an encounter with it haunt the Neiyar collective psyche.

The island itself is an imposing land mass. It is over 900 miles at its widest point and over 1600 miles long, with a total area of approximately 750,000 square miles. The area from the shoreline to approximately 50 miles inland is relatively flat, with few natural spots more than 30 feet above sea level. This area is mostly swamp and marsh, and it is the primary territory of the Amphikin. As one nears the center, the ground becomes firmer as the elevation increases. The highest point on the island is Takanave Plateau, which rests about 2000 ft above sea level.

The densest part of the jungle is found in the Shapu region. The only Neiyar settlement in the area is Mezzetratine. Passed Mezzetratine lay the ruins of the once mighty Krakodonian Empire, and the area is still dominated by Krakodon settlements today. Shapu ends in a jagged Cliffside overlooking Nephar's Pass across from the volcano of Nephar's Mount. The cliffs, more than 1000 ft above sea level, hint that the island and the volcano were at one time connected. The side of Nephar's Mount that faces the cliffs looks as if it had a large portion ripped off.

Few natural waterways flow across the island. What few freshwater lakes exist on the island seem to feed into underground rivers. The only substantial waterway is the Reese Litra, which runs from Lake Aquenshi all the way into the bay of Mazrana in the Wistera region.

The ground below the surface is a rich source of granite, precious metals, and gemstones. Unfortunately, as the Neiyar have begun to dig deeper into their mines, they have discovered strange passageways leading into what the Outsiders refer to as the Underdark. The Outsiders speak of strange and powerful beings that call the dark caverns home, but the Neiyar have not seemed too concerned as of yet. Occasionally a mining team disappears into one of these passageways seeking to find out where they lead. When they do not return, the Neiyar whisper that perhaps the Outsiders may be right. Some Amphikin have accessed this strange world through underwater caverns, and many have learned its strange sign language.

General Ecology□

The rich rainforest environment of the island produces a wide assortment of edible plants. These include bananas, plantain, dates, coconuts, pineapples, guavas, papayas, and breadfruit. Over a dozen edible mushrooms and several varieties of moss have been identified. These include celetrine moss, a blue-green moss with a pungent odor often dried and used as a spice. Celetrine is a close relative of Gespurn moss, which is a greener variant that can also be dried but is instead used to create choking dust as it causes irritation when consumed or inhaled. The difficulty for the survival check to differentiate between the two is DC 15.

The Neiyar have also learned how to cultivate the bark and roots of the many species of trees found on the island to produce resins, gums, rubber, medicines, and spices. The most spectacular of the trees found are the banyan trees. These fig-producing trees have massive aerial roots growing down from the branches and often cover up to a half acre of land. Because of their sheer size and unique root system, Auronnes often build their homes among the branches. Whole colonies live comfortably in one tree.

Not all of the plants found in the rainforest are beneficial. Several giant varieties of carnivorous plants, including pitcher plants and sundews, lure both game and adventurers into their grasps. Semi-intelligent plant creatures also roam the rainforest and have evolved to blend in to their environment, gaining a +4 circumstance bonus to hide checks when blending into the lush rainforest floor. One of the most deadly of the carnivorous plants is the Corpse-Eater Lily, a dangerous variant of the harmless Rafflesia Flower. Rafflesia Flowers, also called Corpse Lilies, exude a stench like rotting flesh to attract flies. The flies help pollinate the over 1 yard wide blossoms. The Corpse-Eater is scentless, and therefore needs real rotting flesh to attract flies. See the section on MONSTERS for complete details.

Insects make up much of the animal life of the rainforest, and most of these insects are beetles. Many varieties of beetles are prizes for their nutritional value. Giant varieties of common insects abound throughout the rainforest and are a serious threat. One of the

most dangerous is the Fleshcutter Ant, a giant relative of the Leafcutter Ant. Fleshcutter Ants, like their small cousins, cultivate a special type of moss on which they feed. Unlike the Leafcutter ants, which harvest leaves on which to grow the moss they eat, Fleshcutters use humanoid flesh. More information on the Fleshcutter Ants can be found in the MONSTERS section.

Hunters track tapirs, wild boars, and three-toed slothes through the rainforest. The Neiyar share their hunting ground with tigers, jaguars, and green bears (see MONSTERS). The night gives way to over two dozen varieties of bats. Most are harmless. One unique bat to the island is the Sleeper bat (see MONSTERS), a sub-type of the vampire bat that produces a mild toxin that puts its prey to sleep so it can feed at its leisure. There are also over 30 species of snakes roaming the jungle. Almost all are dangerous. The giant constrictors are often hunted for both food and their skins.

Sandy beaches between one to five miles wide surround the jungle. Here small fishing communities thrive on the wide variety of fish, crustaceans, and mollusk found near the shoreline. Many also cultivate kelp, and blue kelp is highly prized for its nutritional and medical value.

Fashra, the North:

This 190,000 square mile region remains mostly jungle despite the paving of half of the North Fashra Road. Neiyar live in either Delansha, Northforte (both directly on the road) or in small villages along the shore. To the west of the road Amphikin villages are common, and three small Krakodon clans (Garuth'ril, Jakabu'ril, and Kunruth'ril) have established settlements. The eastern half of Fashra is dominated by roaming Mahaultae tribes and Aurnonne tree villages.

Many of the human residents of Fashra are militant and prone to fits of prejudice against Outsiders. Most Neiyar in this region hold either Francisca Mahault or Sophia Kalla as their patron, and there is an uneasy tension between the two churches. Followers of Francisca Mahault believe the Neiyar should not allow the presence of Outsiders to distract them from preparing for the true enemy (the demons), while some followers of Sophia Kalla have been accused of outright violence against Outsiders.

Estimated populations: Neiyar 17,000, Aurnonnes, 1600, Outsiders, 200, Krakodons, 3000, Amphikin, 6000, Mahaultae 4000. (Trade Goods: weapons, armor, wild game, and exotic flora)

Delansha: pop 10,000 (93% Neiyar, 5% Aurnonne, 2% Outsider) The largest town of Fashra is also its most militant. The population is renowned for the manufacture of weapons, and some of the greatest weapon smiths on the island are found here. Many smiths specialize in a particular type of weapon. Everyone, even young children, carry some sort of a weapon. The schoolyards have both a Deva of Francisca Mahault and a Healer available during recess to supervise the aggressive play of the youngsters and make sure anyone who gets hurt is healed properly.

The Temple of Sophia Kalla sponsors the annual Festival of Blades here at the Delansha Arena located in the center of the city, and warriors from throughout the island make the trip to test their skills. Here the winner is not always the one with the greatest skill, however, but the weapon that demonstrates the most destructive power. It is expected that some of the competitors will not survive the competition, and the fallen are afforded grand funerals by the temple as a show of honor. But warriors do not pay the 10 gold entrance fees to die, but to win the grand prize. The winner is presented with a Blade of Kalla (see magical items) and the title of Kalguardia (Champion of Kalla). The



A View in the Great Hall inside the Delansha Arena

Kalguardia are afforded special treatment by the Devi of Sophia Kalla, and can often count on free healing and emergency funds when needed.

The winner usually sells the weapon she used in the competition back to the smith who made it (if it was purchased in the city), once receiving the Blade of Kalla. Smiths who have seen their weapons win the Festival of Blades display the winning weapon in their shop windows. The dwarf Horace Coalbeard has three such championship weapons on display in his shop, The Axe and Hammer. The only shop with more weapons on display is Swords of Valor, operated by Sheila Hammbinsin and her husband Gordon. Swords of Valor hold four championship blades, thanks to both Gordon's craftsmanship and Sheila's magical enchantments.

Even men are welcome to enter the Festival, though some speculate that this is only to lure out those who have been secretly training in the art of war in violation of the Code. Few Neiyar men enter the competition, but Krakodons, Mahaultae, and even Outsiders often participate. While on the surface it may seem odd that Krakodons would compete in a Festival dedicated to a Neiyar goddess, those that do relish the opportunity to potentially embarrass (or even legally kill) a Krup'tha. The Festival has also become more secular over the years. Where once the Kalguardia were considered the sacred warriors of Sophia Kalla, and expected to serve her, that position is now held by the Soulreapers. Kalguardia has become an honorary title, but one that still holds enough weight to be worth dying for.

Most of the taverns and inns are found around the Arena. The Jolly Crocodile is a popular spot for travelers, as it often sponsors boxing and wrestling contests and tests of strength. Adventurers with a tale to tell and too much alcohol in their bloodstream often step up to the podium near the bar and relate animated (and exaggerated) stories of their exploits. Adventurers with the most far-fetched but entertaining tale are often

rewarded with free ale or a free bed from the elderly tavern owner Clyde Heshlenna. The almost 80-year-old widower opened the tavern twenty years ago after his wife died from a crocodile attack. The head of the crocodile that killed his wife is mounted just above the bar. Every year on the anniversary of her death Clyde breaks a bottle of whiskey over the crocodile's head, but other than this eccentric act never talks about the incident.



Mashera Jesrenna, Dread Mother (CR 16)
 Female Neiyar Bbn4/Clr12; Medium Humanoid HD 4d12+8 (Barbarian), 12d8+24 (Cleric); hp 98; Init +2; Spd 30; AC 23; Atk +16 base melee, +15 base ranged; +19 (1d6+6, Scimitar); RF: Abyssal Smiting (su), +5 Demon Lore; AL CN; SV Fort +14, Ref +7, Will +13; STR 16, DEX 14, CON 15, INT 18, WIS 18, CHA 13.
 Skills: Climb+1, Concentration+15, Craft (Weaponsmithing)+10, Diplomacy+10, Heal+10, Hearth Magic (Ward Against Undead, Healing, Soul Binding) Intimidate+11, Intuit Direction+9, Jump+1, Knowledge (arcana)+11, Knowledge (nature)+6, Knowledge (religion) +16, Knowledge (undead) +9, Knowledge: Demon lore+9, Listen+12, Scry+9, Sense Motive+6, Spellcraft+7, Swim+4, Survival+10.

Feats: Brew Potion, Craft Magic Arms and Armor, Detect Supernaturals, Investigator, Leadership, Scribe Scroll.

Spells Prepared (Clr 6/6/5/5/4/3/2): 0 - *Create Water, Cure Minor Wounds, Detect Magic, Mending, Purify Food and Drink, Read Magic*; 1st - *Bless Water, Cause Fear (d), Comprehend Languages, Cure Light Wounds, Inflict Light Wounds, Invisibility to Undead, Shield of Faith*; 2nd - *Consecrate, Enthrall, Lesser Restoration, Shatter (d), Speak with Animals, Spiritual Weapon*; 3rd - *Contagion (d), Dispel Magic, Remove Disease, Searing Light, Summon Monster III, Totem Spirit Guide*; 4th - *Death Ward (d), Divine Power, Freedom of Movement, Neutralize Poison, Restoration*; 5th - *Commune, Flame strike, Greater command, Slay living (d), True seeing* 6th - *Harm (d), Heal, Word of Recall*.
 Possessions: +3 vorpal Scimitar, +3 Breastplate, +2 dancing steel shield. Potion of Bodily Efficiency; Potion of Complex Thought; Amulet of health (+2); Bag of tricks (tan); Bracelet of Useful Things.

Mashera is the third generation of her House to serve as Dread Mother, an honor she is quick to use in any discussion involving theology. Her stare can quell most dissent in her presence, and a harsh word from her can make even the bravest warrior tremble.

Though now in her fifties, she is stronger and quicker than she appears. While it is reported she spends most of her days within the temple in meditation and overseeing the other Devi, in fact she is often gone for weeks at a time scouring the region for traitors that need to be destroyed.

Horace Coalbeard (CR 8)

Horace Coalbeard: Male Dwarf Ftr8; Medium Humanoid ; HD 8d10+32 (Fighter); hp 59; Init +2; Spd 15; AC 21; Atk +11 base melee, +10 base ranged; +15 (1d12+8, Greataxe +2); SQ: Darkvision (Ex), Dwarven traits (Ex); RF: Stonecunning, +2 Fort save against poison, +2 Ref save against spells, +1 attack bonus against orcs & goblins, +4 dodge bonus against giants; AL LN; SV Fort +10, Ref +4, Will +4; STR 17, DEX 15, CON 19, INT 13, WIS 14, CHA 11.

Skills: Craft (Armorsmithing)+9, Craft (Metalworking)+8, Craft (Stonecarving)+5, Craft (Stonemasonry)+8, Craft (Weaponsmithing)+15, Knowledge (nature)+2, Listen+3, Spot+3, Use Rope+3.

Feats: Cleave, Dodge, Expertise, Great Cleave, Improved Critical: Greataxe, Power Attack, Weapon Focus: Greataxe, Weapon Specialization: Greataxe.

Possessions: Greataxe +2. Dwarven Plate. Buckler, Masterwork. Armorsmith's tools, Masterwork; Weaponsmith's tools, Masterwork.

Horace Coalbeard and his family arrived on the island twenty years ago, after what he called “the foolishness of foppy elf” accidentally teleported him to the Fashra region. Unlike most dwarves, he knows when to keep quite. It has served him well in dealing with the Neiyar women.

He dislikes Neiyar society and finds the women overbearing at best and psychotic at worst. He understands, however, how dangerous Neiyar warriors can be, and therefore keeps his opinions to himself (except when he gets ranting in the privacy of his own home). His agreement to not allow Neiyar men to train on his property does not keep him from meeting a select few students in secret locations. This has caused more than one argument between Coalbeard and his wife Bertrice, who finds it dishonorable to sneak about.

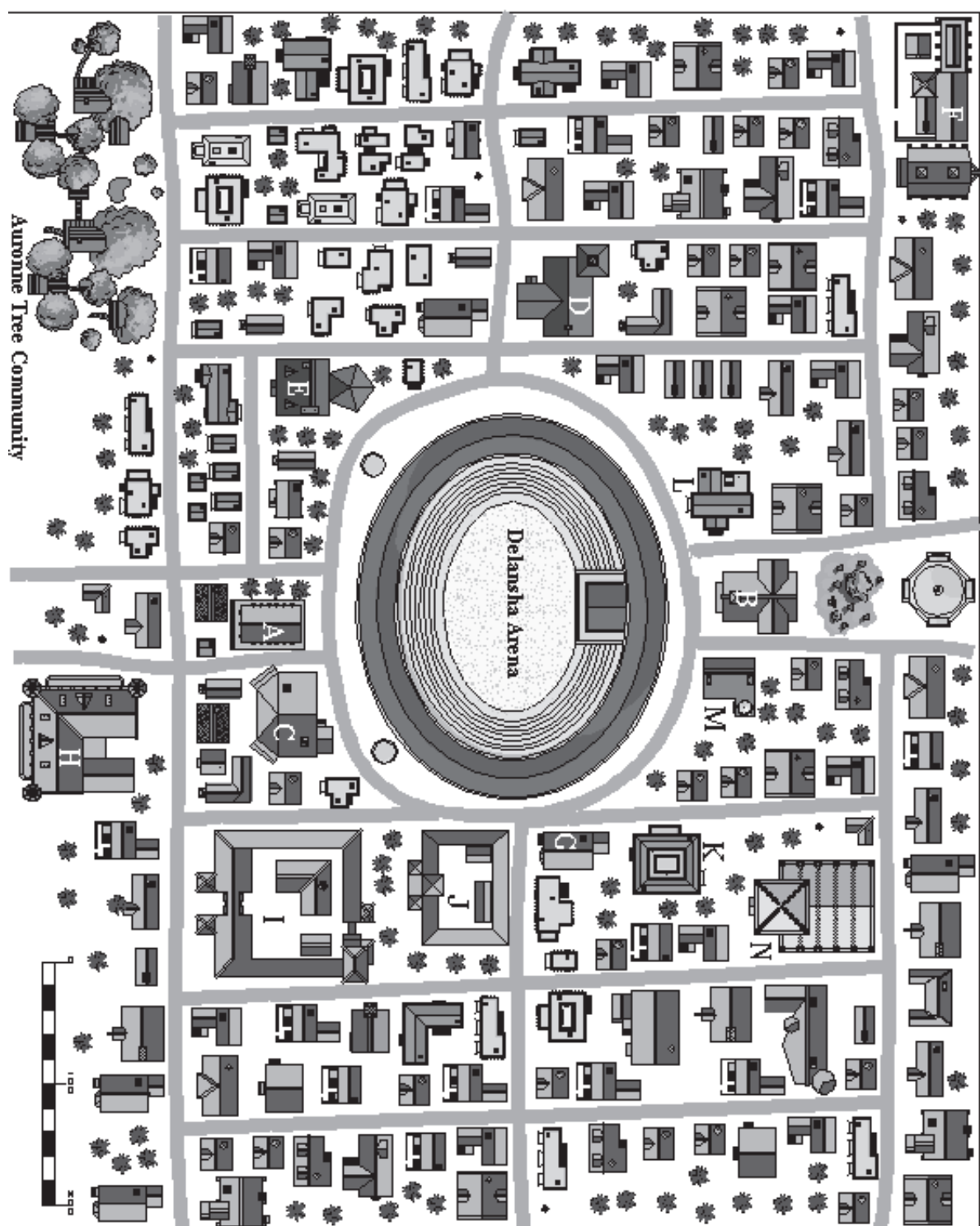
Story Hooks:

*A recent break-in at the Axe and Hammer has Coalbeard crying sabotage, as a special axe he was forging for a competitor in the next Festival was damaged beyond repair. While Coalbeard blames the owners of Swords of Valor, the Devi refuse to investigate and even accuse the dwarf of trying to set-up Sheila Hammbinsin. Coalbeard hires the party to investigate the break-in and find proof of Hammbinsin's involvement.

City of Delansha Key

- A Temple of Francisca Mahault
- B Temple of Sophia Kalla
- C Jolly Crocodile Inn
- D The Axe and Hammer
- E Temple of Sophia Mater
- F Horace Coalbeard's House
- G Swords of Valor
- H City Council Hall
- I Training Ground and Barracks
- J Happy Hippo Inn
- K Bloody Goblet Inn
- L The Jagged Axe Tavern
- M The Delansha Inn
- N Hospital and Temple of Agri

Delansha



Northforte: pop. 2000 (99% Neiyar, 1% Auronne)

Northforte rests midway on the North Fashra Road, which connects Fashra to the Holy City. It provides a safe refuge to travelers. The warriors of Northforte also patrol the length of the North Fashra Road obsessively looking for bandits and ambushes. Their obsession with maintaining the safety of the region has led to more than one misunderstanding between the guards and an adventuring group, particularly one with an Outsider in it. Outsiders are watched very carefully while they are in Northforte and are rarely made to feel welcome.

There are two taverns in Northforte. The Thornvine Tavern caters to wealthy merchants traveling back and forth between Delansha and the Holy City, and offers the services of a scribe for merchants who need bookkeeping help and a small library. While Northforte houses a Temple-operated outpost with a limited inventory, travelers can normally walk into the Thornvine and find a merchant that sells whatever mundane item they need. The average adventurer might be more comfortable at the Double-Edged Sword. Besides getting food and board, tavern owner's Sheila Penelope's husband Lawrence provides repair services for weapons and armor.

Northforte is also the home base of the Guardian Devi of the North, Zallana Tiniana. Raised in Delansha, she miraculously won the Festival of Blades at the age of 16. Mashera tried to recruit her for Sophia Kalla, and for a few years Zallana trained under the Dread Mother. One night, Zallana fled the temple in terror and went to the temple of Francisca Mahault. She has never told anyone outside of the church what transpired that night, but even now she and Mashera are bitter rivals.

Zallana Tiniana, Guardian Devi of the North

Female Neiyar Ftr4/Clr9; Medium Humanoid ; HD 4d10+8 (Fighter), 9d8+18 (Cleric); hp 80; Init +3; Spd 20; AC 23; Atk +14 base melee, +13 base ranged; +18 (2d6+11, Greatsword); RF: Abyssal Smiting (su), +5 Demon Lore; AL LN; SV Fort +15, Ref +10, Will +14; STR 18, DEX 17, CON 15, INT 15, WIS 18, CHA 15.

Skills: Concentration+9, Craft Weaponsmith +6, Diplomacy+8, Handle Animal+5, Heal+7, Intuit Direction+7, Jump+2, Knowledge (arcana)+5, Knowledge (nature) +4, Knowledge (religion)+9, Knowledge (undead)+9, Knowledge: Demon lore+9, Move Silently+1, Swim+6.

Feats: Cleave, Combat Casting, Craft Magic Arms and Armor, Extend Spell, Power Attack, Track, Weapon Focus: Greatsword, Weapon Specialization: Greatsword.

Spells Prepared (Clr 6/5/5/4/3/1): 0 - *Create Water, Detect Magic, Purify Food and Drink, Read Magic, Resistance, Virtue*; 1st - *Bless, Bless Water, Entropic Shield, Protection from Evil, Sanctuary (d), Shield of Faith*; 2nd - *Bull's Strength (d), Hold Person, Lesser Restoration, Remove Paralysis, Speak with Animals, Spiritual Weapon*; 3rd - *Dispel Magic, Magic Vestment (d), Remove Disease, Summon Monster III, Totem Spirit Guide*; 4th - *Freedom of Movement, Lesser Planar Ally, Restoration, Spell Immunity (d).*

Awakened Tiger Companion, Bright-Eyes

Possessions: +3 wounding Greatsword. +2 Chainmail, +1 Clockwork buckler. Magic: Amulet of natural armor (+3); Circlet of blasting, minor; Cloak of resistance (+3).

Obar's Mansion: Obar the Horrendous was a Toade who almost succeeded in uniting the Amphikin under him three hundred years ago. Legend claims he was murdered by an assassin and his mansion destroyed. Rumors persist of hidden dungeons below the mansion. Amphikin avoid the area, claiming Obar's ghost still haunts the place looking for others to enslave. The ruins lie northwest of Northforte.

Shapu, the South

Covering almost 220,000 square miles of the island, Shapu is the domain of the Krakodons. It was the stronghold of their lost empire, and the majority of Krakodons call the area home. Shapu is divided into territories, and each territory is controlled by one or more clans.

Magril'thog Territory, domain of clan Zaccankra'ril, borders on Wistera, Elantri, and Nazra and encompasses the Neiyar city of Mezzetratrine. The Krakodons here trade briskly with the city and often travel up to Outland to trade with the Outsiders. They are the least militant of the Krakodons of Shapu. They claim Krakodon King Ziknok'thabunar as one of their ancestors, and honor his memory by attempting to be civil with the Neiyar. The territory is perhaps the safest area of Shapu for both Neiyar and Outsiders, though great care must still be taken to ensure the Krakodonian hospitality there.

The largest iron ore deposits on the island are found here, and the Zaccankra'ril hold the mines communally. Enterprising Outsiders can purchase large quantities of ore, then sell it for a premium to the Neiyar. Many Krakodons outside of the region resent the practice of selling resources to the Neiyar, even indirectly.

Karnod'Gorbak Territory, home of clans Narushil'ril and Kandabrik'ril, encompasses the ruins of Dazu and borders on Elantri. The Krakodon in this territory have a particular loathing for the Neiyar, mainly because they blame the Neiyar for the "defection" of clan Hashok'ril. The clan left Shapu to establish the city of Nissuno in order to gain wealth through trade with the Neiyar. The other clans saw this as an act of surrender to the Neiyar, and often send raiding parties to disrupt the trade routes leading from Nissuno. Both clans make frequent offerings of food and treasure to the Dragon of Dazu, and some of these offerings include living

Neiyar humans and members of the outcast clan Hashok'ril. Krakodon shamans continuously try to stamp out this practice, calling it a sacrilege against the true Krakodonian gods. Without the support of tribal elders, many of whom encourage the practice out of fear the dragon will try to break free of Dazu otherwise, they have not been successful.

Norack'akoldo Territory is a perpetual war zone, as the clans Norak'ril and Koldorru'ril engage in a bloody civil war over the area. The two clans have warred for so long both sides have forgotten what the original disagreement was all about. The territory lies south of Kornod'Gorbak. Besides the Krakodons, it is also home to the rare Chardara Bird (see MONSTERS). This carnivorous bird has a peculiar taste for humanoid flesh, which it prefers roasted via its fiery breath weapon. The ruby red tail feathers are highly prized as stylish quills for wealthy mages and merchants, while the beaks and claws are boiled down by alchemists to produce burn salves.

Yamchaku'Mordtrak is fought over by three clans, Kraduro'ril, Vanaktru'ril, and Pentrok'ril. The ruins of Zonak are in this area, which borders Wistera just south of the Magril'thog Territory. Zonak is neutral ground to the Krakodon, and some consider it Holy Ground. The ruins are often used to hold peace talks between villages.

The region is rich in gems, particularly star rubies and star sapphires, leading many Neiyar to brave the internal conflicts to try and locate one of the shallow gem deposits. Brave (and fortunate) souls who manage to locate such deposits normally need only dig a few feet to find the riches. Few who make it into the region make it out, as the Krakodons know all too well where all the deposits are and routinely scout out for would-be treasure seekers.

Dadukru'Nashesh rests of the cliffs overlooking Mount Nephar and is controlled by the reclusive Nagakada'ril clan. The Grand Krakodian Druid Legnok'thamortos lives in this region. These Krakodons rarely stray from their territory, preferring to let the other clans wipe each other out. The few Neiyar who have had contact with the clan wonder if they are Krakodons at all, as they are soft-spoken, patient, and almost sociable. When members of Nagakada'ril do resort to violence, it is with swift but coldly calculating blows. They do not seem to believe in any wasted motion when it comes to their fighting style, and some have even marveled at the beautiful but deadly fighting style employed in hand-to-hand combat.

The region is overrun with plane-touched creatures of all sorts, due to its proximity to Mt. Nephar. Creatures found in this area tend to be more aggressive and more dangerous, perhaps explaining why the Krakodons in the region act the way they do. After all, with so many dangers around every vine, it becomes a matter of survival to conserve one's energy.

Estimated populations: Krakodon 62,000, Auronnes zero, Mahaultae zero, Amphikin 10,000, Neiyar 2500, Outsiders 600. (Trade Goods: gems, iron ore, Chardara birds)

Mezzertratrine: pop 6000 (40% Neiyar, 25% Krakodon, 25% Amphikin, 10% Outsider) Mezzertratrine is a city on edge. Originally meant to serve as a forte for the Southern Road, the presence of an invisible menace prevented the road from being finished. As rumor of strange creatures overtaking travelers in the region spread, fewer Neiyar felt the need to continue building. The city was abandoned by the rest of the Neiyar.

The city has become a haven for the desperate and dysfunctional, and it is believed an underground temple to Nephar is in the area as well. The Temple of Sophia Mater was abandoned early in the city's development. While Mezzertratrine technically remains a Neiyar city, there is little semblance to typical Neiyar life. A few residents have begun dropping hints that Mezzertratrine and Outland should unite to form their own government, but Outland has yet to show any interest in such a union.

The economy of the city revolves around mostly farming and hunting. Most of the farmland within the city limits is owned by the elderly Pamela Mooreana. In her mid-seventies, she is rarely seen outside of the family's manor. For the last decade, her daughter Diana ran the estate, but she died six months ago from a sudden illness. According to her son Gordon, she was ill for several days before finally allowing him to call for a healer. Unfortunately, by the time a healer arrived at the house, she was already dead. Gordon has taken over operations of the estate since his mother's death. While no evidence of foul play has been found, rumors persist of poisoning.

Rajah the Lamé, a banished Neiyar male crippled by a Soulreaper before escaping the Holy City, operates the only trading post in the Mezzertratrine. The fact that the trading post is a front for the Shadowblades is perhaps the worst kept secret in the city. Rajah's cellar hides all sorts of poisons, weapons, and minor magical items. By dropping the right names and offering the right bribes, Rajah can help with everything from getting a vial of Plateau Cacti Oil to ordering an assassination.

Rajah tries to hide his paranoia, and normally can do so in casual conversation. But lengthy discussion with him, particularly while consuming ale, reveals the depths of his paranoia. He fears the day Soulreapers come to finish him off, and he sees all women as potential spies. Unless he has an established history with a woman, he will not engage in any illicit bargaining in from of one.

Rajah the Lame: Rajah is confined to a wheelchair. His dexterity score only applies to manual dexterity with his hands. But just because he is in a wheelchair does not make him defenseless. He is a master of the crossbow and can draw and fire one with frightening speed and accuracy.

Male Neiyar Rog5/Ftr2; Medium Humanoid; HD 5d6+5 (Rogue), 2d10+2 (Fighter); hp 32; Init +3; Spd 30; AC 10; Atk +7 base melee, +8 base ranged; +6 (1d8, Crossbow, repeating); RF: Abyssal Smiting (su), +5 Demon Lore; AL NE; SV Fort +5, Ref +7, Will +4; STR 14, DEX 16, CON 12, INT 14, WIS 17, CHA 16.

Skills: Appraise+14, Bluff+8, Craft (Trapmaking)+7, Craft (Woodcarving)+3, Disable Device+10, Forgery+8, Heal+5, Knowledge (nature)+4, Listen+10, Open Lock+11, Search+11, Sense Motive+11, Speak Language+2, Spot+7, Use Magic Device+12.

Feats: Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Crossbow, hand. Possessions: +2 Flaming Crossbow, repeating, Cloak of displacement, minor (20% miss chance); Dust of dryness; Dust of Sneezing and Choking; Fetish, Key; Glove of storing.

An Outsider necromancer named Liljaru has a small tower in the center of the town, but he has not been seen for several months. Around the same time as his disappearance, residents reported sighting of what appeared to be zombies heading into the jungle. Many believe Liljaru may be involved, but none have been brave enough to knock on his door to ask. Others believe the Soulreapers finally decided to destroy the necromancer, and perhaps the undead spotted were the last straw for the Church of Sophia Kalla.

Recently a unit of warriors was sent from the Holy City to Mezzerratrine to investigate the strange goings on. The residents' claim they must have been attacked along the way, for no one remembers them making it into town.

Liljaru (CR 14): Male Human Rog3/Wiz11; Medium Humanoid ; HD 3d6+6 (Rogue), 11d4+22 (Wizard); hp 47; Init +3; Spd 30; AC 19; Atk +9 base melee, +10 base ranged; +10 (1d6+3, Sword of Subtlety); AL LE; SV Fort +6, Ref +9, Will +11; STR 14, DEX 17, CON 14, INT 20, WIS 16, CHA 11.

Skills: Alchemy+15, Concentration+15, Craft (Gemcutting)+10, Craft (Locksmithing)+9, Decipher Script+12, Diplomacy+4, Disable Device+14, Escape Artist+6, Forgery+6, Gather Information+3, Hide+10, Knowledge (arcana) +17, Knowledge (undead)+8, Knowledge (Infernal)+13, Knowledge (nature)+9, Listen+8, Move Silently+8, Open Lock+10, Scry+13, Search+11, Spellcraft+15, Spot+7, Swim+4, Tumble+6, Use Rope+5. Feats: Brew Potion, Craft Wand, Craft Wondrous Item, Quicken Spell, Scribe Scroll, Skill Focus: Knowledge (arcana), Skill Focus: Knowledge (Infernal), Spell Focus: Necromancy, Spell Mastery(5).

Spells Known (Wiz 4/6/5/5/4/3/1): 0 - *Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance*; 1st - *Cause Fear, Chill Touch, Magic Missile, Magic Weapon, Ray of Enfeeblement, Shield, Shocking Grasp, Sleep, Spider Climb, True Strike*; 2nd - *Alter Self, Arcane Lock, Bull's Strength, Cat's Grace, Ghoul Touch, Invisibility, Scare, See Invisibility, Spectral Hand, Web*; 3rd - *Dispel Magic, Displacement, Explosive Runes, Fireball, Fly, Gaseous Form, Gentle Repose, Greater Magic Weapon, Halt Undead, Invisibility Sphere, Lightning Bolt, Vampiric Touch, Water Breathing*; 4th - *Contagion, Dimension Door, Enervation, Fear, Fire Trap, Hallucinatory Terrain, Ice Storm, Improved Invisibility, Minor Globe of Invulnerability, Polymorph Other, Polymorph Self, Remove Curse, Wall of Fire*; 5th - *Animate Dead, Dismissal, Dominate Person, Magic Jar, Passwall, Permanency, Stone Shape, Teleport*,

Wall of Force; 6th - Circle of Death, Contingency, Disintegrate, Greater Dispelling, Guards and Wards.

Familiar: Stirge: Nakrul ; CR 1/2; Tiny Beast ; HD 1d10 (Beast); hp 23; Init +4; Spd 30, 10, Fly, Average 40; AC 22; Atk +5 base melee, +13 base ranged; +5(1d3-4, Touch); SA: Attach (Ex), Blood drain (Ex); AL N; SV Fort +2, Ref +6, Will +1; STR 3, DEX 19, CON 10, INT 1, WIS 12, CHA 6. Skills: Hide+14.

Possessions: Weapons: Sword of Subtlety. Magic: Potion of Sneaking; Ring of Mind Shielding; Ring of Wizardry (III); Wondrous item: Amulet of natural armor (+3); Wondrous item: Bracers of armor (+3).

Story Hooks:

*The Mayor of Mezzetratraine is hiring adventurers to investigate what happened to the missing warriors sent from the Holy City, hoping to keep a full scale battalion from coming down into the city to take over.

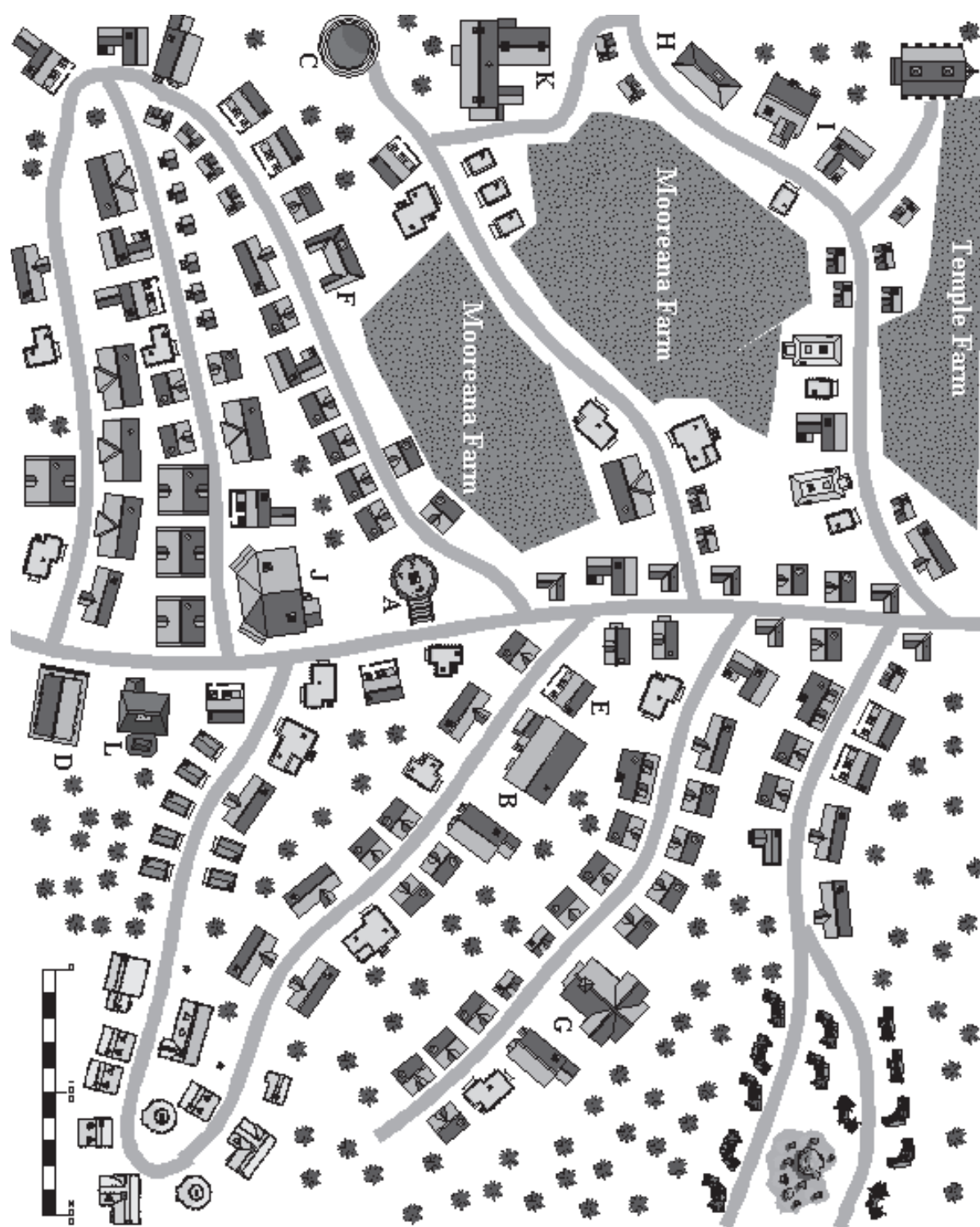


*Liljaru's signet ring has been discovered attached to a severed finger, and he is presumed dead. A mysterious individual offers to share the wealth with the party if they will help him break into the tower before someone else beats them to it.

City of Mezzetratraine Key

- A Liljaru's Tower
- B Rajah's Trading Post
- C Temple
- D Abandoned Temple of Sophia Mater
- E Rajah the Lame's House
- F Mayor's House
- G Temple of Roarth/Crafthall
- H Temple of Agri
- I Abbot of Agri's House
- J Border Inn
- K Mooreana Estate
- L Town Hall

Mezzertratrine





Dazu: These Krakodonian ruins once served as the capital of their long lost civilization. The Krakodonians refuse to share with others exactly what brought about the downfall of the once powerful city. Legends tell of a dragon pulled from the shadows by a powerful shaman wishing to wage a final war on the Neiyar for control of the island. The beast breathed on the shaman, who fell dead as if his life force had been pulled from his body. The tale of the dragon is also mentioned in some of the Nepharian Testaments, those fragments of Wenshore's writings that have been found. The Neiyar wish the Krakodons would be reasonable and explain what really happened at Dazu, if for no other reason than to discredit the prophesies of the heretic. Krakodonians call it a fool's tale told by Neiyar to discredit the Krakodons. Regardless, those few who have actually traveled the Wild Places near Dazu tell of strange, giant claw prints and the smell of decay coming from the ruins.

Few non-Krakodonians ever get that close, however, as the Krakodons of the area attack anyone who gets close. Adventurers looking to discover the truth behind the Dragon of Dazu may very well get their wish...as they are left tied and helpless at the ruins as offerings.

Story Hooks:

*The Devi fear the Dragonclaws are plotting to attack Mezzertratrine, and then move up the road until reaching the Holy City. They believe the base is in Dazu. The party is not expected to "take on" the Dragon, only to find information regarding Dragonclaw activity. But how long can you avoid a hungry, ageless dragon anyway?

Nephar's Pass: This imposing 5 mile wide waterway separates Shapu from Nephar's Mount. The waters are warm from the heat of the volcano that created the Mount, and all sorts of strange predators patrol these waters. There are also jagged reefs that break

the surface of the water, making any sort of boating difficult at best. The waters of the Pass are full of Reef Razors (see Monsters). This relative of the piranha possesses sharp blades along its fins and can jump out of the water at prey. A sole Reef Razor can sever the finger of an unwary adventurer who tries to grab one. A school of Reef Razors that jumps out of the water at once can cut a human into ribbons. Oil produced from boiled Reef Razors can grant temporary fire resistance.

Nephar's Mount(or Mt Nephar): The legendary volcano where Nephar first dragged himself up from the abyss has laid dormant for some time, but rumors of smoke billowing from its mouth concern the Neiyar that perhaps He Who Waits Below is through waiting. It is where the ruins of Allamonda are said to be. Many Outsiders have gone on expeditions to discover the riches of the lost palace. None have ever returned. The few Neiyar who have ventured to the Mount and survived return with tales of terrible demon-touched creatures, and of snake-like creatures that can turn people to stone. The hundred of statues of terrified men and women that dot the Mount can shake the will of even the bravest warrior.

Story Hooks:

*Rumors of a portal that leads to the Abyss and a strange scroll that mysteriously appears in the possession of one of the party have them thinking they may be able to find a “back door” off of the island. But without knowing where the scroll came from, how trustworthy is it? And does the party really want to jump out of the frying pan and into the fire?

Zonak: The ruins were once the palace of the last Krakodon king. Rumors persist of hidden treasure somewhere beneath the ruins. Elder Krakodons often go to Zonak, not to look for treasure, but to mediate and find refuge from their younger, more militant counterparts. It is forbidden for a Krakodon to attack another Krakodon who meditates in Zonak. Non-Krakodons, however, do not benefit from a similar courtesy, and can expect to be attacked on sight if discovered.

Story Hooks:

*Tales of hidden well that will grant the lifespan of a Krakodon to whoever drinks from it start circulating. Sneak in to the ruins, avoid the Krakodons, and see if the tales are true.

*A dying Krakodonian elder from Nissuno wants to make a pilgrimage to Zonak, and hires the party to help him make it there in one piece, as he fears members of his own race want him dead.

Wistera, the West

This 120,000 square mile expanse of land has seen several hundreds of square miles cleared for farmland and mining by the Neiyar. The Reese Littra runs through the region, connecting it to the Nazra. Most of the Krakodons in the area are younger adults from Shapu who moved either to avoid the wars or to follow dreams of establishing their own clans. The Dragonclaws are strongly represented in the region.

Estimated Population: Neiyar 54,000, Auronnos 3500, Outsiders 500, Krakodons 9500, Amphikin 7000, Mahaultae 3500. (Trade Goods: iron ore, stone, wheat, rye, vegetables, blue kelp, seafood).

Mazrana: pop. 40,000 (75% Neiyar, 10% Auronnes, 7% Amphikin, 3% Krakodons, 3% Mahaultae/Half-Mahaultae, 2% Outsiders) The second largest city to the Neiyar lies along the western shore at the end of Wistera Way, the road connecting Wistera to the Holy City. It has the luxury of being on a beautiful bay that provides a natural harbor for fishing boats, sail boats, and canoes traveling around the island. Most commerce is generated in the rich bay, where residents harvest blue kelp (believed to cure everything from poor eyesight to sexual dysfunction). The kelp grows quickly and is sold cheap. If the kelp were not harvested, it would swallow the whole bay in a matter of months. They also trade in shrimp, crabs, and other small sea life that come into the bay to feed on the kelp.

Twenty years ago, the city was almost leveled by a hurricane. Since then, clerics of Nuvak'china make daily offerings upon pyres on the beach to keep the storms away. The offerings are more elaborately performed than the faith requires, as over time the religious practice has gained some entertainment value. This is due in part to Nuvak'china's cleric Jollon Hesperia. The former bard converted to the faith after surviving a boating accident that took the life of his wife when the hurricane hit. He has brought his flare for drama to the faith, encouraging dancing and drumming during the offering to entertain passers-by and collect donations.

Mazrana has several inns overlooking the bay, a city-sponsored Uparree troupe, and a well-maintained hospital, making it a popular retreat for weary adventurers. Residents of Wistera tend to be more open-minded, generous and relaxed than their fellow Neiyar. Outsider bards and scholars can turn a nice coin in the city, because the residents love stories of strange lands to pass the time. The Guardian Devi Gretchel Palmeshi has her main base her, though she spends most of her time in Westforte dealing with the problems between the Amphikin and Auronnes.

One point of interest in Wistera includes the Shelby Amphitheatre, named for the Bard Shelby Ashlei, who left her estate to the city when she died in order to build the amphitheatre. Wealthy merchants often sponsor plays here to promote their businesses, and the city funds a variety of performances as well.

Another point of interest is the Fern Hope Inn and the Fern Hope Wishing Well. Legend says the spirit of Fern Hope resides in the well and grants three wishes a year to random visitors. Visitors to the well seek to curry favor of the spirit by throwing offerings of coins and gems into the well, which are collected by the church of Sophia Groa to pay for the area's upkeep and support temple projects.

Story Hooks:

*Someone broke into the home of Jollon Hesperia and stole his dead wife's journal. He seeks to hire adventurers to investigate the matter and retrieve the journal for its "sentimental value." But its sentimental value Jollon does not want the Devi to know about, so the party has to be wary to avoid them during the investigation. Who broke into Jollon's home, and what is he hiding in his wife's journal?

*A rogue shark terrorizes the bay, attacking kelpers and swimmers randomly. So far the guards have been unable to destroy the creature, and the blue kelp starts to choke the bay as kelpers refuse to go to work until it is caught. But this is no ordinary shark, but rather a shark that can also walk as a man, and he has a rather fiendish agenda of his own.

*A strange florescent green goo has started oozing out of the sewers and into the bay, contaminating the bay and destroying the kelp. When rats start running out of the sewers mid-day as if trying to escape something, the party is recruited to discover what is going on below the city.

The Legend of Fern Hope

As bards tell the tale, Fern Hope was originally a homely girl from a poor fishing family who envied others so much that she made a deal with a demon. The demon offered her three wishes. In return, the girl would give herself over to the demon. First, she wished for 5000 gold pieces so she could buy expensive jewelry. The following day her parents were killed in a fishing accident, and the guilty party was ordered to pay compensation to the girl. When they could not afford to pay, all of their property was seized and sold, and the total came to exactly 5000 gold.

Distraught at what she had done, she wished for her parents to come back to her. That night, two choovoo broke into the hut. The girl escaped and managed to locate a Deva to destroy the undead creatures, but when she saw the remains she realized that the undead creatures had been her parents!

Realizing that the demon had twisted her desires, she confronted it and demanded out of the bargain. But the demon claimed it was upholding its end and would not let her out. The demon then asked what her third wish was.

The girl fled the demon and stumbled into a patch of Groa roses. The thorns tore her hands and arms, and the more she struggled the more the vines entangled her until she could barely breathe without having thorns prick her skin. She finally screamed, "Sophia Groa, I wish you would help me escape the evil I have done!" At this Sophia Groa appeared and forced the demon to accept this as her last wish. But when the demon tried to claim the girl, Sophia Groa intervened and pulled the girl's soul from her body, leaving the demon with an empty corpse.

"There, she has fulfilled her end of your bargain. You may have her body, as she no longer needs it," said Sophia Groa to the demon. Before the demon could reply, she banished it back to the abyss, then she tied the girl's soul to the spot.

Fern was then charged with the duty of using the lessons she had learned to teach others by example. The three wishes she grants each year are always to otherwise good people who wish selfishly and could be easily led down the path of evil. The wish will somehow backfire in an embarrassing fashion, though unlike the demon's wishes no one is ever really harmed.

Nandree: population 500 (70% Neiyar, 21% Outsiders, 9% half-Krakodons)

This small mining community about a day off of the Wistera Way produces stone for building. It is noteworthy in that it is home to the largest population of half-Krakodons.

Story Hooks:

*A secret passage is discovered while excavating the mines. A scout party goes down and does not return. Can the party discover the fate of the scouts, without falling prey to the creature that lurks below?

Narishonia: The ruins of this former temple of Sophia Mater and its surrounding community go as far back of the second demon plague. This town and temple were destroyed in a surprise strike close to Nazra, and all of its citizens murdered. The area is generally avoided, as even the best efforts of the Devi have done little to remove the taint of corruption from the ruins. Occasionally teams of Soulreapers go into the ruins to chase out Nephar Cultists, who consider the area an unholy beacon. No matter how many teams enter, the ruins always become overrun again, leading some to speculate as to what curse has been placed on the site.

Story Hooks:

*Cultist of Nephar are rumored to inhabit the ruins once more. A strange reddish haze covers the ruins. Can the party foil whatever plot the cultists are preparing to unleash? Or has something otherworldly already been released and now needs to be stopped?

*A Deva of Francisca Mahault receives a vision that Capalaquen has somehow become trapped in the ruins. She seeks to hire adventurers to accompany her on her holy quest to liberate the sacred artifact. Has the Warrior Goddess actually sent the Great Sword Capalaquen to the island, and for what quest? And what power could entrap the sacred weapon?

Westforte: pop. 2500 (70% Neiyar, 30% Auronnes). Westforte is located midway up Wistera Way, less than two miles from the Auronne settlement of Terrikale and the Amphikin settlement of Noxskull. It spends as much time trying to keep the Auronnes and Amphikin from going to all out war as it does patrolling the road. Westforte is the only fort to actively employ rogues, as it needs people with a rogue's talent to scout out in search of Amphikin "pranks" along the highway.

Westforte has one tavern, The Rusty Shield, operated by the retired warrior Antionetta Sylvana. The tavern only has four beds available for rent, but the dining area is large and she serves a lot of "exotic" alcoholic beverages like elven wine and Dwarven ale that her son Bryant purchases during his trading trips to Outland. Travelers who cannot get a room at the Rusty Shield can normally rent a bed in the barracks so long as they check their weapons in at the Commander's office.

Story Hooks:

*If the party is looking to make a quick coin, they can readily find work. A recent series of explosive "pranks" have made the road too dangerous. The Amphikin in the area swear they have been framed. So who is trapping the road, and why?

*Empty wagons are being found abandoned on the road with no trace of the owners, and no sign of a struggle. What is happening to the passengers, and can the party unravel the mystery without disappearing themselves?

Terrikale: pop. 1200 (100% Auronnes) and Noxskull pop 1500 (100% Amphikin). The community of Terrikale is built among the branches of the jungle trees, and Noxskull is below it on the marshy ground. Noxskull was an abandoned community when the Auronnes started building, but the Amphikin could not quite stomach the thought of the bird folk living somewhere they use to be, so they moved back to drive out the Auronnes. The Auronnes, already settled into their nests with new hatchlings on the way, refused to move. The two groups have been fighting ever since. Most of the fighting involves taunting, rock throwing, and the occasional arrow volley at each other. The Neiyar presence in the area has kept the two groups from overtly trying to destroy each other, but the Neiyar cannot be everywhere all the time.

Story Hooks:

*Somebody set an Auronne tree on fire, destroying a nest with two unhatched eggs in it. The next day, the birthing pool is partially drained and many of the tadpoles die. Both sides claim innocence, and both sides blame the other. Can the party discover who is really behind the two tragedies before a war destroys both communities?

Mazrana



City of Mazrana Key

A. Shelby Amphitheatre	P. Outdoor Altar to Nuvak'china
B. Shelby Music Shop	Q. Hesperia House
C. Oceanmist Apartment Complex	R. Hospital and Temple of Agri
D. Temple of Francesca Mahault	S. Temple of Sophia Mater
E. City Garrison	T. Mazrana Apartment Complex
F. Bayside Inn	U. Temple of Sophia Kalla & Masoleum
G. Mazrana Library/Temple of Adrienne	V. Craft hall and Temple of Roarth
H. The Black Pearl Tavern	W. Palmeshi's House
I. Whitewing Tavern	X. Elementary School
J. Fair Deal Trading Post	Y. Secondary School
K. Fiona's Bed and Breakfast	Z. Lone Shark Tavern
L. Fairweather Inn	AA. Merchant Square
M. Mazrana City Hall	BB. Rose Theatre/Shrine to Sophia Groa
N. Fern Hope Inn and Well	
O. Mazrana Weight Station & Trading Post	

Elantri, the East

The 170,000 square mile area remains relatively wild despite the large Neiyar population. Estimated population: Neiyar 36,000, Auronnes 8000, Outsider 800, Krakodons 5000, Amphikin 11,000, Mahaultae 4000.

The Pyramid: The pyramid was discovered ten years ago along the border of Elantri and Fashra. Two 20 ft long stone scorpion statues adorn either side of a collapsed entrance. The 200 foot tall pyramid is made entirely of marble, a material not common on the island. Who built it or why is unknown. The Order of Mastery occasionally hires adventurers to explore the pyramid, but few come back.

Story Hooks:

*A brilliant flash of light explodes above the Pyramid, and can be seen from miles away. The next day a Mahaultae pack is wiped out, and the only survivor claims the giant stone scorpions that decorate the Pyramid attacked them. Later a serpentine winged creature is seen flying above the site by a Krakodonian druid, who has become overwhelmed with fear. What is causing the strange happenings at the Pyramid?

*A group of bandits taking refuge near the pyramid are spontaneously transformed into strange snake-like humanoids and start attacking anyone in the area. Stamp out the bandits, and discover what caused their transformation.

Rally: pop. 8500 (85% Neiyar, 10% Auronnes, 2% Mahaultae, 3% Outsider)
The largest town of Elantri rests about one third of the way up the Elantri Road. It is home to several powerful non-Neiyar wizards, who chose to research the potential of the raw Neiyar Island instead of finding means back to the homelands. These wizards, the Order of Mastery, have discovered that something prevents any divination spell from functioning beyond the island's borders and suspect that any attempts to scry onto the island are blocked by the same power. Their goal seems to be the location of this power and harnessing it for their own magic. The area is also home of the Guardian Deva Jayne Hemphill.



Marcus Zarbastion is the leader of the Order of Mastery. His obsession with discovering the strange force that shields the island from Outsider scrying keeps him among the Neiyar, though many believe he could leave whenever he wished. He is a middle-aged gentleman with strong features for a wizard and blue eyes that reflect his passion for knowledge.

Marcus Zarbastion (CR 14): Male Human Wiz14; Medium Humanoid ; HD 14d4 (Wizard); hp 37; Init +2; Spd 30; AC 17; Atk +9 base melee, +9 base ranged; AL LN; SV Fort +4, Ref +6, Will +10; STR 14, DEX 15, CON 10, INT 17, WIS 13, CHA 15. Skills: Alchemy+13, Appraise+4, Bluff+7, Concentration +10, Diplomacy+6, Gather Information+4, Knowledge (arcana)+11, Knowledge (Local)+5, Knowledge (religion)+6, Knowledge (The Planes)+9, Listen+4, Profession (Gemcutter)+6, Profession (Herbalist)+6, Scry+10, Speak Language+1, Spellcraft+11, Spot+4.

Feats: Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell, Extend Spell, Heighten Spell, Maximize Spell, Scribe Scroll, Spell Mastery (3). Spells Prepared (Wiz 4/5/5/5/4/3/3/2): 0 - *Detect Magic, Detect Poison, Read Magic, Resistance*; 1st - *Comprehend Languages, Detect Secret Doors, Identify, True Strike, Unseen Servant*; 2nd - *Arcane Lock, Blur, Detect Thoughts, See Invisibility, Web*; 3rd - *Clairaudience/Clairvoyance, Dispel Magic, Fireball, Fly, Gaseous Form*; 4th - *Dimension Door, Ice Storm, Improved Invisibility, Polymorph Self*; 5-*Contact other plane, Sending, Teleport*.- 6th - *Analyze Dweomer, Legend Lore, True Seeing*; 7th - *Greater Scrying, Spell Turning*.

Familiar: Sparks, Shocker Lizard; CR 2; Small Magical Beast ; HD 2d10+2 (Magical Beast); hp 18; Init +2; Spd 30, Climb 20, 40, Swim 20; AC 23; Atk +8 base melee, +10 base ranged; +8(1d4, Bite); SA: Stunning shock (Su), Lethal shock (Su); SQ: Electricity sense (Ex); AL N; SV Fort +4, Ref +5, Will +1; STR 10, DEX 15, CON 13, INT 7, WIS 12, CHA 6.

Skills: Climb+12, Hide+11, Jump+4, Listen+4, Spot+4. Feats: Alertness.

Possessions: Ring of Protection +3; Bracers of armor (+2); Cloak of Charisma (+2).

Desanthor was one of the founding members of the Order of Mastery, but left the group in order to enhance relations with the Devi of Adrienne and several Neiyar wizards. An attractive elf with wavy light brown hair bleached from the sun and stunning green eyes, he exchanges more than magical secrets with several powerful Neiyar wizards. He often entertains female friends at his tower, throwing elaborate parties to celebrate birthdays, anniversaries, or just because he wants an excuse to enjoy their company. Like Marcus, it is believed Desanthor



could leave at any time. Rumors abound as to why he remains on the island. The most widely held belief among his fellow Outsiders is that he has several powerful enemies (probably the spouses of some lady friends) looking for him.

Desanthor (CR 16): Male Elf, High Wiz16; Medium Humanoid ; HD 16d4 (Wizard); hp 41; Init +4; Spd 30; AC 17; Atk +8 base melee, +12 base ranged; +10 (1d6, Scimitar, Masterwork); SQ: Elven traits (Ex), Immunity: Sleep (Ex), Low-light vision (Ex); RF: +2 Will bonus to Enchantment spells; AL CG; SV Fort +7, Ref +11, Will +13; STR 11, DEX 18, CON 11, INT 17, WIS 13, CHA 17.

Skills: Alchemy+9, Bluff+6, Concentration+10, Diplomacy+4, Gather Information+5, Hide+6, Knowledge (arcana)+11, Knowledge (Cartography)+10, Knowledge (Geology)+6, Knowledge (Navigation)+6, Listen+5, Move Silently+8, Profession (Cartographer)+5, Scry+4, Search+5, Sense Motive+3, Speak Language+1, Spellcraft+10, Spot+6.

Feats: Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Martial Weapon Proficiency: Scimitar, Scribe Scroll, Spell Mastery(3), Still Spell, Weapon Focus: Scimitar.

Spells Prepared (Wiz 4/5/5/5/4/4/3/3): 0 - *Arcane Mark, Detect Magic, Light, Read Magic*; 1st - *Sleep, Spider Climb, Tenser's Floating Disk, True Strike, Unseen Servant*; 2nd - *Arcane Lock, Cat's Grace, Darkness, Detect Thoughts, Knock*; 3rd - *Dispel Magic, Displacement, Fireball, Hold Person, Lightning Bolt*; 4th - *Minor Creation, Polymorph Self, Stoneskin, Wall of Ice*; 5th - *Mage's private sanctum, Overland flight, Prying eyes*. 6th - *Chain Lightning, Circle of Death, Contingency*; 7th - *Banishment, Mass Invisibility, Teleport without Error*.

Pseudodragon: Larsheen; CR 1; Tiny Dragon ; HD 2d12+2 (Dragon); hp 20; Init +0; Spd 30, 15, Fly, Good 60; AC 26; Atk +10 base melee, +10 base ranged; +10/+5(1d3, Sting;1, Bite);SA: Poison (Ex); SQ: See invisibility (Ex), Telepathy (Su), Immunity: Paralysis (Ex), Immunity: Sleep (Ex); AL NG; SV Fort +4, Ref +3, Will +4; STR 11, DEX 11, CON 13, INT 13, WIS 12, CHA 10.

Skills: Hide+16, Intuit Direction+3, Listen+5, Search+2, Spot+5. Feats: Alertness.

Possessions: Scimitar, Masterwork.: Ring of Force Shield; Ring of Spell Storing; Bracers of armor (+3); Cloak of resistance (+2), Wand of Hold Person.

Rallay has a substantial library, due in part to the willingness of the Order of Mastery to create copies of non-sensitive books in their possession. Besides housing a collection of over three dozen books detailing Outsider cultures (though most are written in draconic or elven), there are also books on medicine, alchemy, mathematical theory, biology, botany, poetry, and plays.

Story Hooks:

*The Order of Mastery is always looking for adventurers willing to explore the Pyramid and return with information. What secrets remain to be discovered in the bizarre site?

*Someone made an attempt on the life of Desanthor, and somehow even the Order's most potent scrying has revealed nothing. A Devi in his company was severely injured in the attack, and the Neiyar offer a substantial reward to whoever can discover the culprit.

*Guardian Deva Jayne Hemphill has vanished without a trace. She was last seen heading toward the Order of Mastery's Tower with a concerned look on her face, but Marcus denies she ever came to the Tower. Where is she, what happened, and is the Order involved?

Nissuno: pop 5000 (97% Krakodon, 3% Outsider) This large Krakodon City can be found on the shores of Elantri and sits at the end of the Elantri Road. Unlike most Krakodons, the residents of this town are merchants (albeit temperamental ones) looking to turn a solid coin trading to the Neiyar. Nissuno is the place to find rare plants and spell components grown only in the Wild Places. It also deals in fish, weapons, pearls, coral...and hired blades.

It is ruled over officially by a council of elders, but the real power in the city is the son of one of the elders, Krah'thagnok. Krah'thagnok oversees all business, legal and illegal, in the town (see his listing under Krakodons in Races of Neiyar). He has a covert war with the Shadowblades, who he fears are trying to move into Nissuno. Krah'thagnok sometimes hires adventurers to go into the Holy City to "dispose of" Shadowblade enemies.

Story Hooks:

*Krah'thagnok seeks to hire adventurers to eliminate a rival he believes is hiding in Nissuno. When the "rival" turns out to be an influential Krakodonian shaman and Krah'thagnok denies ever hiring them, can the party avoid the violent political fallout?

*A Devi of Sophia Kalla claims Krah'thagnok attacked her and the elders are protecting him. She requests that the party somehow kidnap Krah'thagnok so he can be brought to justice before the Neiyar. But Krah'thagnok has a solid alibi, having been at a party with several dozen others. Does the party accept the Deva's mission? And what are her real motives?

Eastforte: pop. 3000. (100% Neiyar) Located halfway between the east shore and the Holy City along the Elantri Roadway, Eastforte has the largest standing battalion of all forts. It is responsible for keeping the Roadway secure, which is difficult with the number of bandits that come out of (and find sanctuary in) Nissuno. Open warfare has occurred on more than one occasion between Eastforte patrols and the residents of Nissuno, who

feel the patrols inhibit their merchant caravans from doing business with Rallay and the Holy City. The fact the many of those caravans employ known bandits is irrelevant to the Krakodons. Outsiders can find refuge in Eastforte, but it is clear they are not entirely welcomed.

Story Hooks:

*A Krakodonian merchant asks the party to run a trade caravan through Eastforte for him so he can avoid being delayed by the Krup'tha, who often seize some of his merchandise illegally. When the cargo turns out to be illegal drugs and weapons, the party ends up on the wrong side of the patrols and will need to figure out a way to redeem themselves.

Nazra, the Heart (center)

Nazra encompasses the area of the Holy City, Lake Aquenshi, and Takanave Plateau. It is also the section of the island where most Outsiders eventually end up. It is the smallest area of the island (about 40,000 square miles) and the most densely populated. Over a ½ million Neiyar live in the region, most of which reside in the Holy City. Estimated population: Neiyar 530,000, Auronnes 72,000, Outsiders 30,000, Krakodons 30,000, Amphikin 5000, Mahaultae 71,000.

Takanave Plateau: In the middle of the jungle is a dry, barren plateau. Mangy wild dogs, cougars, and giant rattlesnakes feed on the mole colonies that cover the plateau. It is home to criminals looking for temporary refuge. The plateau is believed cursed, and few Neiyar venture there without reason.

In the center of the 60 square mile plateau is a tranquil lake that, though no rain ever falls, never dries out. The animals that call the plateau home often drink from the lake, but the water is highly toxic to humanoids. A vial of water is enough to make a person nauseous, and any Neiyar human who drinks more than a cup of the water dies immediately (Fortitude save DC 20). Others receive a Fortitude Save (DC 15) or take 2d6 points of damage and become ill (-2 penalty to all rolls for the next 24 hours). Purify food and drink will not remove the toxins. A successful spot check (DC 10) will clue a potential victim to the slight grainy look of the water and a faint bitter smell.

The cacti that grow here produce flowers that are highly toxic, and therefore prized by the less scrupulous members of society. The flowers are boiled down in large distillers to produce the blue oil that contains the toxin. It takes ten pounds of flowers and two days of slow distilling to produce one vial of oil. The resulting vial produces enough poison to coat one bladed weapon or 6 arrows. The toxin only remains potent for about ten hours once it is exposed to the air. Victims receive a Fortitude Save (DC 17) or suffer 2d4 points of temporary constitution damage. The oil sells for 200 gp per vial on the black market.

Story Hooks:

*An escaped cultist is believed to be hiding out on the plateau. The adventurers need to slip up onto the plateau and discover where he is hiding...and what.

*Rumors begin to surface of a town inside the plateau around the same time several herd animals go missing. The adventurers can investigate, only to discover a passage to the Underdark leading to a goblin village.

*A massive sandstorm suddenly rips across the plateau, sending debris down onto the surrounding area. Shortly after, everyone in the affected area develops a strange wasting

disease that even the most powerful healers cannot cure. One of the party receives a vision that the cure is related somehow to the cause of the sandstorm, but is a fleeting vision enough to save an entire community?

Lake Aquenshi: This serene lake provides freshwater fishing for the Holy City. To the south of the lake is a farming estate that serves the city. The estate is owned by Leighdetta Jasmine, and employs about 1500 people. To the east of the lake is a small fairgrounds operated by Karlemi Grettra, and it is here the Grande Circus is held every year. The grounds are a favorite spot for weddings and family gatherings, and twice a year it is home to a carnival.

Karlemi Grettra: Female Neiyar Ari3/Sor5; Medium Humanoid ; HD 3d8+6 (Aristocrat), 5d4+10 (Sorcerer); hp 30; Init +3; Spd 30; AC 14; Atk +5 base melee, +7 base ranged; +5 (1d4+1, Dagger); RF: Abyssal Smiting (su); AL CG; SV Fort +4, Ref +5, Will +10; STR 13, DEX 16, CON 14, INT 16, WIS 16, CHA 19.

Skills: Alchemy+10, Bluff+8, Concentration+4, Diplomacy+14, Disguise+6, Gather Information+8, Heal+5, Intimidate+6, Knowledge (arcana)+9, Knowledge (Geography)+5, Knowledge (History)+6, Knowledge (Literature)+5, Knowledge (Local)+7, Knowledge (nature)+5, Knowledge (Nobility)+5, Knowledge (Politics)+8, Knowledge (Streetwise)+5, Knowledge (The Planes)+8, Listen+4, Perform+6, Ride+4, Sense Motive+5, Spellcraft+8, Spot+5.

Feats: Brew Potion, Craft Wondrous Item, Skill Focus: Diplomacy.

Spells Known (Sor 6/7/5): 0 - *Arcane Mark, Detect Magic, Mage Hand, Mending, Ray of Frost, Read Magic*; 1st - *Comprehend Languages, Expeditious Retreat, Mage Armor, Magic Missile*; 2nd - *Knock, Whispering Wind*.

Animal, Cat: Philomena ; CR 1/4; Tiny Animal ; HD 1/2d8 (Animal); hp 15; Init +2; Spd 30, 30; AC 17; Atk +2 base melee, +8 base ranged; +8/+3(1d2-4, 2 Claws; 1d3-4, Bite); AL N; SV Fort +2, Ref +4, Will +1; STR 3, DEX 15, CON 10, INT 1, WIS 12, CHA 7. Skills: Balance+10, Climb+5, Hide+17, Listen+4, Move Silently+9, Spot+4.

Feats: Weapon Finesse, Weapon Finesse: Bite.

Possessions: Dagger. Jeweled electrum ring; Sapphire pendant on gold chain. Bracers of armor (+1); Circlet of persuasion.

Story Hooks:

*Karlemi Grettra is beside herself. Someone keeps vandalizing random parts of the fairgrounds, and only a week before the Grande Circus! But what starts as an annoying vandal turns deadly when an entire Uparree troop is found dead, and several others start pulling out. Who is sabotaging the Circus, and why?

*During a friendly swimming race between some local boys, one of the boys gets pulled under. The water foams and the others report a faint sulfur smell, but swim back to shore before seeing any more. As rumors of demons and the ghost of Zacaran grow, the Devi hire the party to investigate the matter and discover what really happened.

The Holy City: pop. 700,000 (75% Neiyar, 10% Auronne, 10% Mahaultae/half-mahaultae, 3% Krakodon, 2% Outsiders). Founded on the site where the first humans were created, the Holy City is a metropolis of wonders. The walled city is the home of the Great Temple of Sophia Mater, the Tower of Adrienne, and the sacred training grounds

of Francisca Mahault. It is also home to the island's most powerful thieves' guild, the Shadowblades (see the section on Prestige classes).

The Northern District: The primary gates of the city point to the North. Most of the district is full of businesses, inns, and trading posts. Small merchants tend to live in apartments above their businesses, while more successful merchants have separate homes in the Garden District. The School of Mercantile is located here as well. Here young men and women receive training in reading, mathematics, accounting, and other skills useful for merchants. The cost to attend the school is 20 gold for a year of training. Most students work off their fee as apprentices to their teachers.

While the city has a standing guard, the merchants, through the Merchant Commission, share in the expense of employing a separate Merchant Guard. The Commission also seeks to resolve trade disputes and customer complaints before getting the Devi of Sophia Mater involved.

Story Hooks:

*A shop owner has been found dead in her office, a gold coin in her mouth the only clue. A few nights later, another woman is found dead. And again the gold coin in her mouth. Can the party track down the murderer before he (or she) strikes again?

*Someone broke into the School of Merchantile and made off with not only a chest of tuition funds, but also the files of several instructors. Track down the culprits before they can put the information to ill use.

Garden District: The district is renowned for its beautiful gardens. The Garden District is home to wealthy merchant families, powerful clerics and wizards, and a few individuals with questionable occupations. Within the Garden District is the Levra Academy, dedicated to developing musical and artistic talents. The academy was originally founded by Helena Levra. When she died twenty-four years ago, the Garden District residents took over the Academy and appoint a Board of Directors to run it. Most of the Directors are the husbands or sons of the District's busy wizards and merchants. Students are only admitted if they have a patron willing to pay the 500 gold a year fee. The Academy sponsors several concerts and exhibits throughout the year.

Story Hooks:

*As the Board of Directors sets to hold its elections, rumors of infidelity threaten to not only remove the current Chair from the Board, but also get him banished. He hires to party to discover the source of these rumors and expose them.

*During a concert, a young musician stops performing and simply walks off the stage as if in a trance. The next morning, her pale dead body is found in her room. Before her funeral, the body disappears. The family offers a reward to anyone who can discover what has befallen their daughter.

Divine District: The Great Temple, Tower of Adrienne, The Sacred Training Grounds, and the Holy cemetery are all in the Divine District. The Neiyar Repository houses the bulk of the written history of the people, as well as several artifacts of historical value. Access to parts of the Repository is restricted. There are several one and two-story apartment complexes that provide housing for low-level clerics and people who work in the District. The massive Hospital of Agri is in the northwestern corner of the district, as is the Science Center.



Privately sponsored, the Center is accessible to members only. It accepts Outsiders as members. The fee is 200 gp a year. Members can use the well stocked labs and can purchase ingredients and supplies at 20% below retail. In exchange, they are expected to share their discoveries with the Center.

Story Hooks:

*A tragic fire has burnt down part of the Hospital. During excavation, a fifteen-foot wide hole is found in the foundation, and the rim has a strange charred look to it. The Hospital is looking for adventurers to go down into the hole and see where it leads, and hopefully discover the cause of the strange fire.

*A Deva from the Temple of Adrienne hires the party to go on a routine mission to find some mushrooms and other plants needed for her research. But the mission turns out to be anything but routine when bandits try to kill the party and clues point to a rival of the Deva. Is the Deva's research important enough that someone is willing to kill to sabotage it? And if so, who?

*Two weeks ago, the body of an Outsider was found missing both arms. Several days later, another was found missing a leg. Two days ago, a couple was attacked by a freakish humanoid that looked like it was stitched together. Witnesses say it had come from the direction of the Science Center. What sort of experiments are being ran at the Center, and does the appearance of the strange humanoid have anything to do with the dead bodies?

Eastern District: The eastern district is home to most of the common folk of the city. Here are the blacksmiths, tanners, carpenters, and other skilled crafts persons. There is a Temple to Roarth in the center of the district, and it also serves as a trade school/guild where people can develop new skills or practice old ones. Membership to the guild is 5 silver a year.

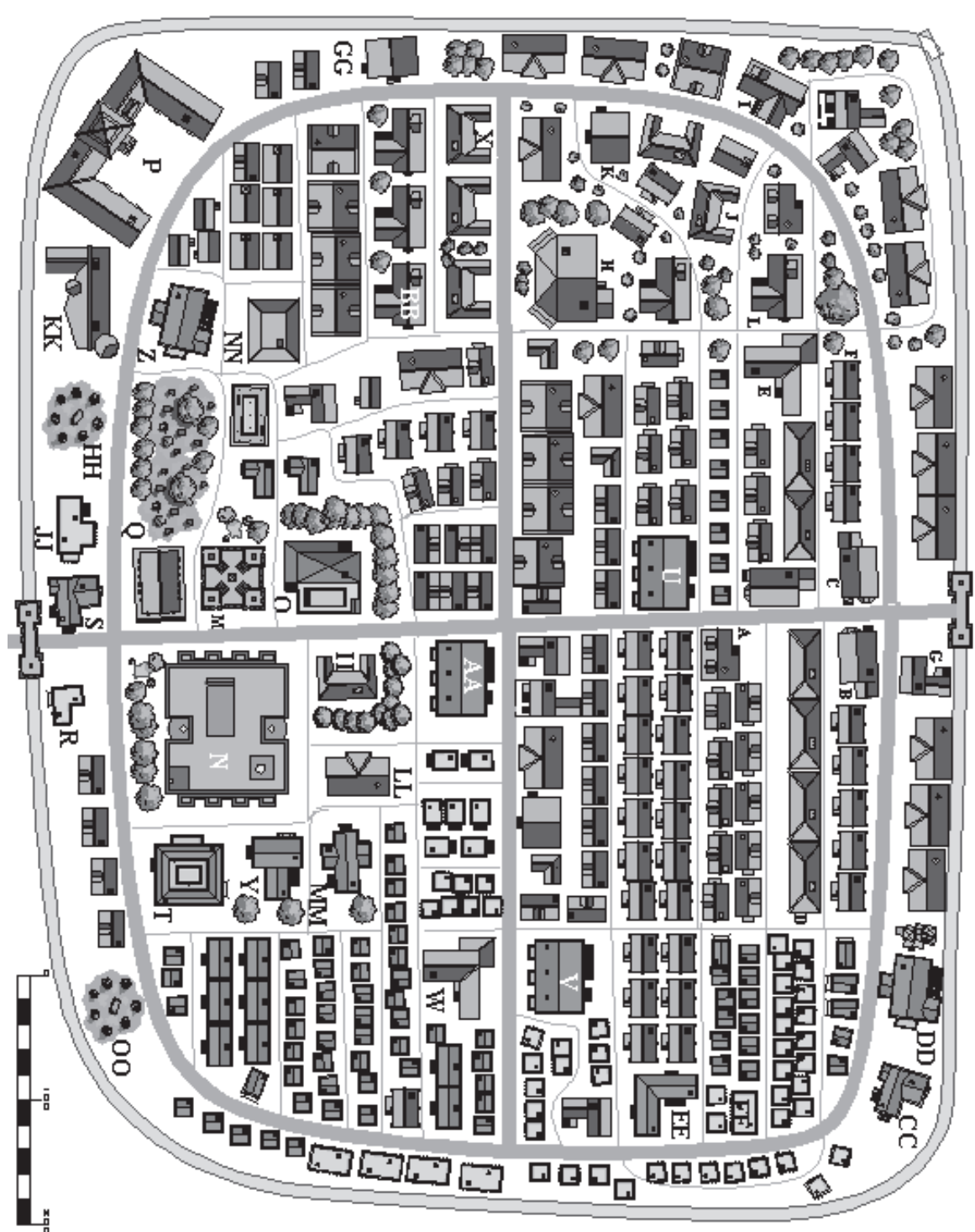
Story Hooks:

*An apparent misplaced word has led to a rift between the blacksmiths and the carpenters, and now both groups seek to break away from the Temple and start their own guilds. Many taverns in the district are developing a gang mentality, with one group staying out of the "territory" of the other. And a series of random attacks could make the whole district explode into warfare. But with both sides denying initiating violence against the other, is a third party stirring up trouble? And for what purpose?

The Holy City Key

- A School of Mercantile (operated by the Merchant Commission)
- B Merchant Guard Facility (operated by the Merchant Commission)
- C Merchant Commission (President Tyler Allana, eldest son of Sonya Allana)
- D Thorntell Trading Post (owners Brigit and Cambridge Sylvanestra)
- E Mayfair Inn (owner Helen Cornelia. Managed by her son Thomas)
- F Inspirations Clothier (owner Willowlark Morningbreeze, Outsider Elf)
- G North Gate Barracks
- H Levra Academy (Director Harper Desdemona, husband of Annabel Desdemona)
- I House Marhsa (Matriarch Alexis Marsha, wizard)
- J House Allana (Matriarch Sonya Allana. Daughter Gail is a Deva of Adrienne)
- K House Cornelia (Matriarch Helen Cornelia, Deva of Sophia Mater)
- L House Mayfair (Matriarch May Faeleah, businesswoman and landlord)
- M Tower of Adrienne
- N Hospital and Temple of Agri
- O Great Temple of Sophia Mater
- P Sacred Training Grounds and Temple of Francisca Mahault
- Q Temple of Sophia Kalla and Holy Cemetary
- R South Gate Barracks
- S Mayfair Estates (apartment complex owned by May Fayleah. Manager Trista Brighteyes (Outsider Half-Elf)
- T Coral Crest Inn (owned by Megan and Frederick Tara)
- U Nazra Apartment Complex (owned by Clarice Wythe)
- V Sharlana Apartments (owned by Sharlana Braveheart, retired Paladin of Francisca Mahault)
- W Temple of Roarth and Guildhouse
- X House Daphne (Matriarch Ella Daphne. Husband Arthur is a doctor and bbott of Agri)
- Y Chardara Feather Inn (owner Justin Ilenea, widower)
- Z Vineknot Apartments (owner Natalie Freespirit, Deva of Sophia Groa)
- AA Tamara Beatrice Auditorium (sporting competitions, concerts. Built by the grandmother of Persephone Beatrice 50 years ago.)
- BB House Beatrice (Matriarch Persephone Beatrice)
- CC East Corner Tavern (owner Claire and George Umler)
- DD East Corner Warehouse (operated by Merchant Commission)
- EE Eastern District Iron Works (Collective of iron workers overseen by Michael Georgiana, husband of Kyla Georgiana)
- FF Eastern District Elementary School
- GG Garden District Elementary School
- HH Shrine of Sophia Groa
- II House of the Sophia Deva
- JJ Merry Meet Tavern (owner Mary Julianna)
- KK Neiyar Repository (Overseen by the Temple of Sophia Mater)
- LL Home of High Sorceress of Adrienne
- MM Neiyar Science Center
- NN Home of the Dread Mother of Sophia Kalla
- OO City Park

The Holy City



Lake District: Though not contained within the city walls, the Lake District is considered part of the City proper. The district serves as the docks for sailing ships and canoes coming up the Reese Litra (River of Light) and into the lake. It is also home to some of the less skilled or less motivated members of Neiyar society.

Story Hooks:

*The Devi hire the party to infiltrate the Shadowblades and help the temple eliminate this threat the citizens once and for all. But how do you infiltrate an organization whose "initiation" includes assassinating the Deva who hired you?

Granite: pop. 3000 (80% Neiyar, 20% Outsiders <mostly dwarves>)

The town of Granite is a small mining community about two miles west of the Holy City. The town produces the stone and raw iron used in the building and upkeep of the various temples and buildings of the Holy City. Twenty years ago, the dwarf Kelben Stronghammer was given control of the town after demonstrating many time and resource saving mining methods. Some of the Devi are uncomfortable with a male in charge of the mine, especially an Outsider. When one of the Devi question his methods, Kelben tells them to stick to what they know and let him stick with what he knows.

The residents of Granite seem content to let the dwarf handle things, and so far Stronghammer has served the town well. Stronghammer is one of the few who routinely talks back to and remains unintimidated by the Devi and gets away with it. Most dwarves that end up on the island eventually move to Granite, and some Devi are uncomfortable with the situation in Granite, but for now let things go.

Kelben Stronghammer (CR 8): Male Dwarf Ftr8; Medium Humanoid ; HD 8d10+16 (Fighter); hp 83; Init +0; Spd 20; AC 18; Atk +9 base melee, +8 base ranged; +12 (1d8+5, Dwarven Thrower); SQ: Darkvision (Ex), Dwarven traits (Ex); RF: Stonecunning, +2 Fort save against poison, +2 Ref save against spells, +1 attack bonus against orcs & goblinoids, +4 dodge bonus against giants; AL LG; SV Fort +8, Ref +2, Will +2; STR 12, DEX 10, CON 14, INT 10, WIS 10, CHA 8.

Skills: Appraise+2, Craft (Metalworking)+0, Craft (Stonecarving)+6, Craft (Stonemasonry)+0, Craft (Weaponsmithing)+0, Diplomacy+1, Profession (Armorsmith)+2, Profession (Blacksmith)+2, Profession (Brewer)+2, Profession (Metalworker)+2, Profession (Miner)+8, Profession (Stonemason)+2, Profession (Weaponsmith)+2.

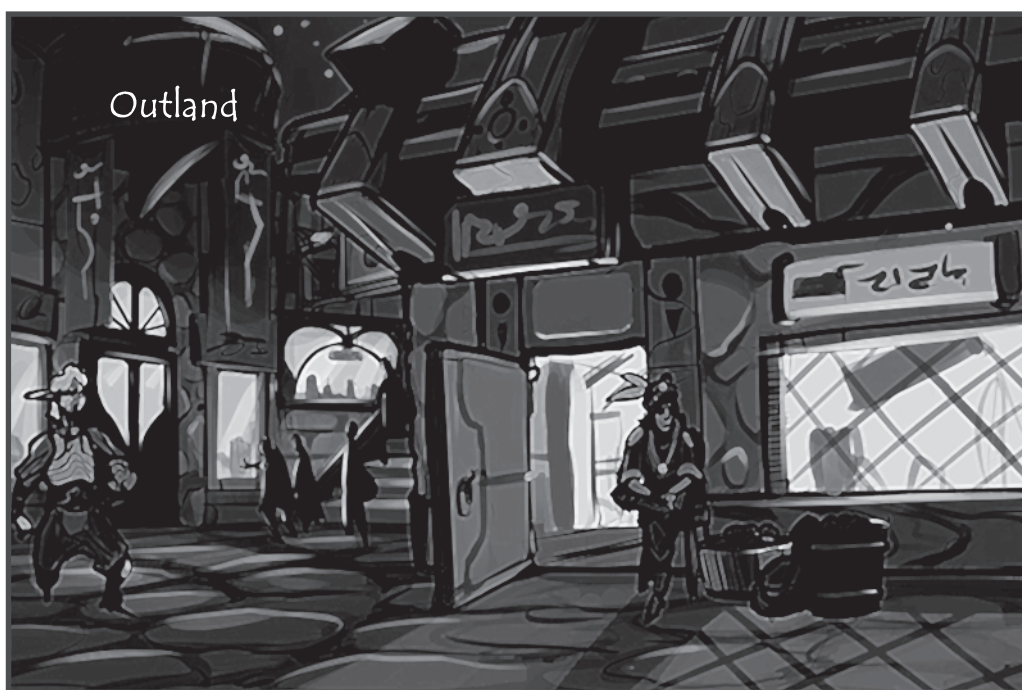
Feats: Blind-Fight, Cleave, Endurance, Expertise, Leadership, Power Attack, Weapon Focus: Warhammer, Weapon Specialization: Warhammer

Possessions: Dwarven Thrower, Mithral Shirt, Shields: Mithral Large Shield, Amulet of natural armor (+2).

Story Hooks:

*Tremors rock the mine, causing several passages to collapse with miners trapped inside. Help with the rescue, then discover what is causing the unnatural tremors that endanger the livelihood of the city.

*The dwarves of Granite, with surprising popular support from the Neiyar residents there, move to succeed from the Neiyar and make Granite an independent city. In a last attempt to prevent the warriors of Sophia Kalla from marching on the city and reclaiming it in blood, a Deva of Sophia Mater quietly hires the party to go negotiate a settlement to keep Granite under Neiyar control without bloodshed.



Outland: pop. 20,000 (60% Outsiders, 10% Neiyar, 15% Krakodon, 5% Amphikin, 5% Auronnes, 5% Mahaultae/half-mahaultae). Five miles south of the Holy City on the Reese Litra is Outland. Outland is the home city built by the Outsiders who have chosen (or been forced) to stay on the island. Outland trades freely with the Krakodons, and the Krakodons do not show the residents the resentment they reserve for the Neiyar. Many Outsiders consider the Krakodons trustworthy, though egocentric, allies. This may have something to do with the fact that many Outsiders are familiar with true dragons and some have actually seen one. They provide Krakodons with stories and information on their alleged kin they cannot get from other sources.

The town is ruled by the Council. Elections are held every five years to fill the five posts on the Council. The Council oversees disputes, authorizes building, and regulates businesses. The Council selects one member to serve as Mayor. Outland is one of the few cities with a clearly defined set of laws. It employs its own police force and has a jail just outside of the town where criminals are held. The Council oversees trials, except in the case of Neiyar criminals, who reserve the right to seek out a Deva. Theoretically, the Council shares its court records with the Holy City. In reality, if a Deva showed up and asked to see the records, the Council would oblige. But chances are several files would be “misplaced” before she could see them.

There is one temple in the city, the Temple of Unity. Here the Outsiders can go to worship their own deities. There are dozens of small altars to various foreign gods and goddesses within the temple. There is the occasional act of violence at the temple when the faithful of opposed gods want to worship at the same time, but for the most part everyone minds their own business and lets their neighbors worship as they will.

Father Arcanus founded the Temple of Unity to give Outsiders a place to call their own. He is a kindly gentleman with graying brown hair and soft brown eyes. He prefers to talk through problems, but is quite capable of defending himself and those around him if need be. He is on good terms with the Devi of Sophia Mater, with whom he shares a mutual respect. While he has no official power, he does have the ear of several

influential Devi. Father Arcanus has perhaps quietly done more to push the Neiyar toward a more equal society than any other individual.

Father Arcanus has never been seen praying in the Temple, and skirts the issue when asked his patron. He normally replies that he does not wish to unduly influence the beliefs of others by declaring his own patron.

Father Arcanus (CR 11): Male Planetouched, Aasimar Clr7/Ftr3; Medium Outsider ; HD 7d8+14 (Cleric), 3d10+6 (Fighter); hp 82; Init +2; Spd 20; AC 17; Atk +12 base melee, +11 base ranged; +13 (1d8+3, Longsword, Masterwork); SA: Spell-like abilities; SQ: Resistance: Acid (Ex), Resistance: Cold (Ex), Resistance: Electricity (Ex); AL LN; SV Fort +11, Ref +6, Will +10; STR 17, DEX 15, CON 14, INT 14, WIS 16, CHA 12.

Skills: Appraise+3, Balance+0, Bluff+2, Climb+2, Concentration+8, Craft (Bookbinding)+4, Craft (Calligraphy) +5, Craft (Cobbling)+3, Craft (Leatherworking)+1, Craft (Locksmithing)+1, Craft (Metalworking)+1, Craft (Sculpting) +1, Craft (Stonemasonry)+1, Craft (Weaponsmithing)+1, Craft (Weaving)+1, Diplomacy+11, Disguise+2, Escape Artist+0, Forgery+3, Gather Information+2, Handle Animal+5, Heal+11, Hide+0, Innuendo+6, Intimidate+2, Jump+1, Knowledge (arcana)+6, Knowledge (religion)+8, Listen+8, Literacy+1, Move Silently+0, Perform+2, Profession (Scribe)+8, Ride+5, Scry+6, Search+3, Sense Motive+7, Spot+6, Swim-1, Use Rope+3, Survival+4.

Feats: Cleave, Combat Casting, Combat Reflexes, Leadership, Power Attack, Weapon Focus: Longsword.

Spells Prepared (Clr 6/5/4/3/1): 0 - *Create Water, Detect Magic, Detect Poison, Guidance, Light, Mending*; 1st - *Bless, Bless Water, Comprehend Languages, Cure Light Wounds, Divine Favor*; 2nd - *Augury, Consecrate, Delay Poison, Enthrall*; 3rd - *Create Food and Water, Cure Serious Wounds, Magic Vestment*; 4th - *Restoration*.

Possessions: Longsword +1; Mighty composite longbow +2, Masterwork. Breastplate, Masterwork. Vestments of faith; Ioun stone (pale green prism).

Story Hooks:

*An Outsider holy relic has vanished from the Temple of Unity, and a lot of finger-pointing threatens to spill into violence. Can the party retrieve the relic before the Temple is torn apart from the inside out?

*The party is hired to track down a murderer and return him to the Temple of Sophia Kalla. The trail leads to Outland, and the murderer turns out to be a member of the Council proclaiming innocence from such crimes and who wants to stand trial in Outland instead of facing certain death at the temple. Does the party try to forcibly return him to the temple and violate the Temple of Sophia Mater’s agreement with Outland? Or does the party go back at tell the Devi Outland is harboring the criminal, knowing they will send Soulreapers in to claim him? And is he even guilty?

Outland Key

A Temple of Unity	B Council Hall and Police Station
C Fitzpatrick Inn	D Outland Tavern
E Trackers Trading Post	F Storage Barn
G Home of Father Arcanus	H Simon Greenfield, Blacksmith
I Cyrus Darmouth, Leathersmith	J Zachary’s Trading Post
K Town Square	L Sawmill
M Mitchell Thomas, Carpenter	N Dr. Samuel Xavier’s House

Outland



CHAPTER SIX

Organizations

"It is a brave thing to stand alone against one's enemies, ready to die for your beliefs. But is it not also brave, and perhaps smarter, to stand united against a common foe and make them die instead?"

Expericus, Leader of the Dragonclaws

The isle is home to a strange assortment of cults, guilds, and organizations with conflicting agendas. These organizations can be used as allies or opponents for an adventuring party. PC's may also choose to join an organization to immerse themselves into the greater Neiyar world.

Like any guild, there are advantages to membership. Fellow members can be called upon in times of need to offer support and guidance. Because groups tend to look after their own, it increases the difficulty of your enemies to just make you disappear. Of course, your fellow members expect the same courtesy, and the sidebars you end up on can enhance the overall story.

Below are the most influential organizations. Each has specific requirements for membership, as well as extra bonuses. PC's may not declare membership in an organization as a starting level character. They must seek out and role-play the initiation.

Cult of Nephar

General: The Cult of Nephar has seen its membership explode in the last ten years, as the influence of Outsiders has encouraged Neiyar men to look for ways to overthrow the Devi.

Organization: Each cabal is led by a priest of Nephar. The cult tries to keep individual cabals small, usually limiting membership to no more than 2 dozen men. When the cabal reaches its limit, it selects a member to take the title of priest, and he is charged with the duty of forming a new cabal in a different location. There are currently 30 cabals active on the island, though the Neiyar themselves seem to be aware of less than a dozen.

Leadership: The Grand Master of the Cult is Zeldin the Heretic. He is the only current known member of the Cult's upper leadership, and the Neiyar have a standing 25,000 gp reward open to whoever can bring him to justice. Unfortunately, Zeldin is no mere mortal man, but a tanar'ri general of Nephar to with the ability to polymorph self.

Zeldin the Heretic (CR 25) Male Demon, Balor Outsider13/Cleric7; Large Outsider (Chaotic, Evil); HD 13d8+91 (Outsider), 7d8+49 (Cleric); hp 246; Init +8; Spd 25, Fly, Good 60; AC 43; Atk +27 base melee, +21 base ranged; +27 (1d6+10, 2 Slam); +32/+29/+24 (2d6+14, +4 vorpal Greatsword); SA: Spell-like abilities, Fear (Su), Entangle (Ex), Body flames (Su), Vorpal sword (Su), Summon tanar'ri (Sp); SQ: Detect magic (Su), See invisibility (Su), Death throes (Ex), Damage reduction (Su), Resistance: Spell (Ex), Resistance: Acid (Ex), Resistance: Cold (Ex), Resistance: Fire (Ex), Telepathy (Su), Immunity: Electricity (Ex), Immunity: Poison (Ex); AL CE; SV Fort +20, Ref +14, Will +21; STR 31, DEX 19, CON 24, INT 19, WIS 26, CHA 24.

Skills: Bluff+15, Concentration+13, Diplomacy+11, Disguise+16, Gather Information+16, Hide+8, Intimidate +18, Knowledge (arcana)+11, Knowledge

(History)+21, Knowledge (Infernal)+9, Knowledge (Local)+17, Knowledge (Nobility)+7, Knowledge (religion)+16, Knowledge (Planes) +18, Listen+16, Scry+19, Search+13, Sense Motive+10, Speak Language+4, Spellcraft+16, Spot +16, Tumble+5.

Feats: Ambidexterity, Cleave, Great Cleave, Improved Critical: Greatsword, Improved Initiative, Leadership, Power Attack, Weapon Focus: Greatsword.

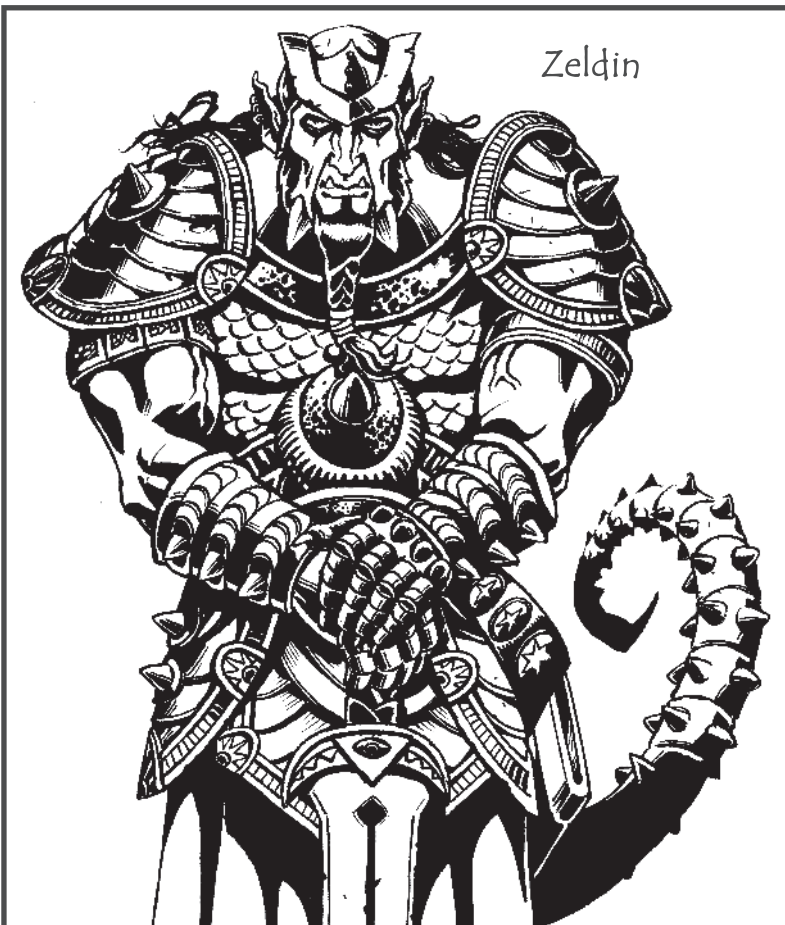
Spells Prepared (Clr 6/6/5/4/3): 0 - Detect Magic, Guidance, Light, Mending, Read Magic, Resistance; 1st - Cause Fear, Detect Good, Doom, Entropic Shield, Inflict Light Wounds, Shield of Faith; 2nd - Desecrate, Lesser Restoration, Remove Paralysis, Undetectable Alignment, Zone of Truth; 3rd - Animate Dead, Bestow Curse, Contagion, Dispel Magic; 4th - Inflict Critical Wounds, Restoration, Summon Monster IV.

Possessions: +4 Bane Mace (humans). +3 Half-plate. Ring of Elemental Command (Fire); Ring of Protection +4; Bag of holding (Bag 3); Bead of force; Cloak of displacement, major (50% miss chance).

Requirements of Membership: Evil alignment, Neiyar male (at this time the Cult does not recruit Outsiders, though this may soon change), Secret Teacher feat (A cult priest).

Special: A cultist must participate in the kidnapping and torture of a Neiyar female.

Benefit of membership: Members share in the knowledge of the group. Men can gain formal training not normally available. It is also possible (at GM discretion) to gain access to cabal magical items that can be borrowed for special assignments. Anyone found to be a member of the cult will suffer a death sentence, and there is no way around it.



Dragonclaws

General: The Dragonclaws are Krakodon extremists who believe the great dragons will not return until their children (the Krakodons) have proven their worth by taking over the whole of the island. To this end, they seek to first unite the Krakodons under one as of yet unnamed King.

Organization: To date, the Dragonclaws are little more than an extended gang. They operate openly in Krakodon communities where the elders lack the strength or desire to deal with them. In others where the elders have the means and will to crush them, they work secretly. Many Krakodons are sympathetic to the Dragonclaws' beliefs, however, yearning for a rise of the mighty Krakodon empire yet again.

Leadership: The current leader of the Dragonclaws is no Krakodon at all, but a half-dragon named Expericus. Expericus claims to consult regularly with the Great Dragon of Dazu. As no one has ever returned from a trip to Dazu to question the dragon, the rest of the Dragonclaws take him at his word.

Expericus (CR 19) Male Half-Dragon, Blue Rog5/Ftr10; Medium Dragon; HD 5d6+5 (Rogue), 10d10+10 (Fighter); hp 172; Init +3; Spd 30; AC 25; Atk +19 base melee, +16 base ranged; +19 (1d6+9, Bite); +19 (1d4+9, Claws); +23/+21/+18/+16/+13 (1d4+13, +4 Kukri of defense, critical threat 15-20, & 1d4+10 +3 Kurki, critical threat 15-20); SA: Breath weapon (Su); SQ: Immunity: Sleep (Ex), Immunity: Paralysis (Ex), Immunity: Electricity (Ex), Darkvision (Ex), Low-light vision (Ex); RF: Breath Weapon (Su) 6d8 (18); AL N; SV Fort +11, Ref +14, Will +7; STR 22, DEX 16, CON 13, INT 16, WIS 13, CHA 18.

Skills: Balance+7, Bluff+17, Climb+9, Disable Device+16, Hide+12, Intimidate+7, Jump+8, Listen+8, Move Silently+12, Open Lock+15, Search+18, Sense Motive+10, Spot+7, Swim+8, Tumble+13, Use Magic Device+10, Use Rope+6.

Feats: Ambidexterity, Combat Reflexes, Deflect Arrows, Exotic Weapon Prof: Kukri, Improved Critical: Kukri, Improved Two-Weapon Fighting, Improved Unarmed Strike, Leadership, Lightning Reflexes, Two-Weapon Fighting, Weapon Focus: Kukri, Weapon Specialization: Kukri.

Possessions: +4 Kukri of defense, +2 Kukri. +4 Leather armor. Ring of Feather Falling; Ring of Protection +2; Amulet of proof against detection and location; Bag of holding (Bag 3); Cloak of resistance (+2).

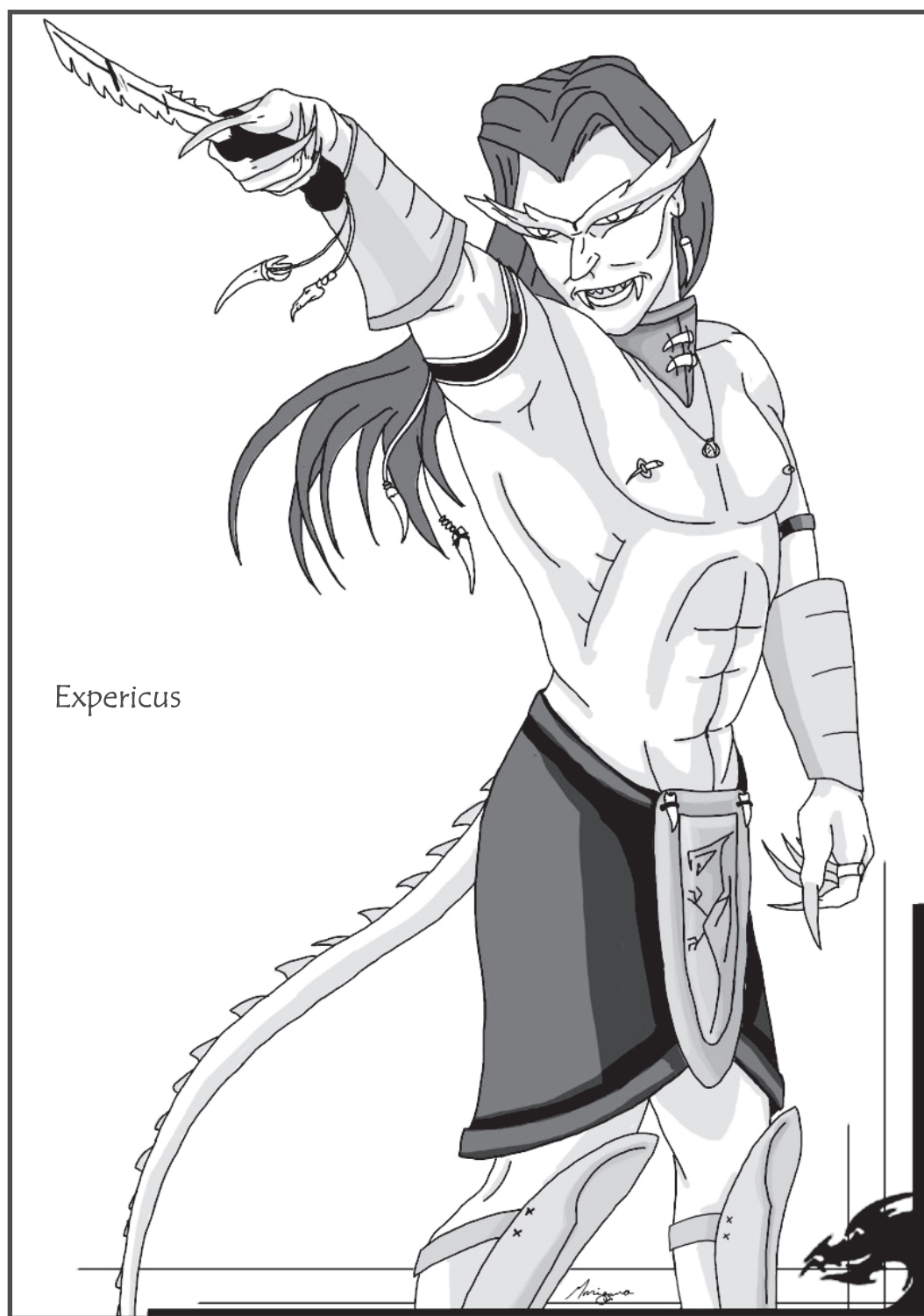
Requirements of membership: Any Krakodon or Half-Dragon may join.

Benefit of membership: +4 circumstance bonus to all social rolls involving Krakodons (except Elders, who frown upon the organization). You may be able to call upon your comrades when you are in a bind.

Hishguru

General: The Hishguru are bards who, instead of celebrating the beauty and wonder of life, focus on the dark side of the human psyche. Good-aligned Hishguru seek to provide guidance in the form of dark warnings against succumbing to the temptations of evil. Evil-aligned Hishguru seek to glorify evil to make it attractive to impressionable youths.

Organization: There is no formal organization to the group. Instead Master Hishguru take on an apprentice, to whom they provide guidance. When the apprentice has learned all she can from the Master, her Master releases her from service. At which point, she may take on an apprentice of her own. A master never has more than one apprentice at a time.



Expericus

Leadership: The Hishguru recognize no leadership, but they do often seek out elder Masters for enlightenment. Elder Masters are the closest thing to a monk the Neiyar know, as they tend to withdraw from society to explore the dark recesses of their own minds. Some of these elder Masters are believed to be quite mad by non-Hishguru who have dealt with them.

Requirements of membership: Must serve as an apprentice under a Master.

Benefit of membership: As an apprentice, Hishguru can count on the knowledge and guidance of their masters in difficult times. Once per session, a Hishguru can make a wisdom check (DC 20) to receive guidance from their Master. Even if the Master is across the island, the Apprentice and Master have an empathic bond that allows the Master to consult with her student. In game terms, the PC may ask a yes or no question of the GM in regards to whatever action the PC is about to take. Once the apprentice reaches 10th level as a bard, she becomes a Master. A Master may add her Wisdom modifier (as well as her Charisma modifier) to all performance checks, indicating the special insight she provides to her audience. She may still seek the counsel of her former Master, but the difficulty is 2 higher, and there is a 50% chance the Master does not answer even if she makes the check.

Karashacheva

General: The Reconcilers walk a fine line. Were it not for the wealth and power of its leadership, the whole lot would find themselves under the blade of the Soulreapers. But the Karashacheva are diplomats above all else.

Organization: The Reconcilers have no formal organization, but this is more to present a non-threatening face to the public (and Devi) than due to any lack of structure. Fellow believers meet at each other's homes under the guise of social parties to discuss dogma and recent discoveries. With the exception of its leader, most downplay the apparent insanity of the Dark Mother, instead spreading a doctrine of tolerance for other races. They are strong allies of the S.A.U. and have members who are also part of the Order of Mastery (see below).

Leadership: Persephonia Kalishma is the figurehead and founder of the organization. She has formed delicate alliances with various individuals throughout Neiyar society and among the Outsiders. The only thing preventing the Devi of Sophia Kalla from branding her a heretic and ordering her death is that they do not wish to give the cause a martyr. It is believed that the Devi have issued a 10,000 gp reward to anyone who can assure Persephonia suffers from a "terrible accident." The Devi deny such a reward exists.

Requirements of Membership: By invitation only. A member of the order must extend an invitation. You must take the feat Secret Teacher once invited to fulfill the membership.

Benefit of Membership: The Karashacheva have access to an extensive library of lore. Given enough time, members can get their hands on just about any information that is available to the group. The GM should decide what is available and how quickly it can be accessed.

Order of Mastery

General: The Order was founded for the sole purpose of providing Outsiders with a means to study and access powerful magic outside of the confines of Neiyar culture. It is essentially a wizards' guild.

Organization: The order has a strict hierarchy. Marcus Zarbastion serves as the Grand Wizard. He is supported by the Council of Five. Below the Council of Five are the three High Mages who oversee the research of apprentices and novice wizards. Below the High Mages are the Secretaries, who document all new discoveries and verify the work before it is logged in the official reports of the library. Novice wizards make up the general membership, which apprentices mopping the floors and cleaning the labs. Members where the insignia of the Order in a visible location (usually as a medallion or sewn into a cloak). The insignia is crystal ball with a scroll encased within.

Leadership: Marcus Zarbastion took control of the Order after Desanthor stepped down as Grand Wizard to pursue other interests.

Requirements of membership: Outsiders only. 200 gp dues per year.

Benefit of membership: The ability to research and learn high level spells. Members can also purchase magic items for 5% off the market price (though remember, this isn't a magical Wal-Mart, and what IS available to by may be very limited). Also, official membership in the Order affords male spellcasters a certain level of protection from more militant Neiyar women due to the "friendly" relationship Desanthor has with many female wizards. Think of membership as a P.B.A. card. A lot of the time, it will keep you out of trouble if you get caught throwing around powerful spells. Once in a while, it won't do you any good at all.

Shadowblades

General: The Shadowblades are the largest thieves' guild among the Neiyar, and they control all crime within the Holy City. Their reach extends all the way to Nissuno, much to the chagrin of the Krakodons that run the city.

Organization: The Guild is organized into clubs. Each club specializes in a specific sort of crime. These clubs are controlled by an Overseer, who is responsible for making sure the guild gets its cut in all criminal activity and that members are not attracting too much attention to themselves. Overt violent crime is rarely tolerated. According to the Blades, nobody minds a little larceny now and again, just so long as nobody gets hurt. And nobody is too concerned if somebody gets hurt who either deserved it or should have known better. But violence against children or the elderly attracts the scorn of the Neiyar, and often means the release of a Soulreaper to find the guilty party.

Leadership: The leader of the Shadowblades, at least in theory, is Gordon Felicity. In reality, his wife Felicity Serentira is calling the shots. Her sister is a Dread Mother of Sophia Kalla, and therefore she can count on her sister not interfering in business too much so long as the Blades do not overstep their bounds...and so long as the Guild makes appropriate donations to the church. The Blades also perform occasional "services" for the church: taking out enemies quietly when more overt methods would be inappropriate.

Felicity Serentira (CR 14): Female Neiyar Rog8/Asn3/Shb3; Medium Humanoid ; hp 84; Init +3; Spd 30; AC 18; Atk +11 base melee, +13 base ranged; +12/+13 (1d6+2, Sword of Subtlety; 1d4+2, Assassin's Dagger); Shadow Movement, Vampiric Blade, Sneak Attack 6d6, Uncanny Dodge (can't be flanked), Death Attack, AL NE; SV Fort +7, Ref +14, Will +6; STR 13, DEX 17, CON 14, INT 16, WIS 13, CHA 13.

Skills: Appraise+10, Bluff+10, Decipher Script+12, Diplomacy+12, Disable Device+15, Disguise+8, Escape Artist+4, Forgery+13, Gather Information+12, Hide+15, Intuit Direction+3, Listen+12, Move Silently+27, Open Lock+15, Pick Pocket+6, Search+17, Sense Motive+5, Spot+13, Tumble+13, Use Magic Device+15, Use Rope+8.

Feats: Ambidexterity, Combat Reflexes, Skill Focus: Move Silently, Two-Weapon Fighting, Weapon Finesse: Dagger, Weapon Finesse: Sword, short.

Spells Known (Asn --/2/1): ; 1st - *Change Self*, *Detect Poison*, *Ghost Sound*, *Obscuring Mist*, *Spider Climb*; 2nd - *Alter Self*, *Darkness*, *Pass without Trace*, *Undetectable Alignment*.

Possessions: Assassin's Dagger; Sword of Subtlety. +2 Leather. Buckler, Masterwork. Potion of Poison; Boots of elvenkind; Cloak of resistance (+1); Ring of Force Shield.

Requirements of Membership: Paid membership (50 gp/year) and 1% of the proceeds from all criminal activities donated to the guild.

Benefits of Membership: Besides being able to work in the Holy City without getting attacked by the Guild, Guild members can purchase thieving supplies and minor potions for 5% off the market price. Fellow members can also supply a place to hide out in the event someone is looking for you.

The Society for the Advancement of Unity (S.A.U.)

General: The Society has two main offices: One in Outland and one in the Holy City. Members seek to gain full rights for Outsiders. The Neiyar thought little of the group when the S.A.U. only concerned itself with Outsiders, but when they started pushing for equality for Neiyar males the Devi became irate. The Devi felt they had been fair to the Outsiders: they could do what they wanted so long as they did not interfere with the Neiyar. But trying to change Neiyar society to suit their own beliefs was a slap in the face to the Neiyar's hospitality. But the S.A.U. found allies among, of all people, the Krakodons. Several Krakodon elders offered their support to the cause, and the Deva Simone Rosaline has publicly endorsed the S.A.U.'s idea of training more competent male fighters. Though the S.A.U. has less than 100 active members (most of which are Outsiders), they have established a political base on which to build.

The Society has suffered two recent set-backs. The first was the death of founder Kadius Hemble, a human Outsider who was torn to bits by two crocodiles while sailing up the Reese Litra. A witness to the attack noted the brutality of it and found it strange the creatures never consumed their prey. The second was the arrest and deaths of two Board members for conspiring with demons. After rumors surfaced that the two were involved in a Cult of Nephra, an investigation revealed evidence of demonic worship. The two died during a failed escape from the Temple of Sophia Kalla before they could stand trial. Both incidences have soured Neiyar opinion of the group.

Organization: The main headquarters on the group is in Outland, where members can be more open and aggressive about their ideas. The annex facility in the Holy City works more subtly, focusing more on the rights of Outsiders and the protection of the half-breeds (half-Krakodons can use all the friends they can get). The general membership elects a board of directors, who serve for two years. The board is responsible for keeping the organization focused on winnable goals and preventing overt challenges to the Devi's authority.

Leadership: The current Director of the Board is an Outsider Elf named Heshril Morningmist. Heshril maintains a calm, calculating exterior, but inside he is paranoid. He believes the Devi of Sophia Kalla are responsible for the death of Kemble, and that

someone planted evidence and staged the escape before a trial would redeem his fellow members. His familiar, Breezerunner, is constantly scouting for possible assassins or Soulreapers lurking in the shadows. He currently tries to seal an alliance with Desanthor to secure the support of the Devi of Adrienne, but Desanthor keeps his distance from the S.A.U.

Heshril Morningmist (CR 8). Male Elf, High Sor5/Ftr3; Medium Humanoid ; HD 5d4+5 (Sorcerer), 3d10+3 (Fighter); hp 39; Init +3; Spd 30; AC 15; Atk +6 base melee, +8 base ranged; +9 (1d8+3, Longsword); SQ: Elven traits (Ex), Immunity: Sleep (Ex), Low-light vision (Ex); RF: +2 Will bonus to Enchantment spells; AL CG; SV Fort +5, Ref +5, Will +6; STR 12, DEX 17, CON 12, INT 15, WIS 13, CHA 14.

Skills: Alchemy+8, Climb+2, Concentration+7, Diplomacy+6, Jump+2, Knowledge (arcana)+7, Listen+3, Scry+7, Search+4, Sense Motive+4, Spellcraft+6, Spot+3, Swim+3.

Feats: Brew Potion, Dodge, Expertise, Scribe Scroll, Spell Focus: Enchantment.

Spells Known (Sor 6/7/5): 0 - *Arcane Mark, Detect Magic, Flare, Mending, Ray of Frost, Read Magic*; 1st - *Burning Hands, Charm Person, Comprehend Languages, Feather Fall*; 2nd - *Blur, Invisibility*.

Animal, Hawk: Breezerunner; CR 1/3; Tiny Animal ; HD 1d8 (Animal); hp 19; Init +3; Spd 30, 10, Fly, Average 60; AC 18; Atk +5 base melee, +10 base ranged; +10(1d4-2, Claws); AL N; SV Fort +2, Ref +5, Will +2; STR 6, DEX 17, CON 10, INT 7, WIS 14, CHA 6. Skills: Hide+11, Listen+6, Spot+6.

Feats: Weapon Finesse.

Possessions: +2 Longsword, .Ring of Feather Falling; Ring of Mind Shielding; Amulet of natural armor (+2).

Requirements of Membership: Anyone may join the S.A.U. All members are supposed to support the goals and each other when called upon.

Benefits of Membership: Receive the feat Secret Teacher for free, as members routinely share knowledge with each other.

Note: Neiyar men suffer everything from public ridicule to possible assassination attempts for joining. Married Neiyar males may find themselves divorced or disowned by their families (and thus stripped of any resources). Few Neiyar women join the group, but the few that do also tend to be members of the Karashacheva.

Temple of Unity

General: Located in Outland, the Temple's only goal is to provide a place of worship to relocated followers of foreign gods. Members do not actively try to recruit for their deity out of respect for the Neiyar culture. Surprisingly the Temple does not support the S.A.U., as the doctrines of the church dictate that no Outsider should engage in any activity to circumvent another's faith. As the Neiyar have agreed to let the Outsiders worship in peace, so too should the Outsiders respect the Neiyar faith.

Organization: The Temple maintains a small staff through donations. The staff is responsible for scheduling worship services to avoid divine conflicts and maintaining the various altars within the Temple. The schedule is posted weekly. Twice a week, Father Arcanus gives an interfaith sermon on topics such as tolerance, discipline, and the importance of prayer.

Leadership: Father Arcanus is the founder and spiritual leader of the Temple. He is both a religious sage and a skilled diplomat, easily finds common ground between different beliefs. He founded the Temple to keep the Outsiders from falling into faithlessness. The fact that the Temple is currently raising money to establish a second church is testament to his skill.

Requirements of Membership: Any Outsider can join the Temple, so long as they agree to respect the schedule and the beliefs of fellow members. While sometimes fights do break out between followers of competing faiths, for the most part everyone respects the rule. The alternative is to have nowhere to worship at all.

Benefits of Membership: Outsiders can maintain their connection to their patron deity. Devi of Sophia Mater smile kindly upon members of the Temple, as they have great respect for Father Arcanus and his goals. It often can serve one well to introduce yourself as a member in good standing of the Temple when dealing with Sophia Mater's Devi.

Uparree

General: The Uparree are less an organization that they are a state of mind. Uparree seek to entertain and enlighten children. They believe that by providing happiness to children, they sow the seeds of goodness in them. Uparree will always do everything in their power to protect a child, and they are welcome throughout Neiyar society because of it.

Organization: There is no real organization to the Uparree. They tend to form little troupes of three to five members. The troupes are led by the most experienced Uparree. When a troupe member is ready to start their own troupe or decides to work alone, they are replaced by an apprentice. When the apprentice reached 5th level as a bard, they are considered a full Uparree.

Leadership: The Uparree have no true leadership. Each troupe handles things the way it sees fit. When two or more troupes are in the same area, they may work together to locate a wealthy patron to sponsor a Circus. During the Circus, the troupes compete in music, dance, poetry, acrobatics, and minor cantrip displays. Non-Uparree bards are welcome to perform as well, but maintain separate competitions. A Grand Circus is held yearly in the Holy City, with no less than twelve different troupes competing.

Requirements: Previous membership in a troupe, minimum Bard level of 5th, any good alignment.

Benefit of Membership: You are welcome everywhere. Identifiable by your brightly colored clothes and clanking shells and bells, you receive a +4 bonus to any social roll involving the Neiyar. Also receive a +4 to any performance check to earn money, as children flock around you in the cities and parents are happy to pay you to keep them entertained for a while.

Note: As Uparree, you are sworn to protect children. Should you ever knowingly harm a child or allow one to be harmed, you suffer a -2 to your charisma until you have redeemed yourself. The GM may rule that is you do not redeem yourself within a set time period; you may suffer an alignment shift.

CHAPTER SEVEN

Monsters and Dangers

Banyanta

Banyanta are a species of treant that resemble the great banyans trees. Though they are rarely encountered with others of their own kind, they are actually highly social beings, and often invite Auronne families to nest among their branches. They will defend their adoptive families furiously, using their extensive root system to eliminate threats.

Banyanta can use up to eight of their hanging roots to perform slam attacks against opponents. Once planted in a spot, they rarely move, as it takes a great deal of effort to remove their sometimes hundreds of roots from the soil. Movement is very slow for the same reason. They can move their hanging roots quickly if need be, and sometimes twist their own limbs to accommodate their Auronne families. Banyanta are also always happy to help followers of Agri, and a party with one of the god's followers in it can feel safe camping among the roots of a Banyanta.

Sages can only speculate as to how Banyanta reproduce. Some suspect that the Auronnes help pollinate the Banyanta by flying between them. Occasionally a seedling will drop off of the parent tree, completely self-sufficient. It will go off and find its own area to mature away from the parent tree.

Banyantas speak their own language, plus Common, Auronne, and Sylvan.

Combat

Animate Trees (Sp): A Banyanta can animate trees within 180 feet at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 and fights as a Banyanta in all respects. Animated trees lose their ability to move if the Banyanta who animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak as cast by a 12th-level druid.

Improved Grab (Ex): On a successful grapple check, the Banyanta can grapple and opponent. A grappled opponent takes automatic slam damage each round as the Banyanta constricts and slams the creature into the ground. Some Banyanta have been known to throw opponents as far as 100 feet using this attack.

Trample (Ex): An animated tree can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the animated tree can attempt a Reflex save (DC 20) to halve the damage.

Double Damage against Objects (Ex): A Banyanta or animated tree that makes a full attack against an object or structure deals double damage.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Fire Vulnerability (Ex): A Banyanta or animated tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to Banyantas, with a minimum of 1 point of damage.

Spells: Banyanta can cast the following spells 3x/day, but only one per round: *Cone of Cold*, *Create Water*, *Cure Serious Wounds*, *Entangle*, *Plant Growth*, *Rock to Mud*, *Speak with Plants*, and *Spike Growth*.

Skills: Banyantas receive skills as though they were fey. *They have a +16 racial bonus to Hide checks made in jungles areas.



Gargantuan Plant

Hit Dice:	10d12+54 (111 hp)
Initiative:	+1 (Dex)
Speed:	5 ft.
AC:	24 (-4 size, +1 Dex, +17 natural)
Attacks:	8 slams +16 melee
Damage:	Slam 2d6+11
Face/Reach:	40 ft. by 40 ft./20 ft.
Special Attacks:	Animate trees, trample, double damage against objects
Special Qualities:	Plant, fire vulnerability, half damage from piercing, spells
Saves:	Fort +13, Ref +1, Will +7
Abilities:	Str 33, Dex 12, Con 23, Int 12, Wis 15, Cha 14
Skills:	Hide 9*, Intimidate +12, Knowledge (nature, history, local) +8, Listen +14, Sense Motive +12, Spot +12, Survival +14
Feats:	Improved Grab, Iron Will, Power Attack
Climate/Terrain:	jungle
Organization:	solitary
Challenge Rating:	12
Treasure:	standard
Alignment:	Always Neutral good
Advancement	11-16 HD (Gargantuan)

Clockwork Beetle

Clockwork Beetles have shiny, metallic looking carapaces that smell like metal to other animals, giving them their name. They are mostly scavengers, but when hungry have been known to attack.

Clockwork Beetles move about the jungle floor looking for food. If nothing is readily available, they will climb trees and wait on branches overhead for potential small prey such as birds or snakes. A Clockwork Beetle can jump up to 20 yards and land without suffering any damage. It uses this jumping ability to capture prey and elude enemies.

The Beetle grows between 6 inches to 10 inches in length. Their carapaces can be turned into effective bucklers by a skilled craftsman. A Clockwork Beetle shell weighs only half the weight of a normal buckler, has no armor check penalty, and reduces the spell failure chance by 2. Bucklers made from a Clockwork Beetle are considered masterwork items and have a market price of 350 gp.

Combat:

Clockwork beetles only attack when hungry. When they attack, they use their legs to jump up and latch onto prey, then bite with their powerful mandibles. If a Clockwork Beetle successfully attacks with its legs, it gets a +4 bonus to its attack with its mandibles.

Clockwork Beetle

Tiny vermin

Hit Dice: 1d8+2 (6 hp)

Initiative: +5 (+4 improved initiative, +1 dex)

Speed: 20

AC: 15 (+4 natural armor, +1 dex)

Attacks: 4 Legs +2/mandibles +6 (see below)

Damage: Legs 1d3/mandibles 1d6

Face/Reach: 2 ½ ft by 2 ½ ft/0 ft

Special Attacks: See below

Special Qualities: Metallic scent

Saves: Fort. +2, Ref +3, Will +0

Abilities: Int. -, Wisd. 10, Cha 6, Str. 6, Dex 12, Con 14

Skills: Jump +6, climb +4

Feats: Improved initiative

Climate/Terrain: Warm, humid terrain

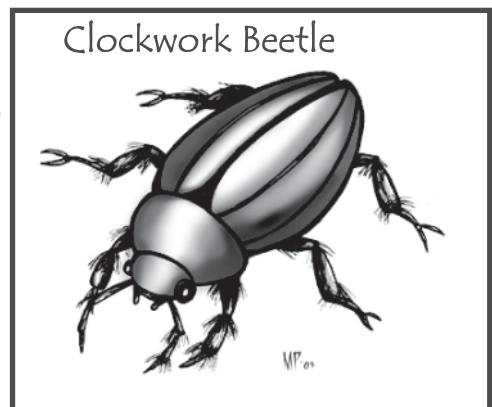
Organization: Solitary or cluster (2-5)

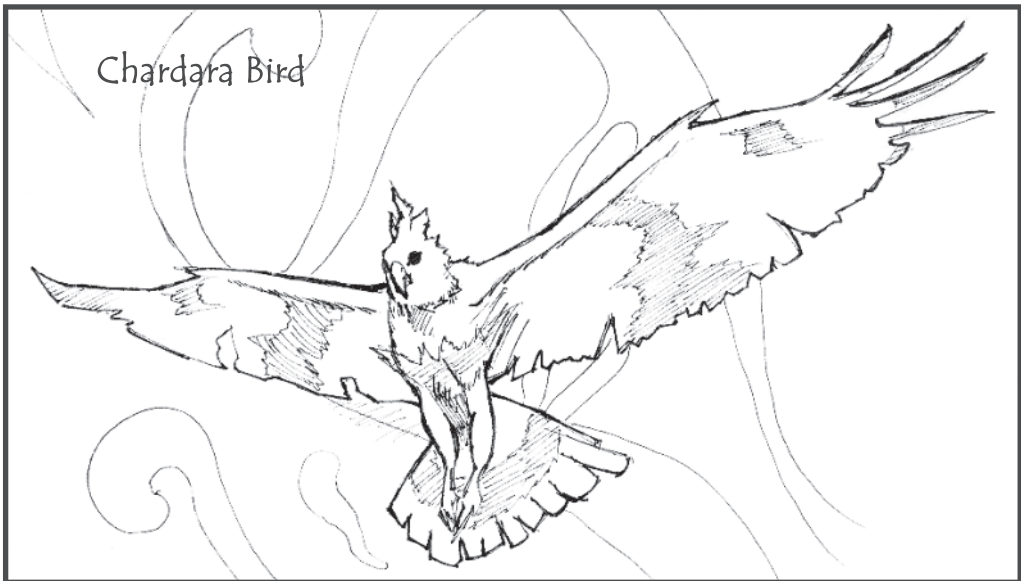
Challenge Rating: 1/2

Treasure: None

Alignment: N

Advancement: 2-3 HD (small)





Chardara Bird

Small animal

Hit Dice:	3d8+2 (14 hp)
Initiative:	+7 (+3 Dex, +4 improved initiative)
Speed:	10 ft, 40 fly (excellent maneuverability)
AC:	14 (+1 size, +3 Dex)
Attacks:	Two claws +6, beak +3
Damage:	claws 1d4 each, beak 1d3
Face/Reach:	5 ft by 5 ft/f ft
Special Attacks:	Breath weapon, Cooperative Attack
Special Qualities:	Fire immunity
Saves:	Fort +4, Wis +1, Ref +5
Abilities:	Int. 6, Wis 12, Char 10, Str 8, Con 14, Dex 16
Skills:	+10 spot
Feats:	Evasion, weapon finesse (claws), improved initiative
Climate/Terrain:	Warm, humid terrain
Organization:	Solitary, pair, or flock (3-10)
Challenge Rating:	4 (solitary or pair) or 6 (flock)
Treasure:	None
Alignment:	N
Advancement	4-5 HD (medium)

Chardara Bird

These carnivorous birds are prized for their feathers and for the salves that can be made from their beaks and claws. About the size of an eagle, this aggressive bird is particularly fond of humanoid flesh.

One Chardara Bird produces 2d4 useable quills, and the beak and claws can produce one application of burn salve.

Combat:

Breath Weapon: a Chardara will normally swoop down and try to catch prey by surprise, unleashing its breath weapon attack. The breath weapon is a line of fire 30 feet long. The breath weapon deals 3d8 points of fire damage (Reflex save DC 15 halves). Chardara Birds can use their breath weapons once every 1d6 rounds.

Cooperative Attack: As intelligent creatures, Chardara Birds can coordinate their attacks on prey. They normally move to eliminate one opponent at a time, instead of spreading out over multiple opponents. When using this cooperative attack, add +1 to the AC of each bird for every two birds in the flock. The Reflex save versus the breath weapon is raised by +1 for EACH bird in the flock, as all of the lines of fire surround the prey and make it impossible to escape.

Immunities, fire: Chardara Birds are immune to normal, but not magical, fire. Against magical fire, the Chardara Bird has DR 5.

Chovoo

Chovoo is the ancient Neiyar word for Violent Dead, and these feral undead reinforce the name. They dwell in the deepest parts of the jungle and stalk prey with a deadly cunning.

Chovoo are usually covered in fungus and beetles, both of which feed off of the rotting corpse. Thankfully, these parasites usually devour the Chovoo completely in a few months, keeping them from spreading. Evil necromancer's prize Chovoo bones, claiming they add potency to their spells.

Combat

Bleeding (Su): A living creature hit by a Chovoo's bite attack suffers an additional 1 point of damage each round from bleeding. This damage cannot be healed by natural healing.

Energy Drain (Su): Living creatures hit by a Chovoo's claw attack receive one negative level. The Fortitude save to remove the negative level has a DC of 16.

Create Spawn (Su): Any humanoid slain by a Chovoo becomes a Chovoo in 1d4 rounds. Spawn are under the command of the Chovoo that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

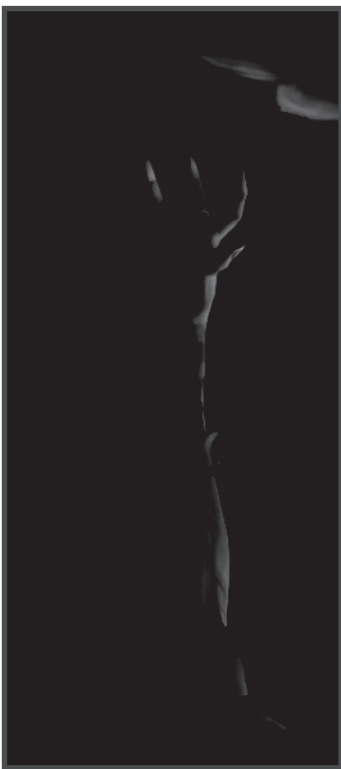
Skills: Chovoos receive a +8 racial bonus to Move Silently checks.

Chovoo often drag victim back to their lairs to finish off. Any treasures the Chovoo have are found in the lair. Chovoo do not collect treasure, it is just a by-product of their feeding.

Chovoo

[Medium-Size Undead]

Hit Dice:	5d12 (32 hp)
Initiative:	+2 (dex)
Speed:	30 ft
AC:	16 (+2 Dex, +4 natural)
Attacks:	2 Claws +6 melee, Bite +4
Damage:	Claw 1d6+3 and energy drain, Bite 2d4+3 and bleeding
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Energy drain, bleeding, create spawn
Special Qualities:	Undead
Saves:	Fort +1, Ref +3, Will +5
Abilities:	Str 18, Dex 14, Con-, Int 6, Wis 15, Cha 13
Skills:	Climb +8, Hide +9, Listen +8, Move Silently +17, Search +8, Spot +9
Feats:	Blind-Fight
Climate/Terrain:	any
Organization:	Solitary, gang (2-5)
Challenge Rating:	6
Treasure:	standard
Alignment:	Always chaotic evil
Advancement	6-8 HD (Medium-size)



Corpse-Eater Lily

This scentless variant of the Rafflesia Flower uses the rotting corpses of its victims to fertilize its roots and attract the flies it needs to pollinate its massive 15 lb petals.

Like their harmless relatives, Corpse-Eater Lilies have magnificent 1-yard wide blossoms. Alchemists often cultivate the foul-smelling Rafflesia, using the pollen and distilled oil in various formulas. Corpse-Eaters wait for someone to approach, then use their roots to grapple and strangle the victim. A successful Survival or Knowledge: Nature check (DC 15) will alert the potential victim to the faint red veins in the blossom, indicating its true nature.

Combat

Improved Grab (ex): When the Corpse-Eater Lily hits an opponent with two or more of its roots, it can attempt to strangle the opponent.

Strangulation (Ex): The Corpse-Eater Lily attempts to wrap its roots around the throat of the victim. Strangulation does automatic root damage each round. A victim that loses more than 30 hit points from strangulation falls unconscious from air deprivation. Creatures that do not breathe are immune to this affect. Conscious victims can attempt an opposed strength check each round to break free.

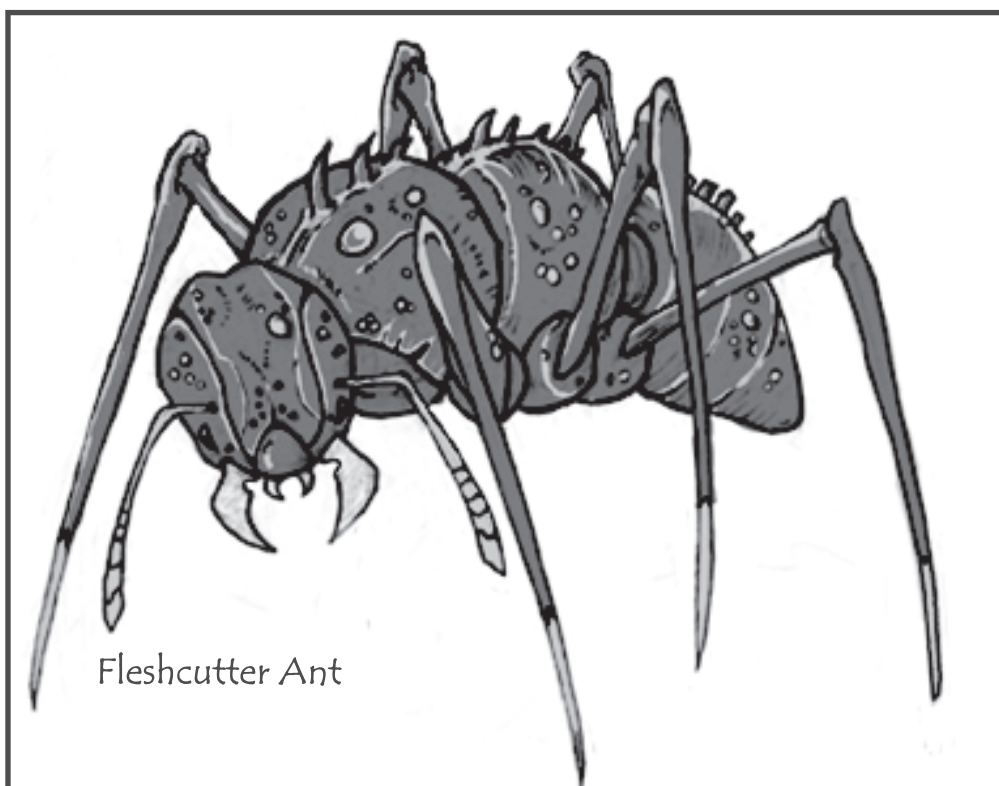
Tremorsense (Ex): Corpse-Eater Lilies automatically sense the presence of and creature within 20 ft that is in contact with the ground.

Plant: Immune to all mind-influencing effects, poison, sleep, stunning, polymorphing and critical hits.

Corpse-Eater Lily

[Monster Type Medium-Size Plant]	
Hit Dice:	2d8+6 (15)
Initiative:	+5 (Improved Initiative, +1 Dex)
Speed:	-
AC:	13 (+1 Dex, +2 Natural Armor)
Attacks:	Four roots +5
Damage:	Root 1d6+4
Face/Reach:	5 ft by 5 ft/20 ft (with roots)
Special Attacks:	Improved Grab, Strangulation
Special Qualities:	Tremorsense
Saves:	Fort +10, Reflex 4, Will 0
Abilities:	Str 16, Dex 12, Con 16, Int 3, Wis 11, Cha 10
Skills:	+4 Move Silently (roots)
Feats:	Improved Initiative
Climate/Terrain:	Jungle
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always Neutral
Advancement	3-6 HD (Medium-Size)





Fleshcutter Ant

Fleshcutter ants are about the size of a large dog. They feed off of a special type of mold that grows on rotting humanoid flesh. The ants cultivate this mold by bringing back chunks of flesh to the colonies. There are four types of Fleshcutter ants: workers, drones, soldiers and the queen. Workers are the type most often encountered, as they often are on the surface prowling for humanoids. The stats at the right represent a typical worker.

Combat

Acid Spray: The ant's saliva is highly acidic. Three times per day, it can spray acid at an opponent up to 20 feet away. Treat as a ranged touch attack. The acid deals 1d6 points of damage.

Tear (Ex): On a successful critical hit, Fleshcutter Ants tear away huge chunks of flesh. Besides the normal double damage for a critical hit, the victim suffers an additional 1d4 points of damage

Medium-Size Vermin

Hit Dice:	4d8+4 (22 hp)
Initiative:	+2 (Dex)
Speed:	50 ft
AC:	20 (+2 Dex, +8 natural)
Attacks:	Bite +7 (critical 19-20)
Damage:	2d6+4
Face/Reach:	5 ft by 5 ft/5 ft
Special Attacks:	Tear, Acid Spray
Special Qualities:	Acid Immunity, Camouflage
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 16, Dex 14, Con 13, Int 2, Wis 13, Cha 10
Skills:	Climb +10, Listen +6, Move Silently +4, Spot +6
Feats:	Weapon Focus (Bite), Improved Critical
Climate/Terrain:	Any
Organization:	Solitary, Gang (2-4), or Swarm (20-50—see below)
Challenge Rating:	CR 4
Treasure:	1/10 coin, 50% goods, 50% items
Alignment:	Always Neutral
Advancement:	5-6 HD (Large), 7-8 HD (Huge)

from blood loss and must make a Fortitude Save (DC13) or suffer one point temporary Constitution Loss.

Acid Immunity: Immune to all types of acid.

Camouflage: Fleshcutter ants have a natural dark green coloration which grants them a +10 bonus to hide checks.

Soldiers protect the colony and, more specifically, the queen. Though not bigger than workers, they are tougher, and more than one unfortunately adventurer has fallen to a troop after discovering their weapons were ineffective against the soldier's natural protections.

Soldiers are vicious and attack anything that does not belong in the colony. They will do everything to protect the queen, including throwing themselves in front of attacks directed at her. Such suicide tactics demonstrate an awareness that goes beyond vermin intelligence, and it unnerves many who witness it.

Soldier's can make two additional attacks with their front legs, which end in sharp two-prong claws. Soldiers are never part of swarms, as they rarely leave the colony.

SOLDIER FLESHCUTTER ANT

Medium-Size Vermin

Hit Dice:	5d8+10 (37 hp)
Initiative:	+3 (Dex)
Speed:	50 ft
AC:	21 (+3 Dex, +8 natural)
Attacks:	Bite +9 (critical 19-20), two claws +5 (x2)
Damage:	2d6+4 bite, 1d6+4 each claw
Face/Reach:	5 ft by 5 ft/5 ft
Special Attacks:	Tear, Acid Spray
Special	Acid Immunity,
Qualities:	Camouflage, DR 5/+1
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 16, Dex 16, Con 14, Int 3, Wis 13, Cha 10
Skills:	Climb +10, Listen +6, Move Silently +4, Spot +6
Feats:	Weapon Focus (Bite), Improved Critical
Climate/Terrain:	Any
Organization:	Gang (2-4) or Troop (5-10)
Challenge	CR 5
Rating:	
Treasure:	1/10 coin, 50% goods, 50% items
Alignment:	Always Neutral
Advancement	7-8 HD (Large), 9 HD (Huge)

Drones: Drones tend to the queen and her eggs, and are non-combative. They lack the acidic saliva, and their mandibles are not equipped for combat, only carrying eggs to safety. They are normally half the size of a worker ant.

Queen: The queen Fleshcutter is a behemoth of a creature, often the size of a large warhorse and weighing up to 500 lbs. She spends most of her life breeding and eating, but if her soldiers fail, she is by no means defenseless, as many dead adventurers have discovered too late.

Combat:

A Queen possesses thin wings with a waxy appearance and can fly at a movement of 20 (poor). When in flight, she relies on her poisonous stinger to attack. A target struck with the stinger must make a Fortitude save (DC 15) or become paralyzed for 2d4 rounds. When grounded, she uses her bite attack.

Confusion(ex) : The eyes of a Queen fleshcutter radiate a strange swirling glow due to the way they reflect even the faintest light. If there is a light source present, creatures that look into the Queens large bulbous eyes must make a Will Save DC 12 or suffer as if under the effects of a Confusion spell.

Fleshcutter Ant Swarm: The sight of a swarm of Fleshcutter Ants brings fear to the hearts of unprepared adventurers. Fleshcutter swarms often attempt to drag whole bodies back to the hive. When dealing with a swarm, it is treated as a single creature. When reduced to zero hit points, the swarm disperses and the individual ants seek to escape. Swarms are always composed of solely worker Fleshcutter ants.

Combat:

Acid Spray (ex): Any creature caught in the midst of a swarm takes an automatic 1d6 points of acid damage each round due to the saliva flying through the area.

Group Attack (ex): A Swarm makes a single attack roll, but if successful hits each creature in its area. Damage is calculated separately for each target as the ants jointly attack.

Tear (Ex): On a successful critical hit, Fleshcutter Ants tear away huge chunks of flesh. Besides the normal double damage for a critical hit, the victim suffers an additional 2d4 points of damage from blood loss and must make a Fortitude Save (DC16) or suffer one point temporary Constitution Loss.

QUEEN

Large-Size Vermin

Hit Dice: 6d8+6 (32 hp)
Initiative: +0
Speed: 30 ft
AC: 20 (+10 natural)
Attacks: Bite +10 (critical 19-20) or Stinger +8 (x2)
Damage: Bite 2d6+5, Stinger 1d6+3 (w/poison)
Face/Reach: 10 ft by 10 ft/5 ft
Special Attacks: Tear, Acid Spray, Poison, *Confusion*
Special: Acid Immunity, Flight, DR
Qualities: 10/+1
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 18, Dex 10, Con 14, Int 4, Wis 11, Cha 10
Skills: Climb +10, Listen +6, Move Silently +4, Spot +6
Feats: Weapon Focus (Bite), Improved Critical
Climate/Terrain: Any
Organization: Solitary or with Court (4d6 drones, 2d6 soldiers, 2d4 workers)
Challenge Rating: CR 6
Treasure: standard
Alignment: Always Neutral
Advancement: 5-6 HD (Large), 7-8 HD (Huge)

SWARM

Medium-Size Vermin

Hit Dice: 12d8+60 (106 hp)
Initiative: +2 (Dex)
Speed: 50 ft
AC: 20 (+2 Dex, +8 natural)
Attacks: Bite +10 (critical 19-20)
Damage: 4d6+12
Face: 30 ft x 30 ft (area of swarm)
Skills: Climb +10, Listen +16, Spot +16
Feats: Weapon Focus (Bite), Improved Critical
Climate/Terrain: Any
Organization: Swarm
Challenge Rating: CR 8
Rating:
Treasure: standard
Alignment: Always Neutral

Green Bear

The Green Bear is an omnivore, feeding off of both plants and small animals in the jungle. They normally leave humanoids alone, but will attack if hungry or if they feel their cubs are threatened.

Combat:

Camouflage: The green bear has a moss color coat with small brown patches that allows it to hide effectively in the jungle. Green Bears receive a +10 bonus to hide checks in the wilderness.

Poison immunity: Green Bears are immune to the natural toxins and poisons in plants and animals, and prefer the taste of venomous creatures over other food.

Toxin: A Green Bear's claws, due to the ripping and tearing of venomous food, are mildly toxic. Anyone hit with a claw attack must make a Fort save (DC 12) or become nauseous for 1d4 rounds (-1 to all attack rolls, saving throws, and skill checks).

Large-size animal

Hit Dice:	6d8+24 (51 hp)
Initiative:	+2 (dex)
Speed:	40 ft
AC:	17 (-1 size, +2 Dex, +6 natural)
Attacks:	2 claws +11 melee, bite +6 melee
Damage:	Claw 1d8+8 plus toxin, bite 2d8+4
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved Grab
Special Qualities:	Scent, Camouflage, poison immunity
Saves:	Fort +9, Ref +7, Will +3
Abilities:	Str 27, Dex 15, Con 19, Int 4, Wis 14, Cha 6
Skills:	Swim +14, Hide +12
Feats:	-
Climate/Terrain:	Any warm forest, jungle
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement	7-10 HD (Large)

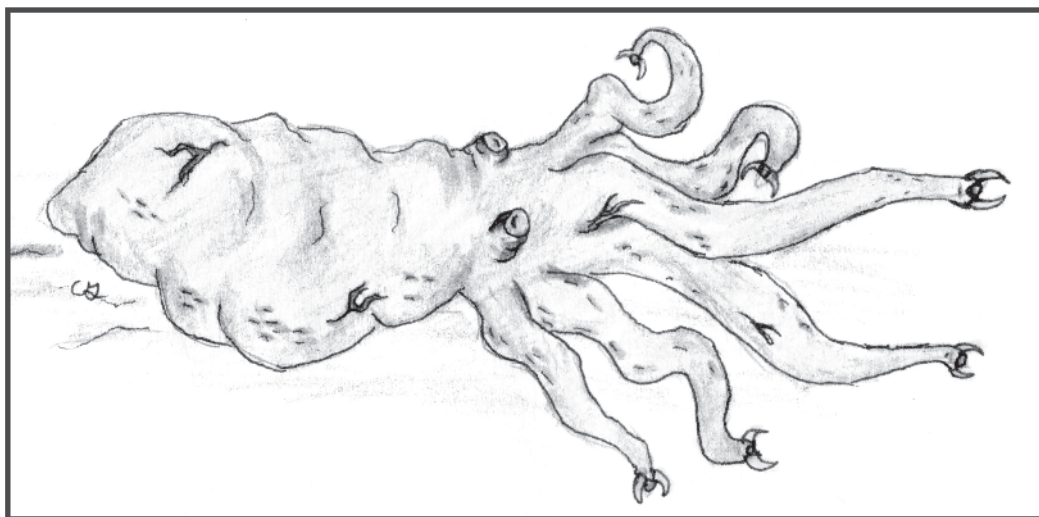
Mud Squid

The Mud Squid is a unique mollusk that lives in damp terrains such as swamps, marshes, and jungles. It looks like a normal squid except for its earthen coloring, usually ranging from dark green to bark brown. Mud Squid feed off of the blood of dead and dying creatures by latching on with their tentacles and sucking blood through open wounds.

A Mud Squid is about 2 to 3 feet long. They pull themselves through the muck of the jungle floor with their tentacles in search of food. Mud Squid have been known to attack sleeping adventurers.

Combat:

If a Mud Squid hits with two of its four tentacles on the same target, it may attack with its mandibles. Once the Mud Squid has bitten into the flesh, it will wrap its tentacles around the area and begin to suck blood. It does an automatic 1d4 damage each round it remains attacked. For every ten points of biting damage the Mud Squid does, the victim loses one temporary point of constitution as the Mud Squid drinks. To remove it, the victim must either pull it off (make an opposed strength check, with the Mud Squid getting a +10 circumstance bonus due to the suction cups on the tentacles) or kill it.



Mud Squid

Small animal

Hit Dice: 2d8+2 (10 hp)

Initiative: +0

Speed: 20

AC: 11 (+1 size)

Attacks: 4 tentacle racks
+4/mandibles +6 (see below)

Damage: tentacles 1d3/mandibles 1d4

Face/Reach: 5 ft by 5 ft/f ft

Special Attacks: See below

Special Qualities: Ink spray

Saves: Fort. +3, Ref +1, Will +0

Abilities: Int. -, Wis 13, Cha 2, Str. 11, Dex 11, Con 14

Skills: Swim +4

Feats: -

Climate/Terrain: Warm, humid terrain

Organization: Solitary or pair

Challenge 1

Rating:

Treasure: None

Alignment: N

Advancement 3-4 HD (small), 5-6 (medium)

Special Qualities:

A Mud Squid can shoot a spray of ink up to 10 feet away in a five foot wide cone. Targets struck by the ink are blinded for 1d4 rounds. Targets get a reflex save (DC 12) to avoid the spray. A Mud Squid can use this ability three times per day. Mud Squid ink is prized by wizards and mapmakers because of its waterproof qualities. A Mud Squid holds 1 to 3 ounces of ink. A Vial of ink sells for 20 gp on the open market.

Pigmy Troll

These terrible little creatures share their larger kin's viciousness and voracious appetites. What they lack in strength they make up for with a brutal cunning that makes them deadly adversaries.

Pigmy Trolls rarely stand more than 2 feet tall. They resemble their larger counterparts, except their arms tend to be somewhat shorter and in better proportion with the rest of the body. Unlike other trolls, pigmy trolls have no qualms about retreating from a fight if it is going poorly. They simply retreat, regroup, and track

Pigmy Troll

Small humanoid

Hit Dice:	4d8+24 (40 hp)
Initiative:	+6 (+4 Impr. Initiative, +2 dex)
Speed:	20 ft
AC:	21 (+1 size, +3 dex, +7 natural)
Attacks:	2 claws +7, bite +4, or blowgun +10
Damage:	Claw 1d4+4, bite 1d6+1 or blowgun 1d3 plus poison
Face/Reach:	5 ft by 5ft/5 ft
Special Attacks:	Traps
Special Qualities:	Regeneration 5, scent, darkvision 90 ft
Saves:	Fort +11, Ref +8, Will +5
Abilities:	Str 16, Dex 16, Con 23, Int 8, Wis 10, Cha 7
Skills:	Hide +8, Listen +7, Move Silently +10, Search +10, Spot +5,
Feats:	Alertness, Iron Will, Lightning Reflexes
Climate/Terrain:	Any forest or jungle
Organization:	Solitary, gang (2-5), or tribe 6-12)
Challenge Rating:	4
Treasure:	standard
Alignment:	Always chaotic evil
Advancement	By character class

down their prey again when they are not expecting it. They have been known to lay traps for humanoids, particularly Amphikin (which they find most delectable). Pigmy Trolls consider Amphikin tadpoles a delicacy, and have been known to raid villages to fish from the birthing pools. Amphikin attack Pigmy Trolls on sight and will often send out hunting parties, or hire adventuring parties, to weed out Pigmy Troll packs.

Combat:

Poison: Pigmy Trolls brew a special poison that they use on their darts. Anyone struck with a dart must make a Fort Save (DC 15) or loss 1d4 temporary points of Constitution.

Regeneration (Ex): Fire and acid deal normal damage to a pigmy troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Reef Razor

Related to piranhas, Reef Razors possess bony ridges along their fins that the can use to harm prey. Their bodies are naturally resistant to heat and fire, making them useful to alchemists who brew potions and salves to protect against these elements.

Combat:

In water, schools of Reef Razors will swarm prey, tearing it with their sharp fins and biting with their needle-like teeth. Anyone actually caught in the middle of a swarm loses AC bonuses due to dexterity. Worse, in order to get out of the swarm, the opponent cannot defend against attack due to trying to swim away. Treat this as an automatic fin attack and an automatic bite attack each round IN ADDITION to whatever attacks would normally hit the prey. To get out of the school, the prey must beat the school at an opposed swim check. Success means the target can get out of the water the next round (making it to shore, climbing into a raft, etc).

Razor Flight: Schools of Reef Razors instinctively orchestrate frightening airborne attacks by jumping out of the water from all sides and gliding over prey. The school makes one Fin slice attack on all opponents within a ten-foot area, adding a +1 for every five reef razors in the school. A successful hit does 1d6 damage for every 5 Reef Razors in the school to each target hit. It takes 2d4 rounds for the school to regroup to make another Razor Flight attack.

Reef Razor

Small animal

Hit Dice: 1d8 (4 hp)
 Initiative: +3 (Dex)
 Speed: 50 ft (swim)
 AC: 15 (+1 size, +3 Dex, +1 natural)
 Attacks: Fin slice +5, bite +2
 Damage: Fin slice 2d3, bite 1d3
 Face/Reach: 5 ft by 5 ft/5 ft
 Special: Razor Flight
 Attacks:
 Special: Frenzy, fire resistant
 Qualities:
 Saves: Fort +4, Wis -1, Ref +8
 Abilities: Int. -, Wis. 8, Cha 8, Str 5, Con 12, Dex 16
 Skills: +10 swim, +6 jump
 Feats: scent
 Climate/Terrain: Any warm water (normally near volcanic activity)
 Organization: School (5-30)
 Challenge: 1 (per every five in school)
 Rating:
 Treasure: none
 Alignment: N
 Advancement: none

Frenzy: Once blood is in the water, Reef Razors think of nothing else but eating. The only way to destroy a school of reef razors is to kill every one of them....and hope larger carnivores don't come looking for the source of all the blood in the water.

Fire resistant: Living in the hot waters near Nephar's Mount, Reef Razors are naturally resistant to fire and heat. Reef Razors have DR 15 versus heat or fire damage.

Sleeper Bat

Sleeper bats are vampire bats that produce a mild toxin which can put larger animals to sleep. Sleeper bats are sometimes kept as familiars, but like normal bats grant no special ability to their masters. They make smarter familiars, however. Add the Sleeper Bat's natural intelligence to its Familiar Intelligence. Sleeper Bats that regularly feed off of their masters often develop the ability to cast spells. A spellcaster who allows their familiar to feed in such a manner regularly loses a permanent point of Constitution, however he gains a familiar that can cast spells on its own. Sleeper bats do not get additional spells based off intelligence, and cast as 6th level sorcerers.

Combat:

Solitary Sleeper Bats never attack groups. They will wait until they get a potential victim alone and then swoop down to make a quick bite attack. It then flies out of harms way until the victim falls asleep. Colonies have been known to attack adventuring parties as they prepared to make camp for the night.

Sleep Poison: Anyone bitten by a Sleeper Bat must make a Fortitude Save (DC 12) or fall asleep for 1d4 minutes. Sleeper bats are often hunted or bred to collect their venom. Alchemists can make an Alchemy Check (DC 20) to properly prepare and store the venom for later use. One bat produces one vial of toxin.

Blood Loss: When a Sleeper Bat feeds, the victim suffers 1d3 points of damage from blood loss. Once the bat has drained 5 points of damage in blood, it flies off.

Sleeper Bat

Diminutive Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +2 (Dex)

Speed: 5 ft, fly 40 ft (good)

AC: 16 (+4 size, +2 Dex)

Attacks: +4

Damage: 1d3 plus poison

Face/Reach: 1 ft by 1 ft/ 0 ft

Special Attacks: Sleep Poison, Blood Drain

Special Qualities: Blindsight

Saves: Fort +4, Ref +5, Will +2

Abilities: Str 3, Dex 15, Con 12, Int 3,

Wis 14, Cha 4

Skills: Listen +10, Move Silent +8,

Spot +10

Feats: Weapon Finesse (Bite)

Climate/Terrain: Any

Organization: Solitary or colony (10-40)

Challenge Rating: 1

Treasure: None

Alignment: Always Neutral

Advancement -

Sleeper Bat Familiar

Master's Level	Bat's Int	Spells per Day			
		0	1 st	2 nd	3 rd
1-2	9	-	-	-	-
3-4	10	4	-	-	-
5-6	11	5	1		
7-8	12	5	2		
9-10	13	5	2	1	
11-12	14	6	3	1	
13-14	15	6	3	2	
15-16	16	6	3	2	1
17-18	17	6	3	3	1
19-20	18	6	4	3	2

Vine Constrictor

Vine Constrictors are huge, intelligent snakes that resemble the common vines found throughout the jungle. Normally, by the time potential prey realizes that the snake is not a vine, it is already too late. Vine Constrictors possess dozens of thin, palm-size membranes over their skin. They can fan out these membranes, which resemble leaves when extended. They are particularly fond of humanoid flesh and will use the treasure of previous prey as bait. A favorite tactic is to pile vines atop the treasure of previous victims, then wait atop the pile for someone to come by. Vine Constrictors can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

Combat:

Improved Grab (Ex): To use this ability, the vine constrictor must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): They can constrict opponents of up to Large size on a successful grapple check, dealing 1d8+10 points of damage per round.

Snake, Giant Constrictor, Huge Animal	
Hit Dice:	11d8+11 (60 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 20 ft
AC:	15 (-2 size, +3 Dex, +4 natural)
Attacks:	Bite +13 melee
Damage:	Bite 1d8+10
Face/Reach:	15 ft. by 15 ft. (coiled)/10 ft.
Special Attacks:	Improved grab, constrict 1d8+10
Special Qualities:	Scent
Saves:	Fort +8, Ref +10, Will +4
Abilities:	Str 25, Dex 17, Con 13, Int 6, Wis 12, Cha 4
Skills:	Balance +11, Climb +18, Hide +15*, Listen +10, Move Silently +10, Spot +12
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Warm forest and aquatic
Organization:	Solitary or pair
Challenge Rating:	6
Treasure:	standard
Alignment:	Usually neutral or neutral evil
Advancement	12-16 HD (Huge)

*Vine Constrictors receive an additional +10 Hide bonus when lying still among other vines.

TEMPLATES

Benevolent Spirit

A Benevolent Spirit is the ghost of an individual who, through performing some great service to the Neiyar people, has been elevated to a semi-divine status. The most powerful of these beings are honored with official holidays on the Neiyar calendar.

A Benevolent Spirit appears as an idealized form of what the person looked like when alive. A golden halo surrounds the spirit, radiating a calm and serene energy. Spirits seek to provide guidance to those still alive by offering information or special blessings. An encounter with a Benevolent Spirit is a life-changing event in a person's life and should not be taken lightly.

Creating a Benevolent Spirit:

This template can be added to any good-aligned humanoid. The base creature must have a minimum charisma score of 12 and a minimum wisdom score of 16. The creature's type changes to "undead." It otherwise uses the creature's base stat and abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Fly speed of 30 ft, with perfect maneuverability.

AC: It gains a deflection bonus equal to its combined charisma and wisdom modifiers.

Incorporeal qualities: As an incorporeal creature, it can only be harmed by other incorporeal creatures, +2 or better magic weapons, or magic, with a 50% chance to ignore damage from any corporeal source. Can pass through solid objects, and its own attacks ignore armor. Always moves silently.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Abilities: +2 charisma, +4 wisdom, +4 intelligence. As undead, it has a zero constitution. Strength and Dexterity scores are unchanged.

Damage: Cannot deal physical damage, but see below for special attacks.

Divine Knowledge (su): Spirit receives a +10 divine bonus to all knowledge checks (+20 for knowledge: religion), making them excellent sources for information. Spirits are happy to share information with good-aligned characters, and can be persuaded to help neutral-aligned characters if the cause is just. Sages speculate that all Benevolent Spirits are somehow linked and thus share their knowledge communally, explaining this ability.

Manifestation (su): As per the ghost ability

Special Attacks/Abilities:

The spirit has one special attack/ability plus one for every three character levels it possesses.

Alignment shift (su): On a successful touch attack, the target must make a Will save (DC 20) or shift one step away from current alignment towards the power of good. An Evil character becomes neutral. A Neutral character becomes good. This attack has no effect on good-aligned creatures. A Target can only be affected by this power only once in his lifetime, but in this case once is enough. The spirit can use this power only once per day.

Answer Prayers: Spirits with this ability can sense when someone pure of heart is asking for aid. When the Spirit answers a prayer, it appears immediately next to its summoner and assists in the best way possible until the threat has passed. The Spirit will assist the summoner to the best of its ability. There is a percentage chance a spirit will come to the aid of a good-aligned character based on the following chart.

Character specifically used the spirits name:	+1%
Character is near death:	+1%
Character is on a mission from the church:	+2%
Character selflessly sacrificed own well being for others:	+1%
Character is not a Native of the Neiyar island:	-2%

Blessings: The Spirit can perform a special blessing on a good-aligned character. The Spirit casts one of the following spells upon the character. The effects of the spell last twenty-four hours. Only one blessing can be received by a character. But the Spirit can perform three blessings per day. *Spells:* *Blur*, *Bull's Strength*, *Cat's Grace*, *Death Ward*, *Endurance*, *Fly*, *Haste*, *Holy Aura*, *Magic Vestment*, *Protection from Elements*, *Protection from Evil*, *Spell Resistance*, *Water Breathing*. Any one of the blessings can be performed on an entire party, but counts as all three of the spirits blessings for the day.

Hand of Destiny (su): The Spirit extends its hand to release four separate rays (cold, fire, electricity, acid). The rays can be directed at separate opponents. Each ray does 2d6 of the appropriate damage. Targets are entitled to a reflex save (DC 15) to avoid damage. If all four rays are directed at the same target, the save only protects the target from half damage. This ability can be used 3 times per day.

Healing Touch (su): The spirit can heal all wounds and remove all diseases with a single touch. By touching the target, the Spirit channels divine energy into the body to complete heal all hit point damage and remove any diseases, even supernatural ones. This power can be used 3 times per day.

Glare of Reckoning (su): The Spirit can blast living creatures with a glance, at a range of 60 ft. Creatures that meet the Spirit's gaze must make a Fortitude save (DC 12+ Spirit's Wisdom modifier), or suffer 2d10 points of damage and 1d4 points temporary constitution loss. This power can be used once every 1d3 rounds.

Miracle: Once per day, the Spirit can perform a *Miracle* as per the spell.

Challenge Rating: Same as base creature +5

Becoming a Benevolent Spirit:

There is a chance that, when a player character dies, he or she may become a benevolent spirit. The PC must have the minimum ability scores and be of good alignment. Use the following table to determine chance:

PC has a total of at least 10 levels:	+1%
Every 2 levels above 10th:	+1%
PC has had previous contact with a Benevolent Spirit:	+1%
PC died while on a mission from the church:	+2%
PC died sacrificing self for others:	+2%
PC died while foiling demonic plots:	+3%
PC had performed a great service for the Neiyar in past:	+2%

Player characters that die and become Benevolent Spirits become NPC's under the control of the GM.

Child of Kalla

Child of Kalla is a template that can be placed onto any normal or magical beast. These creatures bear the blessings of the Goddess of Death and Destruction and serve to remind the Neiyar that humanity is not necessarily the dominate life form on the planet.

From a distance, a Child of Kalla looks like a normal version of the base creature. It is not until one gets closer that the differences are evident. A Child of Kalla has completely white eyes with no pupils. Teeth are jagged and pointed, and even creatures without teeth (such as birds or many constrictor snakes) possess these teeth. They often possess some strange deformity, such as extra ears, a third eye, or a split tail. These deformities do not add to or take away from the creatures abilities.

Hit Dice: Same as base creature.

AC: Same as base creature +2 (Natural armor bonus)

Special Attacks: A Child of Kalla retains all the special attacks of the base creature and gains the following: Smite Humanoid: Once per day, the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a humanoid foe. Extra Attacks: The creature receives one extra attack at its best bonus for every 4 HD it has (minimum of one).

Special Qualities: The creature retains all special qualities of the base creature and also gains the following: darkvision with a range of 60 ft, SR equal to double the creature's HD (maximum of 25), Acid/cold/electricity resistance 5.

Special Abilities: A Child of Kalla radiates an Aura of Fear. Creatures within 30 ft of the Child of Kalla must make a Will Save (DC 12) or be affected as if under a fear spell.

Saves: Same as base creature +1

Abilities: +4 strength, +2 dexterity, +4 constitution, -2 charisma

Skills: +4 racial bonus hide, move silently, intimidation checks

Feats: Same as base creature.

Climate/Terrain: same as base creature

Organization: same as base creature

Challenge rating: Same as base creature +3

Treasure: same as base creature

Alignment: always evil

Advancement: same as base creature

Gate Guardian

A Gate Guardian is a template that can be added to any humanoid. These creatures are demons that have entered into a special agreement to protect one of the Portals of Neiyar, or guard the hidden lairs of Nephar's cabals.

Gate Guardians are often created from the rank and file troops. Usually, it is a Dretch that has shown some semblance of intelligence or a Quasit that has shown unusual bravery. They are offered the opportunity to improve their standing by becoming Gate Guardians. The demon willingly agrees to participate, but because of the chaotic nature of Tanar'ri they cannot be trusted to keep their end of the bargain after the transformation. They are therefore mystically bound to their post, preventing them from shirking their duties.

Special Abilities:

Tanar'ri qualities: Gate Guardians are immune to poison and electricity and have cold, fire, and acid resistance 20. They can also communicate telepathically with any creature within 100 feet.

Innate Spells: All Gate Guardians with 9 or more hit dice/levels can cast the following spells once per day as if a 20th level Caster: *Animate Objects*, *Bestow Curse*, *Blade Barrier*, *Blasphemy*, *Circle of Doom*, *Darkness*, *Destruction*, *Disintegrate*, *Dispelling Magic*, *Fireball*, *Harm*, *Horrid Wilting*, *Lightning Bolt*, *Magic Circle Against Good*, *Mass Charm*, *Slay Living*, and *Unholy Blight*. Gate Guardians with less than 9 hit dice/levels can cast 1 spell for every two hit dice/levels.

Dual Form:

Gate Guardians are always confronted first in their humanoid form. If the humanoid form is reduced to zero hit points, it spends one round reforming itself into its demonic form. All Gate Guardians have a unique demonic appearance based on their temperament. All physical abilities gain an additional +6 in this form. They also gain an additional +5 bonus to both natural armor and all saving throws. The Guardian heals all previous damage during the transformation, then doubles its base hit points for the new combat. For every three hit dice/levels, the Gate Guardian also possesses one special ability chosen from the following:

*Breath Weapon: The Gate Guardian gains a cone-shaped breath weapon of either cold, fire, acid, or electrical damage. It can use this attack once every four rounds. The cone extends for 60 ft and does 16d6 points of the appropriate type of damage and 2d6 points of unholy damage. Targets may make a Reflex Save (DC 20) for half regular damage, but still take all unholy damage.

* DR 15/+4

*Extra appendages: A Gate Guardian gets two extra appendages each time it chosen this ability. Appendages can be arms or tentacles. The Gate Guardian also receives the feat Multiattack. If the ability is taken twice, the Gate Guardian also receives the feat Multiweapon fighting.

*Fast Healing: 5 hp/rd

*SR 20

*Unholy Aura: All creatures within 60 ft of the Gate Guardian suffer 1d10 hp of unholy damage each round while in the presence of the Gate Guardian. A Fortitude Save can be made each round to ignore this damage.

*Wings: Fly 40 ft (good)

*Whirlwind Attack: The Gate Guardian can employ the feat Whirlwind attack even if it does not meet the prerequisites.

Bounded (Su): All Gate Guardians are mystically bound to their portal. It cannot stray more than 100 yards from its post. Many Gate Guardians become almost social when confronted by adventurers, welcoming the opportunity to engage in some small talk before letting the mayhem commence.

Final Fury (Su): If the secondary form of a Gate Guardian is destroyed, it explodes into an unholy fire. All creatures within 60 ft diameter of the explosion suffer 6d6 points of fire damage and 6d6 points of unholy damage. A successful Reflex Save (DC 22) halves the fire damage only. It is believed that if a Gate Guardian's second form is destroyed, it returns permanently back to the Abyss to be replaced by another in 6 days.

The following apply to the Gate Guardian's humanoid form:

Hit Dice: Same as Base Creature

Speed: Same as Base Creature

AC: +4 (Natural armor)

Saves: +4 all saves

Abilities: Strength +6, Dex +5, Con +4

Skills: +10 racial modifier to Bluff, Hide, Listen, Move Silently, Search, and Spot.

Feats: Gate Guardians gain Alertness, Combat Reflexes, Improved Initiative, and Weapon Focus (any).

CR: 1-3 HD (Same as Base Creature +4), 4-8 HD (Same as Base Creature +6), 9 or more HD (Same as base creature +10). For examples of Gate Guardians, see the Appendix under Portals.

Totem Spirit

A Totem Spirit is a template that can be placed onto any normal animal. They protect the natural world and provide guidance to those willing to listen. They are kind, non-violent beings who seek to promote harmony between the natural world and humanity.

Hit Dice: increase to d12.

AC: 10 + charisma modifier. Totem Spirits are incorporeal and have all the abilities of incorporeal creatures.

Special Attacks:

Eyes of Sorrow. Totem Spirits never attempt to physically attack, but if they feel the need to protect someone or simply end aggression, they will use this attack. The Totem Spirit's expression becomes one of great sadness, and anyone not under the Totem Spirit's care who witnesses it must make a Will Save (DC 16) or become full of sadness. The effect lasts for 2d4 rounds. During this time, creatures cannot attack as they struggle with the sadness building up within them (they can defend themselves normally). All skill checks suffer a -4 penalty. The effects of this sadness are so profound that it is said some evil-aligned people who have experienced it have actually changed their ways, having felt the full force of the sorrow they have caused others.

Abilities: +6 to charisma, +8 wisdom and +6 Intelligence.

Skills: Same as base creature, except +10 survival, +10 knowledge (nature), +10 knowledge (geography), +10 intuit direction.

Feats: Same as base creature, plus Track

Climate/Terrain: same as base creature

Organization: solitary

Challenge rating: 1-4 HD, same as base creature +3, 5 or more HD, same as base creature +5

Treasure: none

Alignment: always good

Advancement: same as base creature

Sample Totem Spirit, Leopard Totem

Medium-Size Undead
Hit Dice: 3d12 (19 hp)
Initiative: +4 (dex)
Speed: 40 ft, climb 20 ft
AC: 24 (+4 dex, +10 bonus)
Attacks: Bite +6, 2 claws +1
Damage: Bite 1d6+3, claw 1d3+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Eyes of Sorrow, Pounce, Improved Grab, Rake 1d3+1
Special Qualities: Undead, incorporeal, Scent, Spell Immunity, Telepathy
Saves: Fort +2, Ref +7, Will +2
Abilities: Str 16, Dex 19, Con -, Int 8, Wis 20, Cha 12
Skills: Balance +12, Climb +11, Hide +9, Intuit Dir. +10, Know. (nature) +10, Know. (geography) +10, Listen +6, Move Silently +9, Spot +6, Wilder. Lore +10, Feats: Weapon finesse (bite/claw), Track
Challenge Rating: 5
Treasure: None
Alignment: NG
Advancement: 4-5 HD (medium-size)

Special Qualities: Spell immunity. Totem Spirits are immune to all spells below 5th level, even those that normally affect incorporeal creatures.

Special Abilities: Telepathy. Totem Spirits can communicate telepathically with anyone under their care. They can also link several willing minds under their care to engage in a group conversation. Individuals who are not willing are not affected.
Limited Wish: Once per day, the Totem Spirit can grant a wish as per the spell Limited Wish.

Unique Creatures

The Dragon of Dazu

The legend of how the Dragon of Dazu arrived on Neiyar claims Krakodon clerics wielding powerful magic accidentally called it forth while seeking to destroy the Neiyar. The fact is only part of this is true. In 10 B.B.C, several powerful Krakodon clerics did meet in Dazu in order to devise a plan to force back the Neiyar from Shapu once and for all. A black, shadowy figure emerged from the jungle, claiming he would help not only push back the Neiyar, but help make them subservient to the noble Krakodon race. With the help of the clerics, he built a great portal through which he claimed the demise of the Neiyar would come.

The figure was Nephar, and the portal was supposed to lead to the abyss, but Sophia Kalla felt the power and at the last moment used her divine will to intervene. Instead, the portal opened into the Plane of Shadow. Not content with foiling the demonic plot, she chose to punish the Krakodons as well in the cruelest way she could. She searched the plane of shadow until she found its most powerful dragon, then through divine magics bound it and sent it through the portal. Enraged, the dragon leveled the city and consumed all those within.

Not satisfied, Sophia Kalla decided to unleash the dragon upon the entire Shapu region. A battle ensued between Sophia Kalla and the Krakodonian deities Sequedoroc and Shadraseque. Finally Sophia Mater and Francisca Mahault intervened, prying the deities off of each other before their battle destroyed the heavens. When it was over, Sophia Kalla had bound the Shadow Dragon to the city of Dazu to prevent the Krakodons from ever reclaiming their empire. But Sequedoroc managed to temper her curse, so that should one of dragon-blood enter Dazu willing to sacrifice himself for the race, the Dragon will accept the sacrifice in exchange for its help.

The creature is bitter, cold, and diabolical. It prowls the ruins of Dazu hoping to find those foolish enough to seek its treasures. Sometimes it will feign friendship, telling adventurers that there is a way to free him if they are pure of spirit. Convincing them to help him (and therefore liberate Dazu), he lures them to his underground lair, where he will imprison and torture them until finally devouring them one at a time.

It is believe that one shall eventually rise from the Krakodon's with the nobility and strength of will to finally defeat the dragon, absorb his power, and therefore restore the empire. Neiyar believe this to be wishful thinking.

Breath Weapon: The Dragon's breath weapon is a cone of energy draining shadow that drains 10 levels from everyone in the area of effect. A successful Reflex Save (DC 40) reduces the negative levels to 5.

Damage: When forced into physical melee, the Dragon does damage as follows: Bite 4d8 +12, 2 Claws 4d6 + 12, 2 Wings 2d8 +12, Tail Slap 4d6+12 or Tail Sweep 2d8 +12. It also has a crush attack that deals 4d8 +12

Shadow Lord (Su): The Dragon's command over the plane of shadows is so great that it can summon up to 20 hit dice of shadow creatures once per day. These creatures may be normal denizens of the plane of shadow (shadow mastiffs) or shadowy undead



(Shadows and Nightshades, for example). The creatures appear immediately when summoned, and remain for 2d10 minutes or until destroyed or dismissed. The Dragon may summon all 20 hit dice at once, or spread it out over the day.

Shadow Tentacles (su): Once per day, the Dragon can transform ordinary shadows into deadly tentacles. The Dragon can create 2d6 tentacles in this manner. As a full round action, each tentacle can be directed to attack a different target. Each tentacle can attack once per round and receives a +20 bonus to the attack roll. Tentacles ignore damage reduction and armor and do 2d4 points of damage plus Constitution loss. Target must succeed at a Fortitude Save (DC 20) or lose 1d3 points of Constitution.

Anyone witnessing the display must succeed at a Will Save (DC 15) or suffer as if under the effects of a Fear spell. Tentacles last for 3d4 rounds or until destroyed or dismissed. Each tentacle has an AC of 15, DR 10/+3, SR 20, and 30 hit points. They are immune to mind affecting spells, spells that require Fortitude saves, and critical hits.

Innate Spells: The Dragon can cast the following spells as a free action: Darkness, Mirror Image and Nondetection 3/day, Dimension Door 2/day, Ray of Enfeeblement 2/day, Shadow Walk 1/day.

Spells: Casts as a 17th level sorcerer, but can also cast clerical spells as arcane spells.

*When in partial or total shadows, receives 9/10ths concealment versus missile attacks.

Gargantuan Dragon

Hit Dice:	40d12 +360 (600 hp)
Initiative:	+5 (+1 Dex, +4 improved init.)
Speed:	80 ft, fly 150 ft (clumsy)
AC:	52 (-4 size, +1 Dex, +40 natural, +5 ring of protection)
Attacks:	+45 bite or crush/+40 claw/+35 wing/+30 tail slap or sweep
Damage:	see below
Face/Reach:	20 ft by 80 ft/15 ft
Special Attacks:	Breath weapon, <i>Shadow Tentacles</i>
Special Qualities:	Spells, <i>Shadow Lord</i> , SR 33, Fear DC 39, DR 20/+3, Energy Drain immunity, Poison immunity, Innate spells
Saves:	Fort +29, Ref +22, Will +33
Abilities:	Str 35, Dex 13, Con 29, Int 32, Wis 34, Cha 33
Skills:	Appraise +10, Bluff +10, Hide +20*, Intimidate +15, Knowledge: Planes +20, Listen +15, Move Silently +10, Search +12, Spellcraft +40, Spot +13
Feats:	Blindfighting, Craft Wondrous Item, Flyby Attack, Hover, Improved Critical (bite), Initiative, Multiattack, Quicken Spell-Like Ability, Wingover
Challenge Rating:	27
Treasure:	Triple standard
Alignment:	CE
Advancement	none

The Golden Bear

While many believe the Golden Bear to be little more than a tale told by the Abbots of Roarth, it is indeed a real creature. Should someone ever succeed at slaying the Golden Bear, another Golden Bear would be sent the following year.

The Golden Bear has a coat made of pure gold, and its claws are made of mithral. Treat claws as +2 holy weapons to determine ability to hit creatures with damage reduction. Its eyes are a pale blue. A faint golden halo surrounds the creature.

Combat:

Roar of Triumph: Once per day, the Golden Bear can release a damaging roar. All creatures that hear the roar must make a Fortitude save (DC 18) or take 3d10 points of sonic damage and have a 50% of being deaf for 1d6 rounds. Creatures who make a successful save take half damage and have a 10% of being deaf for 1d4 rounds.

Immunities: The Golden Bear is immune to poison, enchantment spells, and all necromantic spells and spell-like effects. Is not subject to critical hits or sneak attacks.

Slaying the Golden Bear

Upon its death, the Golden bear explodes into a flash of golden light. The energy from the explosion heals 4d8 points of damage to good-aligned creatures, 2d8 points to neutral-aligned creatures, and inflicts 4d8 points of damage to evil-aligned creatures within 60 ft (no save). The person who strikes the killing blow to the Golden Bear receives a *Wish*. The *Wish* must be worded carefully, and must be made within twenty-four hours of slaying the Bear.

Large Animal	
Hit Dice:	10d8+52 (98 hp)
Initiative:	+6 (+2 Dex, +4 Improv. Init)
Speed:	40 ft
AC:	25 (-1 size, +2 Dex, +6 natural, +8 divine)
Attacks:	2 claws +18, Bite +10
Damage:	Claws 1d10+10, bite 2d10+8
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	Improved Grab, <i>Roar of Triumph</i>
Special Qualities:	Scent, Fast Healing 5 hp/rd, DR 20/+3, SR 15, acid, fire, cold, electrical resistance 20, Immunities
Saves:	Fort +18, Ref +11, Will +12
Abilities:	Strength 27, Dex 15, Con 19, Int 10, Wis 16, Cha 14
Skills:	Intimidate +5, Listen +6, Spot +10, Swim +5
Feats:	Improved Initiative, Scent
Climate/Terrain:	Any
Organization:	Unique
Challenge Rating:	15
Treasure:	Standard
Alignment:	Neutral Good
Advancement	None

Green Death

The hearth tales say the Green Death was born during the second Demon War to destroy Sophia Kalla. A mighty battle ensued between the two, with the goddess vanquishing the beast and sending it back to the abyss. It occasionally escapes through some underwater portal to lay waste to any that would dare venture into the oceans. Devi of Sophia Kalla preach that so long as the Neiyar remain faithful, she will always have the power to send it back and keep it from attacking the shores of the island.

The Dread Mothers know better.

The truth is the Green Death is one of Sophia Kalla's greatest weapons of destruction. Its sole purpose is to prevent the contamination of the Neiyar from outside sources. Any ship that ventures too close to the island is bound to be destroyed by the Green Death. Fear of the Green Death is also what keeps the Neiyar from building large ships to explore the oceans. And this is exactly how Sophia Kalla wants it.

The Green Death looks like a massive wingless and legless wyrm. Around its head writhe six green and black tentacles that it used to snatch prey off of vessels. Its eyes are fiery red like an abyssal beast, and instead of an actual jaw it possesses a beak like a giant squid.

Combat:

Constrict (ex): The Green Death does automatic tentacle damage with a successful grapple check against a medium or small-sized opponent.

Improved Grab (ex): To use this ability, the Green Death must hit a medium-size or smaller opponent with its tentacle attack. If it gets a hold, it can constrict.

Breath Weapon: The Green Death can use its breath weapon, a thirty foot line of scalding hot water, once every 1d10 rounds. Anyone in the area must make a Reflex Save (DC 25) or suffer 10d10 points of damage (1/2 concussive, 1/2 heat). With three times the force of a firefighter's hose, anyone who fails the save is knocked down and must spend the next round getting up (this applies even if the character has the evasion feat and suffers only half damage from the failed save).

Slam Attack: The Green Death can make one slam attack a round. It uses this attack against ships and other large creatures. It normally uses this attack at the beginning of combat, by lunging out of the water and slamming into a ship to sink it.

Spells: The Green Death can cast the following spell three times per day as a free action: *Circle of Death*, *Circle of Doom*, *Control Water*, *Control Weather*, *Control Winds*, *Elemental Swarm (water)*, *Fear*, *Fog Cloud*, *Horrid Wilting*, *Ice Storm*, *Solid Fog*, *Wall of Ice*. All spells as cast as if by a 20th level caster.

Poison Immunity: The Green Death is immune to all poisons.

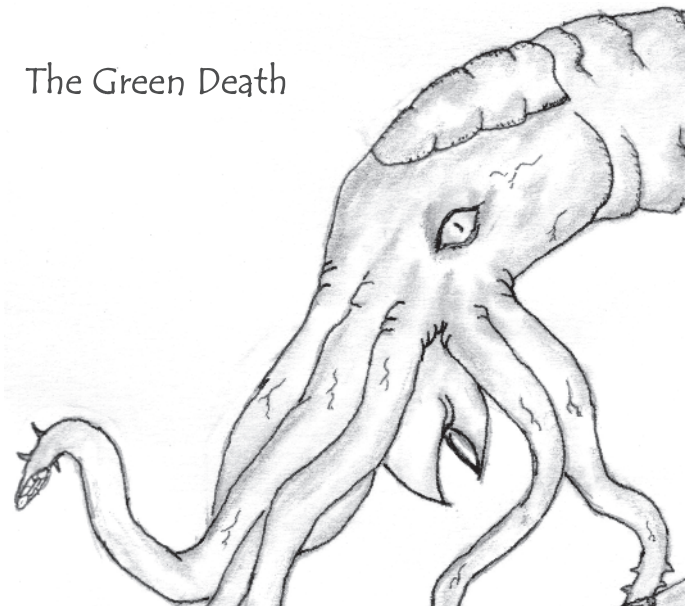
Spell Immunity: The Green Death is immune to all mind-affecting and necromantic spells and spell-like effects.

Regeneration: The Green Death regenerates 10 hp per round.

Immortality: The Green Death is immortal. If dropped to zero hit points, it collapses into a pool of ink and returns to its lair to reform. Reformation takes 2d6 weeks. Any creature that enters the Green Death's lair during reformation falls under a strange mind effect that makes the creature unnoticeable. Even creatures not normally affected by mind-affecting spells are not immune to this ability. Any creature that attempts to remove treasure from the Green Death's lair must make a Fort Save (DC 30) or take 3d12+10 points of damage and lose 2d4 permanent points of Constitution.

The only creatures immune to this damage are those that were primarily involved in the creature's destruction. It is considered a reward from the Goddess of Death and Destruction for besting her greatest monster.

The Green Death



Gargantuan Magical Beast	
Hit Dice:	30d10+180 (390 hp)
Initiative:	+7 (+4 impr. Init., +3 Dex)
Speed:	Swim 50 ft
AC:	29 (+3 Dex, 20 natural, -4 size)
Attacks:	6 Tentacles +20, bite +16, slam +12 (see below)
Damage:	Tentacle 2d8+6 ea/bite 4d10+10/slam 10d10+10
Face/Reach:	20 ft by 40 ft/40 ft
Special Attacks:	Breath Weapon, Slam attack, constrict, spells, improved grab
Special Qualities:	Immortality (see text), poison immunity, spell immunity, regeneration 10 hp/rd, DR 15/+5
Saves:	+20 Fort, +12 Dex, +8 Wis
Abilities:	Str 35, Dex 16, Con 27, Int. 14, Wis 12, Char 8
Skills:	+20 swim, +12 move silent, +10 spot
Feats:	Improved Initiative, multidexterity, weapon focus (tentacles)
Climate/Terrain:	Aquatic
Organization:	Unique
Challenge Rating:	30
Treasure:	Double standard (see text)
Alignment:	CE
Advancement	None

Other Jungle Dangers

There are plenty of other dangers in the jungle besides wild animals and monsters. Adventurers need to constantly be aware of there surroundings, lest they fall victim to the naturally occurring dangers around them.

Quicksand: Anyone who steps into quicksand is immediately pulled down into it. It takes 10 rounds to completely sink into quicksand. Creatures with strength scores above 18 can attempt a swim check (DC 25) to get out, but failure means the rate of sinking increases to only 5 rounds. Only one attempt can be made. Creatures stuck in quicksand can be pulled out by others on dry ground easily enough. Even creatures with wings cannot escape the quicksand unless they have a strength score of 16 or more. Some creatures such as snakes can swim through quicksand without trouble, and often wait near quicksand for an unwary victim to get trapped.

Diseases: All sorts of natural diseases and sicknesses abound, spread through contact with various insects, molds, and plants.

Achjoba (death chills): Achjoba is spread by the bite of jungle mosquitoes. Fort Save DC 14. Incubation time 2d4 hours. The disease causes the victim's body temperature to drop ten to fifteen degrees. The victim becomes pale and too nauseous to eat. If not treated within twenty-four hours of symptoms, the victim's joints become stiff, causing a temporary dexterity loss of 1d4 points. After forty-eight hours, the victim loses another 1d4 points of dexterity (half of which is permanent loss). Victims in the advance stages of the disease are often mistaken for zombies due to their pallor and stiff movements. After forty-eight hours, only a Remove Disease can cure the victim. The victim suffers 1d4 points of permanent dexterity loss each day until either cured or reduced to zero dexterity. Victim's reduced to zero dexterity die from the disease.

Daduchu (orange fever): Daduchu is spread through contact with the carcasses of dead creatures that have been left in the jungle. Fort Save DC 12. Incubation 1d3 hours. Daduchu causes the victim to suffer from fever and the skin develops a faint orange tint. Victims suffer one point each of temporary intelligence and temporary wisdom loss once symptoms develop. If left untreated, the victim gets a new Fortitude Save (DC 14) after twenty-four hours. If successful, the victim fights off the disease. If the save fails, the victim suffers an additional 1 point of either temporary intelligence or temporary wisdom loss. The victim can make another Fortitude Save (DC 16) on the third day to fight off the disease. If the save fails, the victim suffers a permanent point of either intelligence or wisdom loss. The disease usually runs its course after 72 hours if left untreated. No ability loss can be regained by any means (natural or magical) until the disease either runs its course or is cured. Those who successfully fight off the disease gain a +5 to their next Fortitude Save versus Orange Fever.

Noshaluca: Noshaluca is a disease of the digestive tract caused by drinking untreated water. It is caused by a tiny parasite that is found in murky jungle water. Fort Save DC 16. Incubation time 1d3 days. The parasites dig in to the stomach walls, leeching nutrients and causing damage to the stomach itself. After three days, the victim begins suffering sever cramping and internal bleeding, causing the loss of 1 point of constitution the first day. If left untreated, the victim suffers an additional 1d3 point of constitution loss each day. If left untreated for more than three days from the onset of

symptoms, the disease can only be removed via a Remove Disease spell, and one point of the constitution loss becomes permanent. Victims reduced to zero constitution die from the disease. The disease is easily avoided by boiling water before drinking.

Taelocbu (red fever): Spread by the bite of the flies that pollinate Rafflesia flowers and Corpse-Eater Lilies. Fort Save DC 14. Incubation time 1d4 hours. The victim develops a fever, causing the skin to turn bright red as if sun burnt. The victim suffers 1d3 hit points loss per hour, which cannot be cured until the disease has either been cured or runs its course. If not treated (and the victim is still alive), the victim can make another Fort Save after 24 hrs (DC= total hit points loss) to fight off the disease. Anyone who successfully fights off the Red Fever develops immunity to it, gaining a +5 bonus to the next Fort Save made against the disease.

Wikaduro (Death Rot): Death Rot is contracted through contact with Wikaduro mold, a parasitic mold that feeds on living tissue. Spot Check DC 15 to avoid the mold entirely. Fort Save DC 12 if contact made. Incubation 1d3 hours. The mold spreads quickly over the body once it takes hold, causing 5 point of damage every hour. If left untreated, it will consume a victim's body in less than a day. If more than 20 hit points are lost to the mold, the victim loses 1d10 permanent hit points.

Common Jungle Plants:

Black Mold: Grows on the remains of dead trees or beneath thick undergrowth. A Survival Check (DC 12) avoids the mold. The mold has an acidic base, dealing 1d3 points of acid damage to anything it comes in contact with. It clings to organic matter (such as wooden sandals) and grows on it, destroying the material in a matter of days. Magical items such as staves get a Fortitude Save (DC 10) to avoid the damage. While it does 1d3 points of damage to flesh, the mold does not cling to it and will not spread on living tissue.

Blade Vines: The leaves of blade vines are thick and have sharp edges. A successful Spot Check (DC 12) can avoid them. Anyone coming in contact with a blade vine must make a reflex save (DC 12) to avoid being tripped by vines lying across the jungle floor or brushing against hanging vines. Vines deal 1d3 points of slashing damage. Amphikin often use them in their traps.

Hanging Needles: A type of moss that grows on the branches of banyan trees. It normally hangs two to five feet down from the branches. The edges of the growth tend to harden, producing needle-like points. Small to medium size creatures running across the branches can cause the moss to fall on an unsuspecting party, dealing 2d4 points of damage to everyone beneath the branch (Reflex Save DC 12 to avoid).

Sink Holes:

Sink Holes occur where the topsoil becomes thin due to the digging of burrowing creatures, or due to the existence of underground streams. A successful Survival check (DC 16) will notice the slight indentation in the land. Any creature weighing more than 100 lbs has a 25% chance to open up the sink hole (Reflex save DC 20 to avoid falling in). Sink holes can be anywhere from 20 foot deep to hundreds of feet. Because the ground gives way, victims have a chance of either being buried alive beneath the collapsing earth, or swept away by the currents of an underground river.

APPENDIX ONE: PORTALS OF THE NEIYAR

Few individuals save the most powerful mages and clerics know of the portals that dot the Neiyar landscape. Most are one-way portals, and apparently were all created by the same being centuries ago. The portals are arranged across the island in the form of a mystical symbol that blocks their detection from magical scrying. All are guarded by powerful demons (except the portal of Dazu), leading those few who know about them to believe they were created by Nephar himself.

Mount Nephar: This portal leads to the first layer of the Abyss. It is a two-way portal, however denizens of the abyss can only pass through to the prime after someone from the prime has entered the abyss. For each person who goes through the portal, three demons can escape to the prime. A party going through the portal will be immediately “greeted” by dozens of lesser demons clamoring to escape. It is protected by the Gate Guardian Orcratorix.

Orcratorix, Gate Guardian of Mount Nephar (CR 19)

Orcratorix: (appearance)Male Orc Bbn9; Medium Outsider; HD 9d12+45 (Barbarian); hp 146; Init +9; Spd 40; AC 24; Atk +17 base melee, +14 base ranged; +22/+17/+12 (1d12+16, +4 Greataxe, critical 17-20 x3); SQ: Darkvision (Ex), Tanar’ri qualities, Bound, Inate Spells, Dual Form; AL CE; SV Fort +18, Ref +15, Will +11; STR 27, DEX 20, CON 20, INT 11, WIS 13, CHA 11.

Skills: Balance+6, Bluff+11, Climb+12, Hide+16, Intimidate+11, Intuit Direction+6, Listen+22, Move Silently+16, Ride+6, Search+11, Spot+14, Swim+10, Survival+5.

Feats: Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical: Greataxe, Improved Initiative, Power Attack, Weapon Focus: Greataxe.

Possessions: +4 Keen Greataxe.+3 Leather. Cloak of resistance (+3); Horn of Blasting; Medallion of Thoughts.

Secondary Form Special Abilities: Whirlwind Attack, Wings, Unholy Aura.

Orcratorix appears as an Orcish Barbarian when first encountered. If there is a female in the adventuring party, he will attempt to quickly dispatch of any males first in order to keep her for himself. He has been known to keep female victims alive for weeks for his own perverse pleasure. Instead of killing his victim when he grows tired of her, he simply throws her through the portal in order to release a few of his fellow demons. When dealing with an adventuring party of all males, he will allow himself to be bribed in order to allow the party to pass through the portal (knowing they will end up releasing more demons into the world).

His secondary form resembles an ogre with massive bat-like wings streaked with red veins. He has 294 hit points in this form.

Dazu: This two-way portal leads to the Plane of Shadow and is guarded by the Great Wyrn Dragon of Dazu.

Mazrana: This one-way portal is hidden in an underwater cavern at the edge of the bay. No one knows for sure where it leads, but it is believed it enters a rather cosmopolitan city full of high magic. It is protected by the Gate Guardian Krydos.

Krydos, Gate Guardian of Mazrana (CR 19):

Krydos: (appearance) Male Sahuagin Humanoid2/Ftr7; Medium Outsider (Aquatic); hp 107; Init +11; Spd 30, Swim 60; AC 28; Atk +15 base melee, +15 base ranged; +15/+10/+10 (2 Claws 1d6+8, Bite 2d4+8; +19/+14/+9 (1d8+10 and 1d8 shocking, +3 Trident of Shocking); SA: Blood frenzy; SQ: Speak with sharks (Ex), Underwater sense (Ex), Amphibious (Ex), Tanar'ri Qualities, Inate Spells, Dual Form, Bound; AL LE; SV Fort +17, Ref +15, Will +8; STR 24, DEX 24, CON 20, INT 16, WIS 14, CHA 11.

Skills: Animal Empathy+5, Bluff+10, Hide+39, Listen+18, Move Silently+18, Search+13, Spot+20, Survival+3.

Feats: Alertness, Ambidexterity, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Two-Weapon Fighting, Weapon Focus: Trident.

Possessions: +3 Trident of Shocking, Ring of Chameleon Power; Ring of Protection +2.

Secondary Form Abilities: Extra Appendages (x2), Fast Healing

Krydos appears as a Sahuagin fighter. He normally hides out of sight and waits for a party to separate so he can pick them off one by one. He is a powerful fighter either with his Trident or in hand-to-hand.

His secondary form looks like a sickly green hammerhead shark with six tentacles instead of fins. Each tentacle can attack a separate target and deals 1d8+10 points of damage each. If he scores a successful hit with two or more tentacles on the same opponent, he will attempt to draw his victim toward his powerful jaws on the next round. If the victim does not succeed at an opposed Strength check to break free, Krydos does an automatic 1d8+10 points of damage from the tentacle and 2d8+10 points of damage from his bite. He has 214 hit points in this form.

Takanave Plateau: At the bottom of a dry, abandoned well is a secret door leading to an underground passage. This passage ends in a one-way portal decorated with ornate carvings of various dragons with armored riders. No one is sure where it leads. It is protected by the Gate Guardian Memphiltrozanes.

Memphiltrozanes, Gate Guardian of Takanave (CR 22):

Memphiltrozanes: (Appearance) Male Human Rog3/Ftr9; Medium Outsider; hp 99; Init +10; Spd 30; AC 29; Atk +17 base melee, +17 base ranged; +20/+17/+20 (1d6+14, "Carnage" Scimitar. Critical threat 16-20, x2) and +14/+9 (1d6+13 "Mayhem" Scimitar. Critical Threat 14-20, x2); AL CE Sneak Attack 2d6, Uncanny Dodge, Tanar'ri Qualities, Dual Form, Inate Spells, Bound; SV Fort +18, Ref +18, Will +13; STR 22, DEX 23, CON 20, INT 16, WIS 14, CHA 14.

Skills: Appraise+4, Bluff+12, Climb+7, Decipher Script+9, Diplomacy+4.5, Disable Device+10, Forgery+4, Hide+17, Innuendo+3, Intimidate+7, Jump+7, Listen+16, Move Silently+16, Open Lock+10, Pick Pocket+11, Search+14, Spot+17, Tumble+16, Use Magic Device+16.

Feats: Alertness, Ambidexterity, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Critical: Scimitar, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Power Attack, Two-Weapon Fighting, Weapon Focus: Scimitar, Weapon Specialization: Scimitar.

Possessions: “Carnage” +4 Scimitar of Speed; “Mayhem” +3 Keen Scimitar, Mithral Shirt, Ring of Protection +3; Bracers of armor (+2); Cape of mountebank; Ioun stone (lavender and green ellipsoid).

Secondary Form Abilities: Breath Weapon, DR 15/+4, Fast Healing.

Perhaps the most dangerous of the Gate Guardians, Memphiltrozanes is also the most social (though psychotically so). He has several casual allies among the thieves that sometimes hide out on the plateau, and they often bring him wine, women, and news from the Holy City in exchange for coins and treasure left behind by his most recent victims. He appears as an attractive, muscular male with blonde hair and green eyes. He has a tattoo of a blue dragon on his chest. When encountered, he normally tries to bribe adventurers into trading their female party members for treasure.

If that does not work, he will use one of his innate spells to quickly dispatch one of the party and make the offer again. During combat he will try to avoid making outright kills, preferring to bring his victims close to death. He will then offer to spare their lives if the female adventurers agree to stay with him.

In his secondary form, Memphiltrozanes grows to 8 feet tall. His skin becomes covered in blue scales and two additional eyes appear on his forehead. The tattoo on his chest begins to move as if trying to break free, and blood seeps around it. He uses an electrical breath attack in this form, a line of electricity that does 10d6 damage (Reflex DC 19 for ½ damage). The breath weapon can be used once every 1d4 rounds. He has 198 hit points in this form.

Mezzertritrine: Ten miles south of the city is a desolate marsh where the mists never dissipate. Here lies a wrought iron one-way portal that radiates evil. No one knows where it leads. It is protected by the Gate Guardian Wretroknevon.

Wretroknevon, Gate Guardian of Mezzertritrine (CR 21):

Wretroknevon: (Appearance) Male Mummy Undead6/Ftr5; Medium Outsider; HD 6d12 (Undead), 5d10 (Fighter); hp 85; Init +9; Spd 20; AC 32; Atk +23 base melee, +18 base ranged; +24 (1d6+20, Slam); SA: Despair (Su), Mummy rot (Su); SQ: Undead, Resistance: Blows (Ex), Tanar’ri Qualities, Innate Spells, Dual Form, Bound. AL LE; SV Fort +12, Ref +12, Will +14; STR 29, DEX 21, CON --, INT 14, WIS 19, CHA 19.

Skills: Bluff+14, Hide+20, Intimidate+9, Listen+21, Move Silently+20, Search+10, Spot+21.

Feats: Alertness, Blind-Fight, Combat Reflexes, Deflect Arrows, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Weapon Focus: Unarmed.

Possessions: Amulet of natural armor (+5); Scarab of protection.

Secondary Form Abilities: Unholy Aura, Dr 15/+4, SR 20 (Stack with Scarab of protection)

This vile creature has only one desire: create more undead. He can cast the spell Create Greater Undead once per day on one of his victims. When confronted, he pretends to be slower than he actually is, pretends to suffer immense damage from fire, and even pretends to be destroyed by collapsing before his enemies. As they

begin to loot the area for treasure, he sits up quietly, sneaks up on one of the party, and snaps his neck with his incredible strength. Then the fighting begins again.

His secondary form resembles a mummified troll with spikes across the shoulder blades and large leathery ears shaped like wings. Scarabs dig their way out of the bandages and scurry about. While the scarabs do not attack, they create a disturbing sight. Spellcasters must make Concentration Checks (DC 15) to ignore the insects escaping around them. He has 190 hit points in this form.

APPENDIX TWO: GEAR SUMMARY

A summary of the unique items found among the Neiyar for easy reference. Items marked illegal will get PC's into quite a bit of trouble if they are caught with them. Questionable items will take some explaining.

Amphikin Trapbuilder's Kit, 100 gp (illegal) This leather case holds an assortment of small gears, pulleys, twine, darts, levers, and springs that Amphikin can use for building small traps. The kit grants a +4 circumstance bonus to any skill check involving trap making. The entire kit weighs about 5 lbs. It is exhausted after three uses. The bonus only applies to the kits actually produced by Amphikin. Many rogues pass off "imitation" kits at the same price, but they lack the quality. These kits only grant a +2 bonus. It takes a spot check (DC 25) to tell the difference (Amphikin can tell the difference immediately without making a check).

Ankle braces, 1 gp Usually constructed of a thin rubber lining and leather, these braces fit around the ankle, providing extra support and preventing awkward bending. They provide a +1 circumstance bonus to balance, jump and tumble checks, as well as performance checks such as dancing. Ankle braces do not interfere with normal footwear.

Auronne Flute, 300 gp These flattened masterwork flutes are reinforced with steel bands and can be used as a bashing weapon. The flutes do 1d6 points of bashing damage and threaten a critical on a 19-20/x2. When the mouthpiece is removed, a thin hollow chamber that serves as a blowgun is revealed. When used as a blowgun, the darts do 1d3 points of damage (x2) and have a range of 20 ft. The darts sell for 1 sp per dozen. Bards and Auronnes can use this weapon without taking the feat exotic weapon proficiency. Most people do not realize the Auronnes have such weapons, and it takes some convincing to get an Auronne to sell one.

Auronne Tambourine, 150 gp These masterwork tambourines have sharpened steel cymbals on one side and normal brass or bronze cymbals on the other. The tambourine can be used like a chakram, dealing 1d4 points of damage (x2). Bards and Auronnes can use this weapon without taking the feat exotic weapon proficiency. Those not familiar with the weapon may cut themselves accidentally (30% chance) when picking up the instrument. Most people do not realize the Auronnes have such weapons, and it takes some convincing to get an Auronne to sell one.

Bicycle, 5-15 gp The average bicycle allows a rider to travel at a speed of 40 using the same amount of energy as if he was walking at his base movement of 30. Bicycles are commonly priced at between 5 to 15 gold depending on the style and weigh between 15 to 25 lbs depending on the materials used. Replacement wheels

cost 5 silver each, and the palm oil used to maintain the wheels cost 1 silver per vial. A vial provides two applications.

Blue Kelp, 5 cp/ounce Used as a high-nutrient food. Blue kelp can be substituted for dry rations for adventurers. Aids digestion. Purported to have a host of other uses.

Buckler, Clockwork Beetle, 350 gp Weight half the weight of a normal buckler. Wearer suffers no armor check penalties, and spell failure chance is reduced by 2.

Celetrine Moss, 1 cp/ounce Used as a spice.

Chicle (chewing gum), 3 cp (5 pieces) Made from the milky liquid that oozes from the Sapodilla tree, it is often colored with berry dyes and flavored with fruit essential oils before hardening. A popular treat with children in the Holy City, adventurers often carry some to keep the “trail taste” out of their mouths.

Choke Wire, 1 gp (Illegal) Assassins often employ these thin wires to quietly eliminate targets. On a successful backstab attempt, the assassin wraps the wire around the victim’s throat, dealing 1d4 points of slashing damage as the wire cuts through the skin, and cutting off the air supply. The rogue must then win an opposed grapple check to continue choking the victim. Due to the reduced airflow, the victim suffers a -4 penalty on the opposed check as he struggles for air. If the rogue succeeds, he deals an additional 1d4 points of damage and the victim must make a Fortitude Save (DC 15) to avoid asphyxiation. A new grapple check is made each round, with the victim suffering an additional -1 penalty each round to both the grapple check and his saving throw so long as the attack continues. It is a slow and painful, but quiet, death.

Claw Dagger, 10 gp The point of this dagger resembles the tip of a fishhook and deals an additional 2 points of damage as the point tears when pulled out of the victim. They are popular with Amphikin rogues.

False-Bottom Mandolin, 150 gp (questionable) These masterwork mandolins have a secret compartment in the back that can hold small items such as gems, coins, scrolls, or a tiny weapon (such as a dagger). They are useful for sneaking things in or out of secure locations.

Field Doctor’s Kit, 200 gp Without this kit, which contains a variety of salves, bandages, scalpels, and other tools, any check involving surgery suffers a -6 penalty.

Gesputn Moss (questionable) 10 gp/ounce Creates a weak choking dust. One ounce can affect a ten foot area. Everyone in area must make Fort Save (DC 10) or start coughing for 2d4 minutes. Has a legitimate use as a method of crowd control or repelling animals.

Groa Rose Oil: 10 gp/vial Used as both a perfume and a ward against the undead. It takes five vials to completely anoint a person to protect them from the unintelligent undead, and it wears off in 1d4 hours or in water.

Insect Repellent, 1 sp/vial This blend of essential oils of citronella, peppermint, and lemongrass is effective at keeping diminutive to tiny insects away for up to four hours. It has no effect on insects of small or greater size. One vial holds four applications. Most adventurers carry repellent to protect against insect-spread diseases.

Krakodonian Scimitar, 1000 gp These imposing blades are almost as long as a greatsword and are considered exotic weapons to all but Krakodons. Medium-size humanoids can use the blade as a two-handed weapon, but are wise not to do so around Krakodons, who will seek to reclaim it from an “inferior race”. All Krakodonian Scimitars are masterwork items and are etched with scenes of Krakodons engaged in battle. They are carried by elders or other influential members of the race as a sign of status. Elders often challenge the right of younger Krakodons to carry such blades. If the young Krakodon can defeat the challenger, he has proven himself worthy to carry the blade. If not, he must surrender it. The weapon does 2d6 points of damage and threatens a critical 18-20/x2.

Krakodonian War Shield, 100 gp These large steel shields are covered in spikes and have a serrated edge. Besides being able to inflict 1d6 (x2 critical) damage when attacking with the shield, Krakodons are trained to get an extra attack of opportunity by using the edge of the shield against opponents, inflicting 1d4 (x2 critical) points of damage. Anyone who scores a critical failure against a Krakodon takes 1d4 points of damage from the shield as a hand or arm grazes against the edge. Though training with the shield is a matter of honor, few Krakodons actively use the War Shields today. The Dragonclaws are trying to change this. These are sometimes given to Outsiders who have done a great service for the Krakodons, though such recipients will require special training in using the shield properly.

Masterwork Field Doctor’s Kit, 500 gp. Grants a +2 circumstance bonus to checks involving surgery.

Mahaulta Bone Whip, 3 gp In their desire to put every piece of the kill to use, Mahaultae string ornately carved pieces of bone and teeth to thin leather straps to create deadly whips. The whip does 1d4 points of bludgeoning (not subdual) damage and grants a +2 bonus to your opposed attack roll when you attempt to disarm an opponent.

Mahaulta Monster Lure, 1 sp This simple piece of carved bone, approximately 8 inches long and 3 inches wide, has sharpened edges and a small hole drilled at one end. It is tied to a string about 30 inches long and whirled in the air around the head. It produces a loud sound like the roar of a large animal and is often used to scare away smaller creatures, or attract monsters looking for a fight. Individuals within 20 feet of the item while it is in use must make a Fortitude Save (DC 12) or be deafened until the item is stopped. Wizards also need to make Concentration checks (DC 15) to cast while the Lure is going. Mahaulta usually employ earplugs before using to protect their sensitive ears.

Mud Squid Ink, 20 gp/vial Prized for its waterproof quality.

Neiyar Field Guide, 35 gp Due to the intense heat of the jungle, adventurers want to travel as light as possible. A Field Guide allows an adventurer to quickly identify edible foods in the jungle without having to carry rations. These books are illustrated

and made using Mud Squid ink and snakeskin to insure waterproofing. The book grants a +4 circumstance bonus to a Survival check to find edible food. They weigh less than a pound, making them useful for an adventurer.

Plateau Cacti Oil (illegal), 200 gp/vial Fort save DC 17 or lose 2d4 temporary constitution points.

Hook Launcher, 100 gp (Questionable) This 5 lb short hardwood cylinder has a spring device in the bottom. A grappling hook is placed in the cylinder and attached to the spring by a locking mechanism. The spring is tightened by pumping a lever, and then the lock is released. Hook launchers improve the range of a grappling hook by 50%, at the expense of accuracy. The difficulty to effectively secure the hook is increased by 2. While they are common among adventurers, possessing one in a city could attract unwanted attention.

Razor Net, 5 gp This net has sharp razors or pieces of glass woven into its strands. Any creature caught in the net suffers 1d4 points of damage per round stuck in the net.

Rubber Ball, 2 cp About the size of a soccer ball. Dyed rubber balls sell for 5 copper each and come in a variety of colors.

Rubber chew toy, 5 cp A solid piece of rubber shaped into various designs. Used to amuse household pets. Some adventurers with animal handling or animal empathy skills use them when attempting to calm or befriend wild animals. Some rogues find them particularly useful when dealing with guard dogs.

Rubber-soled Boots 5 gp These normal adventuring boots have rubber soles and a thin layer of rubber between two layers of leather. Besides being waterproof, they grant a +1 bonus to saving throws versus electricity and DR 1/- against electrical damage.

Sleeper Bat Venom, 200 gp/vial (illegal) Fort Save DC 12 or victim sleeps 1d4 rounds.

Trick Sword, 25 gp These plain short swords hide a dagger in the hilt. As a free action, the wielder can twist the pommel to remove the dagger. Many Mahualtae rangers carry Trick Swords.

Wrist wraps, 2 sp These simple thin leather straps wrap around the wrists, providing extra support and helping to keep the wrist in a natural position. They provide a +1 circumstance bonus climb, craft, disable device, open lock, and rope use checks, as well as performance checks that involve using the hands to play an instrument. The wraps can be dyed different colors for an additional silver. Some bards get their wraps embroidered for an additional silver. Wrist wraps do not interfere with bracers, gauntlets, rings, etc.

APPENDIX THREE: GENERIC STORY HOOKS

Use these ideas to launch your campaign or jumpstart a stalled session. They can apply to any region of Neiyar.

*The party has been shipwrecked on the island. They must adjust to the alien customs while trying to find a way back home. (A perfect way to use the setting in an existing game)

*The party has been recruited to rescue a Deva that was kidnapped by a cabal of worshippers of Nephar.

*During the Festival of Fields and Game, an artifact is stolen from the local temple. Two Amphikin are charged with the crime, and the local Amphikin community is threatening war if they are not released. The party must discover who took the item and track them down before a war can begin.

*The party is approached by a distraught mother whose son has been condemned to die in the ritual sacrifice to Nephar. She claims he has been framed. Can the party discover the true villains and bring them to justice in time, or is the son hiding secrets of his own?

*The Benevolent Spirit Kadrafreya appears without warning before the party while they are on a routine mission. She foretells that a cabal of Nephar's followers plan to open a gate atop Takanave plateau in four days to unleash hundreds of demons upon the Holy City. Can the party make it to the plateau in time and stop the coming evil?

*The party makes a bitter enemy when they rescue an elderly merchant from an apparent assassin. The assassin turns out to be a Soulreaper engaged in the ritual cleansing of the Day of Reckoning. Can the party redeem itself to the Church of the Goddess of Death, or does the local Dread Mother have evil intentions toward them?

*An outsider enters a tavern the party is resting in looking to hire adventurers to help him rescue his brother from Mount Nephar. He is being held captive by several demons, who say they will release him if the outsider brings them a Deva of Sophia Mater as a sacrifice. The Outsider obviously does not want to do that, but needs help to overtake the demons and save his brother. Can the party save the man's brother before it is too late, or is the Outsider setting up the party for something else?

APPENDIX FOUR: NPC's

Low-Level (1-5th level adventures)

These NPCs can help introduce new players to the world by serving as guides or sources of information. Use them to provide pertinent information to characters at various points early in the game to help establish the setting.

Derber (CR 3): Male Amphikin Rog3; Small Humanoid (Aquatic); HD 3d6+3 (Rogue); hp 16; Init +1; Spd 20; AC 15; Atk +4 base melee, +3 base ranged; +4 (1d4+2, Dagger); SQ: Darkvision (Ex), Immunity: Poison (Ex); AL CE; SV Fort +2, Ref +4, Will +4; STR 15, DEX 13, CON 12, INT 14, WIS 16, CHA 8.

Skills: Appraise+4, Climb+7, Hide+8, Intuit Direction+6, Jump+9, Knowledge (local)+9, Knowledge (Streetwise)+6, Listen+12, Move Silently+9, Pick Pocket+11, Search+4, Spot+10, Swim+6, Tumble+3.

Feats: Dodge, Skill Focus: Knowledge (History).

Possessions: Dagger. Leather armor. Buckler.

Crowbar; Flint and steel; Hammer; Backpack; Sack; Tobacco; Azurite (10 gp); Banded agate (10 gp); Blue quartz (10 gp); Eye agate (10 gp).

The party can meet Derbert in the Holy City, where he makes a living picking pockets. He's a typical bully, all flexing muscle when he has the upper hand, but crying for mercy when things go wrong. Nothing is ever his fault. His two flunkies Rimmy and Stench are never far behind. If the party can refrain from killing him, he can be persuaded to share information about the city for a price.

Rimmy (CR 1): Male Amphikin Rog1; Small Humanoid (Aquatic); HD 1d6 (Rogue); hp 6; Init +3; Spd 20; AC 15; Atk +0 base melee, +3 base ranged; +0 (1d4, Dagger); SQ: Darkvision (Ex), Immunity: Poison (Ex); AL CE; SV Fort +0, Ref +5, Will +1; STR 10, DEX 16, CON 11, INT 12, WIS 12, CHA 9.

Skills: Climb+5, Disable Device+2, Hide+12, Jump+5, Knowledge (Streetwise)+3, Listen+7, Move Silently+8, Open Lock+4, Pick Pocket+6, Search+7, Spot+7, Swim+6. Feats: Dodge.

Possessions: Dagger. Buckler. Tiger eye turquoise (10 gp).

Stench (CR 1): Male Amphikin Rog1; Small Humanoid (Aquatic); HD 1d6 (Rogue); hp 7; Init +3; Spd 20; AC 15; Atk +0 base melee, +3 base ranged; +0 (1d4, Dagger); SQ: Darkvision (Ex), Immunity: Poison (Ex); AL CE; SV Fort +0, Ref +5, Will +1; STR 11, DEX 15, CON 12, INT 12, WIS 12, CHA 9.

Skills: Climb+5, Disable Device+4, Hide+10, Jump+5, Knowledge (Streetwise)+4, Listen+7, Move Silently+7, Open Lock+4, Pick Pocket+6, Search+7, Spot+7, Swim+6. Feats: Dodge.

Possessions: Dagger. Buckler. tobacco (5 gp).

Shishtrella (CR 4): female Mahaulta Rgr4; Medium Humanoid; HD 4d10+8 (Ranger); hp 23; Init +6; Spd 30; AC 16; Atk +6 base melee, +6 base ranged; +6/+1 (2d4+2, Claws; 1d3+1, Bite); SQ: Low-light vision (Ex); AL CG; SV Fort +6, Ref +3, Will +4; STR 15, DEX 15, CON 14, INT 10, WIS 16, CHA 16.

Skills: Animal Empathy+9, Balance+4, Climb+4, Escape Artist+4, Handle Animal+7, Heal+4, Intuit Direction+6, Knowledge (nature)+8, Listen+5, Search+2, Spot+5, Survival+9.

Feats: Improved Initiative, Track, Weapon Focus.

Spells Known (Rgr --/1): 1st - *Alarm, Animal Friendship, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Speak with Animals, Summon Nature's Ally I.*

Possessions: +1 Leather armor, Bag of tricks (rust).

Shishtrella often hires herself out as a guide for adventuring parties. She is very flirtatious and somewhat infatuated with human males. If you have a male in the party with the flaw Animal Magnetism, they will have a hard time getting rid of her. She could be a useful NPC to a party first venturing into the Wild Places, as she can provide them with the basic information they need to not get themselves killed outright. She follows the Tiger Lord and prays to him often



Zeklyl (CR 6): Male Auronne Brd3/Sor3; Medium Humanoid (Air); HD 3d6+3 (Bard), 3d4+3 (Sorcerer); hp 17; Init +2; Spd 30, Fly, Good 40; AC 14; Atk +4 base melee, +5 base ranged; +1 (1d4, Crossbow, hand); +7 (1d4+3, Dagger); RF: +2 circumstance bonus to see through illusions, +2 racial bonus to see through disguises and forgeries; AL CG; SV Fort +3, Ref +6, Will +7; STR 14, DEX 15, CON 12, INT 14, WIS 12, CHA 19.

Skills: Decipher Script+11, Diplomacy+6, Hide+8, Knowledge (arcana)+8, Listen+2, Perform+13, Search+6, Spellcraft+8, Spot+5, Tumble+11.

Feats: Dodge, Flyby Attack, Mobility, Wingover.

Spells Known (Brd 3/2): 0 - *Dancing Lights, Daze, Flare, Ghost Sound, Light, Mage Hand*; 1st - *Cure Light Wounds, Grease, Unseen Servant.*

Spells Known (Sor 6/6): 0 - *Detect Magic, Mending, Open/Close, Read Magic, Resistance*; 1st - *Identify, Mage Armor, Magic Missile.*

Possessions: +2 Dagger; Crossbow, hand. Ring of Force Shield; Amulet of natural armor (+2); Bag of holding (Bag 1); Bracers of archery.

Zeklyl is a resident of Terrikale, but somehow finds himself all over the island. He fancies himself a romantic adventurer, and often tags along with adventuring parties that need his bardic talents. He tends to be melodramatic, often putting on great displays of angst when he has been wronged or showering affection upon those who pay him the smallest compliment. He has collected a great deal of random information, and his ability to decipher scripts can prove invaluable to a party.

Mid-Level (6–11th level adventures)

These mid-level NPCs make ideal questgivers for players. As employers, they will have reason to send players all over the island.

Adrian Vorteme (CR 10): Male Human Wiz7/Ftr3; Medium Humanoid ; HD 7d4+14 (Wizard), 3d10+6 (Fighter); hp 51; Init +7; Spd 30; AC 16; Atk +8 base melee, +9 base ranged; +10 (1d8+3+1d6, Flame Tongue); AL N; SV Fort +7, Ref +6, Will +7; STR 15, DEX 16, CON 14, INT 17, WIS 13, CHA 12. Possessions: Flame Tongue. Ring of Protection +2; Ring of the Ram; Amulet of natural armor (+1).

Skills: Alchemy+10, Climb+4, Concentration+7, Craft: weaponsmith +8, Handle Animal+8, Intuit Direction+2, Jump+4, Knowledge (arcana)+10, Knowledge (Cartography)+7, Knowledge (Geology)+15, Knowledge (History)+13, Knowledge (Law)+13, Knowledge (The Planes)+8, Ride+5, Spellcraft+10, Swim+3, Survival+2. Feats: Brew Potion, Combat Casting, Craft Magic Arms and Armor , Craft Wondrous Item , Improved Initiative, Scribe Scroll , Skill Focus: Knowledge (Geology), Still Spell, Weapon Focus: Longsword.

Spells Known (Wiz 4/5/4/3/1): 0 - *Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance*; 1st - *Comprehend Languages, Feather Fall, Identify, Magic Missile, Mount, Spider Climb, True Strike, Unseen Servant*; 2nd - *Bull's Strength, Cat's Grace, Resist Elements, Web*; 3rd - *Fireball, Fly, Gaseous Form, Lightning Bolt*; 4th - *Polymorph Self, Stoneskin*.

Devil, Imp: Nishpu, Imp; CR 2; Tiny Outsider (Evil, Lawful); HD 3d8 (Outsider); hp 25; Init +3; Spd 30, 20, Fly, Perfect 50; AC 22; Atk +8 base melee, +11 base ranged; +11 (1d4, Sting); SA: Spell-like abilities, Poison (Ex); SQ: Polymorph (Su), Regeneration (Ex), Damage reduction (Su), Resistance: Spell (Ex), Immunity: Poison (Ex), Resistance: Fire (Ex), See in darkness (Su); L LE; SV Fort +3, Ref +6, Will +4; STR 10, DEX 17, CON 10, INT 9, WIS 12, CHA 10.

Skills: Hide+15, Listen+5, Move Silently+5, Search+5, Spellcraft+5, Spot+5.
Feats: Dodge, Weapon Finesse.

Adrian Vortemer is a member of the Order of Mastery. At the behest of his imp familiar Nishpu, he has begun more formal training as a fighter so he can help during the next demon war. Nishpu is adamant about his master making friends among the Neiyar, and often goes out on his own to volunteer his master's services (much to Adrian's dismay). He arrived on the island 5 years ago after being shipwrecked, and he is sympathetic to fellow victims of the Green Death. He dreams of one day having enough power to destroy the beast that killed his family and three of his best friends. When not training, he is often found exploring the jungles near Outland looking for new plants that may have magical properties.



Akduderanus (CR 10): Male Kobold Rog7/Drd3; Small Humanoid (Reptilian); HD 7d6+28 (Rogue), 3d8+12 (Druid); hp 51; Init +8; Spd 30; AC 21; Atk +9 base melee, +12 base ranged; +12 (1d4+4, Dagger); +12 (1d6 + 1d6, Flaming Shortbow); SQ: Darkvision (Ex), Light sensitivity (Ex); AL NE; SV Fort +14, Ref +13, Will +10; STR 12, DEX 18, CON 18, INT 12, WIS 14, CHA 13.

Skills: Appraise+7, Balance+10, Craft (Trapmaking)+7, Disable Device+14, Hide+15, Listen+12, Move Silently+10, Open Lock+12, Profession (Miner)+4, Search+12, Survival+8, Spot+12, Swim+5, Tumble+8, Use Rope+5.

Feats: Dodge, Great Fortitude, Improved Initiative, Run.

Spells Known (Drd 4/3/2): 0 - *Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Flare, Guidance, Know Direction, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue*; 1st - *Animal Friendship, Calm Animals, Cure Light Wounds, Detect Animals or Plants, Detect Snares and Pits, Endure Elements, Entangle, Faerie Fire, Goodberry, Invisibility to Animals, Magic Fang, Obscuring Mist, Pass without Trace, Shillelagh, Summon Nature's Ally I*; 2nd - *Animal Messenger, Animal Trance, Barkskin, Charm Person or Animal, Chill Metal, Delay Poison, Fire Trap, Flame Blade, Flaming Sphere, Heat Metal, Hold Animal, Lesser Restoration, Produce Flame, Resist Elements, Soften Earth and Stone, Speak with Animals, Summon Nature's Ally II, Summon Swarm, Tree Shape, Warp Wood, Wood Shape*.

Possessions: +3 Dagger; Flaming Shortbow.

Rhino Hide +1. Spyglass; Choke Wire; Manacles, Masterwork; Signet ring; Thief's Tools, Masterwork; Alchemist Fire (x3), Acid (x2), Caltrops; Mud Squid Ink (vial, x3); Sealing wax; Sewing needle; Tent; Chain (10 ft.); Hammer; Mirror, small steel; Fishhook; Rope, silk (150 ft.); Shovel; Signal whistle; Case, map or scroll; Bell; Sledge; Fishing net, Razor net, 25 sq. ft.; Ladder, 10-foot; Candle (x3); Barrel; Inkpen; Piton; Spade; Bedroll; Grappling hook; Crowbar; Pot, iron; Blanket, winter; Flint and steel; Soap (1 lb.), Amphikin Trapmaker's Kit, Potion of Cat's Grace (x2), Potion of Cure Serious (x3), Potion of Hiding (x2); Potion of Sneaking; Potion of Poison; Immovable Rod (x3), Ring of Protection +2; Ring of Feather Falling; Ioun stone (dull gray); Feather token (swan boat); Bracers of armor (+1); Stone of alarm; Cloak of resistance (+2); Quiver of Ehlonna; Amulet of natural armor (+2); Slippers of spider climbing; Bag of holding (Bag 1); Glove of storing; Handy haversack.

To hear Akduderanus tell it, it was all the paladin's fault. If he had just let the dragon turtle eat that damn Pegasus mount of his, it never would have attacked the ship. Now here he is stuck on this island with so many beautiful women running around in very little clothing because of the heat.

O.K., maybe he got the better end of the bargain.

Akduderanus, or Dude as he will tell people his many friends call him, is a sneaky, selfish, manipulative little brat. Unfortunately for any party he takes a liking to, he is also ridiculously loyal. He also has little danger sense and doesn't know when to shut up. So he's likely to tell off a Krakodon elder and challenge said elder to take on the strongest member of HIS party. He seems to get quite angry if he sees someone wearing fuchsia, flying into a verbal assault on the guilty party until they either remove the garment or shut him up. When asked, he'll just say it reminds him "of the good old days, when adventurers had style."

The little monster does have his uses, however. His thieving skills are excellent, he knows how to use his Druidic spells effectively, and between his Bag of Holding and Haversack, he carries literally hundreds of useful magical items and mundane gear.

Dude is currently seeking a strong adventuring party to take on the Dragon of Dazu so he can claim the treasure there. According to him, his LAST adventuring group was able to defeat a great wyrm dragon, but he got ripped off when it came time to award the treasure.



Hector (CR 11): Male Neiyar Brd7/PRM 3/Clr1; Medium Humanoid ; HD 7d6+14 (Bard), 1d8+2 (Cleric); hp 50; Init +7; Spd 30; AC 14; Atk +7 base melee, +9 base ranged; +8 (1d4+1, Dagger, Masterwork); +11 (1d6+3, +2 Rapier); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL CG; SV Fort +7, Ref +11, Will +11; STR 12, DEX 16, CON 15, INT 14, WIS 15, CHA 17.

Skills: Alchemy+6, Appraise+4, Bluff+13, Decipher Script+7, Diplomacy+7, Disable Device+2, Disguise+13, Gather Information+6, Heal+6, Hearth Magic (Lucky Break 6 skill points) Knowledge (arcana)+4, Knowledge (nature)+4, Knowledge (religion)+6, Knowledge (traps)+6, Listen+6, Move Silent +8, Perform+11, Sense Motive+5, Spot+5, Use Rope+7.

Feats: Alertness, Improved Init, Weapon Finesse: Rapier.

Spells Known (Brd 3/4/4/1): 0 - *Dancing Lights, Detect Magic, Mage Hand, Mending, Open/Close, Read Magic*; 1st - *Beautify, Charm Person, Cure Light Wounds, Unseen Servant*; 2nd - *Enthrall, Invisibility, Levitate, Suggestion*; 3rd - *Emotion, Major Image*.

Spells Known (Cleric3/2) 0- *Create Water, Virtue, Light*; 1st- *Shield of Faith, Summon Monster I, Change Self (d)*

Possessions: +2 Rapier; Dagger, Masterwork, Ring of Force Shield; Bracelet of Useful Things; Bracers of armor (+1)

Hector, having successfully pulled off the prank of impersonating his Deva sister during a bardic contest she was suppose to judge, earned the distinction of being named the first honorary male Deva of Sophia Groa. The honorary title was apparently honorary to everyone but the Trickster Goddess herself, who decided to grant Hector clerical spells. The Devi of Sophia Groa have embraced Hector as one of their own, so long as he shows up for festivals in the proper (feminine) attire. The Devi of the other temples, particularly Sophia Kalla, are not as amused by this turn of events. Time will tell how long they tolerate this alleged heretical abuse of the Code.

Hector, when not dressed in drag, is a slight-built young man with brown hair and green eyes who often simultaneously earns the adoration of young women and the ire of other men. A consummate actor, he can easily blend in to almost any social setting. Normally level-headed, he occasionally engages in random acts of irrationality just to break the monotony of a situation.



High-Level (12–20th level adventures)

These NPCs are legends among the Neiyar, rarely interacting with others unless they have a reason. They might serve as powerful and mysterious questgivers, recruiting the players for some dangerous mission. They may also serve as antagonists, particularly against an Outsider party.

Legnok'thamortos (CR15): Male krakodon Drd14; Large Humanoid (Reptilian); HD 14d8+28 (Druid); hp 92; Init +4; Spd 30; AC 21; Atk +14 base melee, +13 base ranged; +14/+9/+9 (1d4+5, 2 Claws; 1d3+2, Bite; 1d6+2, Tail slap); SA: Rend (Ex); SQ: Darkvision (Ex), Immunity: Disease (Ex); RF: +4 bonus Fort Saves vs poison; AL N; SV Fort +11, Ref +8, Will +12; STR 21, DEX 18, CON 15, INT 12, WIS 16, CHA 15.

Skills: Animal Handling+12, Concentration+6, Handle Animal+10, Heal+11, Hide+4, Knowledge (nature)+12, Listen+5, Move Silently+6, Survival +12, Swim+11, Use Rope+6, Survival+16.

Feats: Brew Potion, Improved Critical, Run, Track, Weapon Focus.

Spells Known (Drd 6/6/6/5/4/3/3): 0 - *Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Flare, Guidance, Know Direction, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue*; 1st - *Animal Friendship, Calm Animals, Cure Light Wounds, Detect Animals or Plants, Detect Snares and Pits, Endure Elements, Entangle, Faerie Fire, Goodberry, Invisibility to Animals, Magic Fang, Obscuring Mist, Pass without Trace, Shillelagh, Summon Nature's Ally I*; 2nd - *Animal Messenger, Animal Trance, Barkskin, Charm Person or Animal, Chill Metal, Delay Poison, Fire Trap, Flame Blade, Flaming Sphere, Heat Metal, Hold Animal, Lesser Restoration, Produce Flame, Resist Elements, Soften Earth and Stone, Speak with Animals, Summon Nature's Ally II, Summon Swarm, Tree Shape, Warp Wood, Wood Shape*; 3rd - *Call Lightning, Clear the Path, Contagion, Cure Moderate Wounds, Diminish Plants, Dominate Animal, Greater Magic Fang, Meld into Stone, Neutralize Poison, Plant Growth, Poison, Protection from Elements, Remove Disease, Snare, Speak with Plants, Spike Growth, Stone Shape, Summon Nature's Ally III, Water Breathing*; 4th - *Antiplant Shell, Awaken the Beast, Control Plants, Cure Serious Wounds, Dispel Magic, Flame Strike, Freedom of Movement, Giant Vermin, Quench, Reincarnate, Repel Vermin, Rusting Grasp, Scrying, Sleet Storm, Spike Stones, Summon Nature's Ally IV*; 5th - *Animal Growth, Atonement, Awaken, Commune with Nature, Control Winds, Cure Critical Wounds, Death Ward, Hallow, Ice Storm, Insect Plague, Summon Nature's Ally V, Transmute Mud to Rock, Transmute Rock to Mud, Tree Stride, Unhallow, Wall of Fire, Wall of Thorns*; 6th - *Antilife Shell, Find the Path, Fire Seeds, Greater Dispelling, Healing Circle, Ironwood, Liveoak, Repel Wood, Spellstaff, Stone Tell, Summon Nature's Ally VI, Transport via Plants, Wall of Stone*.

Animal, Crocodile, Giant: Draco; CR 4; Huge Animal (Aquatic); HD 7d8+28 (Animal); hp 59; Init +1; Spd 30, 20, Swim 30; AC 16; Atk +11 base melee, +4 base ranged; +11(2d8+12, Bite);+11(1d12+12, Tail slap);SA: Improved grab (Ex); AL N; SV Fort +9, Ref +6, Will +3; STR 27, DEX 12, CON 19, INT 1, WIS 12, CHA 2.
Skills: Hide+0, Listen+5, Spot+5.

Possessions: +4 Leather armor. Necklace of adaptation; Rope of entanglement; Staff of Swarming Insects (Charges: 50).

Some Krakodons claim Legnok'thamortos is the last heir of the last Great Krakodon King. They claim the great druid waits patiently for the spirits of the land to let him know when the time has arrived to unite the great Krakodon kingdom once more. They claim he has made contact with Dragon spirits that once walked the island and that they will help him destroy the Krakodons' enemies.

Legnok'thamortos remains silent on the matter.

Legnok'thamortos roams the Wild Places on the island with his animal companion Draco. He has been known to save adventuring parties from certain death at the claws of the creatures of the Wild Places. Other times he falls upon parties and tears them to bits with his own claws and jaws. His reasons are his own, and he rarely speaks. If encountered, it would most likely be in the Shapu Region.



Nayla Shadowstalker (CR 20): Female Human Clr7/Bbn6/7Slrp; Medium Humanoid ; HD 7d8+21 (Cleric), 6d12+18 (Barbarian);7d12+21 (Soulreaper) hp 193; Init +3; Spd 40; AC 27; DR 10/+2, Inate Spells,Reap Soul, Atk +23 base melee, +22 base ranged; +27/+23/+17 (1d6+7, Scimitar); AL CE; SV Fort +22, Ref +14, Will +16; STR 18, DEX 17, CON 16, INT 16, WIS 16, CHA 14.

Skills: Climb+7, Concentration+10, Craft (Trapmaking)+11, Handle Animal+7, Hide+10, Intimidate+10, Intuit Direction+8, Jump+4, Knowledge (arcana)+10, Knowledge (religion)+13, Listen+13, Move Silently+12, Profession (Trapmaker)+12, Scry+8, Search+5, Swim+5, Survival+14.

Feats: Dodge, Expertise, Mobility, Spring Attack, Power Attack, Cleave, Weapon Focus: Scimitar, Track.

Spells Prepared (Clr 6/5/4/3/1): 0 - *Create Water, Detect Poison, Guidance, Light, Read Magic, Resistance*; 1st - *Cause Fear, Command, Divine Favor, Obscuring Mist, Shield of Faith*; 2nd - *Cure Moderate Wounds, Lesser Restoration, Speak with Animals, Spiritual Weapon*; 3rd - *Dispel Magic, Magic Vestment, Remove Disease*; 4th - *Restoration*.

Possessions: Weapons: +3 Defending Scimitar. Armor: +3 Leather.+1 Buckler. Circlet of Blasting, minor; Cloak of resistance (+4); Ring of Protection +4.

Few among the Neiyar generate as much dread and fear as the Shadowstalker. Even among her own kind, she commands a terrible respect. She revels in her duties to the church, and often drags out the suffering of her targets for her own perverse pleasure. Thankfully, the Shadowstalker spends most of her time in the Temple of Sophia Kalla in the Holy City, initiating new Soulreapers into the fold. But it is she who assigns herself the most difficult targets, and she makes sure the Church spreads the word that she herself is stalking a particular prey. More often than not, the knowledge that the Shadowstalker is looking for them is enough for even the worst criminals to turn themselves in: better a quick death than a slow, torturous one.

According to the tales told by some bards, Nayla's parents were devoured by demons when she was a child. She managed to escape her home before becoming a victim, only to find herself lost in the jungle. During her wanderings she came upon a cabal of Nephar's worshippers, the very ones responsible for unleashing the demons that destroyed her family. When they captured her, intent on making her a sacrifice, she let out a deafening wail of hatred and fear. The spirit of the Sophia Kalla heard the cry, and empowered it with divine wrath. The men fell dead from the damage inflicted. Then the goddess led a wandering Soulreaper to the child, who took her to the temple. How much of the tale is true may never be known, as Nayla herself refuses to speak of it.

APPENDIX FIVE: Neiyar Glossary

The Neiyar speak Common, but many words from their ancient tongue linger in their vocabulary. Modern Neiyar Common also includes words adopted from the other races. Below is a list of the most frequently used of these words.

Abbott: General. Male Cleric

Akleshu: Neiyar. Banished One.

Bresha: Neiyar. Divinely beautiful. Often used when describing a Shalraeku.

Deva (Devi, pl): Neiyar. Female Cleric

Dordo: Neiyar. “Unwanted.” A derogatory term usually reserved for Outsiders.

Froggish: General Slang. A derogatory term comparing a person to an Amphikin. Describes a lazy individual who expects others to take care of her.

Hishguru: Neiyar. A type of bard that focuses on tragedy and horror. The songs and poems of the Hishguru tend toward the macabre and are designed as morality lessons.

Kalishma: Neiyar. Literally means “Gracious Teacher.” A title of respect normally reserved for sages and powerful seers.

Karashacheva: Neiyar Reconciler. Originally a title of respect reserved for diplomats and counselors, the word has now become linked with a heretical group.

Kelper: General. A person who harvests kelp, usually meaning the Blue Kelp in the bay of Mazrana. Slang. A gullible person, referring to people who believe that Blue Kelp is a universal cure all and use it in all sorts of home remedies.

Krup'tha: Krakodon. Name of a Krakodonian princess renown for her haughty, arrogant nature. When her husband sought to take a second wife, she killed him and ate his heart. Used as a derogatory term by non-Neiyar to refer to Neiyar women.

Kucharmada: Neiyar. Literally means “One Voice.” A Kucharmada is a sacred oath sworn between allies. The Neiyar believe to break such an oath will earn the scorn of the Goddess of Warriors and Honor. The swearing of Kucharmada is normally done before any great undertaking, and is often followed by Hearth Magic rituals to bind the group.

Mekfu: Neiyar. Independent male without female ties. Normally refers to a widower, but sometimes used to describe a male whose mother has died and has no close female relatives. Such men take control of all household property until such time as they marry. Most widowers never remarry, earning no small amount of scorn from the Devi. While there is nothing in the Neiyar Code that says they HAVE to marry, it is considered dishonorable to exploit an apparent loophole in the system.

Mekzufu: Neiyar. A male who was divorced by his wife for adultery. At one time, when men had fewer places to turn if kicked out of the house, the title brought more shame than it does now. With the establishment of Outland, the acceptance of non-Krakodons into Nissuno, and the apparent abandonment of Mezzetratine by the Neiyar, such men can find an independent life outside of Neiyar culture. (-2 penalty social rolls involving Neiyar women, but +2 bonus to social rolls involving Krakodons, who have a small amount of respect for Neiyar men who find a life on their own).

Neiyar: General. Refers to both the island itself and the humans that live on it.

Nordkrin'thalmuk: Krakodon. “Honorable Death.” In Krakodon society, to die in battle or to commit ritual suicide (often done if a Krakodon becomes crippled or otherwise unable to care for himself). In Neiyar culture, refers to when a condemned criminal accepts a special quest from the Devi of Sophia Kalla. These quests almost always end in the death of the condemned, but are considered better than being executed

or sacrificed. To succeed at such a quest earns the condemned their freedom and the blessing of the church.

Outsider: General. Any individual not of one of the native races, usually arriving on the island by means of a shipwreck or failed magic. The children of Outsiders are also considered Outsiders. The only race that was foreign to the island that no longer has Outsider status is the Auronnes. The treatment of children from Outsider/Neiyar unions depends on the mother's birth. Such children with Neiyar mothers are treated as full Neiyar will all Neiyar abilities. Children with Outsider mothers are treated as Outsiders. Reese: Neiyar. "River". The word refers to any waterway. The Neiyar do not have separate words for streams, brooks, etc. There are not that many waterways on the island for the Neiyar to differentiate.

Shalraeku: Neiyar. "Pure One." See Races of the Neiyar for complete details.

Toadie: General Slang. Derogatory term comparing a person to an Amphikin Toade. A childish bully.

Uparree: Neiyar. Type of bard that entertains children. They normally wear face paint and brightly colored clothing with bells and clanking shells. Also used as an endearment for someone who is very kind to children.

Wekclure: Amphikin. Means "acting human." Among Amphikin, a derogatory term signifying an individual with too much ambition, or a self-starter. Neiyar use it as a slang term for someone who tries to be something he's not.

Zarakku: Neiyar. "Tainted One." See Races of the Neiyar for complete details. Sometimes used as a derogatory term for a hideously ugly person.

Zaruu'krish: Krakodon. Means "Useless trash". Krakodons use it as a derogatory word for Neiyar men. To call a Krakodon such is considered a blasphemous challenge to his honor. Neiyar have learned not to use the word loosely, as Krakodons will fight to the death to avenge the perceived slight.

APPENDIX SIX: Myths of the Neiyar

The Myth of Creation

On day, Sophia surveyed the vastness of space below the heavens. There was nothing between the heavens and the abyss below, and her heart weighed heavy at the evil within her sight. As she cried, her tears fell toward the abyss, but because of the purity of those tears, they did not fall into the abyss. Instead, they began to form a pool over it. Soon, a vast ocean lay between heaven and the abyss, and the cool waters calmed her heart.

But the demons of the abyss enjoyed their torment of the Great Mother. One of them, Nephar, forced molten rock from the abyss up toward the oceans to burn them away. But the oceans absorbed the heat from the molten rock and turned it to cool earth. Soon, there was solid land where once had only been ocean.

The Great Mother was intrigued by the strange formations, and sent her avatar Sophia Groa to the new land. With each step upon the earth, plants sprung forth. Soon the world was covered with every form of vegetation, and Sophia Groa's heart was glad.

Nephar climbed through the earth and spied Sophia Groa among the flowers and trees, and lust filled him. He forced himself upon her, then returned to his abyssal home confident that he had finally destroyed the purity of the heavens.

Sophia Groa crawled into an open grove and fell into a deep sleep. When she finally awoke, she found herself about to give birth. For 11 days she lay in agony, and

on that last day she gave birth to a daughter. The Goddess shed much blood during childbirth. From each drop of blood sprang a rose. She held the child above her head and named her Adrienne. The force of the magic from the union of Sophia Groa and Nephar channeled through the child. Sophia brought the child back to heaven with her, and the Great Mother raised her to use her powers well.

But Adrienne, the Mistress of Magics, soon grew bored and lonely in the heavens. Her Mother, too, also began to feel the urge to create another child. This time, she sent her avatar Sophia Mater back to the earth. She found the entrance where Nephar had climbed up into the world and yelled down for him to come and face her. Nephar heard her and climbed back up to the surface. Then Sophia Mater told him their child had become a pure goddess of great power, and if his seed could produce a child like her, Sophia would accept him as a husband so long as he changed his ways. Nephar laughed and, instead of accepting the Mother's offer, forced himself on her again and returned to his abyssal home.

Again, the Great Mother was with child. She returned to the heavens, where her daughter Adrienne served as midwife. This time, the Great Mother gave birth to two sons: Roarth and Agri.

Agri and Roarth grew quickly, and soon turned their attentions to the forests and jungles of the earth below. Roarth found the rose-filled grove where his sister had been born and marveled at the flowers. When he got too close, however, he pricked his hands on the thorns. From each drop of blood sprang a different animal, and soon all forms of life populated the earth. He then molded small figures of himself and his mother, and deliberately bled on them. The clay became flesh, but had no life. He went to his mother and asked why this was. She looked at the lifeless forms and sighed that she did not know. But as she sighed, her breath swept over the forms and gave them souls. And so the first humans were born.

Agri helped the first humans tame the wildness that had been created around them, and taught them how to cultivate the plants and use them for food and healing. Roarth taught them how to hunt and domesticate certain species of animals. Adrienne taught them language and how to read the stars to understand the messages sent from heaven by the Great Mother. And all this brought joy to the Great Mother's heart.

Nephar was obsessed with destroying the Great Mother's happiness. Having forced himself on her twice, she gained in power instead of wasting away. So Nephar unleashed countless numbers of his demons into the world to destroy what the Great Mother and her children had created.

Sophia was distraught by what she saw. She let out a wail as the demons began killing the humans on the earth. From that wail, a monstrous beast took form. It's skin was black, it's hair and eyes bright red. Blood dripped from fangs and claws. Spikes protruded from its back. This was Sophia Kalla, and it fell upon the demons and began to tear them to bits. One by one, Sophia Kalla threw the demons back down into the abyss until none but Nephar was left. Then Sophia Kalla forced herself upon him, then sent him back to his abyssal home ashamed and defeated.

The Dark Mother gave birth to Francisca Mahault, and told her to go forth and teach the children of Roarth how to defend themselves against the demons. And so Francisca became the goddess of all warriors, and it is to her warriors pray before battle. Adrienne rearranged the stars in the heavens as a ward against the creatures of the abyss, that they could only come to the surface when called.

The Tale of the Delinquent Sons

On day, Roarth and Agri got into an argument about who was the greater god. They went to their younger sister Francisca Mahault and asked her to choose the greater.

“Roarth, your blood brought forth all the animals of the world, and it was you who molded the first mortals,” began Francisca. “Agri, it was you that tamed the wild places that sprung forth from the footsteps of Sophia Groa. And it was you who taught mortals to cultivate the soil so they could feed themselves. How can one choose who is the greater, when both have done so much?”

Neither liked her answer, and they continued to argue among themselves. They then went to their older sister Adrienne and asked her to choose the greater of them.

“Roarth, you are Master of Beasts and the Sculptor of Humanity. Agri, you are Lord of Fields and Healer of All Ills. Are not these accolades enough that you must now try to better each other? Who does it benefit should one or the other be held in higher regard?”

Neither liked her answer, and they continued to argue among themselves. Soon, their argument spilled into the minds of men. The gods encouraged the mortals to chose sides in the matter. While the women refused to put themselves between the gods, the men freely entered the argument. Soon, brother fought brother and father fought son over who was the greater god, until many men began to die over the matter. Roarth and Agri encouraged their armies to fight in their names, for when one side surrendered then the gods would know who was better.

But Sophia Mater saw the bloodshed and called her sons to her. She commanded them to call off the war. They insisted that it was the only way they could decide who was the greater god. “What does it matter men which god is greater, when neither they nor you would exist without ME? I will not suffer that which I created to be destroyed over ego. Go forth now and call back your armies.”

So Roarth and Agri went forth and called back their armies. But they left the scar of their argument on the souls of the men who fought for them. The ego of the gods had seeped into the mortal men, and soon the elders began to argue among themselves who was the greatest of men.

Two men found followers and laid claim to the title of Ruler of Men. Roarth sided with Nie, a great hunter who could fight the mightiest of beasts with his bare hands. Agri sided with Yar, a great healer whose touch could cool any fever or mend any wound. Soon the two sides came to blows, and there was much bloodshed. However, Yar constantly healed his men in battle. So no matter how great Nie’s fighters, Yar’s followers continued to get up and battle.

Roarth went to his sister Francisca and asked for help. Roarth asked his sister to lend her mighty sword, Capalaquen, to Nie, for the damage done by Capalaquen could not be healed by any but Sophia Mater. Francisca refused, for Adrienne had made the sword especially for her. No mortal could dare control the magic in it.

As Francisca slept, Roarth stole away Capalaquen and presented it to Nie. He took the mighty sword into battle and slew many of Yar’s men. Agri ran to Adrienne and asked her for magical protection for Yar’s men. Since Francisca had chosen sides and helped Roarth, would she not even the odds and help him? He begged her to let Yar borrow her Rose Amulet, that the magic of the sword she created could not harm him. Adrienne refused to let him borrow the Amulet until she had spoken with Francisca, but as she turned to find her sister Agri tore the Amulet from her neck and fled back to the battlefield to give it to Yar.

But the tearing of the amulet from her neck created a wound. The blood of Adrienne fell to the earth, and it was full of Adrienne's anger at her brothers. From each drop sprang forth a hideous monster that would enter the battle and kill both the followers of Nie and of Yar. Yet even in the face of these creatures that attacked them, the men continued to fight each other. Both Francisca and Adrienne prepared to enter the battle to destroy the monsters the goddess's blood had created, but the hand of Sophia Kalla held them back.

"If they are the Leaders of Men, let them lead their men against the monsters. If they cannot, then let them and the fools that follow them die."

In the end, both Nie and Yar, and all their men, were dead. The creatures went forth into the Wild Places and made their homes. Sophia Kalla forbid her children to go after them. The creatures would be under her protection. Sophia Kalla called the lands where the battle occurred Neiyar, that those left behind would remember not to go alone into the wild places. That they would remember to fight not against each other, but with each other against that which would destroy all.

The Tale of Aquenshi

In a village lived two brothers, Aquenshi and Zacaran. Both loved a young woman named Allamonda. Aquenshi was a diver and fisherman, and would brave the creatures of the sea to bring Allamonda gifts of coral and pearl. Zacaran was skilled at mining in the earth, and spent long hours alone in the caverns to bring forth ore.

Aquenshi would come to Allamonda's mother and say, "I offer the most beautiful treasures of the deep as a token of love for the most beautiful woman in all the world." Allamonda preferred Aquenshi to Zacaran, because Aquenshi was lean and tan and blonde of hair from the sun. Her mother, however, did not like Aquenshi, because she felt he was too full of himself and placed too high regard on her daughter's looks.

Zacaran would come to Allamonda's mother with gifts of iron and offer to help smelt it into tools and weapons, for he was also skilled at such arts. Allamonda did not fancy Zacaran, for he was pale of skin and stout of built from spending so much time in the caverns below the village. Her mother, however, approved of Zacaran, because he was of practical mind and thoughtful. She agreed to wed her daughter to Zacaran instead of Aquenshi, and a date was arranged.

Aquenshi was furious and cried out loud an offering of his very soul to whatever spirit would help him. Nephar, the reluctant consort of Sophia Kalla, heard this cry and pulled his way through the earth to reach Aquenshi. He told Aquenshi to openly challenge Zacaran to a race across the great lake of Neiyar. The man who reached the other side first would win Allamonda as his bride. Nephar would wait below the water, and when Zacaran swam by, he would reach up and drag him down to drown. Aquenshi agreed to the bargain, and went to Zacaran and challenged him to a race.

Zacaran did not want to race Aquenshi, but Aquenshi had challenged him in front of the other men in the village. When he first refused, he was called a coward. Anger swelled up in him, and he agreed to the race. As Zacaran passed over Nephar, the demon reached up and pulled him under to drown. Aquenshi reached the other end of the lake and won the race, and all assumed Zacaran was not a good enough swimmer and drowned.

Aquenshi ran to Allamonda's mother's home and told her that he would be marrying her daughter. "My daughter is not a prize to be won by your contest. She is a woman who deserves a husband that will treat her with honor." Aquenshi then

professed his undying love for Allamonda and how he would cherish her for the rest of his life. With that, she called forth her daughter to come meet her new husband.

To Aquenshi's horror, Allamonda had shaved her head and scarred her face in retribution of her mother forcing her to marry Zacaran. Allamonda gleamed when her mother told her she would be marrying Aquenshi, but before Allamonda could accept him as her husband, he ran away from her. He ran as far as the lake, where he found Nephar. He told Nephar that he could not marry Allamonda, for she was no longer the beautiful vision he desired.

Nephar replied that it was good that he not marry, for now there was no reason for his to wait to collect his soul. With that, Nephar killed Aquenshi, throwing his body into the lake and devouring his soul.

And from that day forth, the great lake became known as Lake Aquenshi, that all would remember to keep in check the evil in men's hearts and not trust the words of the followers of Nephar.

The Tale of Allamonda

After the death of her beloved Aquenshi, Allamonda collected all the coral and pearls he had ever given her and ran down to the sea to return them to where they came from. When she was ready to throw them into the ocean, a voice behind her said, "Why would you throw away that which others worked so hard to give you?" She turned to find a beautiful young man watching her. "Surely, your beauty deserves such treasures. I am only surprised more men have not rewarded you so."

He touched her bald head, which she had shaved in defiance of her marriage to the murdered Zacaran. In a moment, her hair grew back fuller and more radiant than it was before. He kissed the self-inflicted scars on her face, and her skin became smoother and glowed with an unnatural beauty.

"I am Rahpen, and I would ask for your hand in marriage. I will build you a beautiful palace in which we will live. We will have servants to take care of all our needs. And we will live for all eternity in luxury."

Allamonda agreed to marry Rahpen, and ran away with him. He took her to a place where there was a large crater. Steam and molten rock oozed up from the crater. When she turned to ask her husband what this place was, instead of her beautiful young man was the demon Nephar.

"Do not be troubled, my wife," he began. "Long ago, my daughter cursed me that I could not walk upon that which I created unless called forth. Your unfortunate Aquenshi had asked for my help, but in the end was unworthy of you. If you accept me as your husband, then I can walk upon the earth at will. So long as I am free, you will never want for anything." With that, a great city rose up out of the crater. "Call for your servants, my wife." Allamonda yelled for her servants, and hundred of demons came forth from the earth and busied themselves making her comfortable.

And so Allamonda lived in comfort in his palace, while Nephar roamed the world causing havoc. He destroyed vast expanses of the wild places, forcing the creatures therein to spring forth and attack the villages they found.

But Allamonda soon grew lonely in her abyssal palace, and she sent her demon servants to find her beautiful young men for company. They kidnapped dozens of young men and brought them back to Allamonda. Allamonda insisted that her demon servants make them comfortable as well, and soon the young men desired not to leave their new Queen.

Adrienne was furious that her father had circumvented her, and she prepared to rearrange the heavens again to send him back. Sophia Groa, however, stayed her hand and smiled. "One cannot change the rules just because one thinks she is losing. I will deal with your father, and Allamonda will help me."

Sophia Groa then went down to the palace. The demons, recognizing her, stepped away from her and bowed subserviently, remembering the wrath of Sophia Kalla. Allamonda, though, was not so respectful.

"Who is this that welcomes herself into my palace!? Do you not know that I am Allamonda, Queen of Demons that Walk the Earth!"

"You are Allamonda, puppet of Nephar," began Sophia Groa. "How can you be Queen of that which cannot be controlled?"

"I control everything in this palace! What other mortal can order about the minions of the abyss as me?"

"They do not obey you, they obey the fear of Nephar's fury. Were you not his wife, they would tear you to shreds."

"They are sworn to obey me and keep me comfortable. That cannot be changed."

"Wait until Nephar comes home with his new bride, and we will see who they obey. For he has found one more beautiful than you, and less willful. One that will obey HIM and be subservient to HIM."

"He cannot divorce me to marry another woman. It is against the Code of the Neiyar."

"You abandoned the Code of the Neiyar when you ran off against your mother's wishes and married a demon. He will divorce you, and then he will kill you."

"He cannot divorce me! I divorce him first and banish him from my home! He will bring no new bride here!"

With that, the demons were pulled back into the abyss. Nephar was pulled back to the crater with much wailing. Allamonda looked around and saw her palace was still standing and ordered her young men to clean up the mess the demons had made in their attempt to hold on and stay on the earth. But as she looked at each young man, he froze in horror and turned to stone. Then Allamonda looked down at her own body, and saw she now had the lower torso of a great snake. She reached her hands to her head and felt snakes where her beautiful hair had been.

And to this day, Allamonda still slithers through the ruins of her Palace alone.

The Tale of Takanave

Once long ago, there lived a small clan of people in the village of Takanave who occupied a remote plateau. They lived an isolated existence far from the rest of Neiyar civilization in both location and mindset.

The people of Takanave lived only for themselves, and as one generation gave way to another, they gradually lost their obedience to the Code of Neiyar and their respect for the goddesses and gods of the land. They had small eyes that could not "see" anything beyond their own little world, and small hearts that cared for no one but themselves. Yet, they were content to make their pottery from the red clay of the plateau and struggle to grow meager crops of corn, beans and melons. But no matter how hard they toiled, their gardens remained poor because there was no rain to nourish them.

And so, life continued in village of the Takanave until one day when Nuvak'china (daughter of Agri and leader of a band of rain spirits) discovered them from her home in the clouds, and decided to take pity on them.

She gathered her band together and ventured to the plateau, where they sought to bring rain for the crops and remind the people of their connection to her father and the great Goddess Sophia.

The trek was a long one, and by the time the Rain Spirits arrived, night had fallen and the people of the village were fast asleep. All was still. Not a single dog barked, nor owl hooted as Nuvak'china and company made their way past the houses and prepared to do their magic. Alone in the plaza, the Spirits began to perform their special dance to call forth the waters of the sky. They danced and danced-- their only music made by the clanking of the tortoise shell rattles attached to their legs.

None of the Takanave had ever heard such a sound, and it startled them out of their sleep. Frightened, they raced to the plaza, seeking protection in their numbers. But as soon as they arrived, their fear gave way to panic at the sight of Nuvak'china and the other Rain Spirits--strange creatures with arms and legs like humans, but with hairless heads that lacked ears, and faces with small black eyes and wide flat mouths, but no noses--jumping about wildly. As they stared at the stark white bodies glowing in the moonlight, the people of Takanave decided that they must be ghosts. And if they were "ghosts", then they must be "evil". And if they were "evil" they must be killed!

The warriors ran to collect their weapons, and began to chase the Spirits with blood curdling cries. There was no time to explain as Nuvak'china looked up to see the onrush of the enraged mob. She called to her band and bade them flee the village as quickly as they could. But no matter how fast they ran. Nuvak'china and the Rain Spirits could not escape the war party. They tried to make it to the edge of the plateau, but the cliff was too steep and they were forced to double back. Finally, Nuvak'china came across a deep crack in the plateau floor. She slipped into the opening and ordered her band to follow for there was no other place to hide. The crack was narrow and the Rain Spirits laid in a tight pile, one on top of the other, wedged between the rough rock, too frightened to make a sound.

Their silence, however, did not matter, for the mob was rapidly upon them. The leader held a torch over the edge of the crack and let the flame cast its shadow over the stark trembling bodies below. Satisfied that they had their "enemies" cornered, with no means of escape, the warriors of Takanave dipped their arrows into the fire and shot the helpless Rain Spirits until all were killed, save for Nuvak'china (who was trapped at the very bottom of the crevice, and thus shielded from harm by the bodies on top of her.)

Nuvak'china remained in hiding until the sun came up. Then she pushed the dead Spirits off her with great difficulty and crawled back to the surface, dirty, tired and grief-stricken. A song of great sorrow rose from her throat and echoed all the way to the ears of Sophia Kalla, who sped to her granddaughter's side.

Meanwhile, the Takanave went about their daily chores--the trauma of the night before put comfortably behind them. They tilled their sorry fields, sat at their potters' wheels and baked their bread, unaware that their world was about to change forever.

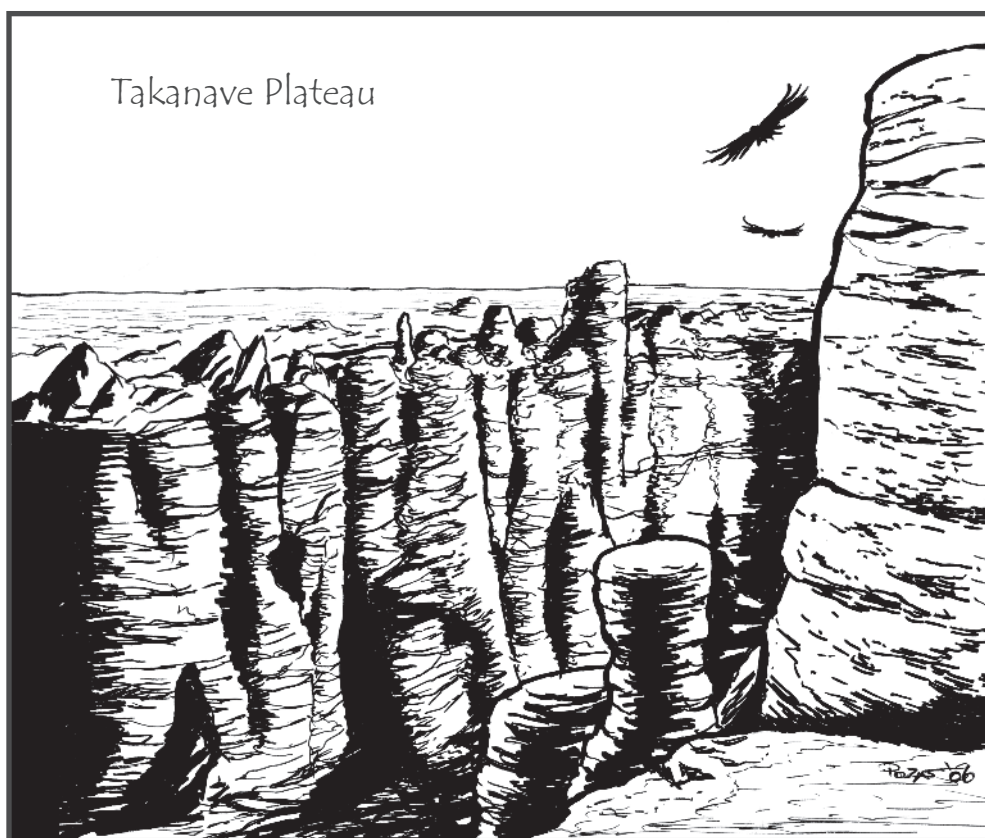
Outraged by the slaughter of celestial innocents, Sophia Kalla vowed to punish the murderers. She sent dark clouds to seal the village off from the sun, and announced her anger with thunder claps so loud that they caused the very walls of the houses there to crumble. The people froze in their tracks and looked in horror as the Goddess appeared before them.

"People of Takanave, you have sinned against me and the Code of Neiyar. The dancers you drove from your village were not ghosts, but sacred beings who had the power to bring rain to your crops. When you came upon them they were performing magic to help you, but in your blindness you treated them like enemies. You chased them, and when they tried to find shelter you slew them without mercy."

The villagers shook in fear, afraid for their lives. Yet they did not feel that they were guilty of any crime, save ignorance.

They had never asked for help from anyone, celestial or human. All they had ever wanted was to dig in the ground of their plateau for clay to make their pots, and to grow their crops. How were they to know that the strange beings that had invaded their village at night while they slept peacefully in their beds were anything but demons? They had only sought to protect themselves and would not be blamed for murder.

Sophia Kalla saw that what they felt was true to their hearts. And she saw that their hearts were too small to ever change. She also saw that their eyes were too weak to ever see beyond themselves. There was no humanity in these beings. So, with a mighty hand, the Goddess changed every last woman, child and man into hairless little moles and left them to fend for themselves by digging in the ground as they desired. Then she sent down great torrents of rain and hailstones to wash away all traces of the village. And last, she gathered up all the bodies of the dead rain Spirits and melted them into a lake that covered the plateau. She pronounced it a holy place, where no mortal would ever be allowed to drink of the lake and live.



The Path of Destiny

A Module for a Starting Party of four 4-6th level players

Part One: A Test of Courage

Background information for the players:

Captain Reinhold Rachten, owner of the merchant vessel Lady Lorna, put out the call for adventurers willing to help defend a valuable cargo. Recent months have seen a rise in piracy on the main trade routes, and the royal navy to date has been unable to capture the culprits. The crew has handled pirates before, but his client is very concerned that the cargo makes it to port and has paid additional gold to get more security. As part of his precautions, the Captain will not say what the cargo is. He fears that if people know what it is greed might take over, and part of his contract with the customer is that he not divulge the details. Even most of his crew has no idea what the cargo is.

Captain Rachten selects the party from all of applicants. Once the ship leaves dock, the Captain apologized for not being completely honest, but security dictated the party not be told everything. Rachten has taken the drastic measure of plotting a new course just off of the normal trade routes in the hopes of avoiding the pirates altogether. While dangerous, he feared if any of the potential recruits new they might accidentally let others know. And if the wrong people knew the Lady Lorna would be an easy target for a high seas ambush.

It has been two weeks since you boarded the Lady Lorna to escort her crew safely to its destination. With the exception of last night's violent storm, the trip has been uneventful. Captain Rachten told you the ship has been blown slightly off course, but that he should have Lady Lorna back on course by nightfall.

And so you are left in your cabin to decide how best to pass the time. With the exception of the cook and a handful of others, the crew seems distant to you. They answer questions if asked, but do not seem interested in making conversation or including you in their own activities. Once in a while you have the uneasy feeling you are being watched, particularly when you go below deck and near the area that the primary cargo is held. No less than four guards are stationed at the post. A makeshift wall divides the cargo from the rest of the cargo hold.

Captain Rachten:

Captain Rachten (CR 6) Male Human Rog1/Ftr5; Medium Humanoid ; HD 1d6+1 (Rogue), 5d10+5 (Fighter); hp 39; Init +6; Spd 30; AC 16; Atk +7 base melee, +7 base ranged; +9 (1d6+2, Rapier, Masterwork); +7 (1d6+2, Sap); AL NE; SV Fort +5, Ref +5, Will +3; STR 15, DEX 14, CON 13, INT 14, WIS 15, CHA 14.

Skills: Appraise+4, Balance+5, Bluff+7, Climb+3, Craft (Shipmaking)+1, Diplomacy+3, Gather Information+4, Hide+3, Innuendo+4, Intimidate+4, Intuit Direction+4, Knowledge (Boating)+3, Knowledge (Cartography)+5, Knowledge (Navigation)+8, Knowledge (Sea Lore)+3, Listen+6, Move Silently+3, Open Lock+4, Ride+3, Search+4, Sense Motive+3, Spot+4, Swim+14, Tumble+5, Use Rope+6.

Feats: Alertness, Dodge, Expertise, Improved Initiative, Leadership, Skill Focus: Knowledge (Navigation), Weapon Focus: Rapier.
Possessions: Rapier, Masterwork; Sap; Leather, Masterwork; Buckler, Masterwork. Ring of Swimming; Amulet of natural armor (+1); Boots of levitation.

Generic Sailor

Male Human War3; Medium Humanoid ; HD 3d8+9 (Warrior); hp 26; Init +7; Spd 30; AC 15; Atk +6 base melee, +6 base ranged; +6 (1d4+3, Dagger); +6 (1d6+3, Sword, short); AL NE; SV Fort +6, Ref +6, Will +1; STR 16, DEX 16, CON 16, INT 12, WIS 10, CHA 12.

Skills: Climb+5, Craft (Shipmaking)+0, Knowledge (Boating)+2, Knowledge (Navigation)+2, Profession (Sailor)+4, Swim+5, Use Rope+6.

Feats: Improved Initiative, Lightning Reflexes, Toughness.

Possessions: Sword, short; Dagger; Leather armor.

Before the party can agree on an activity, the ship rocks violently. A moment later, screams can be heard coming from the deck. Upon leaving the cabin, they are confronted by the sight of a massive sea monster snatching up sailors and swallowing them whole.

The head of the beast is half as wide as the ship itself. Green-black scales glisten under the light of the moon. A pair of glowing red eyes surveys the deck searching for fresh prey. Tentacles writhe and twist about the things head like snakes, independently lashing out at unfortunate sailors who find themselves within range. Where the mouth should be instead rests a massive beak like an octopus, and the tentacles grab up sailors and force them into the waiting beak to feed the creature.

GM NOTES--PC's fighting the Green Death

The party will most likely seek to destroy the monster, unaware of the futility of their actions. After all, they are the heroes. They can't just make for the lifeboats and let the crew die. (Well, they could, but where is the fun in that?) Use this as an opportunity to get a good idea of exactly what items the PC's are carrying on their persons. Hey, they were on a break on a ship. Most of their gear should logically be back in the cabins.

Roll initiative normally, but do not reveal information regarding the creature's AC. Chances are they cannot hit the Death anyway without scoring a critical, so why discourage their heroism? Describe attacks as either bouncing off the creature's heavy scales harmlessly or explain misses with a description of the creature's unearthly flexibility and reflexes.

The creature attacks randomly, i.e. it attacks everyone but the party. Tentacles barely miss the party and instead snatch up a sailor assisting in the fight standing just behind them. Perhaps it was one of the crew that actually talked to the PC's. Poor Tully will never be able to see his unborn son. Sad. Very sad.

In the midst of the combat, the creature rears back and slams down onto the deck. Over the chaos of battle, the faint screams of women and children are heard coming from below. As the ship slowly begins to fall apart, the voices become clearer and more desperate, screaming "Save us!"

Should the party ignore the cries, they notice one remaining lifeboat to escape the carnage aboard the sinking Lady Lorna. They will have to fight with other panicked sailors to win the lifeboat. As the lifeboat drifts off into the night, the beast snatches Captain Rachten off of the deck, and with unusual viciousness rends him into pieces. The monster drags what is left of the ship below the water's surface, and the party is left alone with nothing but an empty ocean and the light of the moon. Finally, they collapse into an apparently supernaturally-induced unconsciousness. **(See Option One in Part Two to continue the adventure.)**

Should the party heed the cries, they rush below deck as water pours in from cracks in the hull. When they reach the now abandoned door to the secret cargo, the water is slowly rising above their ankles. The door can be broken down with a strength check DC 20, or opened with an open lock check against a DC 15.

Once in the room, they see six women and four children chained together and huddled atop a bunch of crates in a desperate attempt to avoid drowning. They notice the bodies of six other apparent slaves floating lifeless in the now shin deep water. Busted crates and planks indicate they were struck by falling debris and drowned in the water. On a successful spot check (DC 20), they realize the crates had contained illegal drugs and other contraband. No wonder the Captain was so worried.

The shackles can be unlocked with an open locks check against a DC 20. A search check DC 20 will find the keys to the shackles floating next to the body of a dead guard, who apparently suffered the same fate of the slaves. By the time the slaves are unchained, the water will be waist deep.

The party's options are to try and get back to the deck and find a lifeboat, or risk breaking through the hull and trying to swim to the surface. The escape is complicated by the fact that some of the slaves do not know how to swim. Should a mage try to use any sort of teleportation magic, the spell fails with no explanation.

Upon reaching the deck, (or surface, depending on what route the party took) there is only one lifeboat left. It is big enough to hold eight to ten people. A search check DC 22 will locate enough sturdy loose planks that could potentially float well enough to serve as makeshift rafts.

As the party puts the lifeboat into the water, the voice of Captain Rachten screams, "Wait for me!" Should the party look, they will see Rachten running toward them hoping to escape as well. Just before he reaches the party, a tentacle snatches him up and drags him into the beak of the monster.

The party and rescued victims watch as the Lady Lorna breaks into pieces and collapses into the sea. Suddenly, ripples are seen in the water surface. The children scream as the head of the Green Death lunges out of the water. Before it can crash down, it seems as if an invisible hand pulls the beast back. It lets out a shriek, but then slowly sinks below the surface and disappears.

With a Listen DC of 15, you hear a soft female voice say "Fear not, for I shall not suffer to lose heroes this day." Everyone sinks into a supernaturally-induced sleep. **(See Option Two in Part Two to continue the adventure.)**

Part Two: Payment for your actions

GM NOTES: The Consequences of their actions

This section runs very differently depending on the characters' actions in Part One. Depending on whether or not the slaves were rescued, the characters will either be welcomed warmly or coldly tolerated.

Option One covers events assuming the party did not bother trying to help the slaves. Option Two is the result of rescuing the slaves.

Option One:

Player background info:

You awaken on an empty beach. Your body aches from the abuse of the Lady Lorna's destruction, and you quickly discover you have only the tattered clothes on your back. The beach stretches out toward a thick, dark jungle. With the exception of the broken remnants of your lifeboat and a few planks, you are alone of the beach.

Where it not for the abuse you have taken, you might find the scene tranquil. A soft breeze flows over the unnaturally blue waters toward the white sand shore. The sound of tropical birds echoes out of the jungle as if in song for your arrival.

Go North Quest:

The party travels for several hours north along the shoreline with no sign of anything. As dusk begins to darken the sky, the smoke of a campfire can be seen in the distance. As they move closer, a spot check DC 15 makes them aware it is no campfire, but the smoldering remains of a hut.

Upon further inspection, the party will discover the remains of a human family. They have been horribly mutilated, and most of the flesh has been ripped clean from the bone. A search of the house will uncover the following gear: one short sword, one dagger, three knives, a hammer, a hand axe, two iron pots, a charred wooden shield, a plain ring (appraise DC 12 will reveal it worth about 5 gold), and six gold. Everything else is beyond use.

Should the party dally for more than an hour at the hut, or if they are actively looking for anything else, a Search check DC 20 will reveal a hidden trap door under an overturned rocking chair. A Listen check DC 15 will reveal the sound of a female child crying below. The Trap Door is locked. A diplomacy check against a DC 20 will convince the child to open the trap door, or an open locks check DC 15 will open the door. If the door is forced open, the child screams in terror and will throw things at anyone trying to go into the basement.

The basement is little more than a ten-foot by ten foot dug out area below the hut. Storage crates and bags fill half the room, so for the entire party to enter the basement makes it a tight fit.

It takes some work to get the girl, Divia, to talk. When she does, she tells the party about the dead things that came out of the jungle, human corpses covered in mold and

worms rushing out of the jungle. He father tried to chase the monsters off with a torch, but when he was knocked down the torch caught the tablecloth and the hut went up in flames. Her parents tried to protect the children, and she barely escaped into the cellar before one grabbed her mother from behind and killed her. She locked the door to keep them from coming down after her.

Divia Female Neiyar Com1; Medium Humanoid; HD 1d4 (Commoner); hp 4; Init +3; Spd 30; AC 13; Atk -2 base melee, +3 base ranged; -6 (1d4-2, Dagger); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL NG; SV Fort +0, Ref +3, Will +1; STR 7, DEX 16, CON 10, INT 8, WIS 12, CHA 14.

Skills: Heal+3, Knowledge (nature) +2, Knowledge (religion)+2.

Feats: Run.

Possessions: Dagger.

Asking the little girl questions like “Where are we?” will illicit confusion. Repeated questioning will reveal you are two days from the city of Mazrana. She has an uncle there she can live with, and she knows the way.

The cellar hold the following supplies: six torches, 100 ft of rope, 10 ounces of dried blue kelp, smoked fish, one ounce of celetrine moss, a small box of chicle (when opened, the little girl will ask for a piece), three backpacks, two bedrolls, four blankets, a basket of dried fruit, a quarterstaff, a light crossbow, a quiver of 10 crossbolts, 3 sacks of flour, a sack of sugar, and miscellaneous changes of clothes. Depending on how well the party has earned the girl’s trust, she may or may not explain what the kelp and celetrine moss are. Without explanation, the party might ignore them.

The party can chose to camp in the cellar, or leave and try to make up some time to head toward Mazrana. If camping in the cellar, in the middle of the night the party will hear something moving around above. Opening the trap door will result in being attacked by a Chovoo trying to get into the cellar. More importantly, if the party did not in some way dispose of the corpses, they will rise up as Chovoo as well. In the later event, regardless of when the party prepares to leave, the corpses will rise up and attack.

If the party never found the trap door and simply moved on, they will be attacked by two Chovoo when in camp.

Choovoo CR 6;Medium Undead ; HD 5d12 (Undead); hp 32; Init +2; Spd 30; AC 16; Atk +6 base melee, +4 base ranged; +6 (1d6+4, 2 Claws); +6 (2d4+6, Bite); SA: Energy drain (Su), Create spawn (Su); SQ: Undead; RF: Bleeding (su); AL CE; SV Fort +2, Ref +6, Will +8; STR 18, DEX 14, CON --, INT 6, WIS 15, CHA 13.

Skills: Climb+12, Hide+11, Listen+10, Move

Silently+19, Search+6, Spot+11.

Feats: Blind-Fight.

Traveling with the little girl proves easier than expected. Divia seems accepting of her family’s fate, and if asked simply replies that they are with the Great Mother now. While no theologian, she provides a child’s explanation of the gods.

“Sophia Mater is the mother, and she takes care of everyone. Sophia Groa makes sure everybody is happy. Sophia Kalla makes all the bad demons go away. Adrienne makes magic work. Francisca Mahault teaches us how to fight the demons. Agri makes the plants grow. Roarth controls the animals. Nuvak’china sends the storms when we are bad.”

If questioned she will add. “And the Swan Princess is real pretty and makes music a lot and she brought the Auronnes here. The Tiger Lord married Francisca, and their children are the Mahaultae.”

It is a two day trip to Mazrana. Use one (or all) as random encounters if you chose:

Amphikin Raiders: A band of Amphikin raiders try to sneak into the camp.

Generic Amphikin Raiders:

Male Amphikin (CR 2) Rog2; Small Humanoid ; HD 2d6+6 (Rogue); hp 11; Init +3; Spd 20, Swim 30; AC 17; Atk +4 base melee, +5 base ranged; +5 (1d6, Shortbow); +4 (1d4+2, Dagger); +4 (1d6+2, Sword, short); SQ: Darkvision (Ex), Immunity: Disease (Ex); AL CE; SV Fort +3, Ref +6, Will +2; STR 14, DEX 16, CON 17, INT 10, WIS 15, CHA 10.

Skills: Appraise+2, Balance+4, Climb+9, Disable Device+2, Hide+13, Jump+8, Listen+6, Move Silently+7, Open Lock+5, Pick Pocket+5, Search+6, Sense Motive+4, Speak Language+2, Spot+6, Swim+2, Tumble+4, Use Magic Device+5.

Feats: Dodge.

Possessions: Shortbow; Sword, short; Dagger; Leather armor; Clockwork Buckler 100 gp Amber; Backpack; Caltrops; Flint and steel; Insect Repellent (vial); Amphikin Trapbuilder's Hit; Bolts, crossbow (10)

Vine Constrictor: A vine constrictor decides Divia would make a light snack

CR 6; Huge Animal (Reptilian); HD 11d8+11 (Animal); hp 60; Init +3; Spd 20, Climb 20, Swim 20; AC 15; Atk +13 base melee, +9 base ranged; +13 (1d8+10, Bite); SA: Constrict (Ex), Implant (Ex); SQ: Scent (Ex); AL N; SV Fort +16, Ref +20, Will +8; STR 25, DEX 17, CON 13, INT 6, WIS 12, CHA 4.

Skills: Balance+14, Climb+25, Hide+10, Listen+11, Move Silently+13, Spot+13.

Feats: Weapon Finesse.

Meet Kalla's Children: A mating pair of baboons attacks the party. Their deformities and ferocious nature indicate they are more than typical animals.

Child of Kalla, Baboon CR 3; Medium Animal ; HD 1d8+3 (Animal); hp 8; Init +2; Spd 40, Climb 30; AC 15; Atk +4 base melee, +4 base ranged; +6/+3 (1d2+4, 2 Claws; 1d3+2, Bite); SA: Rage (Ex); SQ: Scent (Ex); Aura of Fear (Su); Smite Humanoid (ex); Darkvision, SR 2, Acid/cold/electric resistance 5, Extra Attack AL N; SV Fort +6, Ref +6, Will +2; STR 19, DEX 16, CON 16, INT 2, WIS 12, CHA 2.

Skills: Climb+12, +7 hide, +7 move silently, +4 intimidate.

Upon arriving in Mazrana, Divia takes you to her uncle's business. Her uncle, Simon Sharlena operates the Lone Shark Tavern. He has three children, Russell (ten), Narlena (five), and an infant Erick. His wife died in childbirth only two months ago. He seems tired and harried. He becomes visibly shaken at the news of his brother and sister-in-laws' deaths and quickly agrees to care for Divia.

Simon Sharlena, Male Neiyar Ftr3; Medium Humanoid ; HD 3d10+3 (Fighter); hp 23; Init +6; Spd 30; AC 12; Atk +5 base melee, +5 base ranged; +5 (1d8+2, Longsword); +5 (1d6+2, Mace, light); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL NG; SV Fort +4, Ref +3, Will +2; STR 14, DEX 14, CON 12, INT 14, WIS 13, CHA 12.

Skills: Diplomacy+2, Gather Information+2, Heal+3, Knowledge (nature)+4, Knowledge (religion)+3, Listen+3, Profession (Cook)+3, Profession (Innkeeper)+6, Sense Motive+2, Speak Language+2, Spot+3.

Feats: Alertness, Cleave, Improved Initiative, Power Attack.

Possessions: Longsword; Mace, light.

If the party attempts to question Simon overly about their new surroundings, he grows more agitated as patrons demand service. He is overworked and understaffed, and though thankful for the safety of his niece, has no time for small talk. He will offer free room and board for the night as thanks, and will suggest the party go speak with Deva Kelsa Banada at the local Temple of Sophia Mater for guidance.

GM NOTE: They Need Help

You can use the Fern Hope Inn quest in Option Two to get the party some much-needed gear, and potentially earn the trust of the Deva by doing a good deed. It might also be a good idea to use this quest if the party never found Divia in order to gain the help of the Deva, or at least to get some people to help them. In this case, the guard will direct them to Kelsa Banada for assistance. Most anyone in Mazrana will send the party to the temple of Sophia Mater if they ask, but they will go there blind with no idea of who to talk to. The younger Devi should question the party intently before finally turning them over to Kelsa Banada. Make them earn it.

Go South Quest:

The party travels several hours with no sign of civilization. As night falls, a listen check DC 15 indicates they hear the sound of what could be fighting up ahead. If the party continues forward, they must make move silently checks (DC 15) to sneak up on the scene. If successful, they can hide behind a sand dune and see three massive reptilian humanoids fighting with what appears to be two giant crabs. Two of the humanoids and one crab lie dead.

Crab, giant

Animal, largeHit Dice:4d8 + 16 (32 hp)Initiative: +6 (+4 Impr. Initiative, +2 Dex)Speed: 30 ftAC: 21 (-1 size, +4 Dex, +8 natural)Attacks: 2 claws +6 eachDamage: Claw 1d6+2 eachFace/Reach: 5 ft by 5ft/10 ftSpecial Attacks: Rend Special Qualities: Regeneration 2, DR 1/mstrwrkSaves: Fort +10, Ref +6, Will +1Abilities: Str 14, Dex 18, Con 18, Int -, Wis 3, Cha 5Skills: Swim +6, Climb +4Feats: Improved Initiative, multiattackClimate/Terrain:Oceans and shorelinesOrganization: Solitary, or clutch (2-5)Challenge Rating: 4Treasure: StandardAlignment: Always neutralAdvancementHuge (5-7)Rend: If a giant crab hits an opponent of large or smaller size with both claws, it can make an automatic rend attack dealing 2d4 additional points of damage. Unless the grip is broken by an opposed strength check, the opponent will suffer 2d4 damage each round until released or dead.

Regeneration: Giant Crabs regenerate 2 hit points per round, unless reduced to zero hit points.

Generic Krakodon warrior

Male Krakodon Bbn3; Large Humanoid (Reptilian); HD 3d12+15 (Barbarian); hp 35; Init +1; Spd 40, Swim 40; AC 18; Atk +6 base melee, +3 base ranged; +4/+7 (1d4+2, 2 Claws; 2d4+4, Falchion); +6 (1d3+4, 2 Bite); +6 (1d6+6, Tail slap); SA: Rend (Ex); SQ: Immunity: Disease (Ex), Darkvision (Ex); RF: +4 save vs poison; AL N; SV Fort +8, Ref +2, Will +2; STR 18, DEX 12, CON 20, INT 12, WIS 12, CHA 10.

Skills: Climb+2, Handle Animal+2, Hide+0, Intuit Direction+4, Jump+2, Knowledge (nature)+5, Knowledge:

Demon lore+2, Listen+3, Move Silently+1, Search+1.5, Speak Language+1, Spot+3, Swim-4, Survival+6.

Feats: Multiattack, Track, Weapon Focus: Falchion.

Possessions: Falchion; Studded leather armor; Krakodonian War Shield. Fishing net, 25 sq. ft.; Flint and steel; Fishhook; Waterskin (full).

GM NOTE: What to do with Krakodons

If the party does nothing, the warriors will die and the two surviving crabs will drag off the carcasses, leaving the remaining corpses behind. Spellcasters have the option of using spells, and resourceful (and brave) fighters can readily spend a round to find a piece of washed up plank to use as a club. Successful interference will result in the remaining Krakodons surviving.

How the Krakodons respond to this rescue is up to you. Any females in the party will at best be ignored. And a misplaced word could send the now aggravated Krakodons over the edge. Diplomacy is of the utmost importance, because the Krakodons are not necessarily grateful for the help. If the PC's get lax and assume the Krakodons should help the party since they saved them, feel free to have the Krakodons attack them. After all, they barely suffer arrogance from their own. They will not tolerate it from a mere human.

If the party lets the Krakodons die, they can loot the bodies for whatever gear the warriors were carrying. But this route, while giving the PC's some nice gear immediately, will cause trouble in the long run (as you will see later).

After the combat, the Krakodons reluctantly acknowledge the party's help. Gorchak'thanos and his brother Jaklu'thanos offer to shelter in their village to the party as payment for their service. If the party asks the location of any large city, mages, etc, Gorchak'thanos spits on the ground and angrily grumbles that the "Krup'tha" city of Mazrana can be reached heading north along the shore.

Further questioning reveals the "Krup'tha" are the ruling class of the Neiyar, women who emasculate their men and lust after control of the whole island. They do not respect the land, seeking to pave over it to make their walking easier. He says they can expect no help from the Krup'tha, who will seek to control the party for their own ends.

"You may go, prostrate yourself before the women. Beg for their mercy, and they may let you live amongst them as second-class servants. Or you go speak with our shaman, who will test your worth. And if you are worthy, then you will be honored guest and we will help you as you need."

If the party agrees to see the shaman, they will travel with the Krakodons further south until they come to the small village of Mazga'thornok. The brothers are not forthright with information, and detailed questioning results in a "The shaman shall tell you what you are worth knowing" reply. Or they can politely decline, turn around, and head north **(in which case refer to Go North Quest)**.

Enter the Jungle Quest:

GM NOTE: Don't Say You Didn't Warn Them

Entering the jungle without weapons or gear is foolish, and anyone with survival should be allowed a check DC 12 to realize that. But, in the event the party is hardheaded, let them go. The party will spend two days of hack-slash-kill dealing with random encounters before hitting the mining community of Nandree.

Random Encounters:

- Black Mold
- Clockwork beetle
- Hanging Needles
- Mud Squid
- Quicksand
- Sleeper Bat
- Vine Constrictor

Also don't forget the potential for diseases. There are insects buzzing everywhere, and the chance to contract disease, particularly Achjoba, is high.

After two days of wandering through the thick jungle, the overgrowth begins to thin out and soon the party sees what looks like a small town in the distance. As they approach they realize it is a mining community.

"By the Grace of Sophia Mater, you poor dears!" The party's attention is drawn to the woman rushing toward them. She is dressed in a plain brown skirt and shirt, her graying hair pulled back in a tight bun. She yells for a child to go fetch a pitcher of water.

Kylani Dawnatra

Female Neiyar Com3; Medium Humanoid ; HD 3d4+6 (Commoner); hp 11; Init +2; Spd 30; AC 12; Atk +1 base melee, +3 base ranged; -3 (1d4, Dagger); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL NG; SV Fort +3, Ref +3, Will +4; STR 10, DEX 15, CON 15, INT 13, WIS 16, CHA 14.

Skills: Handle Animal+3, Heal+8, Jump+1, Knowledge (nature)+3, Profession (Weaver)+8, Swim+1.

Feats: Detect Supernaturals, Expertise.

Possessions: Dagger; Healer's kit

Her name is Kylani Dawnatra, and she will listen to the party's tale while tending to their needs. She tells them they should speak with Deva Helen, who will be able to better answer their questions and help them adjust. If asked about any means of returning home, Kyla's eyes sadden. "Consider yourself home. The island is all there is for you now." Continued prying with only lead her to reiterate that they need to speak with Deva Helen.

If there is a female member in the party, Kyla will speak to her directly as if she is the leader. She will not ignore questions directed at her, but will obviously favor the female PC over the males.

There is not much to do in Nandree for a party with no gear, so the party should go see the Deva immediately. Wandering around Nandree will result in no few odd stares, particularly from half-Krakodons who are overly antisocial to begin with.

Option Two:

Background for the PCs:

You awaken to find yourself in a large room with rows of beds and counters. A warm breeze blows the white linen curtains hanging from the open windows. The floor feels soft and cool to your bare feet, and gives slightly to your weight as if to offer extra support to your steps.

As you move around, you realize you are wearing only a plain beige robe. Looking out the window, you see you are in a large city built upon a bay. Surprisingly, you notice a large port but no great sailing vessels. The docks are completely consumed by small fishing boats and personal canoes and rafts.

A door opens on the far side of the room. A man in simple white pants and a white shirt greets you. He identifies himself as Abbot Marcus Dorena, priest of Agri and healer.

He will inform the party that they washed ashore not far from the city and were discovered by a patrol. The women and children have already told the Devi of their heroic exploits in rescuing them from both the slave trader and the Green Death. The party's bravery has attracted the attention of Guardian Devi Gretchel Palmeshi, who has commissioned the best care for you. She wishes to speak with you personally at her stronghold when you are rested.

While examining the party, Abbot Marcus is happy to answer any questions. He was raised in Mazrana, and can provide plenty of local lore for the party. He will also offer to hire a carriage to take the party to the stronghold if they wish not to walk.

Marcus Dorena (CR 8)

Male Neiyar Clr6/Hlr 2; Medium Humanoid ; HD 6d8+6 (Cleric), 2d6+2 (Healer); hp 42; Init +2; Spd 30; AC 12; Atk +5 base melee, +6 base ranged; RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL N; SV Fort +6, Ref +4, Will +10; STR 12, DEX 15, CON 12, INT 15, WIS 17, CHA 13.

Skills: Alchemy+8, Diplomacy+4, Heal+17, Knowledge (anatomy)+8, , Knowledge (Religion) +5, Knowledge (nature)+12, Profession (Doctor) +8.

Feats: Brew Potion, Natural Linguist, Skill Focus: Heal.

Spells Prepared (Clr 5/4/4/3): 0 - Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Purify Food and Drink; 1st - Bless Water, Cure Light Wounds, Deathwatch, Endure Elements, Entangle (d); 2nd - Barkskin (d), Calm Emotions, Cure Moderate Wounds, Endurance, Remove Paralysis; 3rd - Create Food and Water, Cure Serious Wounds (d), Remove Blindness/Deafness, Remove Disease.

Possessions: Goods: Groa Rose Oil; Insect Repellent; Healer's kit, Masterwork.

Potion of Bodily Efficiency; Potion of Purging; Bracelet of Useful Things; Echo Earrings.

The party is under no deadline, so if they wish to walk and explore the city they can. Abbot Marcus will arrange for a change of clothes and a few gold pieces so that they can eat at one of the taverns. Many of the taverns and inns sponsor open calls for bards, so PC's with a little performance talent can find easy money. The party can wander down to the docks and speak with fishermen, who can provide information on the

economics of the city. Following the beach can lead the PC's to the daily offerings to Nuvak'china, and they can question Jollon Hesperia as to the faith.

NPC's will always address the female in the party first, assuming she is the leader. Attempts to "correct" this error will result in a colder demeanor from NPC's. Any interaction the PC's observe will indicate the men defer to the women. Male PC's asking for information regarding a mage's guild will be politely informed that the Church of Adrienne does not accept male priests. If pressed, NPC's may acknowledge that there might be Outsider wizards in Outland that could help.

Fern Hope Inn Quest: Eating on the patio and discussing their current situation, a spot check DC 15 means someone noticed a thief grabbing gems out of the wishing well. Or...

Whitewing Tavern Quest: As the party enters the tavern, a thief knocks down an old man and steals his coin purse.

The party can simply report the thief to the nearest guard, or go after the thief themselves. The party can attempt to sneak up on the thief and overtake him by surprise. If they are noticed, the thief will run into the sewers.

In the sewers, a search check DC 15 will locate a rusty long sword. The DC to track Zachary through the sewers is 20. After fifteen minutes in the sewers, the party will come upon the gnawed remains of a humanoid.

The body has a short sword, a short bow with a quiver of ten arrows, a pair of rubber-soled boots, leather armor, thieves' tools, a dirty backpack containing dirty clothes and a dirty bedroll, and a pearl (appraise check DC 15 reveals a value of 20 gold).

Zachary, thief

Male Neiyar Rog4; Medium Humanoid ; HD 4d6 (Rogue); hp 20; Init +3; Spd 20; AC 15; Atk +5 base melee, +6 base ranged; -1/-5 (1d4+2, Dagger; 1d6+1, Rapier); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL N; SV Fort +1, Ref +7, Will +2; STR 14, DEX 17, CON 10, INT 13, WIS 12, CHA 13.
Skills: Appraise+4, Balance+1, Bluff+5, Climb+0, Escape Artist+1, Forgery+4, Gather Information+3, Heal+3, Hide+4, Jump+0, Knowledge (Local)+5, Knowledge (nature)+3, Listen+4, Move Silently+2, Open Lock+10, Pick Pocket+6, Read Lips+4, Search+6, Sense Motive+3, Spot+5, Swim-15, Tumble+4, Use Rope+4.
Feats: Blind-Fight, Dodge.

Possessions: Rapier; Dagger; Leather Armor. Backpack; Bedroll; Caltrops; Candle; Flint and steel; Gespurn Moss; Hammer; Insect Repellent; Mahaultae Monster Lure; Rope, hemp (50 ft.); Rubber Chew Toy; Spade; Thieves' tools; Antitoxin (vial); Tindertwig; Smokestick.

Random Encounters:

Giant Rats: What sewer quest would be complete without oversized rodents?

CR 1; Medium Animal ; HD 5d8+10 (Animal); hp 32; Init +2; Spd 40, Climb 20; AC 13; Atk +5 base melee, +5 base ranged; +5 (1d6+3, Bite); SA: Disease (Ex); SQ: Scent (Ex); AL N; SV Fort +3, Ref +3, Will +2; STR 14, DEX 15, CON 14, INT 1, WIS 12, CHA 4.
Skills: Climb+10.

Crocodile: Wow, they aren't just an urban legend after all...

CR 2; Medium Animal (Aquatic); HD 4d8+12 (Animal); hp 30; Init +1; Spd 20, Swim 30; AC 15; Atk +7 base melee, +4 base ranged; +7 (1d8+6, Bite); +7 (1d12+6, Tail slap); SA: Improved grab (Ex); AL N; SV Fort +7, Ref +5, Will +2; STR 19, DEX 12, CON 17, INT 2, WIS 12, CHA 2.

If the party locates Zachary before he reaches his hideout, he'll try to evoke sympathy from the party. His little sister is very ill, and they cannot afford treatment at the hospital. If they turn him in, the Devi will cut off his hands and then he will be unable to care for her. He says that he will split the gems/gold with the party, and that nobody has to know. Or they can say they found him dead (or killed him) and return their share of the gems/gold to get into the Devi's good graces, since nobody knows for sure how many were stolen.

The party can just drag Zachary back to the surface and turn him over if they chose. If the party agrees to his offer, Zachary turns over half the booty and offers to prepare some food for them back at his hovel. Again, the party can just take their share of the loot and go back to the surface, or go hang out for dinner. If the party does not buy his history, he'll offer to take them to his hovel to meet his poor sick sister and let them see her condition themselves. If there is a cleric in the group, he'll start to plead with them to come with him so that they can possibly help his sister. He will knock on the door saying "Glory, are you in there?" Any thief in the party can make a sense motive roll (DC 20), to realize the knock and greeting are actually code.

What the party has stumbled upon is a den of thieves. If nobody realizes the ruse, they walk right in and get blindsided by Zachary's fellow thieves.

Jasper, thief

Male Neiyar Rog3; Medium Humanoid ; HD 3d6+6 (Rogue); hp 16; Init +3; Spd 30; AC 19; Atk +3 base melee, +4 base ranged; +1/+1 (1d6+2, Sword, short;

1d4+1, Dagger); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL NE; SV Fort +3, Ref +6, Will +3; STR 14, DEX 16, CON 15, INT 11, WIS 14, CHA 10. Skills: Appraise+3, Balance+1, Bluff+2, Disable Device+3, Escape Artist+3, Gather Information+1, Heal+4, Hide+3, Innuendo+4, Knowledge (nature)+2, Listen+4, Move Silently+4, Open Lock+6, Pick Pocket+5, Search+4, Sense Motive+4, Spot+4, Swim+3, Tumble+2, Use Rope+4.

Feats: Ambidexterity, Two-Weapon Fighting.

Possessions: Sword, short; Dagger; Chain shirt; Buckler. Ring: Protection +1.

Dorno, Amphikin thief

Male Amphikin Rog3; Small Humanoid ; HD 3d6 (Rogue); hp 16; Init +8; Spd 15, Swim 20; AC 16; Atk +3 base melee, +7 base ranged; -1 (1, Choke Wire); -1 (0, Claw Dagger); +3 (1d8, Crossbow, light); SQ: Darkvision (Ex), Immunity: Disease (Ex); AL CE; SV Fort +3, Ref +7, Will +1; STR 10, DEX 18, CON 10, INT 12, WIS 10, CHA 12.

Skills: Balance+3, Climb+6, Craft (Trapmaking)+5, Disable Device+5, Forgery+5, Gather Information+5, Hide+10, Jump+3, Listen+6, Open Lock+8, Pick Pocket+7, Search+9, Sense Motive+2, Spot+2, Swim+0, Use Rope+7.

Feats: Great Fortitude, Improved Initiative.

Possessions: Choke Wire; Claw Dagger; Crossbow, light; Leather Armor Bolts, crossbow (10); Bolts, crossbow (10). Ring of Force Shield; Bag of holding (Bag 1).

Grayson, elf mage/thief

Male Elf, High Rog2/Wiz3; Medium Humanoid ; HD 2d6+4 (Rogue), 3d4+6 (Wizard); hp 15; Init +3; Spd 30; AC 14; Atk +4 base melee, +5 base ranged; +0 (0+2, Trick Sword); SQ: Elven traits (Ex), Immunity: Sleep (Ex), Low-light vision (Ex); RF: +2 Will bonus to Enchantment spells; AL NE; SV Fort +4, Ref +10, Will +7; STR 15, DEX 16, CON 14, INT 17, WIS 17, CHA 12.

Skills: Alchemy+7, Concentration+4, Craft (Locksmithing)+4, Craft (Trapmaking)+4, Diplomacy+3, Disable Device+4, Escape Artist+4, Forgery+5, Intuit Direction+5, Knowledge (arcana)+5, Knowledge

(Local)+4, Knowledge (nature)+4, Knowledge (religion)+4, Listen+7, Move Silently+11, Open Lock+9,

Perform+3, Pick Pocket+5, Read Lips+4, Search+13, Sense Motive+4, Spellcraft+7, Spot+7, Tumble+7, Use Rope+4.

Feats: Brew Potion, Lightning Reflexes, Scribe Scroll .

Spells Known (Wiz 4/3/2): 0 - *Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance*; 1st - *Burning Hands, Change Self, Charm Person, Comprehend Languages, Expeditious Retreat, Identify, Magic Missile, Nystul's Undetectable Aura, Silent Image, Spider Climb, Tenser's Floating Disk, True Strike*; 2nd - *Alter Self, Arcane Lock, Blur, Bounce, Bull's Strength, Invisibility*.

Possessions: Trick Sword. Bracers of armor (+1); Cloak of resistance (+1); Glove of storing.

Of course, combat may not be the only option. If the party can convince the thieves to stop fighting, they could try to talk. Of course, the thieves aren't just going to let the party leave without a good reason. So unless the party suddenly decides to join the thieves and become outlaws (a possibility), the scene most likely ends with four dead thieves.

The hideout is full of the basic necessities: bedrolls, blankets, etc. A Search check DC 15 locates the gang's safe. It will take a Disable Device check DC 20 to get pass the needle trap. If failed, a small needle pops out of the key hole and jabs whoever is toying with the safe. Fortitude Save DC 13 or become paralyzed for 2d4 rounds. The difficulty to open the safe is Open Lock DC 20 (or 23 is the trap was sprung. There is now a needle in the way). Inside the safe is a smoky quartz (30 gp); a deep green spinel (100 gp); a pearl (130 gp), 50 gold, and two potions of cure moderate wounds.

The party can keep the gems/gold found on Zachary (about 200 gp worth), or return them to the rightful owners. If they return the gems to one of the guard, the guard will recognize who they are and note that the Guardian Deva is awaiting them and she will be glad to hear of their honesty. If the party ended up here via the Whitewing Tavern route, returning the gold to the old man results in a reward of 25 gold.

Part Three: Earning your keep

GM Notes: All Roads Lead to Narishonia

If the party followed either the Go North or Enter the Jungle quests in Option One, then Deva Helen (Nadree) or Deva Kelsa (Mazrana) will both respond the same. They will listen intently to the party's tale and remain silent for several minutes after they are complete.

As they are obviously destitute and throwing themselves upon the mercy of Sophia Mater, the Great Mother will help them to help themselves by offering employment. The church has received word that something or someone has moved into the ruins of Narishonia, digging up the remains of the long lost city's dead and transforming them into undead. At this point, she does not expect them to clean out the ruins. She only wants them to go try to uncover some more information as to what is really going on. If they agree, she will give them 500 gold each to go equip themselves as they see fit for the journey.

If the party has managed to earn her trust (by completing the Fern Hope Inn quest and returning the gems/gold), she will also provide each of them with two potions of cure light wounds and an additional 500 gold.

If the party followed the Go South Quest, then they are in the presence of the Krakodon Shaman Lojenth'garokrom. Even here, this section can go one of two ways. If the party had helped the Krakodons with the giant crabs, then he will be civil and listen to their story. Because they are Outsiders and he does not wish to throw them to the whim of the Krup'thas, he will give them the opportunity to prove themselves by retrieving an artifact from the ruins of Narishonia.

He tells the party that before the city fell, the Neiyar had stolen a sacred War Shield from his ancestors and displayed it in the temple there. Go into the ruins and retrieve the shield, and he will welcome them into the village as honorary brothers. He will then equip the party with basic armor, weapons, and gear (GM discretion) to complete the task.

If the party had let the Krakodons die, looting the bodies, and continued south, they stumbled upon the village by accident. The Krakodons, seeing their fallen comrades arms and armor, will drag them before the elders of the village. At which point the party can try to explain themselves. The elders will order their death, but the Shaman will intervene, saying that perhaps the mortals can infiltrate the ruins where the Krakodons had been shut out by the Soulreapers. The Shaman offers them Nordkrin'thakmuk, or honorable death. If they can retrieve the shield, then they will have repaid their debt to the Krakodons. Should they try to renege on the offer by escaping to a Neiyar city, word of the betrayal will spread throughout the race and they will be hunted mercilessly. They then can keep the gear they found, but receive no further help.

Deva of Sophia Mater (Helen or Kelsa):

Female Neiyar Clr8; Medium Humanoid ; HD 8d8+24 (Cleric); hp 45; Init +2; Spd 30; AC 14; Atk +8 base melee, +8 base ranged; +11 (1d6+5, Quarterstaff +2); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL LG; SV Fort +9, Ref +4, Will +9; STR 15, DEX 14, CON 16, INT 15, WIS 17, CHA 12.

Skills: Alchemy+4, Concentration+7, Diplomacy+6, Gather Information+5, Heal+9, Hearth Magic+9, Knowledge (arcana)+3, Knowledge (nature)+4, Knowledge

(religion)+6, Knowledge: Demon lore+3, Profession (Scribe)+5, Speak Language+3, Spellcraft+4.

Feats: Brew Potion, Detect Supernaturals, Scribe Scroll.

Spells Prepared (Clr 6/5/4/4/2): 0 - Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Read Magic; 1st - Command, Comprehend Languages, Divine Favor, Inflict Light Wounds, Sanctuary (d), Shield of Faith; 2nd - Animal Messenger, Calm Emotions, Detect Thoughts (d), Enthrall, Hold Person; 3rd - Clairaudience/Clairvoyance (d), Create Food and Water, Remove Blindness/Deafness, Remove Disease, Totem Spirit Guide; 4th - Discern Lies, Neutralize Poison, Skill Mastery (d).

Possessions: Quarterstaff +2. Ring of Protection +2; Amulet of health (+2); Bracelet of friends



Lojenth'garokrom (CR 9)

Male Krakodon Drd8; Large Humanoid (Reptilian); HD 8d8+16 (Druid); hp 52; Init +1; Spd 30, Swim 40; AC 17; Atk +9 base melee, +6 base ranged; +7/+5 (1d4+2, 2 Claws; 0+4, Scimitar, Krakodonian); +9 (1d3+4, 2 Bite); +9 (1d6+6, Tail slap); SA: Rend (Ex); SQ: Immunity: Disease (Ex), Darkvision (Ex); RF: +4 save vs poison; AL N; SV Fort +8, Ref +3, Will +12; STR 18, DEX 12, CON 15, INT 13, WIS 18, CHA 12.

Skills: Animal Empathy+6, Climb+5, Concentration+4, Diplomacy+4, Gather Information+4, Handle Animal+4, Heal+6, Hide+4, Intuit Direction+8, Knowledge (nature)+5, Knowledge (religion)+3, Sense Motive+6, Speak Language+2, Swim+6, Survival+8.

Feats: Brew Potion, Iron Will, Leadership, Multiattack.

Spells Known (Drd 6/5/4/4/3): 0 - Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Flare, Guidance, Know Direction, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue; 1st - Animal Friendship, Animal Knowledge, Calm Animals, Cure Light Wounds, Detect Animals or Plants, Detect Snares and Pits, Endure Elements, Entangle, Faerie Fire, Goodberry, Invisibility to Animals, Magic Fang, Obscuring Mist, Pass without Trace, Scent of the Animal, Shillelagh, Summon Nature's Ally I; 2nd - Animal Messenger, Animal Trance, Barkskin, Charm Person or Animal, Chill Metal, Clear the Path, Delay Poison, Fire Trap, Flame Blade, Flaming Sphere, Heat Metal, Hold Animal, Lesser Restoration, Produce Flame, Resist Elements, Soften Earth and Stone, Speak with Animals, Summon Nature's Ally II, Summon Swarm, Totem Spirit Guide, Tree Shape, Warp Wood, Wood Shape; 3rd - Call Lightning, Contagion, Cure Moderate Wounds, Diminish Plants, Dominate Animal, Greater Magic Fang, Meld into Stone, Neutralize Poison, Plant Growth, Poison, Protection from Elements, Remove Disease, Snare, Speak with Plants, Spike Growth, Stone Shape, Summon Nature's Ally III, Wasp Missiles, Water Breathing; 4th - Antiplant Shell, Awaken the Beast, Control Plants, Cure Serious Wounds, Dispel Magic, Flame Strike, Freedom of Movement, Giant Vermin, Quench, Reincarnate, Repel Vermin, Rusting Grasp, Scrying, Sleet Storm, Spike Stones, Summon Nature's Ally IV.

Possessions: Weapons: Scimitar, Krakodonian., +2 Leather. Medallion of thoughts.

Krakodonian Hunter (in the event the party tries to renege on the deal) (CR 7)
 Male Krakodon Drd6; Large Humanoid (Reptilian); HD 6d8+24 (Druid); hp 42; Init +6; Spd 30, Swim 40; AC 18; Atk +7 base melee, +5 base ranged; +7 (1d4+4, 2 Claws); +7 (1d3+4, 2 Bite); +7 (1d6+6, Tail slap); +11 (1d12+5, +1 Greataxe); SA: Rend (Ex); SQ: Immunity: Disease (Ex), Darkvision (Ex); RF: +4 save vs poison; AL N; SV Fort +9, Ref +4, Will +6; STR 18, DEX 14, CON 18, INT 11, WIS 12, CHA 13.
 Skills: Animal Empathy+3, Craft (Armorsmithing)+3, Handle Animal+3, Heal+2, Hide+0, Intuit Direction+8, Knowledge (nature)+6, Move Silently+1, Swim+10, Survival+10.
 Feats: Blind-Fight, Improved Initiative, Multiattack, Track.
 Spells Known (Drd 5/4/3): 0 - *Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Flare, Guidance, Know Direction, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue*; 1st - *Animal Friendship, Animal Knowledge, Calm Animals, Cure Light Wounds, Detect Animals or Plants, Detect Snares and Pits, Endure Elements, Entangle, Faerie Fire, Goodberry, Invisibility to Animals, Magic Fang, Obscuring Mist, Pass without Trace, Scent of the Animal, Shillelagh, Summon Nature's Ally I*; 2nd - *Animal Messenger, Animal Trance, Barkskin, Charm Person or Animal, Chill Metal, Clear the Path, Delay Poison, Fire Trap, Flame Blade, Flaming Sphere, Heat Metal, Hold Animal, Lesser Restoration, Produce Flame, Resist Elements, Soften Earth and Stone, Speak with Animals, Summon Nature's Ally II, Summon Swarm, Totem Spirit Guide, Tree Shape, Warp Wood, Wood Shape*.
 Possessions: +1 Greataxe; Leather armor; large wooden shield Smokestick; Aquamarine; 100 gp Amethyst; 200 gp Black pearl. Magic: Potion of Dragon's Breath.

Life is much easier on the party if they are following option two. When they get to the Guardian Deva Gretchel, she welcomes them warmly into the city. If they had also returned the gems/gold, then she has a small banquet prepared for them as well. She says that Franscisca Mahault heralded their arrival and has placed the party under her protection.

Questioning the Deva reveals a great deal. She admits to the inequality of Neiyar culture, placing much of the blame on the church of Sophia Kalla for its overzealous enforcement of the Code. She hints that there are those who wish to institute change, but for people to accept change, heroes must come forth that prove men can both uphold the Code and responsibly wield power. The party's actions please the goddess of warriors and honor, and she has set a quest for them to further prove themselves.

Within the ruins of Narishonia, legend claims there is a war shield taken from the hero Madruk'thayunkon. The war shield had been blessed by the Krakodonian dragon-god to protect him in battle, and when it was stolen demons fell upon him and killed him. The Temple believes this legend to be true, and wishes to right the ancient wrong by finding the shield and returning it to the Krakodons as a show of honor.

The problem is, the Soulreapers often scour the ruins looking for cultists and demons (both of which seem drawn to the site), and if followers of Franscisca Mahault entered the ruins, there could be a conflict. There are theological reasons the two churches do not get along, and it is best not to force a conflict. However, adventurers can enter the ruins on the grounds of simply looking for treasure. And if they kill a few cultists in the process, the Soulreapers should leave them alone.

If the party accepts the offer, she will equip each of them with a +1 version of the weapon of their choice (+2 if she really likes them), a set of masterwork armor, 2

potions cure moderate wounds, a Neiyar Field Guide, and 2,000 gold to purchase any other gear they need. She also presents each with a Rose Amulet (+2).

“In the name of Francisca, Queen of Tigers and warriors true, I honor you as friends of the Neiyar. As the bond between the divine sisters cannot be broken, then so shall than bond extend to you. The Pearl of Heaven shall protect you against your enemies, and the Queen of Tigers shall guide your blade.”

Guardian Deva Gretchel Palmeshi (CR 15)

Female Neiyar Ftr5/Clr10; Medium Humanoid; HD 5d10+15 (Fighter), 10d8+30 (Cleric); hp 80; Init +2; Spd 20; AC 22; Atk +14 base melee, +14 base ranged; +18 (2d6+8, Greatsword); RF: Abyssal Smiting (su), +5 Knowledge: Demon; AL N; SV Fort +14, Ref +6, Will +11; STR 14, DEX 14, CON 16, INT 17, WIS 17, CHA 15.

Skills: Bluff+4, Climb+1, Concentration+11, Craft (Calligraphy)+6, Diplomacy+22, Disguise+4, Gather Information+7, Handle Animal+8, Heal+10, Intimidate+4, Jump+2, Knowledge (arcana)+8, Knowledge (nature)+5, Knowledge (Politics)+5, Knowledge (religion)+15, Perform+4, Profession (Scribe)+8, Sense Motive+7, Speak Language+3, Spellcraft+10, Swim+6.

Feats: Brew Potion, Craft Magic Arms and Armor, Improved Critical: Greatsword, Investigator, Leadership, Scribe Scroll, Visions, Weapon Focus: Greatsword, Weapon Specialization: Greatsword.

Spells Prepared (Clr 6/5/5/4/3/2): 0 - *Create Water, Detect Magic, Light, Mending, Purify Food and Drink, Read Magic*; 1st - *Bless, Bless Water, Comprehend Languages, Endure Elements (d), Remove Fear, Shield of Faith*; 2nd - *Consecrate, Lesser Restoration, Remove Paralysis, Speak with Animals, Spiritual Weapon (d), Zone of Truth*; 3rd - *Dispel Magic, Phantom Weapon (d), Remove Blindness/Deafness, Speak with Dead, Totem Spirit Guide*; 4th - *Neutralize Poison, Restoration, Spell Immunity (d), Status*.

Possessions: +3 Greatsword of speed; Breastplate of Command, 500 gp Black star sapphire; 50 gp Blue quartz; 25 gp Citrine; 40 gp Coral; 150 gp Cloth of gold vestments. Potion of Purging; Ring of Force Shield; Ring of Protection +2; Amulet of health (+2); Bracelet of Useful Things; Bracers of armor (+1).

The party is now ready to head for Narishonia.

Random Quests on the way to Narishonia:

Pigmy troll quest: The party passes by the village of the Amphikin Toade Nordon the Merciless. Nordon will demand tribute from the party in exchange for safe passage through his domain. The party can chose to either pay the tribute (50 gp or equivalent items), demand free passage, or try to escape. Mentioning that they are on a quest for the Guardian Deva (if the party was sent by Gretchel) will UP the tribute to 100 gp, since now obviously their business in the area is political in nature and Nordon will not easily abide such nonsense in his domain. If the party was sent by the Lojenth'garokrom and mentions such, the tribute will go UP to 75 gp each for the same reason, but a successful Intimidate check can get the tribute back down to 50 gp.

Getting free passage would take a successful Bluff check versus Nordon's Sense Motive. The party might try to bluff their way out of tribute with a story of involving Neiyar cruelty toward them. Nordon may be merciless, but he's a sucker for a chance to align with anyone who is working against the Neiyar. Finally, the party can just either

make a run for it or fight their way out of the village, but that will result in either the party getting wiped out or the party having to kill most of the adults in the village.

Nordon will offer the party the chance to earn a great reward by handling a pigmy troll problem. He would have his own warriors handle it, but they are too well trained for such foolishness. But the party will due. About a half day travel east is a band of pigmy trolls who have stolen supplies from the village. Go clean them out and return the supplies.

Toade Nordon the Merciless (CR 9)

Male Amphikin Rog4/Rgr5; Small Humanoid ; HD 4d6+12 (Rogue), 5d10+15 (Ranger); hp 48; Init +3; Spd 15, Swim 20; AC 20; Atk +10 base melee, +12 base ranged; +13 (1d4+2, Dagger of Venom); SQ: Darkvision (Ex), Immunity: Disease (Ex); AL CE; SV Fort +8, Ref +10, Will +5; STR 12, DEX 16, CON 16, INT 14, WIS 17, CHA 13.

Skills: Animal Empathy+5, Balance+4, Bluff+5, Climb+9, Decipher Script+8, Diplomacy+3, Handle Animal+6, Heal+7, Hide+10, Innuendo+8, Intimidate+6, Intuit Direction+4, Jump+7, Knowledge (nature)+9, Listen+7, Move Silently+8, Open Lock+9, Read Lips+8, Search+4, Sense Motive+10, Speak Language+1, Spot+7, Swim+7, Tumble+12, Use Magic Device+6, Use Rope+5, Survival+10. Feats: Eccentric Personality, Lightning Reflexes, Quick Draw, Track, Weapon Finesse: Dagger.

Spells Known (Rgr --/1): ; 1st - *Alarm, Animal Friendship, Animal Knowledge, Delay Poison, Detect Animals or Plants, Detect Snares and Pits, Entangle, Magic Fang, Pass without Trace, Read Magic, Resist Elements, Scent of the Animal, Speak with Animals, Summon Nature's Ally I.*

Possessions: Dagger of Venom, +2 hide armor Clockwork Bucker (x2) Bag of tricks (gray); Goggles of minute seeing.

If the party clears out the pigmy trolls, they can keep the supplies and just continue on, or go back and return whatever they find for the reward. Of course, Nordon has no way of knowing what the party found, so he will accept pretty much anything (particularly since nothing was really stolen anyway). As a reward, Nordon will return the tribute item or gold he took from each member of the party. They can therefore travel “tribute fee” by the village, a great honor for a non-Amphikin to receive. (If the party didn’t pay any tribute to begin with, they just get “tribute free” passes in the future.)

Pigmy Trolls (CR 4)

;Small Humanoid ; HD 4d8+24 (Humanoid); hp 42; Init +3; Spd 20; AC 21; Atk +7 base melee, +7 base ranged; +7 (1d4+3, 2 Claws); SQ: Darkvision (Ex), Regeneration (Ex), Scent (Ex); AL CE; SV Fort +21, Ref +14, Will +8; STR 16, DEX 16, CON 23, INT 8, WIS 10, CHA 7.

Skills: Hide+15, Listen+9, Move Silently+13, Search+9, Spot+7.

Feats: Alertness, Iron Will, Lightning Reflexes.

Encounter Treasure: Weapons: Acid (flask); Arrows (20); Auroonne Flute; Auroonne Tambourine; Bone Whip, Mahaultae; Chain, spiked; Kukri; Net, Razor. Studded leather armor Shield, small, steel.Finely wrought small gold bracelet(55 gp); Ivory statuette(55 gp); Silver ewer(55 gp); Bloodstone(50 gp); Blue quartz(10 gp);

Carnelian(50 gp); Coral(100 gp); Pink pearl(100 gp); Backpack(2 gp); Backpack(2 gp); Bedroll(1 sp); Bedroll(1 sp); Fishhook(1 sp); Fishhook(1 sp); Fishing net, 25 sq. ft.(4 gp); Hammer(5 sp).

Magic: Scroll: Disrupt Undead (4), Detect Undead (1); Scroll: Invisibility to Undead (1), Sanctuary (1), Detect Evil (1); Wand: Protection from Evil (1) (Charges: 30); Potion: Cure Serious Wounds (6). 61 gp, 18 sp.

Missing Chick Quest: The party comes upon the Auronne Elphana searching frantically. Upon seeing the party, she will ask them to help her find her newly hatched chick. The poor little thing fell out of the family nest, and when Elphana flew down to find her she was already gone.

Elphana is in no position to make the party do anything, so they can decline if they want. A Survival Check DC 20 will find the hatchling's trail, and the party will find the poor little thing being threatened by a giant constrictor snake. Save the chick and return her to her mother. If there is a female in the party, Elphana will name the chick after her. Elphana promises to tell everyone of the great deed they have done. (If using this adventure to launch a long-term campaign, this will prove valuable later, as word will spread throughout the race and make the Auronnes friendly toward the party.)

Constrictor Snake, Giant; Giant constrictor snake: CR 5; Size H; HD 11d8+11; hp 63; Init +3; Spd 20 ft, climb 20 ft., swim 20 ft.; AC 15, touch 11, FF 12; BAB +8/+3; Grapple +23; Melee Bite +13 (1d8 + 10); SA Constrict 1d8+10, improved grab; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus, Toughness.

Cultist Quest: While camped, a man approaches the party seeking to share their camp. His name is Horace, and he became separately from his party after they were attacked by Chovoo. He fears they are probably all dead. When he discovers the party's destination, he says his cousin heads of band of Soulreapers stationed there, and if he can accompany them that far, he can speak with her and surely she will make sure they are left alone. A Sense Motive check will indicate something is amiss.

In the morning, he says he knows a shortcut that will save a day and a half's travel. If the party follows, the next night Horace will discover a small cave they can camp in. In fact, Horace has just led the party to a cultist hideout, where the cultists will attempt to capture the party for sacrifice. If the party chased off Horace, or decide not to camp in the cave, the cultist will ambush later on the trail to Narishonia.

Horace (CR 6)

Male Neiyar Ftr6; Medium Humanoid ; HD 6d10+12 (Fighter); hp 36; Init +0; Spd 30; AC 15; Atk +8 base melee, +6 base ranged; +0/+0/-1 (1+2, Choke Wire; 0+1, Claw Dagger; 1d8+3, Longsword); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL CE; SV Fort +7, Ref +2, Will +3; STR 15, DEX 11, CON 14, INT 13, WIS 13, CHA 14.

Skills: Bluff+7, Gather Information+3, Heal+3, Intuit Direction+3, Jump+0, Knowledge (nature)+3, Knowledge (religion)+5, Knowledge: Demon lore+4, Speak Language+1, Spot+4, Swim+3, Survival+6.

Feats: Blind-Fight, Cleave, Detect Supernaturals, Expertise, Power Attack, Weapon Focus: Longsword, Weapon Specialization: Longsword.

Possessions: Longsword; Choke Wire; Claw Dagger, Chain shirt, small steel shield
Rations, trail (per day x5); Backpack; Bedroll; Flint and steel; Gespurn Moss; Hammer; Insect Repellent; Mirror, small steel; Plateau Cacti Oil; Pot, iron.

Generic cultists (CR 3)

Male Neiyar Rog1/Ftr2; Medium Humanoid ; HD 1d6+1 (Rogue), 2d10+2 (Fighter); hp 20; Init +6; Spd 20; AC 17; Atk +3 base melee, +4 base ranged; +4 (1d8+1, Longsword); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL N; SV Fort +4, Ref +4, Will +0; STR 12, DEX 15, CON 13, INT 10, WIS 11, CHA 13.

Skills: Balance-1, Climb-1, Disable Device+4, Handle Animal+3, Heal+2, Hide+2, Jump-1, Knowledge (nature)+2, Listen+2, Move Silently+1, Open Lock+5, Search+5, Spot+4, Swim+2, Tumble+1, Use Rope+4.

Feats: Alertness, Improved Initiative, Quick Draw, Weapon Focus: Longsword.

Possessions: Longsword, Breastplate.

Cult leader (CR 6)

Male Neiyar Ftr2/Clr4; Medium Humanoid ; HD 2d10+2 (Fighter), 4d8+4 (Cleric); hp 36; Init +5; Spd 20; AC 21; Atk +6 base melee, +6 base ranged; +7 (1d8+2, Mace, heavy +1); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL CE; SV Fort +8, Ref +2, Will +9; STR 12, DEX 12, CON 12, INT 10, WIS 17, CHA 12.

Skills: Climb+5, Concentration+4, Craft (Armorsmithing) +4, Diplomacy+4, Handle Animal+3, Heal+5, Knowledge (nature)+2, Knowledge (religion)+6, Swim+2.

Feats: Combat Casting, Improved Initiative, Iron Will.

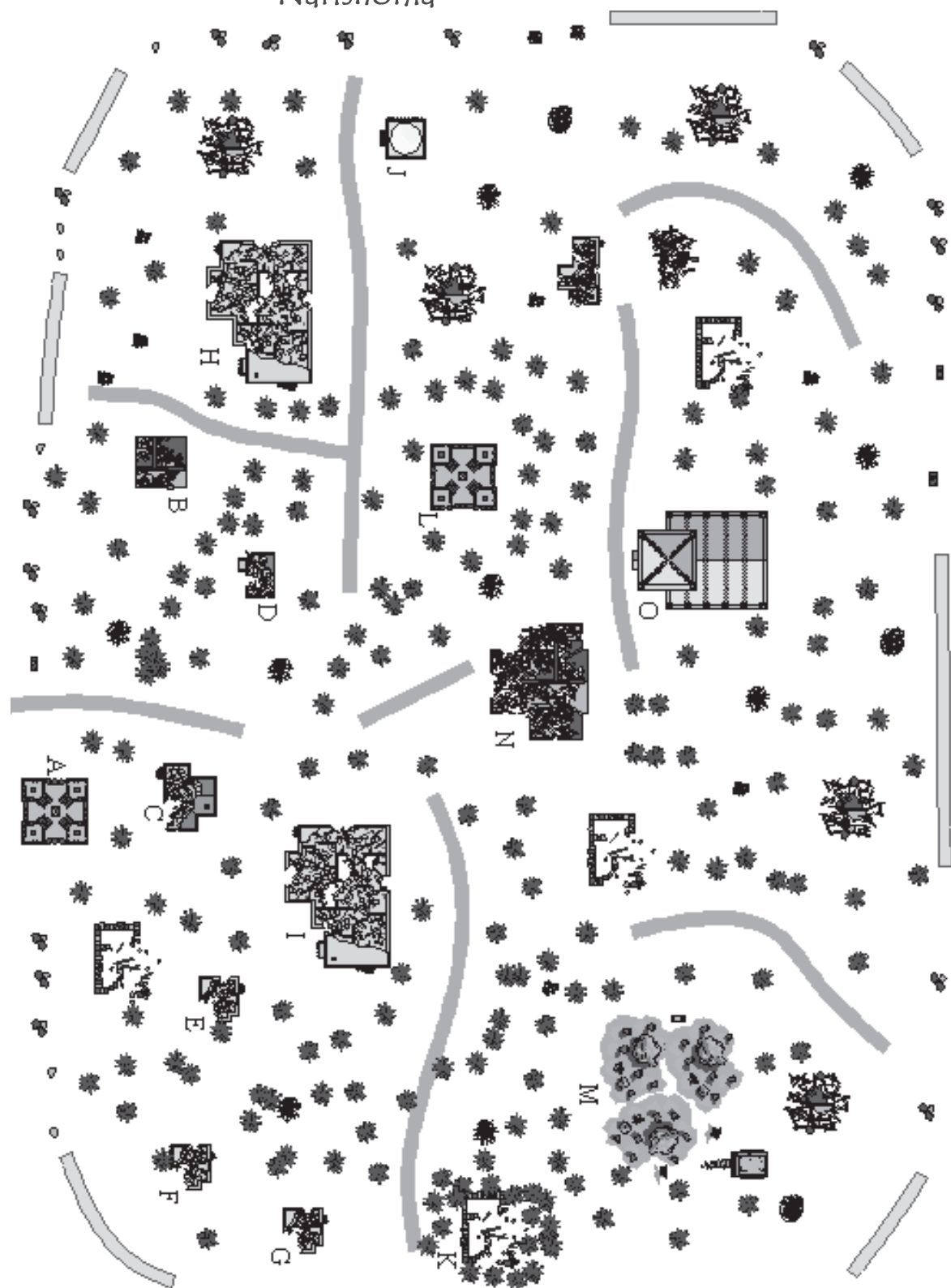
Spells Prepared (Clr 5/4/3): 0 - Create Water, Detect Magic, Light, Mending, Purify Food and Drink; 1st - Bane, Cause Fear, Obscuring Mist, Protection from Good (d), Shield of Faith; 2nd - Bull's Strength, Desecrate (d), Endurance, Lesser Restoration.

Possessions: +1 heavy Mace; +1 splint mail; Clockwork Buckler (x2), Ring of Protection +2.

Encounter Treasure: Carved bone statuette (55 gp); Solid gold idol (10 lb.)(750 gp); Amber(100 gp); Moonstone(50 gp); Onyx(50 gp); White pearl(100 gp); Ale, gallon(2 sp); Antitoxin (vial)(50 gp); Blue Kelp(5 cp); Celetrine Moss(1 cp); Cleric's vestments(5 gp); Gespurn Moss(10 gp); Insect Repellent(1 sp); Manacles(15 gp); Mirror, small steel(10 gp); Plateau Cacti Oil(200 gp); Shovel(2 gp); Sledge(1 gp); Spade(2 gp); Spyglass(1000 gp) Potion of Water Breathing (6); Potion of Cure Moderate Wounds (3); Potion of Bull's Strength (3); Potion of Endurance (3); Bracers of armor (+2); Cloak of resistance (+1).5 gp, 98 gp, 17 sp.

Also in the cave is found several leathery pages sewn together. The language is written in abyssal. Anyone who can read abyssal recognizes the words as perverse prayers to an evil being named Nephar.

Narishonia



Part Four: Narishonia

Background for Pcs:

The thick jungle finally clears enough to see the great ruins. The remains of left guard tower lie crumbled among the moss and undergrowth. The right guard tower still stands, its cold stone walls turned green and black by the fungus that slower wears away at it. A partial metal frame is all that remains of the gate that once kept out enemies. There is little left of the walls that once formed the city's border. The ruins seem too quiet, as if some great evil keeps away any living creature that might seek refuge in it.

As you approach, you see two women dressed in black leather armor leaving the ruins via the front entrance. Upon the armor you see the symbol of a scimitar over a black circle.

The party can attempt to hide and wait for them to pass (DC 15) or approach the women. If they have been paying attention, they may realize these are Soulreapers. Because they are Outsiders, the Soulreapers will attack for the slightest provocation. They will, however, respond civilly to any females in the group.

If the party completed the Cultist Quest, they can gain points by presenting the prayer book and telling them what happened. This will immediately send the Soulreapers off in the direction of the cult site, leaving the party free to roam without having to answer further questions. Otherwise, it will take a Bluff check to convince the Soulreapers that they are just adventurers looking for treasure (though the DC is only 12, as the Soulreapers really don't care if Outsiders go into the ruins and get themselves killed). Any mention of the Devi of Francisca Mahault will result in the Soulreapers attacking.

Soulreapers Shara and Nalel (CR 11)

Female Neiyar Ftr3/Bbn5/3Slrp; Medium Humanoid ; HD 3d10+6 (Fighter), 5d12+10 (Barbarian); 3d12+6 (Soulreaper) hp 100; Init +2; Spd 40; AC 22; Atk +15 base melee, +10 base ranged; +19 (1d6+5, Scimitar); RF: Abyssal Smiting (su), DR 5/+1, Inate Spells, +5 Knowledge: Demon Lore; AL CN; SV Fort +12, Ref +5, Will +5; STR 16, DEX 14, CON 15, INT 13, WIS 14, CHA 14.

Skills: Disable Device+4, Heal+4, Intimidate+10, Intuit Direction+3, Knowledge (nature) +4, Knowledge (religion) +3, Knowledge: Demon lore+5, Listen+7, Move Silently+5, Search+5, Speak Language+2, Spot+5, Swim+5, Use Rope+5, Survival+11.

Feats: Cleave, Detect Supernaturals, Power Attack, Track, Weapon Focus: Scimitar.

Possessions: +2 flame Scimitar (1d6 fire damage), +2 leather armor, +1 small wooden shield Ring of Mind Shielding; Ring of Sustenance; Amulet of natural armor (+2); Bag of holding (Bag 1); Echo Earrings.

A Guard Tower

Gray Ooze (CR 4). Medium Ooze ; HD 5d10 (Ooze); hp 37; Init -5; Spd 10; AC 5; Atk +4 base melee, -2 base ranged; +4 (1d6+1, Slam); SA: Improved grab (Ex), Acid (Ex), Corrosion (Ooze, Gray), Constrict (Ex); SQ: Blindsight (Ex), Immunity: Cold (Ex), Immunity: Fire (Ex), Camouflage (Ex); RF: Ooze qualities; AL N; SV Fort +1, Ref -4, Will -4; STR 12, DEX 1, CON 11, INT --, WIS 1, CHA 1.

B. Partially standing house: a few rats and 10 gold pieces.

C. Ruined trading post: Search check DC 20 reveals a trap door to a cellar. There are a couple of torn up, decomposing bodies and 3 Fleshcutter ants taking pieces down a hole in the cellar. The hole leads to the colony, so it would not be smart to follow the ants (A survival check DC 12 will remind the party of this). The cellar contains four hammers, two spades, five bottles of wine on a wine rack (appraise DC 22 to realize this wine is both old and valuable—at least 300 gp each!), several crates of rotted clothes, blankets, and other unusable trade goods, 200 gold pieces, and a ruby (appraise DC 15—value 100 gp).

Fleshcutter Ants (CR 4); Medium Vermin ; HD 4d8+4 (Vermin); hp 22; Init +2; Spd 50, Burrow 30; AC 20; Atk +6 base melee, +5 base ranged; +6 (2d6+4, Bite); SA: Acid spray (Ex); SQ: Vermin, Immunity: Acid (Ex), Camouflage (Ex); RF: Tear (ex); AL N; SV Fort +11, Ref +7, Will +4; STR 16, DEX 14, CON 13, INT 2, WIS 13, CHA 10.

Skills and feats: Climb+13, Listen+7, Move Silently+6, Spot+7. Improved Critical, Weapon Focus.

D Ruined blacksmith shop: Most of the tools and treasure is rusted beyond use. But a Search check DC 20 finds a hidden drawer housing a Flaming keen longsword wrapped in 50 gp worth of red silk.

E Remnants of a house: Two Choovoo.

CR 6; Medium Undead ; HD 5d12 (Undead); hp 32; Init +2; Spd 30; AC 16; Atk +6 base melee, +4 base ranged; +6 (1d6+4, 2 Claws); +6 (2d4+6, Bite); SA: Energy drain (Su), Create spawn (Su); SQ: Undead; RF: Bleeding (su); AL CE; SV Fort +2, Ref +6, Will +8; STR 18, DEX 14, CON --, INT 6, WIS 15, CHA 13. Skills: Climb+12, Hide+11, Listen+10, Move Silently+19, Search+6, Spot+11. Feats: Blind-Fight.

Encounter Treasure: +1 Morningstar of Disruption, Chrysopraxe (50 gp); Boots, Rubber Soled (5 gp); Mud Squid Ink (20 gp); Pot, iron (5 sp); Rubber Ball (5 cp); Sealing wax (1 gp); Shovel (2 gp), Eyes of the eagle. 600 gp.

F Remnants of a house: a few rats, but nothing of value.

G Remnants of a house: a ghoul and three skeletons.

Ghoul CR 1; Medium Undead ; HD 2d12 (Undead); hp 13; Init +2; Spd 30; AC 14; Atk +2 base melee, +3 base ranged; +3/+0 (1d6+1, Bite; 1d3, 2 Claws); SA: Create spawn (Su), Paralysis (Ex); SQ: Undead, Turn resistance (Ex); AL CE; SV Fort +0, Ref +2, Will +5; STR 13, DEX 15, CON --, INT 13, WIS 14, CHA 16. Skills and feats: Climb+6, Escape Artist+7, Hide+7, Intuit Direction+3, Jump+6, Listen+7, Move Silently+7, Search+6, Spot+7; Multiattack, Weapon Finesse.

Skeleton, Medium-size CR 1/3; Medium Undead ; HD 1d12 (Undead); hp 6; Init +5; Spd 30; AC 13; Atk +0 base melee, +1 base ranged; +0 (1d4, 2 Claws); SQ: Undead, Immunity: Cold (Ex), Half damage from piercing (Ex), Half damage from slashing (Ex); AL NE; SV Fort +0, Ref +1, Will +2; STR 10, DEX 12, CON --, INT --, WIS 10, CHA 11.

Feats: Improved Initiative.

Encounter Treasure: Chain shirt; Studded leather, 90 gp.

H. Ruined Inn: Three wights.

CR 3; Medium Undead; HD 6d12 (Undead); hp 39; Init +1; Spd 30; AC 15; Atk +4 base melee, +4 base ranged; +4 (1d4+1, Slam); SA: Energy drain (Su), Create spawn (Su); SQ: Undead; AL LE; SV Fort +2, Ref +3, Will +6; STR 12, DEX 12, CON --, INT 11, WIS 13, CHA 15. Skills: Move Silently+9.

Encounter Treasure: +1 Leather armor Silent Moves/ Shadow, Hourglass (25 gp); Magnifying glass (100 gp), Potion of Cure Light Wounds (3); Potion of Haste (6); Scroll: Mage Armor (4), Beautify (4), Feather Fall (4); Gloves of Dexterity (+2)

I. Ruined Inn: a few rats.

Encounter Treasure: A Death Fetish (Appraise check DC 20 to realize it is more than just a bone), Bracelet of Useful Things, Glove of Storing, 100 gp.

J. Shrine to Roarth: Child of Kalla Gorilla.

CR 5; Large Animal; HD 7d8+28 (Animal); hp 64; Init +3; Spd 30, Climb 30; AC 14; Atk +11 base melee, +7 base ranged; +11/+6 (1d6+7, 2 Claws; 1d6+3, Bite); SQ: Scent (Ex), Smite Humanoid (su), Darkvision (su), DR 5 vs acid, cold, electricity, SR 14; AL N; SV Fort +12, Ref +11, Will +5; STR 25, DEX 17, CON 18, INT 2, WIS 12, CHA 5. Skills: Climb+15, Hide+3, Intimidate+1, Listen+2, Move Silently+7.

Encounter Treasure: +2 Warhammer, +1 ring of protection, potion of feather fall, 2 charm arrows (hold), potion of Dragon's Breath (green dragon).

K. Shrine to Agri: The shrine is heavily overgrown. A Search check DC 20 reveals that beneath the vines appears to be a rotten wooden chest. Clearing away the vines reveals a large chest full of gold and gems (about 10,000 gp worth). The benevolent spirit Nigel Hopebringer (CR 13) appears when the chest is touched.

Male Neiyar Undead Ftr3/Clr5; Medium Undead; HD 8d12 hp 68; Init +6; Spd 30/Fly 30 (perfect); AC 21; Atk +8 base melee, +8 base ranged; +12 (1d6+6, Sickle); RF: Abyssal Smiting (su), Incorporeal Qualities, Undead qualities, Manifestation (su), Divine Knowledge (su), Glare of Reckoning (su), Blessing (su),

Healing Touch (su) +5 Knowledge: Demon Lore; AL N; SV Fort +7, Ref +4, Will +12; STR 15, DEX 14, CON 0, INT 20, WIS 21, CHA 18.

Skills: Concentration-1, Diplomacy+9, Heal+8, Knowledge (nature)+7, Knowledge (religion)+10, Knowledge: Demon lore+7, Sense Motive+7, Speak Language+3.

Feats: Expertise, Improved Initiative, Iron Will, Memory, Weapon Finesse: Sickle.

Spells Prepared (Clr 5/5/3/2): 0 - *Create Water, Detect Magic, Guidance, Read Magic, Virtue*; 1st - *Bless Water, Command, Comprehend Languages, Divine Favor, Entangle* (d); 2nd - *Augury, Consecrate, Cure Moderate Wounds* (d), *Enthrall*; 3rd - *Daylight, Plant Growth* (d), *Prayer*.

Possessions: +4 Ghost Touch Sickle.

“Behold, my lord’s sister sends her heroes before me. This treasure is sacred to Agri, representing the offerings of past heroes who have ventured here and sought healing. What business have you to touch it.”

The PC’s can choose to just attack the spirit (this, however, would be very bad for them) to take the treasure. They can apologize and walk away (in which event the

vines cover the shrine back up). Or they can chat with Nigel. If Nigel decides he likes the party, he will request that the chest be taken to the nearest hospital where it can be put to good use. In exchange he will heal their wounds and offer to perform blessings on the party.

L. Ruined tower of Adrienne

1. ground floor—

- a. entrance area—some rats
- b. Reception area—more rats, and gold candelabra worth 200 gp.
- c. Prayer hall—a succubi.

CR 9; Medium Outsider (Chaotic, Evil); HD 6d8+6 (Outsider); hp 33; Init +1; Spd 30, Fly, Average 50; AC 20; Atk +7 base melee, +7 base ranged; +7 (1d3+1, 2 Claws); SA: Energy drain (Su), Summon tanar'ri (Sp), Spell-like abilities; SQ: Alternate form (Su), Tongues (Su), Damage reduction (Su), Resistance: Spell (Ex), Resistance: Acid (Ex), Resistance: Cold (Ex), Resistance: Fire (Ex), Telepathy (Su), Immunity: Electricity (Ex), Immunity: Poison (Ex); AL CE; SV Fort +6, Ref +6, Will +7; STR 13, DEX 13, CON 13, INT 16, WIS 14, CHA 20. Skills: Listen+10, Spot+10.

Encounter Treasure: 200 gp, scroll of Wasp Missiles, Scroll of Skill Mastery, Scroll of Rubber Skeleton, Scroll of Cure Moderate Wounds, Scroll of Cure Disease, Scroll of Negative Plane Protection

d. Shrine to Adrienne—3 cultists.

Male Neiyar Ftr5; Medium Humanoid; HD 5d10+5 (Fighter); hp 40; Init +6; Spd 30; AC 17; Atk +8 base melee, +7 base ranged; +10 (1d8+5, Longsword); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL CE; SV Fort +5, Ref +3, Will +1; STR 17, DEX 14, CON 13, INT 13, WIS 11, CHA 12.

Skills: balance+3, Craft (Leather-working)+3, Craft (Weapon-smithing)+3, Handle Animal+2, Heal+2, Jump+4, Knowledge (nature)+3, Knowledge (religion)+2, Knowledge: Demon lore+2, Speak Language+1, Spot+2, Swim+4, Use Rope+3.

Feats: Blind-Fight, Cleave, Dodge, Improved Initiative, Power Attack.

Possessions: +2 Longsword, +1 leather armor, Clockwork bucklers

2. Second floor—

- a. Dormitories—some rats, a red silk shirt worth 100 gp, masterwork leather boots with mother of pearl insets worth 70 gp.
- b. Cafeteria—Vrock

CR 13; Large Outsider (Chaotic, Evil); HD 8d8+24 (Outsider); hp 60; Init +6; Spd 30, Fly, Average 50; AC 25; Atk +11 base melee, +9 base ranged; +11/+6/+6 (1d8+4, 2 Claws; 1d6+2, Bite; 1d4+2, Rake); SA: Spores (Ex), Stunning screech (Su), Dance of ruin (Su), Summon tanar'ri (Sp), Spell-like abilities; SQ: DR (Su), Resistance: Spell (Ex), Immunity: Electricity (Ex), Immunity: Poison (Ex), Resistance: Acid, Cold, Fire (Ex), Telepathy (Su); AL CE; SV Fort +9, Ref +10, Will +8; STR 19, DEX 15, CON 17, INT 14, WIS 14, CHA 12. Skills: Concentration+7, Hide +7, Intimidate+5, Knowledge (Infernal)+6, Knowledge (The Planes)+8, Knowledge: Demon lore+7, Listen+12, Move Silently+12, Search+13, Speak Language+3, Spot+12, Survival+6. Feats: Improved Critical, Improved Initiative, Lightning Reflexes.

Encounter Treasure: Silver pearl(90 gp); Moonstone(60 gp); yellow topaz(600 gp); Jasper(60 gp); Red spinel(100 gp). Slippers of spider climbing; Scroll of Detect Secret Doors (1); Potion of Charisma; Scroll of Web (3), Spectral Hand (3), & Detect Thoughts (3); Scroll of Augury (3), Summon Nature's Ally I (1),& Inflict Light Wounds (1); Scroll of Detect Evil (1), 2000 gp, +3 Greataxe.

3. Third floor—

a. Private chambers—

Cult Leader Daved (CR 11) and generic cultists. Daved will attempt to recruit the party first if given an opening to speak. He praises the party for their skills in coming so far, and laments that their talents are wasted in service of those who do not appreciate them. He will even hint to perhaps knowing a way for the party to return to their home world, but that it would require the protection of his god to do so.

Daved, Male Neiyar Rog3/Ftr2/Clr6; Medium Humanoid; HD 3d6+6 (Rogue), 2d10+4 (Fighter), 6d8+12 (Cleric); hp 61; Init +1; Spd 20; AC 24; Atk +10 base melee, +9 base ranged; +13 (1d8+5, Longsword); +12 (1d4+4, Dagger); RF: Abyssal Smiting (su), +5 Knowledge: Demon Lore; AL CE; SV Fort +13, Ref +8, Will +12; STR 14, DEX 13, CON 15, INT 12, WIS 18, CHA 13.

Skills: Appraise+5, (Weapon smithing) +5, Diplomacy +6, Heal+7, Intimidate +3, Knowledge (nature) +3, Knowledge (religion) +7, Knowledge: Demon lore+5, Open Lock+13, Ride+2, Search +13, Sense Motive+7, Spot+11, Swim+3, Tumble+0, Use Magic Device+5, Use Rope+3.

Feats: Craft Magic Arms and Armor, Dodge, Draconic Blood, Leadership, Mobility, Track.

Spells Prepared (Clr 5/4/4/3): 0 - Create Water, Detect Magic, Detect Poison, Mending, Read Magic; 1st - Bane, Command, Divine Favor, Magic Weapon, Protection from Good (d); 2nd - Bull's Strength, Cure Moderate Wounds, Desecrate (d), Spiritual Weapon, Summon Monster II; 3rd - Dispel Magic, Magic Circle against Good (d), Meld into Stone, Summon Monster III.

Possessions: +3 unholy Longsword; +2 Dagger, +2 Breastplate, +2 small metal shield, Ring of Evasion; Ring of Protection +3; Bestial Boots; Cloak of resistance (+2); Glove of storing.

Encounter Treasure: Golden yellow topaz(500 gp); Red garnet(100 gp); Star ruby(1000 gp); Gold music box(2500 gp); Silver chalice with lapis lazuli gems(105 gp); Solid gold idol (10 lb.)(750 gp), Staff of Healing (Charges: 14); Wand of Lightning Bolt (9) (Charges: 9); Ioun stone (dark blue rhomboid).

M. Cemetery—six wights. Many of the graves have been violated and the corpses lie strewn about. The party will notice that it appears someone tried to cut down all of the Groa roses growing wild throughout the cemetery, but a few bushes remain.

N. Ruined Warrior's Hall

1. Weapon room: Open Lock DC 30 for the heavy iron door. The room has a metal floor. Search DC 35 to locate trap. Disable Device DC 35. Magical electrical floor trap dealing 4d6+6 damage (CR 4). Reflex Save DC 24 for half damage. 3 masterwork longswords, +2 keen longsword, +1 short sword of speed, Strength bow +4, +2 buckler,

bracers of armor +2, 3 quivers of masterwork arrows, Mace of Disruption, Wind Warden, +2 dagger, light flame crossbow with 40 bolts

2. Dormitories: rats. More rats.

3. Cafeteria: Three wraiths.

4. Training hall: The windows to the training hall appear to have been recently sealed up, preventing any natural light from entering the room. Magically enhanced torches provide some small amount of light to the large empty hall. As the party moves through the room, a strange mist seeps in through cracks. Suddenly, the mists take form, and the party is surrounded by vampire spawn.

CR 4; Medium Undead ; HD 4d12 (Undead); hp 26; Init +3; Spd 30; AC 21; Atk +5 base melee, +5 base ranged; +5 (1d6+4, Slam); 1/1 (1d6+3, Rapier; 1d4+3, Dagger); SA: Charm (Su), Energy drain (Su), Blood drain (Ex); SQ: Undead, Resistance: Turn (Ex), Resistance: Cold (Ex), Resistance: Electricity (Ex), Damage reduction (Su), Gaseous form (Su), Spider climb (Ex), Fast healing (Ex); AL CE; SV Fort +1, Ref +4, Will +5; STR 17, DEX 16, CON --, INT 14, WIS 13, CHA 14.

Skills: Bluff+9, Climb+14, Hide+14, Jump+6, Listen+6, Move Silently+11, Search+10, Sense Motive+9, Spot+13.

Feats: Ambidexterity, Two-Weapon Fighting.

Possessions: +2 rapier, +2 dagger, Amulet of natural armor (+3); Ring of Protection +2

5. Private chamber: Upon dispatching of the spawn, the party reaches the other side of the training hall, where it appears the original door has been replaced by a heavy stone one. A Search Check DC 30 reveals a fire trap on the door (2d6+2 fire damage, Reflex save ½). It will take a Disable Device check DC 28 to disarm it. The DC to Open Lock is 25.

Upon entering the room, the party sees the figure of a man leaning over one of six coffins in the room. His hands are clenched in anger as he lowers the lid. Without turning, he addresses the party. “Are you those who have so tormented my children as to send them fleeing back to me?” The figure turns to the party, fangs exposed in a fiendish smile. “I shall be sure to let you live, if only to watch you die to feed my children.”

The Vampire Mavrood (CR 12)—

Male Vampire Undead4/Ftr4/Clr4; Medium Undead ; HD 4d12 (Undead), 4d10 (Fighter), 4d8 (Cleric); hp 81; Init +3; Spd 30; AC 24; Atk +15 base melee, +12 base ranged; +10/+18 (1d6+3, Slam; 1d8+8, Longsword); SA: Charm (Su), Energy drain (Su), Blood drain (Ex); SQ: Undead, Resistance: Turn (Ex), Resistance: Cold (Ex), Resistance: Electricity (Ex), Damage reduction (Su), Gaseous form (Su), Spider climb(Ex), Fast healing (Ex); AL CE; SV Fort +9, Ref +8, Will +15; STR 22, DEX 16, CON --, INT 18, WIS 18, CHA 18.

Skills: Bluff+9, Climb+6, Craft (Carpentry)+12, Craft (Painting)+9, Diplomacy+8, Gather Information+6, Hide+10, Innuendo+6, Intimidate+7,

Jump+8, Knowledge (arcana)+9, Knowledge (religion)+10, Knowledge: Demon lore+6, Listen+14, Move Silently+10, Open Lock+6, Scry+6, Search+14, Sense Motive+11, Spot+15, Tumble+2.

Feats: Alertness, Cleave, Combat Casting, Improved Critical: Longsword, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus: Longsword.

Spells Prepared (Clr 5/4/3): 0 - Detect Magic, Guidance, Inflict Minor Wounds, Read Magic, Resistance; 1st - Cause Fear, Command, Doom, Protection from Good (d),

Shield of Faith; 2nd - Darkness, Gentle Repose, Inflict Moderate Wounds, Shatter (d).

Possessions: +2 Wounding Longsword., Elven Chain, Bracers of armor (+3); Cloak of displacement, minor (20% miss chance); Headband of intellect (+2); Ring of Elemental Resistance, Minor (fire).

GM NOTES: Cheat to Win

Mavrood, at CR 12, is a dangerous and probably lethal fight for 4th-6th level characters. But not to worry. Assuming the players have completed most of the quests throughout the module, they should have gained a couple of levels by now. And they are most likely better equipped than a normal group of their level. But, if you fear that might not be enough, remember that the party probably entered the ruins during the day (or it is just now turning dawn). There is a large boarded section along one wall, possibly a section that collapsed long ago when the ruins first fell into disarray. An observant player could spot a few thin rays of light, and realize breaking open the wall will send Mavrood running.

Once Mavrood is dispatched, the party can go from coffin to coffin and terminate the vampires once and for all (that is, if they remember to). The room was once a receiving hall of some sort, and there is a set of large metal double doors on the far wall. Closer inspection will reveal that the doors are adorned with scenes of the goddess Francisca fighting demons. The door is locked, but can be opened either with the key found on Mavrood remains or with an Open Lock check DC 22.

6. Shrine to Francisca Mahault: Unless the party has done everything right (i.e., been very, very good the whole campaign), the room is just full of more rats and a statue of the goddess. The room, unlike the rest of the building, possesses neither the taint of evil or the obvious signs of abandonment. The pews are in good repair, and the statue itself has not been tampered with in any way.

If the party has been very good, they will hear the same woman's voice from the beginning of the campaign:

"My champions, you have done well. Yet there is still much to do. Go forth and fulfill your destiny." Each member of the party will receive the benefit of an *Aid* spell that will last so long as they are in the ruins.

Now if they have been really, REALLY good, and somebody decides to show respect to the goddess by making an offering or prayer, the statue will move. The statue stretches out its hands to the party. The voice speaks:

"My heroes, you bring honor to my name and my temple. You have proved yourselves worthy of the blessings of the Neiyar. From this moment forth, let the Code defend you as it does my native children. I welcome you home. Now go and finish your destiny."

The party receives the feats **Abyssal Smiting** and **Accepted Outsider**, as well as any related bonuses for being a native Neiyar.

However, if the party for whatever reason had destroyed the benevolent spirit at the shrine, the voice coming from the statue is...annoyed.

"You who have betrayed the trust of the Neiyar, betrayed the compassion of your patron, know your actions taint you. Until you have atoned, I revoke my favor from you. Give praise that you are not destroyed outright, but given the chance to redeem yourselves now before me."

At which point, each member of the party involved in the spirit's destruction suffers a negative level for the duration of the campaign, or until they make proper amends for the error of their ways.

O. Temple of Sophia Mater:

1. Lobby: Six Choovoo.
2. Prayer hall: a succubus and four generic cultists. If the party captures one of the cultists alive, a successful intimidate check (DC 16) will alert the party to the presence of a powerful necromancer in the library researching. The cultist also knows the location of the shield if asked, and can be intimidated into leading the party directly to the Inner Shrine.

Encounter Treasure: Mighty composite shortbow +2. Potion of Invisibility, Potion of Negative Energy Protection (5) x2, Potion of cure moderate wounds (6), 700 gp.

3. Library: The great library of the Temple is surprisingly neat considering the condition of the ruins. New candelabras shed faint light down throughout the library, and many of the tables are covered with cryptic notes, illustrations, and strange experiments in various stages. They hear a book slam and a male voice curse. Looking down the rows of books, the party sees a book move as if by itself from the shelf and float across the library.

Moving quietly forward, the party sees an old man sitting at a table, a small impish-looking creature reading over his shoulder. It's unclear whether the man is mumbling to himself or speaking with the creature on his shoulder.

The Necromancer Ahbranos (CR 17)

Male Human Wiz13/Clr4; Medium Humanoid ; HD 13d4+26 (Wizard), 4d8+8 (Cleric); hp 90; Init +1; Spd 30; AC 20; Atk +11 base melee, +10 base ranged; AL CE; SV Fort +10, Ref +6, Will +14; STR 14, DEX 13, CON 15, INT 17, WIS 15, CHA 12.

Skills: Alchemy+13, Concentration+10, Diplomacy+4, Heal+3, Hide+5, Intimidate+6, Knowledge (arcana)+11, Knowledge (Boating)+13, Knowledge (nature)+8, Knowledge (religion)+10, Knowledge: Demon lore+7, Move Silently+4, Profession (Apothecary)+9, Profession (Herbalist)+10, Scry+6, Spellcraft+12, Use Rope+2. Feats: Brew Potion, Extra Turning, Memory, Scribe Scroll, Spell Focus: Necromancy, Spell Mastery(3), Spell Penetration, Still Spell.

Spells Prepared (Wiz 4/5/5/5/4/3/2/1): 0 - *Detect Magic, Disrupt Undead (s), Mage Hand, Open/Close, Prestidigitation*; 1st - *Cause Fear, Mage Armor, Magic Missile, Ray of Enfeeblement (s), Spider Climb, True Strike*; 2nd - *Ghoul Touch (s), Knock, Levitate, Scare, Spectral Hand, Web*; 3rd - *Dispell Magic, Fly, Gaseous Form, Lightning Bolt, Summon Monster III, Vampiric Touch (s)*; 4th - *Contagion (s), Dimension Door, Enervation, Fear, Polymorph Self*; 5th--*Baleful polymorph, Blight, Cone of cold, Summon monster V* 6th - *Circle of Death (s), Disintegrate, Flesh to Stone*; 7th - *Control Undead, Finger of Death (s)*.

Spells Prepared (Clr 5/4/3): 0 - *Detect Magic, Guidance, Mending, Read Magic, Resistance*; 1st - *Cause Fear, Deathwatch, Doom, Inflict Light Wounds, Protection from Good (d)*; 2nd - *Bull's Strength, Death Knell, Desecrate (d), Spiritual Weapon*.

Possessions: Bracers of Armor +4, Ring of Protection +3, Amulet of Natural Armor +2

Demon, Quasit.; CR 3; Tiny Outsider (Chaotic, Evil); HD 3d8 (Outsider); hp 45; Init +3; Spd 30, 20, Fly, Perfect 50; AC 39; Atk +9 base melee, +13 base ranged; +9

/+8(1d3-1, 2 Claws;1d4-1, Bite);SA: Poison (Ex), Spell-like abilities; SQ: Damage reduction (Su), Resistance: Spell (Ex), Immunity: Poison (Ex), Resistance: Fire (Ex), Regeneration (Ex), Alternate form (Su); AL CE; SV Fort +3, Ref +6, Will +4; STR 8, DEX 17, CON 10, INT 12, WIS 12, CHA 10.
Skills: Hide+14, Listen+6, Move Silently+6, Search+4, Spellcraft+4, Spot+6.
Feats: Weapon Finesse: Bite.

GM NOTES: Dealing with the Necromancer

Ahbranos has a great deal of magical firepower at his disposal, but he is so enamored with his projects that he does not realize the party is coming. They can use this to their advantage. When found, he has his head buried in a leather-bound tome, oblivious to his surroundings. There are also four hostages chained up in a small cage in one corner of the library.

The party can attempt to simply free the hostages and vacate the library with a series of successful checks (Move Silent DC 15, Open Lock DC 20 for cage, Open Lock DC 22 for manacles, Move Silently DC 15 to leave library.)

The hostages will tell the party that Ahbranos was going to turn them into undead as well, and he had created all the undead in the city from captives.

There are a few ways the party might decide to handle Ahbranos. They can just attack, but besides lacking style, chances are he'll wipe the floor with most of the party. If anyone does survive, they could always run out of the ruins and hope to catch up with the Soulreapers and maybe get help bringing the dead party members back to the city (Diplomacy Check DC20). Or perhaps someone might think to go get the Soulreapers BEFORE engaging in combat. Presented with the information about the Necromancer, the Soulreapers will readily come back into the ruins to offer assistance. A Knowledge: Arcana check DC 25 will identify the Quasit as Ahbranos' familiar, and nothing screws up a wizard's day quicker than a dead familiar. Focus surprise attacks on the Quasit to quickly destroy it will devastate Ahbranos' spellcasting ability immediately.

Should Ahbranos become aware of the party's presence, he first acts as if they are cultists and yells at them for disrupting his concentration again. The party can go along with that idea with a Bluff Check (DC 15). To which Ahbranos will reply, "Wait, I don't recognize you. Ahh, you must be new recruits." He'll get up to greet them. He'll question the presence of any females in the party, but really doesn't care one way or the other if they are there. After short pleasantries, he will shoo the party along to go to the Inner Shrine to speak with Yonoclushu for orders. Ahbranos' people skills aren't quite what they should be (most of the humanoids he deals with are already dead, after all), so he tends to miss subtleties that could tip him off to the party's true agenda.

The Quasit, however, is another matter, and if the party isn't careful, the little demon will tip its master off to the ruse. Once conversation is engaged, the party has a few more options to freeing the hostages. Someone might try to sneak over and free them while Ahbranos is distracted. A Bluff Check (DC 20) would convince him Yonoclushu sent the party to retrieve the hostages for his own use. To which Ahbranos will mumble in disgust and throw the key to the party. The party could even offer to purchase them. Ahbranos starts with a request of 350 gp per captive, but a diplomacy check (DC 20) can get him to take 200 gp each. He'll also imply he'd trade them for free in exchange for two live Krakodon subjects. He's yet to have an opportunity to study the race, and would welcome the opportunity.

4. Study hall: Three wraiths.

Encounter Treasure: Manual of Bodily Health +1, 6 vials colored ink, 4 vials ink, magnifying glass, small steel mirror

5. Dormitories: Open lock DC 20. The party finds six more hostages.

6. Cafeteria: 3 vampire spawn

Encounter Treasure: Brass mug with jade inlays(350 gp); Silver chalice with lapis lazuli gems(105 gp); Ale, mug(4 cp); Flask(3 cp); Jug, clay(3 cp); Mug, clay(2 cp); Pot, iron(5 sp); Wine, fine (bottle)(100 gp)

7. Private chamber: Four cultists preparing a hostage for sacrifice.

Encounter Treasure: +2 Claw Dagger; +1 Aurlon Flute; +3 Defending light Mace; Coral(100 gp); Violet garnet(500 gp); Ivory statuette(55 gp). 24 pp, 133 gp.

8. Inner shrine: The statues of Sophia Mater have been savagely desecrated, and the skeletal remains of long-dead Devi hang from hooks from the ceiling. Murdered victims lie strewn about the room in various levels of decay. Near the remains of the altar, a massive demon holds a hapless victim in a claw. Upon hearing the party, it throws her against a wall and her body falls apparently lifeless to the floor.

The Demon Yonoclushu, **Hezrou demon**: CR 11; Size L; HD 10d8+90; hp 138; Init +0; Spd 30 ft; AC 23, touch 9, FF 23; BAB +10/+5; Grapple +19; Melee Bite +14 (4d4 + 5), claws +9/+9 (1d8 + 2), Greatsword +1 (Brilliant energy) +13/+8 (2d6 + 6/crit 19-20), Longsword +2 (Dancing) +14/+9 (1d8 + 7/crit 19-20); SA Spell-like abilities, stench, improved grab, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 19, telepathy 100 ft.; SR 19; AL CE; SV Fort +16, Ref +7, Will +9; Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18.

Skills and Feats: Climb +18, Concentration +22, Escape Artist +13, Hide +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23; Blind-Fight, Cleave, Power Attack, Toughness.

Racial Spells Known: 0--*Blasphemy*, *Chaos hammer*, *Gaseous form*, *Greater teleport*, *Unholy blight*.

Racial Spells Prepared: 0--*Blasphemy* (3), *Gaseous form* (3).

Treasure: Weapons: +1 Brilliant Energy Greatsword, +2 Dancing Longsword, Brooch of shielding; Amulet of Non-detection (special-see GM Notes; Ancient Krakodonian War Shield (The Shield of Madruk'thayunkon)

GM NOTES: The Demon

Yonoclushu is one of Nephar's earthbound servants. He has a special amulet that allows him to shield his presence from the Neiyar, but not from Outsiders like the party. The amulet explains why the Soulreapers, though frequent in the ruins, have never been able to discover the true evil residing there. He will give the party an opportunity to surrender and join him to overthrow the Neiyar, if they refuse he immediately attacks.

This is another one of those fights that, on the surface, the party may not be able to win. But at this point remember the party is reinforced by possibly a half-dozen or so Neiyar hostages, all eager to get revenge on the evil that has tormented them. As Neiyar, they can ignore the demon's DR with normal weapons, and if the party has been looting regularly they should be able to equip the hostages for battle.

While still a difficult fight, the party has a warning of what they are walking into, and therefore should be able to prepare for it. Again, the party can of course go look for the Soulreapers with the information they have. And since the Soulreapers won't care about any treasure on the demon, the party will be able to keep the loot (including the shield, which the Soulreapers won't recognize for what it is.)

With the demon's defeat, the party will realize the young victim is still breathing, but barely alive. A Heal Check (DC 20) or a Cure spell will stabilize her. The girl's name is Fiona Leesa, and her mother is clothier in Mazrana.

Escort the girl back to Mazrana (along with any other captives) and return her to her mother, who will take the party's measurements and tell the party to come back in a few days and she will have special gifts for them. When they return, she presents them each with a pair of Gloves of Dexterity +2 and a custom-made outfit worth 100 gp.

Sample Neiyar Fighter; Neiyar Ftr6: CR 6; ECL 6; Size M; HD 6d10+12; hp 58; Init +5; Spd 30 ft; AC 11, touch 11, FF 10; BAB +6/+1; Grapple +9; Melee Unarmed +9/+4 (1d3 + 3); AL N; SV Fort +7, Ref +3, Will +2; Str 16, Dex 12, Con 15, Int 11, Wis 10, Cha 11.

Skills and Feats: Climb +7, Handle Animal +3, Heal +2, Intimidate +2, Survival +4, Jump +4, Knowledge (Nature) +2, Spot +2, Swim +8, Knowledge (demon lore) +5; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Diehard, Endurance, Improved Initiative, Martial Weapon Proficiency, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus, Weapon Specialization.

Sample Neiyar Cleric; Neiyar Clr6: CR 6; ECL 6; Size M; HD 6d8+12; hp 49; Init +2; Spd 30 ft; AC 12, touch 12, FF 10; BAB +4; Grapple +4; Melee Unarmed +4 (1d3); AL NG; SV Fort +7, Ref +4, Will +8; Str 10, Dex 14, Con 14, Int 13, Wis 17, Cha 15.

Skills and Feats: Craft (Alchemy) +6, Concentration +10, Diplomacy +5, Heal +12, Knowledge (Nature) +3, Knowledge (Religion) +6, Profession

(Herbalist) +6, Spellcraft +6, Knowledge (demon lore) +6; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Brew Potion, Combat Casting, Eschew Materials, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration.

Clr Spells Known (5/4/4/3): 0--*Create water, Cure minor wounds, Detect magic, Read magic, Resistance*, 1--*Bless, Cure light wounds, Protection from evil, Shield of faith*, 2--*Aid, Bull's strength, Cure moderate wounds, Lesser restoration*, 3--*Cure serious wounds, Remove curse, Remove disease*.

Sample Neiyyar Sorcerer; Neiyyar Sor6: CR 6; ECL 6; Size M; HD 6d4+12; hp 32; Init +3; Spd 30 ft; AC 13, touch 13, FF 10; BAB +3; Grapple +4; Melee Unarmed +4 (1d3 + 1); AL N; SV Fort +4, Ref +5, Will +9; Str 12, Dex 17, Con 15, Int 16, Wis 15, Cha 18.

Skills and Feats: Concentration +10, Heal +4, Knowledge (Arcana) +9, Knowledge (Local) +4, Knowledge (Nature) +5, Listen +6, Move Silently +7, Profession (Scribe) +6, Sense Motive +5, Spellcraft +11, Spot +5, Knowledge (demon lore) +8; Combat Casting, Eschew Materials, Iron Will, Simple Weapon Proficiency, Spell Penetration.

Sor Spells Known (6/7/6/4): 0--*Detect magic, Mage hand, Message, Open/close, Ray of frost, Read magic, Touch of fatigue*, 1--*Enlarge person, Grease, Mage armor, Ray of enfeeblement*, 2--*Blur, Web*, 3--*Fly*.

Part Five: Redemption

Depending on who initiated the party's journey, the story ends a variety of ways. Or rather, this chapter ends, and a new one begins...

Lojenth'garokrom: The Krakodons hold a great celebration for the return of the Shield, and Lojenth'garokrom will hold a sacred bleeding ceremony to welcome the party as honorary members of the village. The ceremony is...painful...but not deadly, and when it is done the Krakodons will acknowledge the party as if they were Krakodons themselves.

Later Lojenth'garokrom will reveal the shield is only one of three great artifacts. The Sword of Krofgrog'Nigrok is believed to be in the ruins of Dazu, and Voklod'hapthuk's Armor is somewhere on Nephar's Mount. He who wields all three artifacts can claim the title of true King of the Krakodons and unite the race once more. Lojenth'garokrom also says that Expericus, the half-dragon leader of the Dragonclaws, was said to be one his way to Mount Nephar to search for the Armor, and in fact may already possess the sword! Lojenth'garokrom fears the half-dragon's popularity among the younger Krakodons, and should he claim the armor he could possibly rally the race behind him. He wants the party to beat Expericus to the Armor.

Unfortunately, getting to Nephar's Mount requires going through the most dangerous parts of Shapu, and the shaman cannot guarantee that the tribes in the area will be cooperative.

Deva Helen: Thanks the party for their help and rewards them with a Mother's Brooch (+1). She then has a new assignment for them if they are interested. A mining accident has opened up a cavern below the city, and strange creatures have been coming up to the surface and attacking the residents. This can turn into a nice Underdark adventure with the added bonus of cultists looking for revenge for the party's deeds.

Kelsa Banada: Kelsa thanks the party for all of their work. Even the Dread Mother at the Temple of Sophia Kalla has expressed that she too is impressed (GM note: i.e. she sees the party as a potential threat to the status quo and will be watching them closely). She will present each member of the party with a Mother's Brooch (+2) and advise them that she has heard that the Holy Sorceress at the Tower of Adrienne may be able to help them find a means home.

Guardian Deva Gretchel: The Temple of Francisca holds a great banquet celebrating the defeat of the cultists and the liberation of the shield. She invites the nearby Krakodons to join the feast and to receive the Shield as a token of goodwill. The tribe elders in a show of gratitude, present Krakodonian Scimitars to each member of the party, and an enchanted scimitar to the Guardian Deva herself.

The Deva Tigre herself appears for the ceremony, and then does the unthinkable---she opens the Sacred Training Fields to the party, with the following message.

“And let it be known from this day forth, that the Code shall not be used as a weapon to enslave those of true heart and spirit. That all of pure body and faith, man or woman, shall be welcomed into the graces of the Queen of Tigers.”

When word reaches the Temple of Sophia Kalla, The Dread Mother will condemn the action of heresy. A Holy War is about to begin, and the party will be caught in the middle. What you do now is up to you.

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Special Thanks:

This book would not have been possible without the input, encouragement, and support of a lot of people.

My very patient literary contributor

Dani Ben-Ari (for her contribution of “The Tale of Takanave” and Nuvak'china)

<http://www.musesandmeditations.com>

My Illustrators

Chris L. Kimball, Chris Guldin, Ryan Hoeger, Omercan Cirit, Morigana,

Melissa Piper, Cyrus Rua

Special thanks to: Dee Dreslough

<http://www.dreslough.com/main/index.html>

For the use of some of her wonderful original royalty-free artwork. You can buy prints of her work, as well as her original fantasy novels, through her website. Let her know you heard about her through this book.

Additional thanks <http://www.lordkyl.net/>

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Playtesters, product reviewers, and generally helpful people:

Mike DeGroat, Mike DeWalt, Heather DuFresne, Chuck Verhoorn, Kelly Ebinger, Chris Guldin, David Hall, Stephen Reed, John Neebly, Wendy Hawksley, Chris L. Kimball, Chris Hedge, Julie Hedge, Alex Hayden, Leslie Reed, Brandon Jacobson, Titus Harrison, Bryan Redeagle, Dana Jorgensen, Preston DuBose, Louis Kressler, and Henrik Larsen.

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If you actually read this whole thing, you really need to reconsider your life's goals. However, I still award you 1000 XP. Tell your GM it's OK, you have it in writing.

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