

Rite Publishing Presents

Heroes of the Jade Oath



D&D
ROLEPLAYING GAME COMPATIBLE

By Frank Carr





Rite Publishing presents

Heroes of the Jade Oath

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*To my grandfather who showed me why we should respect the experience
and knowledge of our elders.*

To my father who lived as an example of loyalty, honor, and integrity.

To my mother who taught me the importance of family and our imaginations.

To my wife who shows me love and selflessness every day.

To my children who give me hope and show me why I must live every day to its fullest.

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Welcome to the Lands of the Jade Oath

Introduction

You are lucky, but the feng shui is inauspicious. Dare you to tread here? The Lands of the Jade Oath is a place forged by sanguine and insidious dragons, fallen gods, treacherous demons, immaculate spirits, and an all-powerful oath. Here, skillful warriors, sagacious monks, scheming eunuchs, beautiful courtesans, inscrutable immortals, and ancient societies vie for control of the greatest empire the world has ever seen. These lands are filled with unknowable danger, unfortunate events, righteous magic, sinister treachery, exotic cultures, and above all: exciting adventure.

The infernal dramojh rage and devise their revenge unceasingly in their spiritual prisons, while those charged with upholding the Jade Oath must simultaneously keep the dramojh from escaping and endure the dramojh curse laid upon the lands. However, the corrupt influence of the dramojh and their infernal allies seeps ever into the dark places of the world, where it can take hold and entrench its taint.

The powerful and privileged weave their plots and fight for their goals with a devotion and grace that is both immaculate and depraved. All the while, those who can work magic seek enlightenment or power while the politics of the various nations race along in an attempt to reign supreme. An incessant war rages at the Ghostwall in the North between two different forces of undead, while many of those dispossessed by the conflict suffer from famine and disease. Daring bandit kings reap ill-gotten rewards from any who approach, while pilgrims and merchants return from seeking their fortunes as well as the ancient and holy homeland of their ancestors.

Xianguo, the greatest empire in all the lands, moves closer to civil war as a new and untested emperor of an uncertain bloodline takes the jade throne. Secret societies enact their centuries-old plans. Demon-hunters roam the lands searching for cursed artifacts and the infernal footmen of the coming apocalypse as they bind these horrid forces to the land itself to ensure its survival.

Many secrets, both ancient and new, lie undiscovered in these exotic lands. It is here that glorious adventure awaits both the honorable, yet untried hero and the unworthy, but lucky outlaw. Whether it is your destiny, enlightenment, or your fortune that you seek, you can find it in the Lands of the Jade Oath.

It has been a long journey on this jade road to a fantastic, far eastern realm. I grow weary, so allow me to share the story with you...

What this is...

This book creates a roleplaying game set in a fantasy version of Asia, complete as I can make it with fictional equivalents to the cultures and mythologies from that region. Why? Because I never found an Asian setting for the third edition of one of my favorite games, much less any that was designed for use with *Monte Cook's Arcana Evolved*. I wanted to play in a setting where stories and characters from literature, television, cinema, comics, and video games like "A Chinese Ghost Story", "Avatar, The Last Airbender",



"The Bride with White Hair", "Bridge of Birds", "Crouching Tiger, Hidden Dragon", "Daughter of the Empire", "Hero", "Inu Yasha", "Jade Empire", "Journey to the West", "Musa", "Ninja Scroll", "The Romance of the Three Kingdoms", "Water Margin", "Way of the Rat", "Zu - Warriors from the Magic Mountain", and many others could evoke the feeling of playing in a fantastic world from the Far East.

I also wanted to play *Monte Cook's Arcana Evolved*. I saw many similarities between it and the tropes and concepts from Asian stories and myth. Where I didn't see similarities, I saw an opportunity to create something new, with a style and flavor that could mesh well with both. So, I chose to create my own ideal setting for it. I don't think that I was the only one who wanted such a setting. So, I was convinced to share my vision with you. The result is this first of three manuscripts that you see before you.

What this isn't...

I am not trying to create offense, humorous stereotypes or anything of the sort. While stereotypes are easy to fall back on, I think role-playing acknowledges the clichés and archetypes inherent in genres and stories while at the same time transcending them. So, as much as I could, I researched the stories, history, and mythologies of the cultures of Asia; since this is a fictional setting, a lot of creative license has gone into the creation as well.

Much of this project was also inspired by cinema and other media that can be fast and loose with historical and even cultural accuracy. This product may do much the same, though I tried to maintain cultural integrity and cohesiveness wherever I could. I do not have any special insight beyond my own experiences and research. However, I do have special insight into the fictional world I created. Please take this book as it is meant to be: entertainment with an eye towards the far eastern horizon of imagination and the adventures that lie beyond it.

A Note on Language

Because this is a fantasy setting, I was not as concerned with the correct transliterations of words or concepts as I was with actually creating the right sort of descriptions. There are two methods of transliteration for the Chinese to English. Neither are 100% accurate, but of the two (Pinyin and Yales), Pinyin is used more by most modern scholars and the People's Republic of China. In this work, some words in the same passage may be transliterations from Yales or from Pinyin or may even be transliterated from Cantonese rather than Mandarin. Where possible, I used Pinyin to find correct translations. My apologies for any confusion. I hope you can look past this to the fantastic vistas I hope to kindle in your imaginations.

Frank Carr

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折音約



Koche

Blood Dust Desert

Qahngolia

Ghostwall

Seomnok River

Yin Lung

Great Sun Wall Mountains

Tsixang

Blood Desert

Empire of Xianguo

Forest of Caves

Yungtze

Red Sky Plateau

Maze Mountain

Yatze

Yungt

Ghurkan

Huatze

Kathmapur

Shentze

Needle Mountain

Monmar

Bama

Mandrasengal

Black Salt Desert

Cobra River

The Floating Garden

Songthok

Sumat

The Road of Birds

Padenbang

Sukhatra

Sunblood Sea

Ja

Task River

Chokra

Huo M



Hong Ri Ocean

Nikowska

Kamojkea
Dragon Lake
Drakar Wat

Nam Xang

Vai Ocean

R

CHAPTER 1 - THEMES & OVERVIEW

*Know yourself, know your enemy; your victory will be certain.
Know Heaven, know earth; your victory will be complete. – Sun Tzu*

SOCIAL AND CULTURAL TRAITS

In the Lands of the Jade Oath, not everything is about exotic beauty, ancient customs, enlightenment, martial arts, bizarre beasts, and mystic secrets. The everyday person does not see these things. If she does, it is an uncommon event. Life is tough for most people; they must endure poverty and famine on a frequent basis, especially in the more remote regions. Some families even go so far as to sell their children in order to survive because they cannot afford to feed them, much less raise them in a world of petty warlords and monsters. Life in these places can be harsh, even when it is beautiful. To deal with the harsh realities of everyday life in a land of poverty, famine, despotic warlords, haughty nobles, cursed spirits, exotic mysticism, and monsters one must have a code of behavior that all can adhere to and rely upon. That is where *guanxi* come in.

The Ties That Bind

The social structure of the societies and cultures of the Lands of the Jade Oath is based on a concept known in the empire as “*guanxi*” (pronounced *guan-chee*). Loosely translated, this means “connections” or “networks”. *Guanxi* is the glue that holds society together. It is the ties between people related by blood or marriage, who speak the same dialect or who come from the same region. The concept of *guanxi* makes it nearly impossible to refuse a request of any kind from a friend, acquaintance or family member. If you made a request in the past, you must honor a request in the future. If you cannot meet a request made by someone with whom you have a relationship, you must find someone who can.

A request for help often sets off a chain reaction, as each person who receives the request calls in a favor. Even cultures in the lands surrounding the Empire of Xianguo have an equivalent to *guanxi*. Links and favors stretch across the oceans, and are firmly based in a solemn code of honor. For those that originally hail from a culture with a *guanxi* social tradition, it can take precedence over newly adopted cultural traditions and/or laws.

Family and Clan Culture

Understanding the cultures of the region helps players fit to the Lands of the Jade Oath. Family is a very important concept, but family might not mean the same thing to a foreigner. In the communities of these lands, *guanxi* relationships are as strong as blood ties. The extended family - and the use of terms like brother or uncle - can stretch to include people not related in the strict sense of the word.

The Importance of Face

Face is a feeling of immense self-pride. The value of face is a result of thousands of years of history. For centuries, many communities in the Lands of the Jade Oath endured hardship. Many still do. No matter how hard people work, providing for their families is a constant struggle. The only thing many people own is pride. This pride assumes an importance equal to life itself. They learn the principle of face early. By the time a person reaches late adolescence, it is entrenched. People struggle to maintain it, and to ensure they constantly provide others with opportunities to maintain their own face. Causing someone else embarrassment is cause for personal and community shame. Losing face can be extremely humiliating. In extreme cases, suicide (*seppuku* in Nihonshu) is as a way out of shame.

Displaying negative emotions, such as fear, anger or sadness, is a sign of personal weakness that may disturb other people and cause them to lose face. Everyone makes an effort to present themselves as calm and collected. This can be misinterpreted as a lack of remorse, or as proof that an incident was not as serious as initially perceived. A reluctance to make eye contact with an important of-



ficial or a superior in society is a sign of respect. Speaking in hushed tones is a sign of respect.

Some suggestions for roleplaying:

- When developing a relationship, take your time.
- Use two hands when passing anything to someone; using one hand can be interpreted as a sign of disrespect for the receiver. Shake hands with both hands, as well. This is also true when handling money between a vender and a customer.
- “Never talk business before the third cup of tea.” If you are offered tea, accept it, and if you are not offered another cup, it is time to leave.
- It is proper to show respect to any elders when you enter or leave a home or place of business.
- Separate the actions from the person; “I don’t dislike you, but I cannot accept what you did.”
- The actions of an individual affect the entire family. When trying to influence someone, involve the family of the subject as much as possible; “You may not be willing to talk about the shame you have brought upon your house by dealing with these creatures of the night, but I wonder how your family would feel if they were to find out?”
- When speaking to someone involved in an incident, never interview him or her in front of family, friends, allies, superiors, servants, or underlings; they will hesitate to discuss anything that makes them look bad or that is embarrassing.

Be straightforward and do not make any promises you cannot meet. Remember that all favors must be repaid and all promises must be kept. To do otherwise is to lose face. (If you are a scoundrel, this might not be a problem in your eyes.)

Life on the Street

The criminal element is alive and well. Organizations have had centuries to build their criminal structures. Prominent key factors

Samurai Honor and Seppuku

Samurai are only found on the islands of Nihonshu. *Seppuku* is actually a last resort for samurai who are either going to be executed or captured. If they do not wish to be executed by their enemies, or to face the dishonor of being ransomed, then the samurai has a choice to commit *seppuku*. *Seppuku* is not undertaken casually, nor is it seen in a casual manner by society. It is socially accepted in extreme circumstances as preferable to disgrace. It’s not something done lightly (i.e. death before dishonor). In honor of the fallen samurai, family and allies tout the act of *seppuku* as one that gained him honor and respect or regained honor and allowed his family to keep face. Privately they might tell you, however, that this is not something that any of them would have wished.

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encourage criminal organizations: Certain cultural norms, propriety, tradition, station in society, and a sense of family. One must accept a station in society because that is the way it has always been and it will always be; or so many say. People do not speak of their problems unless they speak to family or to someone as trusted as a family member. Communities are very insular. It is no wonder that criminal organizations such as yakuza, tongs, and triads survive and thrive in such an environment.

Most organized crime is tied to a small number of carefully controlled gangs or triads. Organized gangs provide a stable and solid environment and a feeling of family - an important tie for some loosely organized and well-armed groups. Gangs are associated with the trafficking of illegal substances, prohibited items, prostitution, and violent crimes. They may identify themselves through tattoos or colored clothing. Gangs sometimes act as thugs, carrying out the dirty work at the street level for the large organized criminal enterprises, pocketing a small share of the proceeds. Those who join such groups find familiarity, support and a stable source of income in the midst of extremely difficult times.

Despite the problems that such organizations bring to a community, they can be the only source of authority. Some gangs keep things ordered and lawful in their areas and they enforce themselves. They can also be a source of prosperity in ailing communities as well as protection. People know that criminals can be a source of ongoing evil, but it is often better to deal with the demons you know than the demons you don't.

OVERVIEW

The Lands of the Jade Oath has the greatest concentration of people in the world. Several of its cultures are more than 3,000 years old. With such ancient civilizations come a great deal of history and tradition. These cultures (summarized below) and will be presented in greater detail in the forthcoming *Arts of the Jade Oath*. The following descriptions follow the ancient and traditional description of directions as Center, West, North, East and South.

Notable Locations, Prominent Sabhas, and Wu-lin Societies

There are many unusual and fantastic areas, so a brief description is given of the more renowned ones. More locales will be revealed in *Arts of the Jade Oath*.

Wu-lin societies are orders of adventurers, mages, and martial artists in Xianguo and the surrounding lands and nations. In Mandrasengal, Chokra, Java Sriya, and Sri Merai these societies are known as "sabhas". Wu-lin societies are not technically limited to national boundaries, though as a matter of survival they always curry favor with the kingdom where they place their village/headquarters. That usually requires a certain amount of loyalty and service to that kingdom in exchange for their freedom to operate within its boundaries.

Often, kingdoms attempt to influence these societies into serving them. Some kingdoms do outright control certain societies or at least have influence over them. Sometimes one of these societies has control over the kingdom. There are hundreds of wu-lin and sabha societies; the most notable, prominent, and powerful are mentioned below. The dominant races and five most common classes are also listed. Societies known throughout the Lands of the Jade Oath are described here:



Cloud Leopard Covenant: Eccentric and enigmatic to outsiders, this society lies on the western border of the Xianguo empire and the mountain kingdom, Tsixang. Their members are typically cryptic and noncommittal. It is filled with those who often study arcane and dangerous secrets of magic. Members might carry the titles of monks, by title and lifestyle choices only - not by class.

This society specializes in dealing with magical threats and in conducting arcane research. They run one of the preeminent magical academies in their mountain retreat at what is believed to be the

base of the fallen Pillar of Heaven. Rumors mention a secret base floating somewhere in the sky reached by riding upon the backs of cloud leopards. They place a strong emphasis on faith and religion and are staunch opponents to slavery and subjugation of any kind. This stance on slavery often places them at odds with the Kraken's Pearl.

This society is composed of mainly verrik, mandragorans, naga, and shenxue. Mage blades, magisters, runethanes, witches, and wu shih (greenbonds) are prominent in this society.



Forbidden Mantis: Female warriors rule this society. They champion the causes of women in society. and can be found anywhere in the empire, doing anything. They often hire out members as assassins and bodyguards, are wealthy and are something of a mystery, which is the way they like it. Well-known members trained at academies controlled by the Beautiful Silk Tigers. This society is composed of mainly bakemono, dahren, faen, human, mandragoran, and yueren. Kensai, mage blades, oathsworn, ritual warriors, and xia are prominent classes.



Ghost Tigers: This is a decentralized, nomadic group of demon hunters and undead slayers with a widely diverse racial membership and are the largest organized force of demon hunters. They are the largest organized force of demon hunters. A council of the oldest demon hunters from each of the five cardinal directions (North, South, East, West, and

Center) leads the society. They elect an overall war leader by popular choice, which must be ratified by the elder council. This society also has the widest reach of any, but is less concentrated in any particular area. The Ghost Tigers are the most dedicated of any demon hunters; however, they are also known for their lack of discipline, lack of refinement and an unusually lax attitude concerning anything other than demon hunting. Those unused to the presence of the eccentric demon hunters greet them with fear and resentment... at least until they are needed. Demon hunters, monks, oathsworn, and xia are prominent classes in this society.

Center

At the center of the Lands of the Jade Oath is the glorious Empire of Xianguo, the Immortal Kingdom. Its influence is felt far and wide and it attempts to expand its power even further through exploration and trade.

THE EMPIRE OF XIANGUO

The empire, long divided, must unite; long united, must divide. Thus it has ever been. - Luo Guan Zhong

Geographically, culturally, and politically, the Empire of Xianguo has immense influence. Religions and philosophies in the region are strongly influenced by those from the empire, though the empire owes religious inspiration to influences from Mandrasengal. Its influence is as immense as the amount of land it controls. Nearly all the known races dwell here as indigenous peoples or as immigrants.

The land is geographically diverse with forests of many kinds, bamboo groves, taiga, jungles, mountains, rivers, lakes, swamps, plains, deserts, and even terrain with supernatural and magical features. It is a land well-known for its narrow and sharply rising limestone mountains, strong bamboo, colorful deserts, lush forests, long and bountiful rivers, tiered rice patties, and unique man-made structures. Though the empire is a powerful and great civilization, its wilderness is vast. Civilization exists in pockets scattered across

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Ministerial insignia for the Golden Coin, Iron Pen, Jade Pillar, Silver Axe and Steel Ki-Rin governmental ministries.

the country with few roads and rivers crisscrossing the land to connect them.

The culture and customs of the empire should not be confused with those of the peoples from other parts of the region. These peoples do not sit on the floors of homes built with bamboo and sliding, rice screen walls or in huts made from palm trees. They live in structures made of solid materials: bricks, thick wood, packed earth, and other types of masonry. Most structures are tall with 3 to 4 stories, walls, and tiled roofs. Balconies are common and even modest homes have a courtyard. Gates to courtyards or doors that serve as the primary entrance are circular to enhance the positive flow of feng shui and to ensure a harmonious environment. Neighborhoods tightly pack many homes together along winding streets.

The empire lasted for thousands of years under the rule of the giant dahren, since the ancient menace of the dramojh were overthrown. That has all changed recently. The most recent ruler was strong, capable and popular, despite being a dowager. She vanished a year ago. After a series of bloody assassinations, murders, accidents, intrigue, and political power plays, the only viable heir is a human with a trace of the empress's blood in his bloodline. This unknown human now stands to rule an empire of giants; but, he does so at the sufferance of the dahren eunuchs and naga (some are counted among the eunuchs) that helped him to attain power. The next few years will show if he will make for a weak ruler controlled by the eunuchs, or if he can break free of their influence. If he does, will he become a strong, benevolent ruler or a tyrannical overlord?

One thing is certain – while the eunuchs are supposed to relinquish control to the newly appointed and untested emperor, they continue to consolidate their control while they shield the emperor from any who would seek an audience. They use barely-concealed political and military grabs for power at the expense of the mandarins and other noble vassals, appointed bureaucrats, and their houses and clans.

In the meantime, other troubles cropped up. The long awaited treasure fleet commissioned by the last dowager empress is finally ready to move. Bureaucratic red tape and suddenly, unexpectedly depleted funds stymie efforts to begin exploration towards the east and south over the Sea of Burning Stars. The island of Nha Lao and a small, independent, and rebellious part of the empire called Monmar seceded after the disappearance of the empress. Disparate groups of xia rebel against the new emperor and the eunuchs. The undead legions of the necrotic dragon Huo Sei Lung renew their attacks along the Ghostwall and seek other avenues of entry for their armies. The new eunuch ambassador to the kingdom of Kochoryeo botched his mission by promising war and found himself chased

out of that kingdom when the sanesaram of that land sided with the old ambassador. Now skirmishes with that kingdom threaten to develop into an all-out war. Pirate activity has risen considerably over the last decade, threatening a great source of external revenue for the empire.

A great influx of foreign pilgrims spills into the empire from the far west. Many imperials feel that the newcomers bring sacrilegious ideologies in addition to their strange trade goods, magics, and technologies. It is the extremists of the land who threaten violence and cause trouble for many pilgrims, which gives the aggressive western governments a good excuse to make demands for land for trade space and to threaten military action.

Government Factions of Xianguo

The ministries of the government each have a grand mandarin in charge. Together they form the Grand Council, which acts as an advisory board to the emperor. The ministries are:

Ministry of the Golden Coin: The government's main source of revenue comes from taxation on land ownership supplemented by official monopolies on essential household items such as salt and tea. Thus, in the predominantly agrarian Empire, the 'household' is the basis of imperial finance. This department is charged with revenue collection and the financial management of the government. Taxes are collected from wu-lin societies on an annual basis.

Ministry of the Iron Pen: This ministry handles the personnel administration of all civil officials, including appointments, evaluation, promotion, and dismissal. It is also in charge of the 'honors list'.

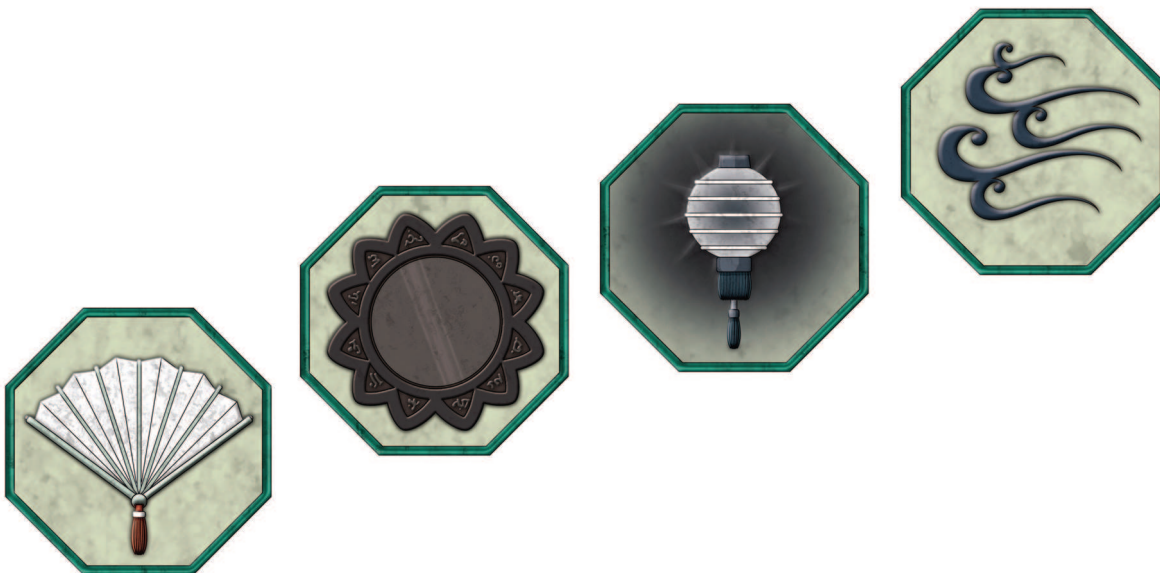
Ministry of the Jade Pillar: This ministry handles all governmental building projects, including palaces, temples and the repairs of waterways and flood canals. It is also in charge of minting coinage.

Ministry of the Silver Axe: This ministry has authority over the Green Standard Armies, which consist of the common troops of the empire. Its functions are mainly administrative; the Emperor directs campaigns and troop movements through the Grand Council and the generals of the armies.

Ministry of the Steel Ki-rin: This board of punishments and justice handles all legal matters, including the supervision of law courts and prisons. There is no separation of executive and legislative branches of government. The legal system can be inconsistent, and, at times, arbitrary, because the Emperor rules by decree and has final say on all judicial outcomes. Emperors can overturn judgments of lower courts from time to time.

Ministry of the Ivory Fan: This ministry is responsible for ceremonial rites and protocol at court, which includes the periodic

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Ministerial Insignia for the Ivory Fan, Ebon Mirror, Dark Lantern and Black Wind governmental ministries.

worshipping of ancestors and various gods by the Emperor - in his capacity as the "Son of Heaven" - and looking after the welfare of visiting ambassadors from tributary nations. The concept of courtesy is considered an integral part of education. An intellectual is said to "know of books and courtesy (i.e. rites)". Thus, the ministry's other function oversees the nationwide civil examination system for entrance to the bureaucracy. Many see state-sponsored exams as the way to legitimize a regime by allowing the intelligentsia participation in an otherwise autocratic and unelected system. The other concern of this ministry is the regulation and monitoring of the wu-lin societies and supernatural creatures throughout the empire. Consequently, they oversee the Bureau of the Ebon Mirror.

Bureau of the Ebon Mirror: This bureau within the Ivory Fan Ministry monitors and polices magic, adventuring, and martial arts societies. All wu-lin societies, martial art schools and mystical fraternities not under the direct control of the government must register with this bureau and pay an annual tax for the right to adventure within the empire. The bureau works alongside the Ministry of the Golden Coin on such matters to keep records of what is owed. They tax any treasures discovered and it is this bureau's job to ensure that all societies are paying their due. Mystical orders operating within the empire must assist with government matters at the request of the Bureau of the Ebon Mirror. The bureau can also task the wu-lin societies with missions on behalf of the government as temporarily authorized agents, officially or unofficially.

Ministry of the Dark Lantern: This ministry is composed of Investigators, Inspectors, and Censors that act as an internal affairs office for the other ministries. The Dark Lantern oversees that there is no abuse of power within the imperial bureaucracy.

Black Wind: Though it is not a proper ministry or even a publicly recognized branch of the government, this is the Grand Council's intelligence and information-gathering arm.

Notable Information from the Empire of Xianguo

The Blood Desert: This northern part of Xianguo gets its name from bright red sand. Even the numerous rocks and mesas that compose this desert are bright red. At night, the light from the moon seems tainted by the bright red sand. Many dangerous creatures live in this inhospitable and alien, though beautiful, landscape. The Forest of Caves (see below) is within the Blood Desert. Floating tree-stones can be found more often here than anywhere else. Naturally, this means that when the sun bleaches the wind-buoyant, rock-like crystals of their precious energies, they come crashing to the earth. This introduces another hazard to this dangerous desert.



Celestial Lion: This was originally an organization of devout ruishishen that did not share disdain for the gods after the war with the dramojh. These ruishishen remained in the service of the empire and came to be joined by other rashidashen. Today, the Celestial Lions serve as guardians of important sites and bodyguards to important personages. Emperors of the past favored them. Certain ones

considered them as part of the emperor's personal guard, giving orders directly. While the most recent empress did not confer this unique privilege during her reign, she did show them great face. She honored them with employment as guards to many important government functionaries and sites of importance. Now that the empress is gone, the Celestial Lions suffer the jealous ire of the current eunuch-controlled bureaucracy.

This society is composed of mainly goushen, hushen, ruishishen, and shenxue. Kensai, oathsworn, runethanes, totem warriors, and warmains are prominent.

City of Dragon's Sacrifice: Ancient Yin-Lung lies in the center of a great plain near a dried up river. It was the giant's base of operations against the dramojh. Even though it looks like it was constructed from man-made materials, it is actually the long-dead body of a colossal dragon that coiled up and died there on the plain. It fossilized into its present form.

The city is in the shape of a giant ring with buildings built to hug all along the inside and outside of its massive, fossil stone coils. One story of the final dramojh war states that the last celestial dragon died protecting a small city that served as the resistance's base of operations. The ancient dragon encircled the city with its serpentine form. In its final moments of death, the body turned to stone where it remains today. The survivors renamed the city in honor of the dragon's last act.

Now the city has grown so large that the protective coils no longer contain it. The inner district of the city, the nobles' quarter and other important buildings lie within the coils. A gate fashioned from the open jaw roars in defiance of death. The interior is riddled with an intricate series of caves and passageways, some leading to an underground complex created long ago. Rumors mention an underground lake as well, though it is too dangerous to explore due to a number of subterranean monster lairs.

It is said that the most ancient parts of the city, those buildings within the coils of the dragon's body, are haunted by those who fell

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on both sides of that ancient conflict. The wealthy continue to live within the area. It is largely unpopulated due to the small supply of water. Legend says that there is gold somewhere in the belly of the dead dragon and that the spirit protects the gold.

City of the Autumn Gate: This largest of cities used the most advanced building materials and techniques in its architecture. It was the pet project of the son of a past emperor. The infrastructure and farmland of the surrounding region are not strong enough to support a population of more than half the city. It is the most confounding structure in the world. Its streets are extremely confusing and difficult to navigate. Visitors get lost after just a couple of turns. This is compounded by an unusual fog that always envelops the city, and a never-ending cloud cover in the sky. Four streets run straight to the city's center from each of the cardinal directions. These are the only streets one could not get easily lost on. They lead straight to a circular street around the central palace where the city's minister resides though no one ever finds him staying there when they actively search for the minister.

The most unusual piece of information about this city is that it has a secret portal to the land of the dead hidden in its labyrinthine and underpopulated streets. Many believe that the prince who built the city did so in order to hide the gate to the land of the dead after its discovery.

It is also a city widely believed to be ruled by a ghost. The imperial minister does not behave like a ghost, but there are several widely credible stories detailing his ability to appear and disappear anywhere within the city at will. (Though never when someone looks directly at him.) No one has been able to physically touch the minister and he is frightfully shy of being within reach of those who might try. He never seems to age, and the city has only had one minister. Some whisper that he is the ghost of the prince who built the city, who is ensuring that the gate is never found.



Fallen Dragons: This outlawed society operates out of the underground and inner wall ruins of the City of Dragon's Sacrifice. The Fallen Dragons are outlawed because of their rebellious activities. They openly defied the current regime since the last empress disappeared. They have proven to be nearly impossible to root out of their hidden base. They specialize in guerilla warfare, smuggling operations, and stealth missions. This society is composed of bakemono, humans, ruishishen, and sanesaram. Kusa, oathsworn, rogues, unfettered, and xia are prominent classes in this society.

The Fallen Pillar of Heaven: In the mythology of the region, the fallen pillar held up heaven. It was knocked over at the beginning of time when the gods fought on the earth and caused the great flood. Stones believed by scholars to be the remains of the fallen Pillar of Heaven lie broken and scattered across Xianguo. They stretch from the Heaven's Reach Mountains along the vicinity of the Ghostwall all the way to the Sea of Burning Stars. Undead fueled by negative energy find themselves in pain and are penalized when approaching larger pieces of the pillar. (Halve their movement when approaching it and the undead suffer a -2 penalty on all attack rolls, saving throws, ability and skill checks when within 60 ft.)

Those who live nearby believe that nothing that corrupts the remains of their ancestors could possibly have anything to do with Heaven. Those same scholars who believe that these large and unique stones are the fallen pillar also believe that the smaller fragments make up the magical stones used in the Ghostwall's construction. However, anyone who dies near one of these stones becomes one of the undead within a day.

Other unique and magical properties associated with these large stone fragments include mystical disappearances, traveling through time and space, ghostly possession, and horrifying transformations and mutations.

The Forest of Caves: This area of the Blood Desert is riddled with a series of complex, interconnected caves that run both above and below ground. An unusual red-colored crystal that composes these caves eventually becomes as light as air, though still rock hard. The

rock is often referred to as tree-stone. Tree-stones grow throughout the central plains. They are most numerous at the Forest of Caves and in the high plateaus of Tsixang. Tree-stones can become the size of small hills as they "grow" out of the earth. They rise until they end up supported by pillars that form numerous caves and cavern complexes. It is believed that hills and caverns are in the early stages of forming the famous floating mountains.

Ghostwall: Also called the Runewall or the Emperor's Wall, this giant wall is a series of stone and earthen fortifications traversing the continent from the Sea of Burning Stars in the east to the Heaven's Reach Mountains in the west. It is the largest structure made by mortal hands (though built to accommodate the large sized dahren) and it is also the most haunted. The name comes from a unique property of the stone along much of the wall's length. This property assures that the p'o soul, the bestial-like primal part of those that die along the wall, remains to guard it from any who would dare to cross it. These souls return as angry ghosts, or as zombies, skeletons, and other types of undead, despite the name of the wall.

The magic of the stones in the Ghostwall prevent any dying nearby from rising again in service to the undead dragon, Huo Sei Lung, as members of his undead armies. His undead armies in the neighboring land of Qahngol threaten to cross the Ghostwall into Xianguo to conquer it someday.

The wall was initially built with stones from pieces of the fallen pillar of heaven. At first, the builder's work forces were not aware of the special property of the stone that attracted undead. The stones were initially chosen because they glowed faintly in the moonlight and so the structure could heighten visibility at night. Laborers became aware of the magical property of these stones when those who died during their labors returned from the dead to plague the rest of the construction crews.

Eventually, the full properties of the stone were discovered. Those who died near the stones returned as undead because their p'o souls were bound to the stones. Then, those in power decided that the best way to defend the empire would be not just with the wall, but with a wall eternally manned by the undead. This proved problematic for further construction until the emperor dispatched necromancers to ensure the completion of the wall.

The armies of the Great Khan of the Qahngols managed to cross the wall by using magic masks enchanted to fool the undead into believing that the qahngol were also undead creatures. Today, though the Great Khan and his armies no longer threaten or rule the empire, the Jade Snow Fox wu-lin society maintains the wall with captured magical masks. The society developed special magical runes to inscribe upon the stones to improve their control over the undead denizens.



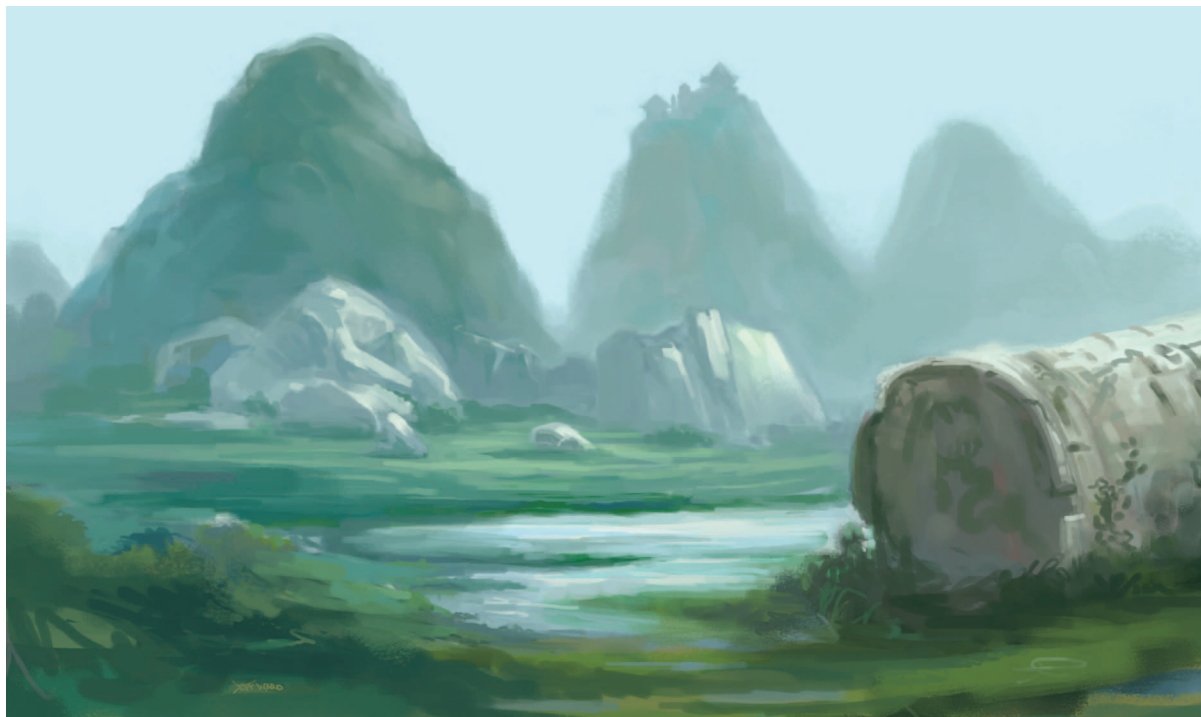
Jade Griffon Guard: This is the newest of the wu-lin societies, but it also has one of the most extensive and glorious histories of all. The Jade Griffon Guard formed from members of a Royal Guard Unit reduced to a secondary force around the emperor's city as well as couriers and messengers. They were frequently at odds with the eunuchs trying to steal power from the former empress.

When the empress disappeared and the eunuchs gained more power, they reduced the power of the Jade Griffon Guard. Without the empress or anyone else to protect them, the guards accepted forced concessions to keep from being disbanded.

While loyal, younger members of the unit kept it going, the old guard and a few others retired from service. They applied for, and were granted, a charter to be a recognized wu-lin society thanks to a few old contacts. The new society aggressively recruited members who exhibited strong loyalty to the former empress. The strong reputation of the society's leadership assured them of no end of eager recruits. Today, they secretly search for evidence of the former empress' existence or at least for evidence of her death.

The Jade Griffon Guard maintains a nominal connection with the still-active members of their former royal guard unit. They perform missions to make use of their specialty with aerial operations

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A piece of the fallen Pillar of Heaven.

and inside knowledge of imperial politics.

This society is composed of mainly dahren, garuda, goushen, and yueren. Mage blades, oathsworn, ritual warriors, totem warriors, and xia are prominent classes in this society.

Jade Snow Fox: This northern multi-racial society has influence in the Ministry of the Golden Coin, the Ministry of the Jade Pillar, and many mortuaries and funeral homes. Consequently, they have a huge influence on the maintenance of the Ghostwall and the defenses. The families in this society work as tax collectors and physicians, which makes the Jade Snow Fox a well known society amongst the common populace. They are renowned



for their proficient use of necromantic magic, wealth, and connections with powerful members of the winter and autumn courts of the spirit world.

This society is composed of bakemono, dahren, goushen, humans, qahngol, ruishishen, sanesaram, shenxue, and verrik. Akashics, enlightened scholars, runethanes, and witches are prominent classes.



Kraken's Pearl: This society promotes exploration of the sea and expansion of the empire of Xianguo through exploration and sea trade. Centuries of tradition and a thirst for wealth, discovery, and adventure drive this wu-lin society. It has powerful connections in the imperial navy and a wealthy merchant fleet. Also, this society counted the only fit, remaining relative among its numbers.

As a result, Kraken's Pearl now has an emperor that views it favorably and many new, minor bureaucrats come from this society.

They are heavily involved in trade with foreign lands and are a significant player behind the slave markets. This society is composed of mainly bakemono, dahren, humans, mandragorans, naga,

and shenxue. Bards, rogues, totem warriors, unfettered, and witches are prominent classes in this society.



Resplendent Phoenix: This human-controlled wu-lin society is a strong supporter of the current emperor due to his mostly human lineage. Members are noted patriots, striving to gain glory for the empire while being flamboyant and boisterous. Their fortunes often rise and fall in dramatic fashion. Some say this wu-lin society is too ambitious and decadent, a dangerous mix, and that they are due for a fall. This appears unlikely.

This society has been a major power in the region at least three times in its long and storied past, but it keeps falling to new lows due to foolish mistakes. Several national and human heroes come from its ranks. This society is composed of mainly dahren, goushen, humans, and yueren. Mage blades, unfettered, warmains, and xia are prominent classes in this society.



Thunderous Cricket: This small, but prosperous wu-lin society is based in Xinmar, a rich trade city in the Canyon of Kung Tai Chuan, located in the Heaven's Reach Mountains. This society specializes in acquiring goods and services for their clients and has a reputation for pulling through missions with impossible odds. Their numbers are few, but their standards are very high, which

leads to highly accomplished and professional adventurers who can accomplish missions with great efficiency.

Members of this society are often solemn and quiet. Do not mistake this demeanor for weakness or complacency. They are known to be gracious hosts. Many come to the shops of Xinmar to trade with the barbaric peoples of the west or for relaxation in the hot springs. However, they can be fiercely protective of their city and its clientele. This includes political and economic opponents, as well as military incursions from the rhodin or the forces of Huo Sei Lung.

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Xinmar, trade city of the Heaven's Reach Mountains

Rumor has it that the Thunderous Cricket allows no crime in the city unless it has a stake in the profits. Voicing such rumors can be dangerous within the city limits.

This society is composed of mainly bakemono, mandragorans, sanesaram, verrik, and yueren. Enlightened scholars, kusa, and unfettered are prominent classes in this society.



Sundered Mountain: This unusual wu-lin society survived tragedies throughout its three hundred year history. It is comprised almost solely of Unbound; they very seldom accept any applicant who bears a truename. This society is noted for its tenacious ability to weather the storms that come its way. In the time since its founding, this society has survived countless attempts to destroy it.

The Sundered Mountain was falsely blamed for the extermination of thousands of ruishishen. It was not responsible for the slaughter, but they continue to be resented by the ruishishen. The society pays a high price for its survival. They must now survive the political quagmire that resulted from these events. This society is composed of mainly dahren, goushen, qahngol, sanesaram, and verrik. Kensai, kusa, unfettered, and warmains are the major classes in this society.

Wang Canal: The Wang Canal is the most ancient and longest artificial river in the region and the world. It runs in a generally southeasterly direction from the Yungtze River that flows through the heart of the empire to the Fire River in the south of the empire. Early rulers of small kingdoms near both rivers began separate canals for trade and commerce long ago. They were joined when an early emperor ordered the two canals connected so that grains could easily be shipped to the capital and tribute and trade from the southern nations could reach the capital along the Yungtze River. The construction was arduous, difficult and many lives were lost. It has several locks throughout its length due to changes in the elevation where the canal winds its course.

Xinmar: A very old and huge river canyon bisects one of the only

passes through the Heaven's Reach Mountains. Xinmar lies within. It is a difficult and dangerous trade route, to be sure, but navigable. The threat of raids from the rhodin or Huo Sei Long's forces continues to make it difficult, even when the pass is not covered in snow (which is rare) or under threat of avalanche.

The city rests on an island mesa within the river, with sides carved into the giant likenesses of kings and powerful personages of a long dead civilization. The volcanic activity of the area is now stable; it originally formed unique geographic features. The hot springs enable one of the city's chiefly profitable ventures. Hot water springs with medicinal properties flow over the island and into the canyon forming the start of the river.

West

The western kingdoms considered part of the Lands of the Jade Oath include Mandrasengal, Tsixang, Chokra, and Ghurkhan. In the past, these kingdoms had a strong influence on the culture and religion of the Empire of Xianguo. They continue to have an impact even today as new and prosperous trade routes open up great opportunities for trade with other lands that lie even further west. Tsixang is the plateau home of the verrik and the religious center for several sects of the Bodhist faith. Mandrasengal is the traditional homeland of the ages-old, stratified, mandragoran society. Ghurkhan is a small kingdom in the desolate wilderness of the mountains that breeds many tough inhabitants. Chokra is the aggressive smaller cousin to the kingdom of Mandrasengal.

Chokra

Chokra lies south of Mandrasengal at the end of the peninsula that extends into the Huo Nai Ocean. The kingdom of Chokra has seen better days. It once controlled nearly all of the islands that now make up Javasriya as well as Sri Merai and some of the lands that now belong to Mandrasengal. The Tusk River dominates the generally flat land of the central part of the country and cuts through gently rolling hills and lush jungles down a gradual slope towards the sea. The south is dominated by mountains that follow along the

coast. Many tropical and subtropical animals can be found here, including elephants, tigers, buffalos, and more. The capital of Kovala is a port city located near the delta where the Tusk River runs into the Sunblood Sea.

Society is arranged in castes like Mandrasengal, though not as strictly adhered to as in that kingdom. Likewise, dress is similar to that of Mandrasengal, but here the use of jewelry such as bracelets, anklets, necklaces, finger-rings, and ear rings is popular among both men and women. Common races in Chokra include mandragorans, humans, hushen, naga, and garuda. The predominant language is mandrasengali, followed by the southern hushen, naga, garudan, sylvan, ignan, and aquan.

The Tusk River holds a special place in the culture. The river floods without fail annually and is cause for a celebration that everyone participates in. The kingdom of Chokra has great aptitude with maritime activities, both militarily and in mercantile endeavors. In fact, their mercantile dominance of the Sunblood Sea once allowed them to exert a strong economic and cultural influence over other cultures, particularly Javasriya and Sri Merai.

Past kings of Chokra were avid builders who constructed a great many temples within the kingdom and its conquered territories. The Upanishadist temples are not only places of worship, but are also centers of economic activity. Monasteries serve as centers of learning supported by the government. In comparison to other kingdoms, Chokra has a high level of literacy, though it is in decline compared to the literacy levels of the past.

Architecture shows an artistic aptitude with stone and brass used to make statues as well as in the construction of many majestic temples. Certain artists created statues and sculptures with a great beauty and classical grace. The music here is of the vocal, carnic form. Women perform traditional dances in the cathir form, also called temple dancing. The dances are performed in beautiful, traditional dress with great emotion. They celebrate the universe through the beauty of the mortal body.

One unusual cultural ceremony is sati. Sati is a unique Chorkan funeral ceremony involving a recently widowed woman who will throw herself upon her deceased husband's funeral pyre. Following her death, she is elevated to the status of a minor saint and remembered in writings.

Notable Information from Chokra

Five Hundred from the Thousand Directions: This mercantile society devoted to the economic prominence of Chokra spreads their culture and religion. They specialize in mercantile skills and naval combat. Many of their number are akashics, enlightened scholars, runethanes, unfettered, and xia. Dominant races in this society include humans, hushen, and mandragorans.



Shining Cobra Sect: These murderers devote themselves to the darker aspect of a vile goddess in the Upanishadist pantheon. They advance the cause of their faith at the expense of the lives of lone travelers on country roads. They do not work for hire for anyone; rather they commit murder with ritual strangulation as a means of worship.

Ghurkhan

This landlocked kingdom lies within the tallest mountain range in the world. It has the tallest individual mountains in that range within its borders. Ghurkhan lies to the south of Tsixang, north of Mandrasengal, and east of Monmar and the Empire of Xianguo. The countryside is quite diverse with tall, cold mountains and very deep, humid valleys. It has tropical, subtropical, temperate, subarctic, and arctic climates that vary according to altitude. The land is dominated by three types of terrain: mountains, hills, and terai, which means moist land. Terai lands include forests, marshlands, and savannahs and are often flooded by monsoon-swollen rivers. This land is home to elephants, tigers, rhinoceros, bears, and leopards amongst other animals. Kathmapur is the kingdom's largest

city as well as its capital.

The culture is similar to Tsixang and Mandrasengal. The folk living in the northern portion of the kingdom have similar clothing, food, and language to those of Tsixang. Their warriors are well-renowned for their bravery, loyalty, and tenacity. The famous curved blade, the kukri, a traditional weapon, is a cultural icon of its warriors. Common races in Ghurkhan are verrik, mandragorans, humans, qahngol, yueren, and naga. The predominant language is verrik, followed in by mandrasengali, mu, naga, qahngol, and teran.

Native foods include rice, corn, wheat, sugarcane, root crops, milk, and water buffalo meat. A common meal is dal-bhat, which consists of prepared, dried beans served with rice, vegetables, and spicy relish. The staple diet is based on wheat, maize, millet, and potatoes with meat, eggs, and fish considered as treats. Tongba, millet-based alcoholic drinks, are popular. Other agricultural products include grain, sugarcane, tobacco, and jute. Jute is a soft vegetable fiber that can be spun into strong, coarse threads with a wide variety of uses. The most commonly recognized is in the making of burlap sacks.

Due to the intermingling of beliefs, Upanishadism and Bodhism are both worshipped equally, with differences between the two being mainly academic in nature. Both faiths have certain deities and saints in common and share common temples. Some Upanishadist tribes even employ Bodhist monks for their ceremonies. A mix of Upanishadist and Bodhist festivals serve as holidays throughout the year. Folklore and traditional stories are frequently acted out in dance and music.

There are many different tribes throughout the valleys with a wide variety of subcultures and different customs. Some have masked dances that tell the stories of their heroes and gods, others a different type of cuisine, some have unique superstitions or musical instruments, and a rare few in the north practice polyandry. Most marriages are arranged. Ceremonies are an important part of the culture. Common and important ones include Pasni (the first day a child is fed rice), Bratabandha (penance ceremony), and Gupta (for prepubescent children).

Most dwellings are bamboo frame with mud and cow-dung walls. These dwellings are cool in the summer and retain warmth in the cold months. Houses at higher elevations use timber in their construction.

Notable Information from Ghurkhan

Needle Mountain: This mountain has a large aperture all the way through the peak that can be seen for miles from the east or the west. It is said that this aperture is actually a portal to other worlds, though it is never the same world. The mountain is treacherous to climb. Ages ago a group of mages tried to tame the magical energies of the aperture, going so far as to build a settlement near it. However, the story goes, they could not contain the powerful energies flowing through and all the mages disappeared, never to be heard from again. When there is no moon in the sky, howling voices can be heard alternately begging and pleading, laughing maniacally, howling in rage, or weeping near the peak.



Crescent Kukri Hunters: This society of warriors is known better beyond the borders of their homeland than within it. They have unrelenting courage, tenacity, and an uncompromising nature, as well as the loyalty they provide to those who employ them. Their war cry is, "Jai Mahakali, Ayo Kukrii!", which means "Glory be to the Goddess of War, here come the kukris!" They are often employed

by Mandrasengal and Tsixang, with some elements currently employed in Javasriya and the Empire of Xianguo. The East Zephyr Trade Company employs a contingent that is quickly gaining a name for itself as the Crescent Wind Kukri. Membership is mainly composed of kensai, mage blades, ritual warriors, totem warriors, unfettered, and xia from the human, mandragoran, qahngol, and verrik races.

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City of Dragon's Sacrifice

Mandrasengal

This nation is surrounded by the Great Sunwall Mountains to the north and east. The Sunblood Sea lies just beyond those mountains to the east. The Black Salt Desert sits to the west, and to the south lie the kingdom of Chokra and the Huo Nai Ocean, known to the mandragorans as the Tears of the Great Tree. The Ghurkhan kingdom is within the Great Sunwall Mountains to the north with the Xianguo Empire to the Northeast beyond. Mandrasengal is home to the mandragoran civilization. Throughout history, this land was home to many ancient empires and bountiful trade routes. Upanishadism and Bodhism originate here, as well as other lesser known religions and philosophies.

It is a beautiful land surrounded by mountains, deserts, and the ocean with jungles, powerful rivers, svelt plains, and bountiful forests. Common races in Mandrasengal are mandragorans, humans, verrik, hushen, goushen, and naga. The predominant language is mandrasengali, followed by verrik, naga, southern hushen, lung, and sylvan.

The culture of the region has had a very strong influence with other cultures, but has also adapted many ideas from outside over the centuries. Architecture varies widely from region to region as does song and dance. Differing types of folk music are popular in most regions of Mandrasengal. Main staples of food are rice in the south and east, with wheat being common in the north. Black pepper is frequently used in Mandragoran dishes. Dress varies widely with climate being the primary reason for differences. Women across Mandrasengal wear the sari and men wear the dhoti or lungi. The sari is a long strip of unstitched cloth that is wrapped around the waist and then draped over the midriff. The dhoti is a rectangular piece of unstitched cloth that is wrapped around the waist and legs and is knotted at the waist. Lungis are also rectangular, but are sewn into a tubular shape like a skirt.

The peoples of this land have a heavily stratified society separated by castes. At the top of the caste system are the hereditary priests and scholars, known as Brahmin, with the magic users below them. Under them are the landed aristocracy and noble warrior-retainers, called Kshatriya, followed by the Gupta craftsmen and merchants.

Below them are the Dasa - entertainers, menial laborers, peasants, and slaves. Below them all are the outcastes and untouchables.

Mandrasengal society is stratified and patriarchal with families living in multi-generational, joint households. These families consist of all those lineally descended from a common ancestor, including wives and unmarried daughters. The workload is shared by members of the family, though not equally. A woman serves as housewife and cooks for the entire family while the patriarch (usually the senior male) decides the rules of the house and arbitrates disputes amongst family members. Other members of the family might babysit if the mother is busy working and are also responsible for teaching the children etiquette, manners, language, and other skills. Most have their marriages arranged by the most senior and respected members of their families. Upon marriage, a daughter ceases to be a member of her father's family and becomes a member of her husband's.

Notable Information from Mandrasengal



Barbed Lotus Company: This society is best known for the talents of a large number of its mandragoran warriors who use their headvines as extra limbs to wield blades. Their services are often for sale to the highest bidder. They are very efficient, and are mainly composed of mandragorans, garuda, humans, and some faen and hushen that work as kensai, kusa, mage blades, ritual warriors, unfettered, and xia.

The Floating Garden: This island floats in the air atop tree-stones. The garden is a sacred place to the mandragorans. Members of their Brahmin caste tend to it. Only priests dwell there; all others must undergo a day-long purification ritual before being allowed to step foot there, if allowed to approach at all. The penalty for entering the Floating Garden without permission is death. The Floating Garden is the largest single piece of tree-stone known to exist and it is also believed to be the longest.



Iron Leaf Legion: This professional society of warriors and warrior monks train themselves to endure damage and pain via esoteric *chi* techniques and light armors made with rare, durable natural compounds. They learned these techniques at the feet of alchemists, yogis, and druids. Many serve as the elite protectors of the Brahmin and Kshatriya castes. Their num-

bers include prominent enlightened scholars, monks, oathsworn, paladins, warmains, and xia comprised mainly of mandragorans, humans, and hushen.

Juggernauts: The Juggernaut is a legend, but there are believed to be more than one. They dwell beneath the earth causing great upheavals and earthquakes in order to destroy the peoples of the lands above them. However, no one alive has ever been able to say that they have seen one.

The Road of Birds: Somewhere, deep in the jungles of Mandrasengal is a forest of ancient, giant redwood trees that shares its space with thousands of giant statues holding aloft a road hundreds of feet above the jungle floor. There is one statue for every five to seven trees. No one knows where these statues came from or who made them. There is no city or any other ruins nearby. The statues appear to have been made by mortal hands from stone and metal. Much of the road is still intact. It leads across the length of the jungle, suddenly ending where it meets the ocean. No one has ever found the other end within the depths of the jungle.

The Tree of Life: No one knows exactly where this legendary, giant, sentient tree is; popular belief places it somewhere in one of Mandrasengal's many lush jungles. This tree is said to be the physical manifestation of the cosmos in microcosm and is the body of one of the leading Upanishadist deities.

Tsixang

Tsixang is the highest region in the world, filled with mysterious mountain ranges, isolated valleys, vast plateaus, large, brackish lakes, and grassland steppes capable of sustaining nomadic herds-men. This land is considered to be a magical place worthy of respect and wonderment. It is said that many of the valleys just south of the Tsixang Plateau are like completely separate worlds, including temperate forests, rain forests, jungles, and even swamps. Legends and rumors abound about what may be found in these valleys. Such tales are replete with golden temples, cursed cities, prehistoric monsters, the outlawed cults of dead gods, long dead, ancient civilizations, and even the gardens of the gods. The magic inherent in the region is undeniable.

The various valleys and plateaus of Tsixang were united centuries ago as an empire. A lineage of allegedly reborn monastic magistrates, called *tolku*, now control the nation from their holy city. Lhakhor is high in the mountains of the Tsixang Plateau. The atmosphere there is very dry most of the year due to the "rain shadow" effect, where the mountain ranges prevent moisture from the oceans from reaching the plateau. Tsixang is subject to extreme cold in the winter and high temperatures in the summer. Scouring winds sweep across the arid, bleak plains of the western plateau. The only relief for the dry atmosphere is the annual monsoon season from the south. Many great rivers in the Lands of the Jade Oath originate from lakes in the mountain plateaus of Tsixang.

Because of limited arable land subsistence, agriculture is the major source of food. Raising livestock remains the primary economic force on the plateau. Common livestock include yak, sheep, cattle, goats, camels, and horses. The yak especially is an integral part of life in Tsixang. The main crops include barley, wheat, buckwheat, rye, potatoes, and various other fruits and vegetables. Dough made from barley flour, called *tsampa*, is the staple food of Tsixang. *Tsampa* is either rolled into noodles or made into *momos*, a type of steamed dumplings. Meat dishes are likely to be dried meat or a stew made from yak, goat, or mutton with potatoes. Mustard seed features heavily in the local cuisine. Butter, cheese, and yoghurt derived from yak milk are commonly eaten, and well-

prepared yoghurt is a prized dish. Butter tea is a very popular drink among *verrik*.

The *verrik* of Tsixang are conservative in their dress. Men and women both wear long sleeves; even during the summer months. Women wear dark-colored wrap dresses over a blouse. A colorful, striped, woven wool apron indicates that she is married. Polyandry is practiced by those wealthy enough to afford such a lifestyle choice, making it uncommon. The "khata" is a traditional ceremonial scarf provided as a gift that symbolizes goodwill, good luck, and compassion. It is usually made of white silk to represent the pure heart of the giver. It is often presented at weddings, funerals, births, graduations and to hosts and to arriving or departing guests.

Common races in Tsixang are *verrik*, *qahngol*, *yueren*. The primary language of the kingdom is *verrik*, followed by *mu*, *qahngol*, and *auran*.

Religion is extremely important. The kingdom is the traditional center of Tsixang Bodhism, which is also related to the Shin Bodhist tradition in Nihonshu. Tsixang Bodhism is practiced not only in Tsixang but also in *Qahngolia*. Tsixang is also home to an older *verrik* spiritual tradition called *Xom*, which has a strong animist influence. It is said that the *verrik* invented their arts in witchcraft with influences from this old faith.

Tsixang architecture contains influences from *Xianguo* and *Mandrasengal*, and reflects a strong Bodhist approach. The Bodhist Prayer Wheel, along with a pair of deer or dragons, can be seen on nearly every *Gompa* in Tsixang. The design of the Tsixang *Chörtens* can vary, from roundish walls to square, four-sided walls. Many houses and monasteries are built with a mixture of rocks, wood, and packed earth at high elevations facing where the sun can easily shine on the buildings.

Materials for fueling fires for heat or light are available, so flat roofs are built to conserve heat, and multiple windows are constructed to let in sunlight. Horizontal, wooden support beams provide support for the roof, supported in turn by wooden columns. Another unusual characteristic is that walls are usually sloped inwards by 10 degrees as a precaution against earthquakes. Where wood is plentiful and skillful wooden ornamentation decorates the houses. Tsixang rugs are very ornate. Their hand-made crafting is an ancient tradition amongst the *verrik*. They are made primarily from the virgin wool of sheep for domestic use including flooring, wall hangings, and horse saddles.

Notable Information from Tsixang

Broken Pillar: The city of *Lha Zhai* is built atop an unusually shaped mountain known by the quaint title of Broken Pillar. The base of the mountain the city rests upon grows in elevation as it takes on a more rounded pillar-like mesa appearance. The top appears as though it was broken at an irregular angle.

Folk believe that this place is the base of the fallen pillar of heaven. It has similar properties to the other giant stones scattered across the land. However, the mystical properties are somewhat different. First of all, no undead can exist here. Those undead transported there find themselves in incredible pain for about ten minutes before they turn to ashes or simply vanish into mist. Mages who run the monastery at the top of the mountain control random magic flows that might otherwise cause trouble.

The city sprawls along the slope across the top of the mountain's pillar. *Lha Zhai* was founded long ago by an order of Bodhist monks. While researching and meditating upon new uses for arcane magic, they tried to reconcile their shamanic magic with the enlightened teachings of their new Bodhist faith. This monastery became a highly acclaimed school of magic and still exists to this day as a preeminent monastery for the study of magic. The Cloud Leopard *wu lin* society currently administers it. Legend has it that during the founding of the monastery, the mages and monks used the power of the Broken Pillar to banish a malevolent and vengeful god. The god cursed the *verrik* people before his defeat in a devastating battle of magic that nearly destroyed what remained of the Broken Pillar.

Red Sky Plateau: This beautiful and surreal plateau is covered in red sand and dust from the red tree-stones that grow here. Many ever-changing caves exist there. The unusual crystal of the tree-

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stones grows over the course centuries into the floating mountains. The verrik perfected the art of chaining these small floating mountains before they break free, and use them to fashion floating fortresses and other, smaller craft.



White Raven Society: The white raven society specializes in training their warriors as hunters and archers. They have a lodge headquarters in a lush, hidden valley accessible only through a complex of caves. This valley is surrounded by very cold and very inhospitable mountains. The society often hires itself out as mountain guides and serves as the enforcement arm of

the tulku throughout the region. Because they serve the tulku, the society concerns itself with hunting down demons as well as making the region safe against monsters' incursions. The White Ravens are composed of mainly verrik, qahngol, humans, and mandragorans. Demon hunters, kensai, totem warriors, and unfettered are all prominent classes in this society.

North

Kochoryeo and Qahngol lie North of the Empire of Xianguo. The often besieged nation of Kochoryeo remains an important trade partner with the empire. It has resisted numerous attempts to conquer it by both the empire and the island-nation of Nihonshu. It is also the homeland of the sanesaram. The land collectively referred to as Qahngol, on the other hand, is a hotbed of powerful nomadic tribes and their descendents. They raid and repeatedly attempt to conquer the empire and other adjoining lands. Once they even succeeded for a time, though an undead menace subverted the power of that land's people now.

Kochoryeo

Sometimes referred to as "Land of the Silk-Embroidered Rivers and Gold-Laced Mountains", Kochoryeo is a recently unified kingdom. Ruled by the sanesaram peoples, it lies on a peninsula to the northeast of the empire on the eastern edge of the continent.

To the southwest, the Seomnok River separates Kochoryeo from the empire. The Sea of Red Ice is to the north, the Hong Ri Ocean is to the east beyond the Nihonshu Islands, and the Sea of Burning Stars is to the south. The southern and western peninsula have well-developed plains, while the eastern and northern parts are mountainous. Unlike older mountains on the mainland, many important islands in Kochoryeo were formed by volcanic activity. Because the mountainous region is mostly on the eastern part, the main rivers flow westwards. These rivers have vast flood plains and provide an ideal environment for wet-rice cultivation.

The culture of the natives is greatly influenced by Kangfuzhism, Bodhism, and Taoshidaoism. The people display vibrant colors, such as bright red, yellow, and green, in both their traditional dress and during festivities. The races of this land value scholarship and those with good education. Popular dishes here are various pork and beef creations, mixed rice, fermented bean paste, kimchi - fermented vegetables that are often spiced - and stew or soup. The folk here are renowned for their inventiveness, having created metal moveable type, a printing press, the world's tallest astronomical observatory, and the armored geobukseon (turtle ship), as well as many other inventions and weapons. Their silk is regarded as the most desirable and their pottery, made with blue-green celadon, is regarded as the highest quality anywhere.

Kochoryeo is ruled by the sanesaram clans. Its government is relatively new and its people still remember when there were three kingdoms in a very long war for dominance over the region. Rumors in the shadows have it that the two conquered factions still secretly seek means to oust those in power. Other races found in Kochoryeo are humans, qahngol, hushen, bakemono, and yueren. The predominant language is sangool, followed in popular use by

mu, qahngol, northern hushen, bakemono, and terran.

Notable Information from Kochoryeo

House of the Burning Wind: This society of mages, alchemists, and mystic warriors creates magical weapons and alchemical concoctions. Their items are highly sought after by other nations and societies. Only slightly less well-known are their Martial Alchemists, warriors dedicated to the use of alchemy in their personal combat skills. A martial alchemist is as likely to breathe fire or throw an explosive canister of fluids at an enemy as he is to kill with a blade. Humans, sanesaram, shenxue, and yueren are common members of this society and will often be enlightened scholars, mage blades, magisters, ritual warriors, runethanes, witches, and wu shih.

Mist-Trees: These trees of Kochoryeo constantly generate a mystical cloud from spring time until the autumn season when it culminates in an extremely thick fog. The mist seems to quell noise and coats many of the valleys along the peninsula with a flowery scent. Wood from these trees continues to make mist if properly treated and enchanted prior to chopping down the tree.

The Steps to the Sea Road: A grand stairwell descends into the sea at the southern tip of Kochoryeo's coast. It continues into the ocean along a paved path to a destination that no one has been able to find. A contingent of sanesaram and yueren guards have all sworn an oath to defend the stairwell and its underwater path from intruders while remaining constantly silent.

Qahngolia

This large, landlocked country is located north of the Empire of Xianguo. This land is inhospitable and is perhaps the least densely populated land in the region, if not the world. Arid steppes cover the land, with mountains to the east and west, and the Blood Dust Desert to the south where it abuts the Ghostwall. The terrain is primarily taiga, tundra, and gobi (arid lands without enough vegetation to support most wildlife or livestock). It is unforgiving and windswept with hot short summers and very cold winters. In winter, a heavy snowfall (called *zud*) may cover the land and freeze the grass, making livestock grazing impossible. The capital and largest populated city in Qahngol is Utaarlavaar; the largest city in the country is the City With No Name.

This homeland of the qahngol race was the heart of their empire when they controlled the region. The dahren deposed them from power just a couple of centuries ago. Most of the people here live a nomadic existence. Those that don't, live in the capital. The qahngol are the dominant race. Other races include verrik, humans, goushen, and dahren. The dominant language is qahngol, a very precise language, making it difficult for many outsiders to learn. Other languages spoken here are verrik, rhodin, yuxian, and dahren.

The predominant religion is an animist faith that reveres ancestors and elemental spirits of the earth, wind, and sky. The next most prominent religion is a variation of the Bodhist faith that has adapted to local deities and spirits of the area, by making them patron saints.

Families typically stay in villages during the winter and in *gers* during the summer. Those who live outside of the city make a subsistence living. Copper, tin, tungsten, and gold mines can be found in the mountains. Horses, goats, camels, sheep, and yak are typical livestock. Agricultural crops are primarily wheat and barley. An alcoholic beverage made from fermented yak milk is a favored drink for many.

Sports include archery, wrestling, and long distance horse-racing. Horse racing is especially popular. Trick-riding is a favorite activity in competitions. These often involve scooping something up from the ground while at a full gallop. *Shagaa* is another favorite activity. Qahngol "flick" the ankle bones of sheep at a stand of other bones arranged as a target several feet away in an effort to knock them down. Games of shagaa are very popular and can become quite serious. *Khoomii*, or "throat-singing", is the most popular form of music.

Notable Information from Qahngolia

City With No Name: This city is remarked upon in many unique tales with varying degrees of fantasy, mystery, and horror. It is also

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the largest city of any in the northern Lands of the Jade Oath. All these tales have a similar theme. The city appears to be uninhabited by any living thing – unless you count as “living” the few artificial denizens, known as “bronze men” or “wooden men”, walking about the unusual structures and buildings.



Ice Falcon Alliance: Primarily this society was a group of qahngol refugee clans and families that escaped the undead forces of the dragon, Huo Sei Lung. That undead dragon conquered much of the land in the North with its armies. Today, these families and their allies serve the empire by fighting against the draconic forces and by searching for a means to end that menace. They sell their services as mercenary cavalry and archers

who have a strong reputation as excellent scouts and horsemen. This society is composed mainly of qahngol, ruishishen, verrik, and goushen. Berserkers, demon hunters, totem warriors, and xia are prominent classes.

East

The lands that lie to the East of the Empire of Xianguo are waterlocked. They proved difficult to conquer, though they remain influenced by the religion and culture that come from the mainland of the empire. The empire considers them contentious and in need of the empire’s enlightened guidance. These island-nations include Mu, Nihonshu, and Nha Lao. Mu is the island remains of a great ancient, continental empire of the yueren before it sank beneath the waves. Nihonshu is a land of proud warriors and the primary homeland of the bakemono. Nha Lao was conquered by the empire, but faces rebellion at the hands of many of its dahren colonists and the native humans.

Mu

The central, ever-moving islands of Mu’s location depend on the phase of the moon. Most of the time they are found within the archipelago that lies between Nihonshu, the peninsula that is Kochoryeo, and the mainland. The central islands of the archipelago, including the capital of Silchaeyo, are constantly surrounded by a shrouding wall of cold mist and fog that makes it very easy to get lost when sailing. The outer islands of the archipelago are volcanic and can sometimes be plagued with tremors and earthquakes. For some mysterious reason, the central islands are never bothered by tremors and have never had tsunamis, though they have frequent rains. Despite this apparent lack of tectonic activity, hot springs are common on all the islands. Most of the habitable land is near the coast. The inner terrain is often steep in elevation with soft top soil that turns into landslides when the soil becomes saturated from the rains.

The occupants of the islands are primarily the yueren, though some sanesaram are tolerated and reside on the central islands. Most yueren are somewhat xenophobic. Other races are not welcome on the central islands of Mu. Giant and dire creatures are found here in an abundance never found anywhere else. Fae creatures are more plentiful here, though only on the central islands. Many varieties of giant trees and other vegetation grow everywhere. Languages spoken are mu, sylvan, nihon, sangool, and yuxian.

Culture and dress resembles a pastiche of Mu’s closest neighbors, Kochoryeo, Nihonshu, and Xianguo. *Kimonos* are the preferred clothing style. Yueyangren tend to wear lighter colors or pastels, while yueyinren prefer darker colors. Archery is a favorite martial sport, though swordplay is emphasized to a lesser extent. Yueyangren build their houses within the branches of the giant, living trees. The yueyinren make their homes within the earthen roots of those trees.

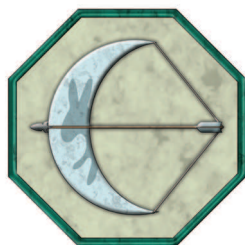
The styles of these homes blend those from Nihonshu and Kochoryeo. The Nihonshu design of rice screen inner walls is just as

influential as the complex roofing brackets and colorful decorations of Kochoryeo. The circular courtyard doorways of Xianguo appear everywhere. All combine with the unforced, simple, and natural gardens that the yueren prefer. The gardeners of Mu seek to merge them with the natural world.

The Yueren of Mu face fewer and fewer births with every generation and have very few males. The sanesaram of Kochoryeo have the same problem, but with fewer and fewer females born in every generation. For the last several generations, the two races conceded to arrange marriages. Many were determined by either force of arms or magic in a contest of strength between themselves or with a champion. The loser of such combats lives with the winner for a period of years agreed upon prior to the ritual combat, but never less than five years. These ritual combats are always between male sanesaram and female yueren. Just as often however, there is no ritual combat. One of the two parties agrees to live in the lands of their betrothed.

Both parents raise the children of such unions for the time period agreed upon. After this point, the “loser” of the ritual combat may leave to stay with his or her own people. Female children, who are nearly always born yueren, stay with their mothers, while male children, who are nearly always born sanesaram, stay with their fathers. Occasionally, both parties find their arrangement more agreeable than they initially imagined and stay together for a very long time, even after raising their children.

Notable Information from Mu



Moonsilver Hare Sect: This society of nearly all-female, mercenary warriors are expert archers. They have an adept knowledge of dealing with both fae and giant creatures. They use this specialized knowledge to hunt such creatures for their employers. Though they are almost completely composed of women, they are open to allowing membership to males and even to other races. Prospective warriors must meet their

high standards with a bow or some other type of ranged weapon. They use silver weapons as a sort of trademark. Another unique detail is that the Moonsilver Hare sect is perceived as a holy warrior troop in their homeland. This is because they were founded to seek out the two missing immortal founders of their race and bring them back home to Mu (see Chapter Two: Races).

Nha Lao

This temperate to subtropical island is located in the Hong Ri Ocean due east of the Empire of Xianguo. It lies south of Mu and Nihonshu, and north of Lan Trangh. The western part of the island is mountainous and is quite the contrast to the gently rolling plains in the east. Many unique species of bird live here. Gold and marble are mined from the island and fir trees are a common source of timber. Camphor trees are harvested for their many medicinal and culinary uses. Rice is a primary agricultural crop and basis for much of the local cuisine.

The island is mainly populated by the dahren who immigrated a few centuries ago and a fiercely territorial native tribe of faen. Other races found here include goushen, bakemono, and yueren. Languages spoken include dahren, yuni faen, bakemono, and mu. Surprisingly, the faen learned to get along with the newer races, though they protect certain areas that remain forbidden to outsiders, including the newcomers.

Religions include Kangfuzhism, Taoshidaism, and Bodhism. Kangfuzhism serves as a secular and moral foundation for the culture. Its adherents usually combine the tenets of Kangfuzhism with one of the two other faiths they happen to follow.

The culture here is a blend of various sources, incorporating elements of traditional Xianguo culture. This can be attributed to the historical and ancestral origin of many of the island’s residents, Nihonshu and Mu cultures, and traditional Kangfuzhist beliefs and values. Traditional Xianguo calligraphy, painting, folk art, and

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opera are popular, but occasionally show influences from Mu and Nihonshu arts.

The populace has always been unruly; however, they have been downright rebellious since the disappearance of the old empress. The island declared its independence. The new emperor sent a detachment of the military to restore order to the island and bring them back under the heel of the Empire of Xianguo. It did not endear the empire to the aboriginal faen when imperial armies routinely trespassed through forbidden territories. Only minor skirmishes and isolated violence have been the result so far, but tensions on the island are starting to boil over.

Notable Information from Nha Lao



Lantern Carp Marines: This group of irregular sailors and marines started as a makeshift unit for protection against pirates. After overcoming many initial difficulties, this group became quite capable of defending their island home. They successfully defended against attempts from the empire to subdue their small fleet of ships. Now, this group has formed an uneasy alliance with the pirates for the sake of their island's independence. The empire promptly labeled the Lantern Carp Marines as pirates.

Nihonshu

This island-nation lies within the Hong Ri Ocean due east of the Empire of Xianguo past Kochoryeo and the Islands of Mu. This archipelago comprises over 3,000 mountainous or volcanic islands. Frequent low-intensity tremors and occasional volcanic activity plague them. Hot springs are common throughout the islands. Earthquakes in the region occasionally result in destructive tsunamis. The climate is mainly temperate throughout, though the northern-most island does have long winters. Forested mountains cover most of the land. Due to the steep grades, elevations, climate, soft earth, heavy rains, earthquakes, and the risk of landslides, much of the land is unsuited for agricultural use. It can make for dangerous living conditions. Therefore, most of the habitable land is found around the coastal regions.

The culture is syncretic, though it does have many of its own unique traditions, arts, and crafts. Races commonly found here include humans, dahren, yueren, bakemono, faen, and sanesaram. Languages are nihon, mu, bakemono, yuni faen, and sangool. Popular traditional crafts include *ikebana* – the art of flower arrangement, *origami* – the art of paper folding, *ukiyo-e* – woodblock print art of landscapes and events and tales from history and mythology. Traditional performance arts include *bunraku* – puppet theater, *kabuki* – highly stylized classical dramatic dances performed in elaborate make-up, *noh* – a new type of theatrical musical drama that is popular right now, and *rakugo* – a form of theatrical entertainment where a single, seated performer tells a comical story involving two characters. Music is eclectic, borrowing many elements and instruments from neighboring cultures. Literary stories involving court intrigues and dalliances are becoming popular among the literate. *Sumo* is a favorite sport in which large wrestlers attempt to knock each other down or out of the ring.

The typical clothing is called *kimono*, or *nagi-gi*, and comes in the form of full-length garments available in a multitude of colors, styles, and sizes. Males tend to wear darker or muted colors, while women often wear lighter colors or pastels. Many patterns are available, but most tend to be floral or abstract. Formal clothing is worn in several layers with visibility of the layers.

Nihonshu architecture shows a strong influence from the architecture of Xianguo and Kochoryeo, but also has some unique distinctions. Frequent tremors and a lack in natural resources on the islands means that wood is a primary building material, despite the threat posed by potential fires. Many structures, especially homes, are built with traditional gardens. Designs use simplicity and utility, especially in the interior. Rice screens make inside walls that

can be moved to provide variations in room size.

The name Nihonshu means “Island of the sun’s origin”. The capital city, Kyotara, lies on the large, southern island. On this island, the ruling court of the emperor presides. Throughout the rest of the island-nation, the ruling class of the samurai struggle through court politics, espionage, and open warfare for the right to become *shogun*. The shogun administers the rest of the nation on the emperor’s behalf, though in truth the shogun rules the islands while the emperor does so in name only. In the past, the samurai tried to gain control of Kyotara. The emperor and his family proved to be too crafty. This, coupled with the power available to him through the Star Mages of his court, has prevented any single shogun from directly threatening the emperor.

Notable Information from Nihonshu

Azure Dragon Society: Composed of warriors and mages devoted to freeing the entire nation, they feel the emperor has actually been the same emperor since the days of the dramojh. The Azure Dragons believe he is a shape shifted dramojh that fakes his death and then poses as the new heir through dark magic. The numbers of these rebels are filled with an eclectic mix of races and classes.

Fushiyama: The central mountain on the northern island is called “Fushiyama”, the Mountain of Immortality. This volcano mountain possesses supernatural qualities and serves as a link to the spirit world. Adherents of the Kami-do faith are expected to make a pilgrimage there at least once in their lifetime; if not, then they have someone make the pilgrimage by proxy. Doing this helps to ensure them a respectable place in the afterlife.

Resilient Crane Covenant: This society of royal swordsmen swears loyalty directly to the emperor’s court. It is composed solely of the nobility. Many are so well-renowned that they are known throughout the islands and even on the mainland. Most members are kensai, mage blades, ritual warriors, unfettered, warmains, and xia from the races of dahren, human, shenxue, and yueren.

Tree of Immortality: This gigantic tree is invisible to those who do not have witch sight or some ability to see the spirit world. It is incredibly tall, reaching as high as any mountain with a trunk as wide around as a castle. It is intangible to those who cannot see it. It is also mobile. Every day, it appears in a different location on the large southern island. Obviously, it has supernatural qualities, said to be capable of granting immortality to those who can pluck the mysterious fruit at the very top of the tree. Locals refer to those who seek the tree to gain immortality as “tree hunters”.

South

All of the nations to the south border the sea and have mountains within their realms. The kingdoms of this area are Javasiya, Kamojhea, Lan Trangh, Lao Phang, Monmar, Nam Xang, Sri Merai, Sukhatra, and Sumathai. They are often at war with one another as they vie for resources in their thick and lush jungle valleys and islands. Many ruins of ancient non-humanoid empires lie within these jungles, relics from long ago when the dramojh dealt with alien intelligences. Creatures renowned to have the appearance of both a tusked elephant and a dragon exist here, possessing some level of intelligence, though not so smart as any man. The kingdoms use them as mounts in siege warfare.

Javasiya

Javasiya is a nautical confederacy of island-based city-states. They claim over 17,000 islands under their rule, though only 6,000 are inhabited. The islands confederacy consists of four large islands in the middle of the Sunblood Sea, and the middle and lower portion of the archipelago that extends south from Sumathai. Nam Xang lies to the east of the islands and Sri Merai to the south. Many of the nation’s islands have frequent and powerful volcanic activity and earthquakes. Volcanic ash contributes to the incredibly fertile crops that can be grown on these islands. They have a tropical climate with two distinct seasons – a wet, monsoon season and a dry season. Mountainous areas receive the highest amount of rainfall.

一國之非羽率折音約



Sanesaram and Faen discussing the latest bauble on the amulet market

Humidity is generally high throughout Javasiya. Tigers, orangutan, elephants, rhinoceros, and leopards are plentiful. Important trade goods coming from these islands include nutmeg, rice, rubber, palm oil, pepper, pineapple, cocoa, tobacco, tin, copper, gold, and several unique forms of textiles such as *ikat*, *batik*, and *songket*.

There are many distinct ethnic, linguistic, and religious groups. Faen are the politically dominant and largest racial and ethnic group. Others include the garuda, hushen, mandragorans, and naga. Languages spoken on the islands include srivi faen, tai faen, mandrasengali, garudan, lung, southern hushen, and aquan. A wide variety of religions are found here, including Mullam, Upanishadism, Bodhism, Kangfuzhism, Taoshidaism, and even a newly introduced faith: the Illuminated Ankh. Mullam and Upanishadism are the most widely worshipped. Due to the size of the populace, adherents of the other faiths are found in good numbers. This mixed society is largely harmonious, although social, religious, and racial tensions have triggered tremendous violence in the past.

Javasiya has a great many different ethnic groups and subcultures that have developed over the centuries. Other cultures that have left their mark upon locals include Xianguo, Chokra, Mandrasengal, and even some from the west. This includes architecture, arts, crafts, and cuisine. Though many different elements found their way into Javasiya architecture, the most dominant influence is from Chokra. *Wayang kulit* (shadow puppet) performances and certain traditional faen and mandragoran dances incorporate

elements from Chokra and Mandrasengal culture and mythology. *Sepak takraw* is a popular sport in which players strike a rattan ball with the feet, knees, chest, or head back and forth. Bull racing and mock combats between tribes are other sports enjoyed by certain tribes.

Of primary importance to Javasiya music is the *gamelan*, which is an ensemble of instruments featuring a variety of instruments including xylophones, metallophones, drums, and gongs. Bamboo flutes and string instruments are also played.

Other cultures influenced Javasiya cuisine. The main staple food of the Javasiya diet is rice with various spices and ingredients. Most rice dishes are accompanied by a selection of meat and vegetables. Chicken, fish, coconut milk, and spices – usually pepper – are considered to be fundamental ingredients.

The inhabitants observe a number of holidays throughout the year; some are celebrated throughout the nation, and some are only celebrated in certain communities or only on certain islands. Particular racial or religious groups observe festivals, which are not considered state holidays. Popular holidays include the Festival of Lights – celebrated by Upanishadists and Sinakhists as a day of good triumphing over the evil within the soul, Vesak – celebrated by Bodhists as their founding saint's day of celestial birth, or enlightenment and ascension to heaven, and Qingming – a Taoshidaist and Kangfuzhist day of remembrance to honor ancestors and care for their graves.

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Notable Information from Javasriya



Sunblood Shark Corsairs: These pirates are the most vicious in the Sunblood Sea and beyond. They take what they can and leave the rest for the bottom of the sea. They are just as likely to secretly use ships that they capture to conduct legitimate shipping and trade deals as well.

Kamojhea

The jungles of Kamojhea rest upon a peninsula extending into the Hong Ri Ocean. Nam Xang borders it to the west and Lan Trangh to the northwest. The land here is the heaviest and southernmost jungle country on the peninsula. The underlying terrain consists of steep ridges and hills. To the south and west, high-elevation hill country feeds the Nikong River and delineates the southern and western boundary of the kingdom. The climate is tropical. Many varieties of flora and fauna exist here, including tigers, elephants, leopards, and snakes of all kinds. In this dark and dense jungle, civilization only thrives in tight clusters around the kingdom's city-temples ruled by draconic priest-kings.

The naga rule the kingdom and are predominant race with some faen, garuda, hushen, mandragorans, and shenxue living here as well. Lung is the most commonly spoken language. Other languages are khmar faen, lan faen, garudan, southern hushen, mandrasengali, and bakemono. In the last century, bakemono immigrants spread to this land.

The folk of this region identify themselves strongly with their religious beliefs, which combine the tenets of Bodhism with elements of Upanishadism (ancestor-spirit worship, animism, and shamanism). Most folk live in rural villages working as fishermen or rice farmers. Daily life revolves around the *wat*, or temple, and various Bodhist ceremonies throughout the year. A *kru khmae*, or shaman, prepares medicines to cure ailments, or creates magical tattoos and potions to grant supernatural powers that ward off evil spirits or ill fortune. Fortune tellers, or *kru tieay*, are frequently consulted before making important life decisions, such as setting wedding dates, beginning new business ventures, building new structures, or choosing a spouse.

Rice and fish form the staple diet in the kingdom along with *prahok*. Prahok is crushed, salted, and fermented fish paste served as a seasoning or as a condiment in Kamojhean meals. Other common foods and ingredients are coconut milk, fruits, noodles, *kapi* – a sort of fermented shrimp paste, and various soups and curries.

Komojhean architecture is heavily influenced by the architectural styles of Chokra. Only religious buildings are made of stone, while other buildings are primarily wood. Most structures are simple huts built upon stilts. They are made of woven bamboo and palm leaf, which allows the floor to stay dry in the rainy season and flood season, as well as offering protection from insects and nocturnal predators.

Temples serve as the central hub of any Komojhean city, both geographically and culturally. A concentric series of walls typically enclosed them. The temples always have bas-relief depictions of the gods, their stories and the stories of heroes. Central to the temples is the "temple mountain" in the courtyard that and houses the statue representations of the god or gods.

Notable Information from Kamojhea

Dragon Lake: This largest lake in the southeastern region is important to the jungle ecosystem in Kamojhea. It bears certain unusual characteristics. During most of the year, the lake is only a couple meters deep as it empties into the Nikong River. However, during the monsoon season, its flow reverses. The lake basin fills to bursting with water and sediment as it floods the lacustrine plain that surrounds it. This rich exchange of water and environmental nutrients make it the largest and most productive freshwater fishery. It is a prime source of food for the kingdom of Kamojhea.

Drakor Wat: This grand temple and central capital is surround-

ed by a wooden city of canals and interlocking locks. The canals channel water to irrigate rice fields in the surrounding countryside, which feed much of the population. The temple here is the grandest and most awe-inspiring piece of architecture in the region. It is a palace built for the gods by mortal hands. The court of the king of Kamojhea is held here, holding the awe of his subjects as he issues his decrees.



House of the Burning Sigh: This society of priestly magisters, totem speakers, wu shih, enlightened scholars, witches, kusa, and runethanes creates many of the potions, medicines, and magic tattoos the society of Kamojhea expects from the holy folk. It is also the secret front for an organized criminal underground. This organization has its origins in the temple priesthood.

In a kingdom where every task, bribery, extortion, and the dispensing of special favors require temple approval, it soon became a way of life for much of the priesthood. The sorcerer-priests with black market connections evolved into an independent criminal network with ties to the priesthood and temple. Members draw from certain families of the faen, garuda, hushen, and mandragorans, but most of all the naga.

Lan Trangh

Lan Trangh sits to the south of the Empire of Xianguo, east of Lao Phang, and north of Nam Xang and Kamojhea with the ocean of Hong Ri off of its eastern coast. The terrain consists mainly of hills, densely forested mountains, and some level land. The western part includes mostly highlands and the heads of three river systems, including the Nikong. The east is divided into coastal lowlands, extensive forests, and poor soil. The Nikong delta is a low-level plain not more than three meters above sea level at any point, criss-crossed by a maze of canals and rivers. The low tide level of the Nikong River is lower than the high tide level out at sea. The flow of the river inverts with the tides throughout its stretch in Lan Trangh. The very flat area east of and adjacent to the Nikong in Lan Trangh is prone to flooding. Lan Trangh has a tropical monsoon climate with a very high humidity; however the terrain varies, so the climate can change from location to location.

The dominant race in the country is the faen. A few humans, naga, hushen, and garuda can be found here. Languages commonly spoken include garudan, southern hushen, sylvan, and lung, but lan faen is the most prevalent. Locals widely practice Bodhism, followed by Kangfuzhism, and Taoshidaoism.

Bamboo and palm leaf buildings are raised above the ground for the same practical considerations as those in Kamojhea. The cuisine uses a lot of vegetables and very little oil. Dishes primarily start with rice, soy sauce, and fish sauce. Flavors include a variety of mint, basil, sugar, fish sauce, serrano peppers, and lime. The music is reminiscent of Xianguo, but the lowlands styles in the east are less formal than the highlands. Of all the ceremonies, weddings are the most important, incorporating a wide variety of elements from different faiths.

A mysterious woman known only to outsiders as the Red Queen leads the kingdom. She successfully committed a coup-d'état against the previous king's corrupted court. Taking advantage of troubles in the Empire of Xianguo, she declared her kingdom's independence. The Red Queen ended the tribute state relationship with the empire. Currently, her military is on the move, amassing numbers and weapons. No one knows if she prepares to defend her borders with the empire or if she intends to expand at the expense of her neighbors. Speculation is rife within the courts of the neighboring kingdoms.

Notable Information from Lan Trangh

Crawling Dragon Mountain: This mountain is the oldest and largest living dragon known to still exist. It is nearly always on the move, though it never moves faster than the walking pace of a humanoid. On rare occasions, it journeys with wingless flight.

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The dragon is often confused with real mountains as it is covered in earthy stone, trees, brush, other foliage, and even fauna of all kinds. Its legs are never seen while it moves along its belly like a serpent. The occasional rumble might be mistaken for speech on the dragon's part. It will hold its jaws open for days at a time and then, with sudden speed, snap them shut – apparently consuming anything in the way of its avalanching teeth. To those familiar with such creatures, it seems vaguely reminiscent of a colossal crocodile lazily floating in the water with its jaw wide open while birds and turtles nest upon its back.



White Tiger Lily Sect: This group of Bodhist warriors and mages are considered national heroes. They supported the Red Queen's rise to power and were instrumental in her plot. Whatever missions they undertake, it can be certain that they have her blessings. They are comprised mainly of faen, hushen, and a few humans and garuda. Most are kensai, kusa, mage blades, ritual warriors, totem speakers, totem warriors, unfettered, witches, and wu shih.

Lao Phang

The highlands of Lao Phang lie between the nations of the Empire of Xianguo to the north, Lan Trangh to the south and east, Monmar to the northwest, and the island of Sumathai off of its west coast. This kingdom is atop a plateau. Although rainforest vegetation grows throughout the area, this region receives less rainfall, is more temperate, and is easier to traverse than the jungles of the lowland kingdoms that surround it. Because the flat terrain floods during the rainy season, rice is the main crop. Pineapples, tobacco, and tomatoes grow in plentiful amounts as well. The flooding makes much of the land untenable for cultivation, and soil here is high in acidic content. The result is the people have a difficult time subsisting. Famine runs rampant throughout right now due to a long drought. The fact that Lao Phang has a tributary relationship of rice crops with the Empire of Xianguo does nothing to help the situation, either.

Races common to this kingdom are dahren, faen, garuda, goushen, hushen, human, and naga. The most common are the faen. The most commonly spoken language is lan faen, with other languages being dahren, garudan, lung, and southern hushen. Songs use of a flexible melody that is tailored to the words. Bodhism is the primary religion of the region, with Bodhist wat, or temples, being the central building of every village. Houses in this kingdom are often built on stilts for many of the same practical reasons as those of Kamojhea. Natives use the area underneath the house as a living area, for storage or for keeping animals.

The traditional style of dress in Lao Phang is the *sarong*. Women's sarongs are often embroidered at the hem. Men's sarongs have a checkered pattern. Sarongs are worn straight and are not hitched between the legs as they are in Sumathai. *Pakama* are also worn by men. A *pakama* is a versatile length of cloth that can be used as a belt, a money belt, as headwear for protection from the sun, as a bathing garment, or as a hammock.

The mainstay of the diet is sticky rice and peppers. Popular dishes include grilled chicken, *tammakhung* – a papaya salad, and *laap*. *Laap* is a very popular dish made with a spicy mixture of greens, herbs, spices, and meat and/or fish that is sometimes raw.

Notable Information from Lao Phang



Hungry Sky Cult: This Bodhist society of monster hunters specializes in combating cannibals and treating victims in the early stages of yellow tusk disease. They are adept at fighting aberrant creatures. Membership is composed of dahren, faen, garuda, goushen, hushen, human, and naga. Most of them are demon hunters, mage blades, ritual warriors, ru-

nethanes, totem speakers, totem warriors, unfettered, wu shih, and xia.

Yellow Tusk Disease: A severe, developing problem that has gotten out of hand lately is the mystical disease called Yellow Tusk. This disease mutate victims, giving them yellow-tinged eyes and skin with a pronounced forehead, tusks, and a taste for the flesh and brains of sentient creatures. Much of Lao Phang's countryside succumbed to this disease. Even though neighboring kingdoms have small outbreaks, they are getting nervous about the extent of the infection in Lao Phang. There are even rumors that say that the queen is in truth a cannibal who talks to the dismembered and decaying head of the former king, whom she loved and ate. The truth of these rumors cannot be verified since the queen is not holding court while she mourns the recent loss of her king.

Monmar

Monmar is a coastal nation. The Sunblood Sea runs along its southern coast and the Empire of Xianguo borders to the north, Mandrasengal to the west, and Lao Phang to the east. It is geographically subdivided by three mountain ranges, all of which run north to south. These three mountain ranges divide the three major river systems in the land and flow into the Sunblood Sea. These geographic conditions make for very fertile plains within the valleys. Monmar lies within the monsoon region and receives an incredible amount of rain every year.

The lower part of the countryside is covered in tropical growth: teak, bamboo, ironwood, mangrove, coconut, betel palms, and rubber trees. The lands along the coast support a wide variety of tropical fruits. Many types of jungle animals live here also. The vegetation of the highlands includes pine, oak, and rhododendrons. Upper, central Monmar is sparser in vegetation. Animals such as elephants, rhinoceros, water buffalo, wild boars, and antelopes can be found here. Rice is the major agricultural export, followed by various woods, metals, gems, oil, and textiles. The inhabitants hunt the many exotic or magical animals to capture or kill them for trade with neighboring lands.

The region has a diverse range of indigenous subcultures, influenced by the cultures of nearby lands. Major races are the faen, dahren, naga, garuda, hushen, goushen, and mandragorans. Important languages include tai faen, yuxian, dahren, lung, garudan, southern hushen, and mandrasengali.

The major religion of the nation is Bodhism, followed by Upanishadism. Both intermingled with certain local animistic beliefs. (A very small percentage of the population practices other faiths, many of whom face religious persecution.) The monastery is central to the lifestyle of the village and monks are venerated by the common folk. All male children of Bodhist families must participate in a coming of age ceremony, called *shinbyu*, in which they are initiated as novices to the local monastery for at least one week. Girls often undergo a coming of age ceremony that involves ear piercing. These local cultures are filled with superstitions and taboos.

The staple food of the Monmar cuisine is rice, often prepared with fish, pork, and mutton. Bread and noodles are also eaten along with curried food, such as *chilli* and *masala*. Tropical fruits are served as a dessert. The most popular dish is *mohinga*, which consists of curried catfish broth with chickpea flour, fish sauce, and rice.

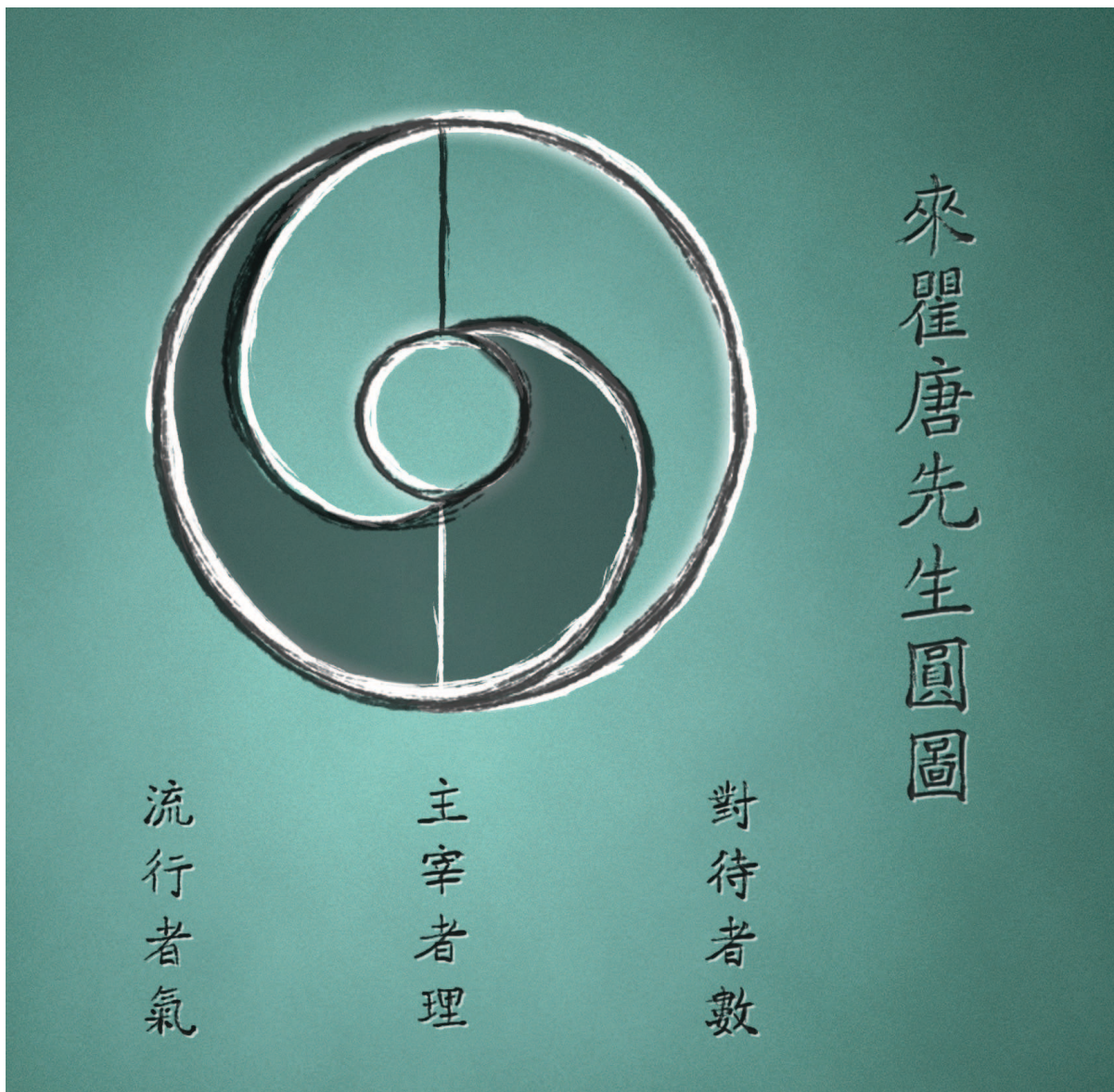
The music is melodious, but it lacks harmony. It is often played with a flute, oboe, cymbals, a drum circle called a *pat waing*, a gong circle called a *kyi waing*, a bamboo xylophone (*pattala*), and string instruments such as the *saung gauk*. The *saung gauk* is a boat-shaped string instrument strung with silk and decorated with mica glass along its neck. The popular folk dances appeal to the humor of an audience and encourage a joyous atmosphere.

Notable Information from Monmar

Bama: This capital city sits on an artificial island at the confluence of two rivers created after a canal linked the two rivers.

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Yin-Yang, universal balance



House of the Elegant Ox: This society is adept at exploration through the jungles of their native land. They are also accomplished guides, river boatmen and amazing hunters with a knack for knowing exactly how to counter the abilities of the magical beasts they face. Most members are demon hunters, totem warriors, totem speakers, unfettered, and witches. Their numbers include dahren, faen, garuda, hushen, goushen, mandragorans, naga, and shenxue.

Nam Xang

The mountainous land of Nam Xang is on the southernmost tip of a peninsula jutting into the waters of the Huo Nai Ocean where it is bordered by Lan Tranh to the north and Kamojhea to the east. It is a land of mountain ridges covered in rainforest, fed by periodical monsoons with numerous streams and rivers and a covered by a constantly hot and humid climate. Ridges are steep sided. Most farming takes place in the bottoms of the valleys or on hillside ter-

aces. Notable animals found here include the elephant, tiger, gaur, striped rabbit, saola, and rock rat. Rice farming dominates the agriculture of the kingdom.

The dominant race is the faen, but other races found include the garuda, hushen, mandragorans, naga and some humans. Languages common to the area include garudan, mandrasengali, southern hushen, and lung, though khmar faen is the most dominant language. The dominant religion is Bodhism, but a local religion of animistic shamanism has not yet fallen out of practice. Music here is predominantly played with the *khaen*, a type of bamboo flute.

The inhabitants here build stilt-huts like those in Kamojhea and Lao Phang; however, these stilt-huts are more elaborate and sturdy, being built on raised platforms that incorporate hardwoods from the rainforest. The houses of the nobility are often a complex of interconnected huts. Some are even two stories tall. Fortresses, defensive structures, temples, and shrines may rise upon a base of stonework, though the actual building may be wood.

The staple dish of the Nam Xang diet is sticky rice. Popular dishes include *tammakhung* and *laap*. Galangal and fish sauce are also important ingredients in the food.

Notable Information from Nam Xang



Golden Bat Society: These warriors are expert night-time combatants. Their luck in battle is also legendary. Membership is comprised of mage blades, ritual warriors, totem speakers, totem warriors, unfettered, witches, and xia from the races of the faen, garuda, humans, mandragorans, and naga.

Valley of Jars: This valley has numerous giant, stone jars sticking out of the earth. Most of these jars are large enough to fully conceal a medium-sized humanoid inside them. No one knows where they came from, who created them, or what they were used for. Sages theorize that giants once populated this land and created these jars. Whatever the story of their creation is, witches say that the site has an innately powerful type of earth-oriented magic.

River City of the Stone Gods: In a canyon tributary of the Nikong River, there is a stone "city" populated by stone statues and bas-reliefs of mortal humans, giants, gods, spirits, and monsters. None are certain who created this place or how. Many travelers along the river feel uneasy about the place, so most folk try to avoid it altogether.

Sri Merai

This island nation south of Javasriya and Nam Xang lies between the southeastern part of the Sunblood Sea and the rest of the Huo Nai Ocean. The island has flat and rolling coastal plains with a sharply rising mountainous region in the central highlands. The lowlands are dominated by a tropical evergreen forest and the island is plentiful with mahogany, satinwood, ebony, and ironwood. Elephants, deer, peacocks, storks, and a wide variety of animals inhabit the island. A fresh water lake and small rivers flowing down from the mountains provide water for the inhabitants. The climate is tropical and hot with frequent rains, storms, and occasionally cyclones.

Dominant races include the faen, garuda, hushen, humans, mandragorans, and naga, though the garuda are by far the most populous. Languages include srivi faen, garudan, southern hushen, mandrasengali, lung, and celestial. Bodhism is by far the most dominant religion on the island, followed by Upanishadism. There are many temples, mostly Bodhist. The Asula Pehrararah, a local Bodhist festival, involves lavishly decorated elephants and many fire-dances and whip-dances. The island-nation is an important port and trading post for many of the other nations. Chief among the island's exports is cinnamon, followed by tea, indigo, rubber, sugar, and coffee.

Notable Information from Sri Merai

Fortress in the Sky: This great structure atop a giant rock floats in a stationary position above the center of the island. The fortress is renowned for both impregnable defenses and its ingenious and elaborate aqueduct and reservoir network that links it to the ground.

Temple of the Tooth: Bodhist pilgrims regularly visit this temple because it supposedly contains the tooth of the first Saint recognized by the Bodhist religion. Detractors of the faith say that it is actually the tooth of a demon destroyed by a man mistaken for the Saint long ago. The local garuda monks vouch that the tooth is not tainted. They say that it actually has uniquely powerful, purifying properties.

Sukhatra

Sukhatra lies within the Sunblood Sea, east of Mandrasengal, south of Monmar, west of Sumathai, and northwest of Javasriya. It is a long island that runs roughly north to south with mountain ranges the length of the island as its backbone. The climate is tropical with a heavy monsoon season. It suffers from frequent cyclones and high winds as well. Tropical rainforests and marshlands cover

the lowlands. The island is home to many different species of plant and animal, including pine, rafflesia arnoldii flowers, titan arum flowers, tigers, elephants, orangutan, rhinoceros, tapir, striped rabbits, bears, leopards, and many different varieties of birds and butterflies. Palm oil, rice, tea, and timber are major agricultural products. The most populous part is the northern highlands. The capital of Padembang is located there near the coast atop a high cliff with docks and wharves at the base of the cliffs.

Prominent races on the island include faen, naga, mandragorans, hushen, verrik, and goushen. Languages spoken here include yuni faen, mandrasengali, lung, dahren, southern hushen, and verrik. Musical traditions are lyrical with minimal instrumental accompaniment. Poems and folk stories are popular forms of literature. Rice and curry are favorite foods and sweetmeats made from milk products are also popular treats. Sari is the traditional dress for women and *lungi* are worn by men. Archery is a popular sport in which villages will compete with each other during festivals. Supporters and other non-participants will cheer and champion their favored contestant and jeer others. Many festivals are popular throughout the year and are dictated by the seasons.

Notable Information from Sukhatra



Sun Eagle Sect: This group hunts aberrations and other creatures tainted by the corruptive influence and dark magic of the dramojh. They are not particular about the individual faith or religious preference of any member as long as they can stay focused on their mission. Sun Eagles are highly regarded by for their thoroughness when confronting their sworn enemies. However,

they are also known to be too thorough. They can be overzealous; sometimes 'cutting off the nose to spite the face'. Other virtuous warriors have had confrontations with them on occasion because the Sun Eagles would prefer to kill everyone in a corrupted village, while other societies might wait to see if prisoners show taint or not. Members include demon hunters, oathsworn, unfettered, and champions from all races except dahren and bakemono.

Sumathai

Sumathai is an island-nation off the coast of Lao Phang and Monmar in the Sunblood Sea. It is a nation with numerous rivers and mountainous highlands. The tropical climate is characterized by monsoons. The capital is Songthok. Major products this kingdom is known for include rice, jewelry, textiles, fish, rubber, timber, and lead.

The dominant racial group in Sumathai is the faen, followed by the garuda, humans, hushen, mandragorans, and naga. The most commonly spoken language is tai faen, but aquan, garudan, mandrasengali, southern hushen, and lung are spoken as well. Bodhism is the most common religion. Faiths that can be found here include Sinakhism, Upanishadism, and Mullam – in that order. Bodhist monasteries, or wats, are the center of education and culture.

No matter the religion, all Sumathai have a strong sense of reverence towards their ancestors. They also have a very strong sense of generosity, hospitality, and most of all social hierarchy. They will bow, or wai – a slight bow with fingertips touching in front of the face or chest – to their senior family members to show respect and piety.

The staple food in Sumathai is rice, which is served with almost every meal. Common ingredients utilized in Sumathai cooking include garlic, lime juice, lemon grass, and fish sauce.

Sumathai society has a caste system where the priest-king stands at the apex of a highly stratified and political hierarchy. Village communities are extended family households. Elected headmen provide leadership for community projects and keep the title to the lands in and around the village in trust for the community. Freemen, or *phrai*, can use the land as long as they also cultivate it. Phrai work for landholding nobles, or *nai*, who cultivate the land

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for the nobles over them. This goes on up to the king at the head of the hierarchy. Wealth, status, and political influence are inter-related. The priest-king allots land to nai who serve as governors, military commanders, and court officials in payment for their services to the crown. The size of each nai's allotment is determined by the number of phrai they can command to work the land. This amount of manpower also determines each nai's status relative to other nai. Bodhist monks, or *sangha*, exist outside this stratified social system.

Notable Information from Sumathai



Orichalcum Elephant Sect: This warrior society specializes in mounted combat from the backs of elephants and serves as the caretakers of the elephants. They are the royal guard of the kingdom, renowned martial artists and protectors, guarding their elephants and their kings with equal fervor. They are often kensai, mage blades, oathsworn, ritual warriors, unfettered, warmains,

and xia from the faen, garuda, human, hushen, mandragoran, naga, and shenxue races.

Religions

These are the major religions in the Lands of the Jade Oath. Animism and shamanism also exist, but vary greatly so they are not included in this summary.

Bodhism: This faith is the most widespread. It was first formulated by a noble from Ghurkhan who gave up his holdings and titles to find enlightenment. When he succeeded, he ascended to become one with the universe, but not before passing on his teachings. Followers have added to his teachings over the intervening centuries, so this religion has branched into many different sects. It remains versatile enough to absorb practices from indigenous religions.

Kami-do: This is a particular faith found in and around Nihonshu that worships the many spirits, little gods, and ancestors of the land. Its name means "Way of the Gods". Followers pay homage to thousands of deities and spirits from all over the islands of Nihonshu, though only to particular gods at particular times. It makes use of many shrines and temples, and priests and shrine maidens are particularly good at using sutra magic and at conducting exorcisms.

Kangfuzhism: This is more of a philosophy than an actual faith. An unusually gifted and insightful scholar from long ago in the Empire of Xianguo put to paper much of his wisdom. Filial piety and loyalty to family and nation are chief among the virtues espoused by this philosophy. For this reason, many governments endorse these teachings and encourage the populace to follow them.

Mullam: The followers of this religion believe in a unique deity and their great prophet who taught their god's ways. Their prophet they revere as a wise man. They believe that their own lands in the western deserts to have great, if not holy, significance. This faith is spreading rapidly in the southernmost portions of the Lands of the Jade Oath, particularly in Javasiya, where followers of this faith come with trade goods from their lands. They are aggressive in their attempts at converting non-believers.

Pajinism: This is a non-violent faith. In fact, its adherents go to great lengths to avoid hurting creatures. This faith has its roots in Upanishadism. In each age, followers believe that there is one who brings the enlightened teachings of the Pajinist path to the world. This is so that the mortal races can maintain a proper sense of civilization even when there is great evil, and learn the proper path to a higher state of being and oneness with heaven. One of the major precepts is that all life is sacred.

Sinakhism: This faith teaches that the ultimate form of salvation and enlightenment is oneness with God; a state of nirvana. This state of being can only be reached by the abandonment of the

"illusion of reality". If this cannot be done, then one is doomed to repeat the cycle of reincarnation and be born again in this world of illusion. Though it seems to discourage rituals, the faith has a surprising amount of personal rites that aid one in meditating to see through the illusion of reality. The discarding of worldly possessions is a key tenet of this Sinakhism. This religion began in the land of Mandrasengal.

Taoshidaoism: An ancient sage who was leaving the empire of Xianguo for good wrote down the underlying principles of his life for the guard who manned the last outpost in the westernmost corner of the empire. Over time, his teachings have been added to by other great philosophers and mages. The underlying principles of his teachings speak of immortality. Those who interpreted its meaning more literally turned to the writings of the ancient sage as a guide to immortality. There are now two main branches of this faith; the Seekers of the Way, who are more philosophical in their interpretation of the Taoshidaoist texts, and the Immortalists, who are more literal-minded.

Upanishadism: This pantheistic religion regards creation as the work of the gods born of the Great Tree of Life, which is itself Creation. These gods and their servants are like the branches of the Tree; simultaneously separate entities and yet a part of a greater whole. This faith is amazingly detailed with many epic poems. Thousands of accounts of the activities and adventures of these gods, their servants, their enemies, and the mortals who interact with them are included in the epics. This religion is dominant in the lands of Mandrasengal and Chokra where it originated.

RELIGIOUS FACTIONS

These quasi-religious orders have a higher calling than loyalty to a specific nation or other group. Members must renounce membership in other organizations. These factions are difficult to infiltrate due to their unique nature and abilities.

Akashic Brotherhood: "One must know of a thing before one can seek further knowledge of that thing." This organization of Bodhist akashics believes that the acquisition of knowledge leads to understanding. Understanding leads to enlightenment. They also believe that the best place to obtain knowledge is from the akashic memory; however, if there is no witness to an event, then that event cannot be catalogued. This organization exists to catalogue events in the akashic memory through observation. They act as de facto historians. They have powerful enemies because certain groups try to suppress the truth of certain events. After all, he who writes history controls history. Consequently, this brotherhood has had to defend itself repeatedly. Their warriors use the akashic memory to heighten their prowess in battle through knowledge, perception, and skill.

- Order of the Akashic Voice: This order within the Akashic Brotherhood is a messenger service trusted throughout the lands of the Jade Oath due to the impartiality of the Brotherhood. These messengers are so skilled that when they memorize entire messages for their clients, they can mimic and adopt voices and personalities. The most powerful Voices are so skilled as to telepathically share their knowledge of a conversation or event with their client through the akashic memory (even if the client is not an akashic).



Brotherhood of the Black Lotus: Very few even know of the existence of this organization. It is an order for hire of highly skilled assassins and demon summoners in the service of a dark god.

Cult of the Horned Frog: This cult follows a fertility god in the shape of a half-frog, half-bull deity known as the "Horned Frog". The cult exists primarily among the common folk in central and south Xianguo where it originated. Largely pacifists, the cult is contentious due to the religious persecution they endure under the rule of the empire's appointed governors.

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Insignia for the religious factions Cult of the Red Fang, Eternal Whisper, Howling Mountain Cult, Order of the Ashen Dragon and Thought Seekers

Cult of the Red Fang: This is a cult of cannibals who promote their worship of demonic entities as true gods. They hold that the gods and ideals worshiped in other faiths are the real demons of the universe. They promote the magical disease of tusked cannibalism as a means to achieving oneness with their gods. The cult was once very disorganized and fractious and posed minimal danger, though small communities greatly feared their appearance. This cult is very prominent in isolated areas throughout the southern kingdoms. It has apparently taken control of the kingdom of Lao Phang and may have converted that kingdom's queen. It is anyone's guess what her plans are, but neighboring kingdoms are worried about a war with cannibals coming soon.

Eternal Whisper: This is a relatively unknown society of diviners and alchemists that actively seek immortality. They sell information gleaned from divinations and other means in exchange for rare substances, exotic materials, and high prices.

Howling Mountain Cult: This nature cult reveres the spirits of the five sacred mountains in the central region of the Empire of Xianguo. In particular, they revere the wind and wolf spirits of the mountains and believe that the moon is the true mother goddess of the empire. Though they do have blood rites and other grim ceremonies with sacrifices, they do not take innocent lives or sacrifice the lives of any of its membership. Religious intolerance and misunderstandings have led to the cult being ostracized and outlawed. Now, escalating violence between the cult and the provincial government created a rift that may prevent peaceful negotiations in that area for a long time to come.

Order of the Ashen Dragons: This monastic order guards the forbidden and hidden remains of the dragons, dramojh, and their treasures, and owes its origin to the First Pact made long ago at the dawn of the empire. In the First Pact, a union of races that defeated the dragons and dramojh, an organization would be established to watch over the seals of the dramojh's prison, physical remains, and artifacts. The Order deals with any legacy of the dragons, including the corruptive, dramojh taint. This includes guarding tainted artifacts, locales, & bloodlines. The founders of this monastic order include the greatest heroes from the time of the wars with the dramojh.

Members of this order work alongside members of the Ghost Tigers and the Ebon Mirror to counter magical threats to the empire. They are a major sponsor to many schools of magic. When protecting the region against the likes of the dramojh and dragons, a wide variety of magical might is needed. Wu shih (greenbonds) are welcome in this order like in no other because the land will tell

if a dramojh returns. Any caster may join this order.

The Ashen Dragon has a large number of naga; more than any other faction. This organization created the process for changing into the naga to begin with. The ceremonies that changed humans into naga initially provided a means to resisting the taint. It is ironic that the naga began to resemble that which they protect; some resent their appearance as a reminder of the evil of the dragons and dramojh.

Thought Seekers: In the past, this organization was merely a radical branch within the Akashic Brotherhood, but that all changed when this organization split off. They seek to spread certain types of obscure and arcane knowledge while suppressing forbidden knowledge. They try to change (or create) the future to escape the cycle inherent in the Great Wheel of Ages. The Thought Seekers know that those who are ignorant of history are doomed to repeat it. They also know that some things are so abhorrent and some knowledge so dangerous that it must be hidden for the safety of all. This organization exists to keep as many memories of the past as possible alive.

They pursue the ultimate expression of thought, and seek to obtain the immortal, golden soul that is enlightenment. Long ago, they thought they could accomplish this by learning everything and meditating upon the knowledge and truths they would discover. They know of the cyclical nature of the universe and that the Wheel of Ages turns and that mankind is doomed to repeat the same mistakes if it does not remember what has come before. Since many ignored or did not learn from the warnings of the Akashic Brotherhood, this splinter group decided to take an active role to safeguard a better future. They use divination magic and analyze the akashic record for the trends of events that tend to repeat. They then combat events that presage a horrible future and the turning of ages on the Great Wheel. They often take unusual actions in the pursuit of their goals. Assisting a hapless beggar and turning the tide of battle are as likely the focus of the order's actions as murdering the innocent or ignoring the pleas of the dying.

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CHAPTER 2 - RACES

The empire, long divided, must unite; long united, must divide. Thus it has ever been. – Luo Guan Zhong

Many of the numerous races in the Lands of the Jade Oath are distantly related. The races of man include the slowly diminishing dahren, the ever resilient, unpredictable humans, the stalwart sanesaram, the mysterious yueren, the intellectual verrik, and the fierce qahngol. The races of man occasionally procreate with one another, sometimes creating half-breeds, though such half-breeds usually favor one of their parents over the other and never develop into a race of their own.

Draconic races have a strong presence: the mystical naga and their kobolds. Kobolds come from the naga, but neither of these races procreates with one another. Though the naga are draconic, some scholars consider them a race of man, especially scholars researching prophecies (see Races of Man below). Other scholars are skeptical.

Sent by the celestial court to fight the infernal dragon menace, the rashidashen races seldom intermingle and are not inter-fertile. They are the ruishishen hunters of the plains, the strong and proudly striped hushen, guarded goushen, and the formidable and feathered garuda.

The faen races, living mostly in the south of the Lands of the Jade Oath, are all considered a single race. They include the quickling faen, the loresong faen, and the winged and tiny liang.

The remaining races bear a strong connection to the spirit world: the mischievous bakemono, the beautiful and patient plant-like mandragorans, the spiritually hybrid shenxue, and the benevolent kirin. None of these races are part of a larger racial group. The shenxue are members of another race born with an influence from the spirits. Certain individuals of any race change into the kirin (runechildren), chosen by the Green or the land itself to fulfill some unknown purpose. The bakemono were once faen that were long ago altered by dark and tainted infernal dragon experiments. They are now mischievous goblinoids with an aptitude for curses and shapeshifting. The mandragorans find a balance between their plant-like nature and their animalistic urges.

Name Pronunciation

All names are both singular and plural, except for the liang, mandragorans and qahngol.

Race	Pronunciation	Race	Pronunciation
bakemono	BAH-keh-MÖ-NO	qahngol	QAHN-gohl
dahren	DAH-ren	rashidashen	rah-SHEE-da-SHEN
garuda	gah-ROO-da	ruishishen	ROO-ee-SHEE-shen
goushen	GO-shen	sanesaram	SAHN-eh-SAHR-ahm
hushen	HOO-shen	shenxue	SHEN-shoo-WAY
liang	lee-ÄNG	yueren	YOO-eh-REN
mandragoran	MAN-drah-GORE-en		

Races of Man

By nature, men are nearly alike; by practice, they get to be wide apart. – Kung Fu Tse

There are said to be eight races of man, but only six are known. They include the uncommon and versatile humans, the declining but powerful dahren, the nomadic and post-glorious qahngol, the stubborn and secretive sanesaram, the mystical and patient verrik, and the mysterious and graceful yueren. Certain scholars claim that since the naga were once human that they are the seventh race of man and the next race of man to be revealed will be the eighth. A few claim that the now-extinct orcs were the seventh race of man and that the naga are actually the eighth race, but most discount this idea. There are even scholars that claim that the humans from

the west are a new race of man because their appearance is so different (see Human).

Why is knowing all eight of the races of man so important to scholars? A prophecy states that the appearance of the eighth race of man will herald the next doom to befall the world. The exact nature of this prophesied doom is a mystery.

Rashidashen

The father who does not teach his son his duties is equally guilty with the son who neglects them. – Kung Fu Tse

Long before the empire began, the rashidashen fought with the union of races that defeated the infernal dragon and their infernal allies. They were the first allies of the dahren in that war. Their reasons were simple: They were sent directly by the Celestial Emperor himself with a divine mandate to defeat the infernal dragon and restore the celestial order, or so the story goes. They assisted the dahren constructing a secret base from which to attack the infernal dragon: the city of Yin-Lung in the Kuei Plains

Before the celestial court was sealed away, the Celestial Emperor entrusted a group of spirit guardians to safeguard the mortal realms. They could not prevent the infernal dragon from desecrating the mortal realm and sealing away the celestial court. The rashidashen races found they were mortal and could never again take on their proper spirit forms.

There are other spirit races aside from those detailed here, but they are too xenophobic and fierce to be player characters. For example, a solitary tribe of rashidashen in the lands to the south of the empire dwells mostly in Mandrasengal. They call themselves the Bagheer.

Human

Humans are a very diverse lot. There are many different human cultures and settlements. They run the gamut from being conquerors, refugees, pilgrims, traders, or farmers to the nomadic, the devout, the scholarly, the barbaric, the imperious, the missionary, the civilized, or the primitive. Humans are possibly one of the oldest races, and are definitely known as the first race of man. They are not the most numerous or the most dominant race. Rather, until recently, they were a dying race thanks to the infernal dragon occupation.

The infernal dragon conducted a great many experiments and committing great atrocities on the humans. When the yoke of oppression finally lifted, it was in large part due to many humans sacrificing their very humanity to become another race – the naga. The numbers of humans in the Lands of the Jade Oath are now on the mend. Though they are far from becoming the most populous or powerful race again, a new hope has arisen for humanity. Humans were found in great numbers to the west, though they are different in physical appearance, most notably in skin, eye, and hair color.

Personality: Humans vary widely. They are adaptable, flexible, industrious, curious, and ambitious. They love to explore, conquer and colonize new lands. Native Humans have discipline, an appreciation for honor, and respect for nature. They are a diverse lot with varying customs, morals, tastes, and habits. Humans from the west have strong values as well, though they can be different than their kin. For example: they might value honesty, personal honor, and the need for progress above the need for enlightenment, respect for nature, and family honor.

Physical Description: The archetypal humanoid race runs the gamut of physical features. Humans have more variety in their physical features due to their tendency for migration and conquest. In the Lands of the Jade Oath, they typically have black eyes and straight black hair, and come in many shapes and sizes. Normally males stand just shy of six feet and are taller and heavier than females. Facial features, skin coloration, and build can vary considerably. Humans have different cultural regions, despite their low numbers. As a result they are quite diverse in their dress, hair styles, accoutrements, and diets.

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Relations: Generally, humans get along well enough with the other races, especially the other races of men and the faen. Naga are disturbing for the humans to face in their dealings. Depending on the local human culture, naga are either revered from a distance or are held in a highly suspicious light. Humans in the empire of Xianguo typically resent the dahren now ruling the empire their ancestors created. (Some resentful humans groups even cause dissent and dissatisfaction and outright rebellion in order to chase out their dahren rulers.) Dislike of dahren extends to their goushen allies.

Humans in Mandrasengal were never a part of the ruling caste, but they have a similar minority faction causing resentment against their mandragoran masters. Those in Nihonshu find the bakemono particularly troublesome. Conflict on the islands is nearly constant between factions of humans, bakemono, yueren, and other races. The humans of Kochoryeo get along with the sanesaram considerably better than their peers, but there are occasional conflicts over resources and in the name of politics.

This struggling race often finds humans not from their own homeland or culture untrustworthy. This is their great curse and paradox – the difficulty in resolving their great diversity and creativity with their need for unity.

Humans from the west find that the dragon-like naga make them extremely nervous, leading to more than a few misunderstandings, garuda and the rashidashen races get the same reaction from westerners, though not quite as visceral. Bakemono westerners consider downright evil. The dahren, mandragorans, and yueren fascinate western humans. Kochoryeo holds a special fascination for the western humans who covet its wealth. They desire to explore the beautiful land, or to discover its dark secrets – which does not sit well with the sanesaram. Stories of Mu likewise fascinate the westerners who believe it a land of great treasures.

Outlook: The best and the worst can be found amongst humans. They are industrious and hardworking, though there are also many that live to exploit others. Humans native to the lands of the Jade Oath value family, duty, and honor. Only the most deprived or deranged display cruelty or harm others without reason. Their shorter life spans do cause self-interest and short-sighted tendencies without the same level of appreciation for history that many longer-lived races have. Humans sometimes butt in where they have no business, especially westerners.

Human Lands: Before the infernal dragon invaded, humans ruled great empires and nations, small city states and colonies on distant shores. One of those empires – Xianguo – still stands, though humans have very little say in how it is run these days. Most ruins being discovered now are the remains of ancient human nations and city-states. Human territories are but shadows of their past glories. Small human communities are spread all over the Lands of the Jade Oath with great distances in-between. There is no great, singular nation of humans to be found like in the old days.

Human lands development new ideas, innovations, inventions, and social change. But, just as often, they have rigid social hierarchies, long-established traditions, and stratified social classes or caste systems. In the Lands of the Jade Oath, human societies tend to be conservative.

Religion: Humans follow a variety of faiths. Many lost hope in their religion when the infernal dragon cut the world of men off from the spirits and gods. Humans worship the whole gamut of religions and observe a great many philosophies, from Taoshidaoism and Bodhism to ancestor worship to Kangfuzhist thought, to Kami-do and the polytheism and monotheism of the west. The founders of Taoshidaoism and Kangfuzhist thought were human. Though Bodhism began with a mandragoran, a great many humans find comfort in the path laid out by the first Enlightened One.

Languages: Humans are pretty adaptive and learn the dominant language of whatever region they inhabit.

The Xianguo region human language family script has single syllable characters, but eight spoken languages. Each of those has its own dialects. With the decline of the human race, most of these languages were lost or incorporated into the languages of the goushen, ruishishen, dahren, and other races. The primary remaining human language of the humans is the ancient Xianguo court tongue: Yuxian. This language became the primary diplomatic and trade

language spoken throughout the lands of the Jade Oath; it is also known as Common.

Nihon is the dominant human language in the islands of Nihonshu. The written version uses kanji, adapted from the written script of Xianguo. The spoken tongue of the humans to the west is simply called Western.

Names: Humans use the same naming conventions as the dominant races within a region. In Kochoryeo, they share the sanesaram naming conventions; humans found amongst Qahngol use that race's styles. Similarly, the humans in Mandrasengal, Tsixang, Ghurkhan, Sumathai, and elsewhere also follow this practice. However, in Xianguo and Nihonshu, humans follow their own naming practices. It is some of the other races that follow their example when choosing names.

Humans have used inheritable family names for a great many generations in Xianguo. More than a hundred common family names were used in the past. With the decline of the race, fewer are in use these days. Personal names have great deal of variety: they are elements from the common tongue's vocabulary of the common tongue. One gender might use some name elements over the other, but many name elements can be used by either gender.

The traditional naming pattern for imperial humans has three names of one syllable: the family name followed by a two-part personal name. By tradition, the members of a single generation within the family share a personal name. Their compound, personalized name includes a singular, personal name with the generational name.

Younger generations do not call an older member of the culture by their personal name; to do so is an insult. Within the same family, children call elder siblings 'eldest sister' (da-zhye), 'eldest brother' (er-ge), and so on. Older people can use the personal names of the younger without insult or they call them by their birth order.

Humans of good lineage often have more than three names. They might have an informal name earned or granted at adulthood. This might relate to the formal personal name. The informal name is used outside the home as a sign of respect. It changes if the meaning becomes unsuitable. A noble might also have a respectable epithet, typically short, granted by some authority figure. Friends or colleagues might bestow a nickname or descriptive phrase to commemorate events.

Surnames: Ao, Ba, Bao, Chen, Chiang, Chow, Chu, Chyan, Feng, Fung, Gui, Guo, Han, Jau, Jeng, Jou, Kuai, Kwan, Lao, Li, Lu, Mao, Ming, Mo, Song, Swun, Tan, Tang, Wang, Wen, Weng, Wong, Wu, Ximen, Xing, Xiu, Xu, Ying, Yu, Zhan, Zheng, and Zhong.

Male Names: Choose a generational component and a personal component to form a male name.

Generational (first): An, Au, Chyang, Da, De, Dzu, Dzung, Lung, Ming, Shau, Syung, Tai, Wei, Wen, Wu, Zhin, Zhyuan, and Zhyu.

Personal (second): Ba, Bai, Bang, Bau, Ben, Bin, Chang, Chen, Chi, Chin, Chu, Dai, Dang, Dau, Di, Ding, Dwo, Dzung, Dzih, En, Fa, Fang, Fen, Gai, Gang, Gwei, Gwo, Han, Hau, Hei, Heng, Hung, Ming, Nan, Ning, O, Pau, Ping, Pwo, Ren, Reng, Rung, Rwo, Sai, Sen, Shan, Sheng, Shu, Shwo, Sung, Szih, Ta, Tai, Tang, Tau, Ti, Tsai, Tsung, Tu, Wai, Wan, Wang, Wei, Yan, Yang, Yi, Yin, Yu, Yung, Ywan, Zhi, Zhin, and Zhyang.

Female Names: Choose a generational component and a personal component. Sometimes these names repeat the first half, such as Li Li or Pei Pei.

Generational (first): Ai, Chin, Ching, Feng, Hung, Hwan, Li, Ling, Lyan, Mei, Mu, Shu, Sya, Ting, Wan, Yan, Yin, Ying, Ywe, and Zhywan.

Personal (second): Bei, Bing, Cheng, Chywe, Dai, De, Di, Ding, Fei, Fen, Gai, Hai, He, Hwei, Jen, Lai, Lan, Lin, Min, Nai, Nan, Pau, Ping, Ran, Sang, Shan, Shr, Su, Syan, Syi, Tai, Ting, Wa, Wai, Wei, Wen, Ya, Yi, Yun, Ywan, Zhin, Zhing, Zhyuan, Zhyau, Zhye, and Zhyun.

In Nihonshu, only high-ranking families have family names. Only the male heirs can pass them on. Other families use occupational bynames. A personal name follows the family name, though nobles often have two personal names; one for informal use by family and friends and the second for formal use. A married woman adopts her husband's family name.

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The humans of Nihonshu are sensitive to social status. Their language and naming conventions reflect this. Use honorific suffixes unless addressing close friends or the socially inferior (including anyone who is younger than the speaker). The 'San' suffix is an honorific term of proper address. The next most respectful honorific suffix is '-sama', used for respected and high-ranking officials, samurai, and members of the lesser nobility. The most respectful honorific suffix, '-dono', is for the greater nobility (kuge) and highly respected individuals. Other suffixes include 'sensei', which is used for one's teacher or a master of his profession, '-kun' for friends or lower-ranked associates, '-ko' which means 'child' in female personal names, '-gozen' which was used to denote the wife of a warrior (bushi), and '-chan' for close friends or children. The imperial family reserves the suffix '-hito' for their use and the personal names of scions of that house.

Family Names: Asai, Asano, Askikaba, Chosokabe, Fukushima, Genji, Gojo, Hattori, Hojo, Ichijo, Ishida, Kaga, Kato, Kobayakawa, Konishi, Konoe, Kuga, Kujo, Maeda, Matsudaira, Miyamoto, Mori, Murakami, Oda, Ogawa, Okamoto, Okubo, Ooka, Ota, Saito, Shibata, Shijo, Shimazu, Suwa, Takashi, Takeda, Tanuma, Tokudaiji, Tokugawa, Uesugi, Ukita, Watanabe, and Yamashina.

Male Names: Chojiro, Daigoro, Goro, Heishiro, Ichiro, Jiro, Kanzaburo, Masao, Masashi, Masatoshi, Masazumi, Masu, Masuhiro, Masutaro, Matsuo, Minoru, Miroku, Mitsuhide, Morimasa, Motoki, Motoyuki, Nobuharu, Nobuo, Noburo, Nobuyoki, Noritada, Noritoshi, Saburo, Sadaharu, Sadao, Sadayoshi, Shiro, Takahiro, Takamasa, Takanori, Takao, Takashi, Takayuki, Yoshida, Yoshhide, Yoshiji, Yoshinobu, Yuichi.

Female Names: Ai, Aiko, Akane, Asuka, Aya, Ayano, Hana, Hanako, Haniko, Haruka, Haruna, Junko, Keiko, Kana, Kuki, Kukiko, Kumi, Mai, Maki, Makiko, Miho, Miki, Misaki, Nami, Nanami, Natsuki, Natsuko, Natsumi, Rina, Saki, Sumi, Sumiko, Tatsu, Tera, Teru, Toki, Tomo, Tora, Toshi, Tsuna, Tsura, Uma, Yui, Yuka, Yuki, Yukiko, Yukio, Yuri, and Yuriko.

Adventurers: Human adventurers drive to earn glory by amassing power, wealth, and fame. They also adventure to gain honor or vengeance. Humans, more so than any other race, tend to champion their homelands or their people. Humans from the west most often adventure exploring far into the east to gain wealth and prestige for their people, country, organization, or cause.

Favored Drink: Any; **Favored Food:** Any; **Favored Weapon:** Any.

Bakemono

The word "bakemono" means "a changed thing", something gone beyond its natural state into a perversion. These small goblinoids have the latent capacity to become shapeshifters. Their penchant for mischief is legendary, especially where it concerns technology and magic items. They avidly collect magic items and they have a love/hate relationship with mechanical things. The individual bakemono's clan and his or her current appetite indicate if they try to sabotage machines or if they become inventors and tinkers of machinery themselves.

Bakemono possess the ability and biological need to chew and digest metals in small quantities; the more precious the metal, the more delicious and nutritious it is for them. So, they covet gold, but their reasons are more about survival and the pleasure of eating a delicacy.

Mythology and history maintains that they were once halflings and gnomes, until they were abandoned by the sanesaram (dwarves) and dahren (giants) when the asuraryu came to power on Nihonshu. The asuraryu attacked and quickly rounded up the survivors to conduct grand, wide-scale experiments. They were combined with the essence of dark creatures and goblins. The result is the bakemono. They served their asuraryu masters for a long time. The day came when the bakemono snuck out from under the clawed foot of their dark and sinister overlords during their downfall.

When freedom came, the bakemono had an unquenchable de-



Bakemono courtesan

sire to pay back the sanesaram and the dahren who abandoned them to their fate. They struck against those races during the Bakemono Invasions, but they failed. Hating themselves for the weakness of their ancestors, some bakemono fell to despair. Others felt they outgrew their meager beginnings and deserved more. These conflicting views led to the bickering and infighting that their last hope of any empire to fall apart.

The bakemono retreated to the wilderness to begin anew, with the exception of a few whose desire for revenge outlasted their desire for life. Many bakemono cannot forgive. They continue to feel the creeping taint of evil that they loathe within themselves.

Personality: Bakemono love physical pleasure and fun, though with a touch of cruelty or a morbid sense of humor. They are quite egotistical, enjoying praise, whether it is deserved or not. They enjoy food, drink, song, dance, sporting challenges (with just enough of a one-sided edge to make things interesting), and gambling. While they are not morally righteous or innocent, they reserve a special kind of displeasure for those who falsely behave in such a manner. Bakemono develop elaborate plans just to bring social, psychological, and physical harm to those who offend them or earn their displeasure. They justify their actions as lessons taught for the good of society. As any bakemono will tell you, "Anyone can come up with an evil scheme; the trick is to pull it off with a certain cruel beauty, delicate irony, and panache."

Physical Description: All bakemono are small in stature. They have sharp and powerful teeth that can crush rock. They all have almond-shaped, catlike-eyes and pointed ears. Beyond that much of the similarity ends. It is hard to believe that the two genders of the bakemono are the same race.

Male bakemono have a single, short horn that grows from the center of their head. They have long, muscular, ape-like arms and walk with a rolling gait and hunched posture. Their hairy skin has a sickly green, blue, or red tinge that gives off a strong, musky odor. They have bushy brows and large noses, the latter of which they boast about.

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Female bakemono are delicate, fey beauties with cream colored, porcelain skin that has just a hint of a light green, blue, or red tinge. Their frames are small and lithe, so they move with a grace that contrasts sharply with the awkward gait of the males. They have delicate and thin, but long, almost antennae-like eyebrows. Their dark, lustrous hair smells of sweet cinnamon, jasmine, or other spices. The females lack horns of any kind. When selecting prospective husbands, the females favor males with prodigious noses and horns.

Other races often wonder at what the beautiful females see in the ugly males. When they learn what the females are like in private, they wonder how the henpecked males survive, much less the bakemono as a race.

Relations: The bakemono make their displeasure of the dahren and the sanesaram known through mischief, though they can work out a mutual respect with individuals if they must work towards a common goal. They are no friend to the halflings or gnomes either. This may be some lingering jealousy or the bakemono may despise their weaker origins. They have respect for races that earn places of power through force or deception. Bakemono are indifferent towards most races, though they have a special curiosity in the properties of the yueren homeland, and thus, the yueren (moon elves).

Outlook: Many bakemono have an affinity for technology, for its creation or its destruction. Urban tribes tend to like technology's power and convenience, while wilderness tribes possess a near pathological hatred of technology and those who use it, including other bakemono. Being evil is a part of what they bakemono are rather than a function of who they are. They are born with a taint from their long-ago association with the asuraryu, but they are not limited to evil behavior. Unfortunately, given the history of the bakemono and their penchant for mischief, few other races realize this.

Bakemono Lands: The nocturnal Bakemono tend to live away from places of bright light. They make their homes in caves, underground dwellings, mist-shrouded swamps, dark and ancient forests, or even in urban locations where they can stay indoors. Many a bakemono community appears in mountains known to be rich with metal ore deposits due to their love of precious metals. The bakemono are a fractious lot. Tribes contend for territory with each other and other races.

In the Lands of the Jade Oath, most bakemono communities are found in Nihonshu, eastern Kochoryeo, the island of Nha Lao, the coastal regions of the eastern empire of Xianguo, eastern Lan Trangh, eastern Kamojhea, and Nam Xang.

Bakemono clan totems designate them while showcasing a new physical form for cultivating their latent shapeshifting talents. Most races consider these to be vermin. These totemic clans include the Kumō (spider), Tsuruchi (wasp), Nezumi (Rat), Tengu (Crow), Hebi (Snake), and others. These tribes range through a wide area. The bakemono might interact socially if they have the need or desire to gather into war parties. Otherwise they maintain their privacy and isolation from each other.

Religion: Most bakemono dislike religions that encourage one to escape the karmic wheel of death and rebirth. They feel that such religions dupe their adherents for some nebulous purpose. Bakemono who do care tend to worship out of fear or a personal need to appease local spirits and gods. Thus most follow a shamanistic path or Kami-do.

Languages: The bakemono speak their own dark language, called bakemono, and the common tongue of their home region. Bakemono keep their language a forbidden secret. They do not speak it around non-bakemono. They spread horrifying stories about how speaking the dark, bakemono tongue causes curses. Outsiders who hear their language may note similarities to a halfling dialect known as Yuni.

Creating New Bakemono Tribes

GMs are encouraged to create new bakemono tribes - such as raccoon dogs (Tanuki), cats (Nyan), or crabs (Kani)



Bakemono locksmith...er, locksmith

Names: Bakemono don't care about personal names. The care about truenames and their family names, they borrow personal names that they like the sound of from neighboring races. They even change their names as they grow older. As they enter a new phase of life, their personal names must change. Some bakemono have upwards of eight different names during their lifetime.

They love taking personal titles appropriate to events in their lives, collecting and hoarding titles as if they were precious gems or valuables. They never discard an old title. Once a bakemono lays claim to a title, he never forgets it. Some say that titles bakemono collect are their truenames.

Unlike personal names, bakemono take their original halfling and gnome surnames seriously. They preserve them to remind them of where they came from. If they should encounter a halfling or gnome member of their family someday, they might wreak a dark vengeance using their powerful curses upon those who would dare mock them with their purity.

Adventurers: Curmudgeons by nature, adventuring and taking great risks discourages bakemono. But working hard also inspires an equally allergic reaction. Some become reluctant adventurers, surviving and gaining power where they may. Classes that take up skills of deception, such as the rogue, have a certain appeal. Others might become rangers or druids due to an affinity for the wilderness. Many bakemono practice magic for power. Females become oracles, sorcerers, or summoners over other spellcasting classes. If a male can bully others with a class's magical force he will do so, while females are more subtle. Bakemono avoid any class that requires harsh discipline and perseverance, such as paladin or monk. They frequently enjoy having fun at such a profession's expense.

Favored Drink: Sake and other strong spirits; *Favored Food:* Precious metals, cucumbers, and peppers; *Favored Weapon:* Spears.

BAKEMONO RACIAL TRAITS

- **Male Bakemono:** +2 Constitution, +2 Intelligence -2 Charisma.
- **Female Bakemono:** +2 Wisdom, +2 Charisma, -2 Strength.
- **Small:** As a Small creature, a bakemono gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on

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Sneak checks. He uses size Small weapons. His lifting and carrying limits equal a Medium size character.

- Bakemono base land speed is 20 feet.
- **Evil Goblinoids:** Bakemono have the goblin and evil subtypes. However, bakemono player characters need not act in an evil manner.

- **Darkvision:** Bakemono can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight. Bakemono can function just fine with no light at all.

- **Light Blindness:** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds bakemono for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

- **Iron Teeth (Su):** Their fearsome teeth can bite through most any metal. They chew through iron without even scratching their tooth enamel. Outside of combat, a bakemono may inflict 3d6 bite damage to any nonmagical object, 1d6 damage to magical objects and 1d6 to any living or undead creature.

Bakemono can chew through one cubic foot of material per five minutes. Consuming more than one cubic foot in a day causes them 1d8 points of subdual damage per additional cubic foot consumed. If the bakemono consumes more than his Constitution bonus in cubic feet in a day, he becomes nauseated for a number of hours equal to the number of cubic feet consumed. He cannot consume magic items or materials.

- +2 racial bonus on saving throws against poison.
- Bakemono affinity grants them a +2 racial bonus on Appraise and Craft checks related to metal.

- **Tribal Totem:** The bakemono must determine which tribe he is from. He cannot later alter his choice. The tribes (and their totems) are: Hebi (snake), Kaeru (frog), Koumori (bat), Kumo (spider), Mukade (centipede), Nezumi (rat), Tengu (crow), and Tsuruchi (wasp).

- **Automatic Languages:** Common (usually Nihon), Goblin and Bakemono.

- **Bonus Languages:** Any.
- **Racial Levels:** Bakemono can take levels in “bakemono” as a class to develop their racial qualities more.

BAKEMONO PARAGON LEVELS

Some bakemono develop aptitudes and abilities beyond the norm. These few revel extensively in their mischievous nature and adaptable physical forms, even controlling their size and shape as they grow in experience and power.

In their normal form the bakemono paragon’s ears grow longer and more sharply pointed. Teeth grow to razor sharpness and jaws become stronger, more muscular, and capable of opening to unreal proportions. Their smile can be most disconcerting. They gain dark tiger-like or leopard-like markings along their backs and limbs. Body scents (females) and musky odors (males) are more pronounced. Males develop a larger nose, larger horn, and longer, apelike arms. Females grow ever more attractive, their hair growing extremely long and lustrous.

Bakemono can take up to six levels in “bakemono paragon” at any time. Not all bakemono take paragon racial levels (or all six of them). Bakemono levels stack with a spellcasting class level for

purposes of determining spellcaster level. If the bakemono has two spellcasting classes, add the paragon levels to the higher of the two.

Hit Die: d8

“Class” Skills

The bakemono racial “class” skills are Appraise (Int), Craft (Int), Disable Device (Int), Disguise (Cha), Intimidate (Cha), Knowledge (Nature) (Int), Stealth (Dex), and Survival (Wis).

Skill Points: 4 + Intelligence modifier.

“Class” Features

Weapon and Armor Proficiency: Bakemono with levels only in bakemono paragon are proficient in the use of all simple weapons, light armors and shields.

Shapechanger: The bakemono gains the shapechanger subtype.

Medium-Size Shapeshift (Sp): As a spell-like ability usable a number of times per day equal to bakemono paragon levels, the bakemono can become Medium-sized at almost 6 feet tall. This ability lasts 1 minute for each character level. When the bakemono becomes Medium, he no longer receives the benefits of being Small, losing a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Sneak checks. However, his lifting and carrying limits are the same as those of a Large character (do not make other modifications based on the change in size, such as those suggested in the *Pathfinder® Roleplaying Game Bestiary™*). Using this ability takes a full round action.

When bakemono paragon magically grow to this greater size, their gear also changes to an appropriate size.

Large-Size Shapeshift (Sp): As a spell-like ability usable a number of times per day equal to his bakemono paragon levels, the bakemono can become size Large, at around 10 feet tall. This ability lasts for a number of rounds equal to his character level. When the bakemono becomes Large, he no longer receives the benefits of being Small, losing a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Sneak checks. The bakemono paragon gains a 10-foot Reach, but suffers a –1 size penalty to Armor Class and attack rolls. (Do not make other modifications based on the change in size, such as those suggested in the *Pathfinder® Roleplaying Game Bestiary™*). His lifting and carrying limits are the same as those of a Huge character. Using this ability is a full round action.

When bakemono paragon magically grow to this greater size, their gear also changes to an appropriate size.

3rd-Level Spell-Like Ability: At will—*detect magic*. This is in addition to any other spell-like abilities the character may already have. Use the bakemono’s character level as the caster level.

Totem Shape (Sp): The bakemono paragon can change himself into a chosen animal or vermin form as beast shape (except he can take the form the chosen vermin as well) of his tribal totem with a full round action. He can take this form once per day. CL is equal to his character level. At character level 7th this becomes *beast shape II*, At character level 9th this becomes *beast shape III*, At character level 11th this becomes *beast shape IV*.

Choose from one of the following according to the bakemono’s tribal totem. Though limited to this form, he is only limited by the

Table 2-1: Bakemono Paragon Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+0	+1 Strength males; +1 to Charisma or Wisdom females; gains Bite as a natural weapon	+1 level of existing class
2	+1	+1	+3	+1	+1 Constitution males; +1 Dexterity females; Medium-size Shapeshift, Shapechanger	+1 level of existing class
3	+2	+1	+3	+1	Large-size Shapeshift, Spell-like ability	+1 level of existing class
4	+3	+1	+4	+1	Totem Shape	+1 level of existing class
5	+3	+1	+4	+1	Consume magic, Sundering Bite	+1 level of existing class
6	+4	+2	+5	+2	+1 Strength males; +1 to either Charisma or Wisdom females, Swarm Shape	+1 level of existing class



beast shape spell in its actual size and can take monstrous and dire versions of the form.

- *Bat (Koumori)*: The Koumori can take on the form of a bat
- *Centipede (Mukade)*: The Mukade can take the form of a centipede:
- *Crow (Tengu)*: The Tengu can take the form of a crow.
- *Frog (Kaeru)*: The Kaeru can take the form of a frog.
- *Rat (Nezumi)*: The Nezumi can take the form of a rat
- *Snake (Hebi)*: The Hebi can take the form and of a snake.
- *Spider (Kumo)*: The Kumo can take the form of a spider:
- *Wasp (Tsuruchi)*: The Tsuruchi can take the form of a wasp.

Consume Magic (Su): The bakemono's Iron Teeth ability now lets them chew and digest magical items and substances.

Sundering Bite (Ex): The bakemono gains the benefits of the Improved Sunder feat when using his bite attack, even if he does not meet the prerequisites.

Swarm Shape (Sp): The 6th level evolved bakemono can change shape into a swarm of his tribe's patron totem animal with a full round action as per *polymorph any object*. He can take this form once per day for up to 10 minutes per paragon class level. The bakemono retains his normal Intelligence score. If slain, his body reverts to its original form. The individual swarm creatures are no larger than Tiny-sized vermin or animals. While in swarm shape, the bakemono controls his constituent creatures like a hive mind.

Equipment worn subsumes into the form of the animal or vermin, but it is nonfunctional.

Dahren

Dahren are big, patient, powerful, often well-intentioned, and just as often long-winded. That is, when they speak, they are. They are also prone to long periods of silence. They seldom say something unless they feel it worth saying. When they say anything, they use the most grandiose way possible. They might seem slow at times, but their wits are quite sharp. They are deliberate and proactive thinkers who are patient in the extreme. Like the earth itself they are quiet, yet resolute. However, when they choose to speak or act, there is no ignoring them.

Before the current empire, humans may have led the alliance that defeated the infernal dragons, but it was the dahren who provided the necessary force and conviction to win. With the end of the war, few humans remained. (Many died in the war or became naga.) At first, the dahren served the remaining humans of royal and noble lineage. Together they built what would become an empire after the creation of the Jade Oath. When the fourth human emperor died and left no heirs, they assumed leadership quietly. Their empire has progressed more than any other civilization in the Lands of the Jade Oath.

Personality: The personalities of the dahren are just as extreme as that of their physical form. They are calm, cautious and gentle, unless driven to anger. When angry, they become warlike, territorial, and deadly. Most dahren are in tune with their peaceful side; however, a few still burn with barely controlled anger left over from a recent war with the ruishishen. Some have difficulty leaving their anger behind; they are no longer in pursuing war, but they have not completely returned to a peaceful state either. It is as if the tainted legacy of the infernal dragons unduly influenced many, especially those currently in power within the imperial bureaucracy. The severely decreased birthrate of the last few generations may also be connected.

Physical Description: Dahren are about 7 feet tall, as they come into maturity. Only through ritual can a giant achieve his full height, which can reach 10 to 12 feet. Males often try to grow beards, though seldom with great success, despite their preferences for them. Females like to grow their hair long. They have a golden cast to their complexion, and almond-shaped eyes formed from the epicanthic folds of skin around them. They often wear their hair in a long queue with the front of their heads shaved.

Relations: In their dealings, the dahren tend to take a parental attitude. This other races feel patronized, which can cause prob-



Dahren Paragon

lems.

Relations with the humans are rocky at best. The humans once appreciated what the dahren did for them. However, that is long in the past. Humans want to govern themselves without interference, no matter how well intentioned the dahren may be. Not all dahren in the empire's government are well intentioned. To the dahren, humans are like teenagers: rebellious, obstinate, and rushing about doing all sorts of things that don't necessarily make sense. (But to the humans, a dahren's long-term perspective can be difficult to understand.) Dahren tend to do things that won't benefit humans for generations.

To the dahren point of view, humans just want it their way. Dahren don't see things this way. To a dahren, sacrificing yourself, your time, and your possessions for another is a noble pursuit. It saddens them that humans can't see this for themselves. They realize that this is not true of all humans, which gives them hope for the race.

The naga remain a mystery in their relative isolation so the dahren remain leery, but respectful. They cannot understand what would possess a human to become a naga, though they understand the necessity. Dahren may display more respect to naga that were once human. The dahren are leery and untrusting of the newer generations of naga, who often show little of the dedication to duty, honor, or sense of sacrifice that the once-human naga have. To continue the parent/adolescent analogy, the once-human naga are like the elder son that left home for an honorable life and line of work. That makes the dahren proud (even if they are standoffish about it). The newer, never-human naga are like the younger, self-centered and delinquent sibling. The fact that it is difficult to tell the two types of naga apart does not help first impressions.

Relations with the goushen are easier, but no less saddening. The dahren convinced the goushen to take physical form during the war with the infernal dragon, but regretted doing so. They felt responsible ever since then. Dahren hoped the rashidashen races would develop their own culture and moral standards without

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dahren help, but the goushen constantly follow the dahren lead. The goushen value devotion and loyalty, but the benevolent dahren fear that they take it to the extreme, since some controlling dahren take advantage of the goushen devotion.

The dahren respected the wishes of the ruishishen to live in peace on the plains after their abandonment by the heavens. There was never any bad blood between the two races until the last century, when the dahren sought to make the ruishishen part of their empire. The resulting war almost destroyed the ruishishen until they agreed to be accepted into the empire. The dahren now know that they made a big mistake by underestimating the ruishishen need for freedom and independence. Consequently, the more conscientious dahren feel some measure of guilt, while others let hatreds that built up during the war influence their attitudes.

Faen seem eccentric, rushing about even more than the humans. They have a way of growing on the dahren, like young, irritating children that they can't help but like. Often faen and dahren form lasting relationships. Dahren find the way that faen and liang do not take themselves or others too seriously to be a very endearing trait. The dahren also know that their dark side should not be taken lightly.

Relations with the sanesaram and yueren are based on the individual. The dahren respect their serious natures and appreciate their craftsmanship. The yueren are respected for their patience, but watched closely. They take care around the sanesaram, because of their aggressive natures and because the sanesaram are offended so easily. Yet the great sanesaram make items and structures of such fantastic and majestic quality that the dahren wonder if they were made by the same race.

Bakemono dislike for the dahren manifests itself in many different ways, from inconvenient pranks to outright warfare. Needless to say, dahren have little use for such attitudes and view bakemono with a great deal of suspicion and animosity. The more knowledgeable dahren may feel sympathy for what happened to the bakemono under the infernal dragon rule, but they do not feel that it justifies bakemono anger against other races.

Dahren see the mystical verrik and exotic mandragorans as very strange. Their ways are mysterious, but they show an aptitude for patience and a long term view. The combination of these qualities lead dahren to judge these races on an individual basis.

Outlook: Many dahren let their sense of order and responsibility outweigh their desire for peace and safety in recent times. This led to good things in their vast empire, such as a strongly ordered government, whose decisions can directly influence every other country in the Lands of the Jade Oath. However, the same strong influence affects things in unfortunate ways that the dahren cannot always predict. Other races often lack the selfless attitudes the dahren try to cultivate in themselves. The dahren desire for order can cause great problems when it takes precedence over other matters and values.

Dahren Lands: While the dahren love the seas, lakes, and rivers, the whole of the Empire of Xianguo is their land. They ably administer it, while upholding the Jade Oath. However, due to the empire's troubles and decaying, decadent, and massive bureaucratic machine there are areas on the fringe that are only ruled in name and on maps. In truth, unscrupulous and malcontent rulers there defy the dahren. Some dahren communities can be found in Kochoryeo, in Lan Trangh to the south, and a few even dispersed along the islands of Nihonshu.

Religion: Dahren are open minded and are usually the first to accept new philosophies and ideals, provided they do not impugn the beliefs of others or affect their empire. The empire has a melting pot of cultural, religious, and philosophical beliefs. All dahren believe that they have a divine origin since they were brought to the earthly kingdom to establish order.

Languages: Dahren speak dahren and common, though many learned nobles study other languages. The dahren language is long-winded. It takes a long time to make a complete statement; however it can convey more information than an equivalent in another language.

Names: Dahren family names are long. They relax these to the first two syllables in the presence of non-dahren. ("for the sake of

diplomacy with the less-patient.") For example, Fu-Chia-han-Seila-dze-Long-tou would become Fu-Chia.

Noble House Family Names: Fu-Chia-han-Seila-dze-Long-tou (Great Hero and Destroyer of Dragons), Yi-shang-Sei-la-Dou-Hai (The One to Destroy All Evil), Fu-Mo-go-Long-da-Chia (Great Demon and Dragon Catching Hero), Dai-shi-Shao-Chih-Yi-Di-tou (Big but Little Golden One of the Earth), Chun-Shih-Sheng-han-Tao (Noble Seeker of Knowledge and Perfection), Dzin-gat-shi-Hsiao-han-Sing-Chia (Mean but Faithful and Honest Hero), Sheng-zai-Tian-Sing-tou-han-Yue (Wise One in the Sky of Stars and Moon), Yu-na-Feicong-Tian-tou (Jade that Flies from the Heavens), Huo-go-Fei-zai-zai-Gui-tou (Fire that Flies in the Soul), Shou-Biao-cong-Xian-Shan-Lin (Watcher from the Immortal Mountain Grove), Chung-Punyu-han-Yung-Chia (Loyal Friend and Eternal Champion), and Fan-chuan-wei-Fu-An-Lang-tou (Sailor of the Great Dark Waves)

Personal Names: These are much the same as human names in the region, but lengthy as since they represent individual dahren accomplishments. Like the family name, they abbreviate to something shorter for the sake of non-dahren. A dahren truename is extremely long by any standard. They speak the family name first followed by the personal name.

Adventurers: Giants go on adventures while carrying out imperial business or on the business of an honored master (sifu). Sometimes they go as part of a rite of passage or on behalf of allies. They enjoy the challenge of proving themselves, but are seldom reckless.

Favored Drink: Strongly spiced tea and rice wine; **Favored Food:** Fruits and vegetables (meat in small amounts); **Favored Weapon:** Heavy swords and axes.

DAHREN RACIAL TRAITS

- The Dahren's massive physique grants them prodigious Strength and Constitution. They enjoy choosing to focus on their physique granting a single +2 racial bonus to Strength; or focusing on physical and mental fortitude granting a +2 racial bonus to Constitution, a +2 racial bonus to Wisdom, and a -2 penalty to Intelligence.

- **Medium:** As Medium creatures, Dahren have no special bonuses or penalties due to their size. Dahren can grow to even greater size.

- **Low-Light Vision:** Dahren can see twice as far as humans in conditions of dim light.

- Dahren base speed is 30 feet

- Dahren are used to lording their size over those around them and possess a +2 racial bonus to Intimidate and Sense Motive skill checks.

- Dahren enjoy a +2 racial bonus to all Craft skill checks.

- Dahren are humanoids with the giant subtype.

- **Automatic Languages:** Common and Giant.

- **Bonus Languages:** Any.

Dahren Age Table			
Middle Age*	Old**	Venerable†	Maximum
150	450	700	+3d100

Dahren Height and Weight Table				
Size	Base Height	Height Modifier	Base Weight	Weight Modifier
Medium	6'5"	x 2d6 in.	250 lbs.	x 2d6 lbs.
Large	9'3"	x 2d8 in.	900 lbs.	x 2d12 lbs.
Huge	20'1"	x 2d10 in.	11,800 lbs.	x 3d8 lbs.
Gargantuan	38'4"	x 3d12 in.	24,700 lbs.	x 4d8 lbs.
Colossal	58'6"	x 4d8 in.	49,500 lbs.	x 3d20 lbs.

DAHREN PARAGON LEVELS

While the majority of dahren might rise in power, prestige, and (in game terms) level by gaining levels in the standard character classes — a few are so in tune with their heritage and racial abilities and have such a thirst for power that they become racial paragons

through racial, mystical rituals.

Their experience, wisdom, and heroic abilities manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do).

Unlike normal paragon classes the dahren paragon class levels can only be taken at 1st level, as this is the point in their growth cycle when it is possible otherwise their elemental and giantish power is "stunted." You either decide, at the start to become a paragon and advance entirely in this class, or you progress in something else entirely. A dahren cannot multiclass freely between standard character classes, prestige classes for which he or she qualifies, and the dahren paragon class due to this life cycle. Levels in racial paragon classes are always considered to be advancing in a favored class.

Dahren can take up to twenty levels in "dahren paragon," each level represents the character growing in elemental and giantish might and reaching a growth cycle of her giantish heritage. Still, most dahren choose not to take paragon levels. This is because a dahren's personality and outlook can change drastically as they become more and more like traditional giants. Dahren society tends to frown on giants who lack self-discipline and restraint to temper their physical power. As they grow larger, they become more predisposed to the violent and territorial behavior that often gives giants a bad name. However, a dahren that embraces his giantish heritage through paragon levels and does not give in to his violent urges is readily hailed as an iconic hero of the race.

Alignment: Any

Hit Die: d8.

Class Skills

The giant paragon's class skills are Climb (Str), Craft (Int), Intimidate (Cha), Perception (Wis), Perform (Cha), Sense Motive (Wis), Stealth (Dex) and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: A dahren paragon is proficient with all simple weapons and no armor, or shields.

Elemental Power: At 1st level, a dahren paragon must select one of the elements (energy descriptor), Air (electricity), Earth (acid), Fire, Metal (electricity), Water (cold), or Wood (acid). This choice is permanent and cannot be undone as it ties into your very nature and essence. This also prevents the dahren paragon from taking any other class levels until you are at least 6th level. If you do you will be destroyed within a week's time by your own unchecked power. The dahren's elemental might manifests in the form of abilities chosen from the list below gained at 1st, 3rd, 6th, 9th, 12th, 15th, and 18th level.

Air walk (Sp): You must possess the Aspect of Metal (rune giant) feat and be 9th level to gain this ability. 2/day you can use air walk as a spell like ability, your caster level is equal to your dahren paragon class level. After reaching 15th level, you can take this ability a second time to use this ability at will.

Armtwist (Ex): You must have established a grappling hold to use this ability. You utilize this particular grapple combat maneuver to inhibit strong opponents by twisting the victim's arm behind his back and pulling it up toward his neck. Using this ability does normal slam damage plus your Strength Modifier, plus 1 point of Strength damage with a successful combat maneuver check as an attack action. A Fortitude save (DC 10 + half your dahren paragon level + your Strength modifier) negates the Strength damage. This ability is only effective against creatures within one size category of you.

Backbreaker (Ex): You must have established a grappling hold to use this ability. You opt for this grapple combat maneuver to restrict the movement of dexterous adversaries by positioning the foe atop your shoulders and contorting the victim's body around your Using this ability does normal slam damage plus your Strength Modifier, plus 1 point of Dexterity damage with a successful combat maneuver check as an attack action. A Fortitude save (DC 10 + half your dahren paragon level + your Strength modifier) negates the Dexterity damage. This ability is only effective against creatures within one size category of you.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Slam	Natural Armor	Special
1	+0	+2	+0	+0	1d6	+4	Elemental Power, Slam Attacks
2	+1	+3	+0	+0	1d6	+4	+2 Strength and Constitution
3	+2	+3	+1	+1	1d8	+5	Large Size, Elemental Power
4	+3	+4	+1	+1	1d8	+5	Rock Throwing
5	+3	+4	+1	+1	1d8	+6	+2 Strength or Constitution, Rock Catching
6	+4	+5	+2	+2	1d8	+6	Elemental Power
7	+5	+5	+2	+2	1d8	+7	Improved Rock Catching
8	+6/+1	+6	+2	+2	1d8	+7	+2 Strength and Constitution
9	+6/+1	+6	+3	+3	1d8	+8	Elemental Power
10	+7/+2	+7	+3	+3	2d6	+8	Huge
11	+8/+3	+7	+3	+3	2d6	+9	+2 Strength or Constitution
12	+9/+4	+8	+4	+4	2d6	+9	Elemental Power
13	+9/+4	+8	+4	+4	2d6	+10	Oversized Weapon
14	+10/+5	+9	+4	+4	2d6	+10	+2 Strength and Constitution
15	+11/+6/+1	+9	+5	+5	2d6	+11	Elemental Power
16	+12/+7/+2	+10	+5	+5	3d6	+11	Gargantuan
17	+12/+7/+2	+10	+5	+5	3d6	+12	+2 Strength or Constitution
18	+13/+8/+3	+11	+6	+6	3d6	+12	Elemental Power
19	+14/+9/+4	+11	+6	+6	3d6	+13	Militant
20	+15/+10/+5	+12	+6	+6	4d6	+13	+2 Strength and Constitution, Colossal



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Charm Animal (Sp): You must possess the Aspect of wood (wood giant) feat and be 6th level to gain this ability. Three times per day you can use *charm animal* as a spell like ability, your caster level is equal to your dahren paragon class level.

Charm person (Sp): You must possess the Aspect of Metal (rune giant) feat and be at least 3rd level to gain this ability. 2/day you can use *charm person* as a spell like ability, your caster level is equal to your dahren paragon class level. After reaching 15th level, you can take this ability a second time to use this ability at will.

Call Lightning (Sp): You must possess the Aspect of Air (storm giant) feat and be at least 5th level to gain this ability. Once per day you can use *call lightning* as a spell like ability, your caster level is equal to your dahren paragon class level.

Chain Lightning (Sp): You must possess the Aspect of Air (storm giant) feat and be at least 11th level to gain this ability. Once per day you can use *chain lightning* as a spell like ability, your caster level is equal to your dahren paragon class level.

Command Giant (Sp): You must possess the Aspect of Metal (rune giant) feat, have the *charm person* ability, and be at least 6th level to gain this ability. You gain a +4 racial bonus on the save DC of charm or compulsion effects used against giants or dahren.

Control Weather (Sp): You must possess the Aspect of Air (storm giant) feat and be 13th level to gain this ability. Twice per day you can use *control weather* as a spell like ability, your caster level is equal to your dahren paragon class level.

Crush (Ex): You can only use this ability if you are size Huge or greater. When charging or jumping can fall or land on foes as a standard action or as part of the charge, using your whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than you. A crush attack affects as many creatures as fit in your space. Creatures in the affected area must succeed on a Reflex save (DC equal to 10 + 1/2 your paragon class level + your Constitution modifier) or be pinned, automatically taking bludgeoning damage during the next round unless you move off them. If you choose to maintain the pin, you must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals double your slam damage plus 1-1/2 your Strength bonus.

Darkvision (Ex): You must possess the Aspect of Earth (ogre) or the Aspect of Water (troll) gain this ability. You now possess darkvision 60 ft.

Demand (Sp): You must possess the Aspect of Metal (rune giant) feat and be at least 15th level to gain this ability. Once per day you can use *demand* as a spell like ability, your caster level is equal to your dahren paragon class level.

Dominate Person (Sp): You must possess the Aspect of Metal (rune giant) feat and be at least 9th level to gain this ability. Once per day you can use *dominate person* as a spell like ability, your caster level is equal to your dahren paragon class level. After reaching 12th level, you can take this ability a second time to use this ability three times per day.

Elemental Arc (Sp): As a standard action, you can unleash an arc of energy targeting any foe within 30 feet as a ranged touch attack. This arc of energy deals 1d6 points of energy damage + 1 point for every two dahren paragon levels you possess. This energy is the same type as you chose for your elemental power ability a number of times per day equal to 3 + your Constitution modifier.

Elemental Aura (Su): You can use this ability as a free action for a number of rounds equal to your dahren paragon class level. This energy is the same type as you chose for your elemental power. You generate an energy aura in a 5' radius that deals energy damage to any non within range the amount depending on your dahren paragon class level. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Special: If you take this ability a second time you add an ad-

Class Level	Energy Damage
1st	1d4
9th	1d6
15th	1d8

ditional die of damage

Elemental Bellow (Sp): You must be at least 9th level to take this ability. You can loose a powerful bellow as a standard action that functions like a *shout* spell; if you are at least 15th level this functions like a *greater shout* spell. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Elemental Blast (Sp): Three times per day you create a burst of energy as a swift action that fills a 30-foot spread centered on your weapon. This energy is the same type as you chose for your elemental power. This burst of energy deals damage dictated by your Dahren Paragon level, as indicated below. Anyone in this area must make Reflex saves (DC 10 + 1/2 your dahren paragon class level + your Constitution modifier) for half damage.

You focus your elemental power into your weapon, drawing upon energy that you can barely control. With a single, jarring impact, you unleash a burst of energy that consumes your foes.

Class Level	Damage	Class Level	Damage
1st	1d6	11th	6d6
3rd	2d6	13th	7d6
5th	3d6	15th	8d6
7th	4d6	17th	9d6
9th	5d6	19th	10d6

Elemental Blow (Su): You can imbue your melee or ranged attacks with a special effect based on the elemental power you have chosen. A creature damaged by such an attack must succeed on a Fortitude save (DC 10 + half your dahren paragon class levels + your Strength Modifier) or be subject to the special effect for 1 round. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Element	Condition
Air	Nauseated
Earth	Knocked Prone
Fire	Dazed
Metal	Blinded
Water	Slowed
Wood	Entangled

Elemental Burst (Su): Upon a successful critical hit your attacks explode with energy. The energy does not harm the wielder. You deal an extra 1d10 points of energy damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of energy damage instead, and if the multiplier is x4, add an extra 3d10 points of energy damage. This energy is the same type as you chose for your elemental power.

Elemental Empathy (Ex): You may attempt to change the attitude of other creatures that are of your chosen elemental type (if you have chosen Water, you can also affect creatures of the cold subtype and if you have chosen Wood, you can affect all non-magical animals as well as all plants), due to your readily apparent role as an archetype of the powers of your chosen element, along with intuitive knowledge in the particular modes of communication of every subtype creature of your chosen element. This works exactly like a Diplomacy check made to improve the altitude of a Non-Player Character, except you use your dahren paragon class level plus your Constitution modifier to determine the elemental empathy check result. Elemental empathy works on animals and intelligent creatures alike, so long as they are of the appropriate type or subtype.

Elemental Laugh (Su): As a standard action, you can unleash a bellowing laugh that strikes fear into the hearts of any non-ally within 5 feet per class level that hears it. Affected creatures that make a successful Will save (DC 10 + half your dahren paragon class levels + your constitution modifier) are shaken for 1 round and are immune to the elemental laugh for 24 hours. On a failed save,

that creature is panicked for as long as it remains within 5 feet per class level of you for 2d4 rounds. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Elemental Sheath (Su): You can use this ability as a free action a number of times per day equal to 1 +1 for every dahren paragon class levels you possess. This energy is the same type as you chose for your elemental power. Your attacks deal extra damage of that type for a number of rounds equal to your dahren paragon class level, the amount depending on your dahren paragon class level.

You summon elemental power to bathe your weapon—or even your bare fists—in energy, allowing you to deal extra energy damage with your strikes.

Class Level	Extra Damage
1st	1d4
9th	1d6
15th	1d8

Special: if you take this ability a second time you add an additional die of damage.

Energy Resistance/Immunity (Ex): You gain resistance to the energy type you chose for your elemental power. The value of this resistance is equal to your class level, at 10th level you gain immunity and the subtype appropriate for chosen elemental power you also gain a vulnerability to the opposing element (and energy type).

Your mastery of your elemental power allows you to resist an attack form involving your specified energy type. If you have the Aspect of Metal (rune giant) feat, you can take this ability a second and third time to gain resistance to fire and/or cold.

Ettin of the Earth (Ex): You must possess the elemental power (earth) to gain this ability. You gain a second head. Because of this second head, you gain a +2 bonus on all Perception checks. You also gain the Two-Weapon Fighting feat as a bonus feat.

Fling (Ex): If you begin your turn with an opponent grappled in your hand (see Grab) that is two size categories smaller than you, you can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, you can hurl your opponent as a improvised thrown weapon (-4 to the attack roll.) A creature that is flung off a mountain takes this amount of damage or the appropriate falling damage whichever is greater. The dahren also can throw the flung creature as though it were a boulder. In this case, the flung creature takes normal slam damage plus your strength modifier, and any opponent the flung creature strikes takes your normal slam damage plus your strength modifier.

Fiery Militant (Ex): You must possess the Aspect of Fire feat to gain this ability. You gain proficiency in all martial weapons, armors and shields.

Freedom of Movement (Sp): You must possess the Aspect of Air (storm giant) feat and be at least 7th level to gain this ability. You possess constant *freedom of movement* as a spell like ability; your caster level is equal to your dahren paragon class level.

Grab (Ex): If you hit with a slam attack your deal normal slam damage and attempt to start a grapple as a free action without provoking an attack of opportunity. Grab works only against opponents at least one size category smaller than you, you have the option to conduct the grapple normally, or simply use one hand. If you choose to do the latter, you take a -20 penalty on its CMB check to make and maintain the grapple, but do not gain the grappled condition yourself. A successful hold does not deal any extra damage unless you also have the armtwist, backbreaker, or great hug ability. If you do not use those abilities, each successful grapple check you make during successive rounds automatically deals normal slam damage. Otherwise, it deals the damage listed for the other special abilities instead (the amount is given in those ability descriptions). You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Dahren's Bag (Ex): If you begin your turn with an opponent grappled in your hand (see Grab) that is two size categories smaller than you, you can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, you put your opponent in your magical dahren's bag, and the opponent

takes slam damage. A bagged creature keeps the grappled condition, while you do not. A bagged creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 your total hit points), or it can just try to escape the bag DC = to your combat maneuver defense. The Armor Class of the interior of the bag is normally 10 + 1/2 your natural armor bonus, with no modifiers for size or Dexterity. If a bagged creature cuts its way out, the bag gains the broken special condition and cannot use the dahren's bag until the bag is repaired. If the bag creature escapes the bag, success causes it to fall, where it may be grabbed and bagged again.

Great Hug (Ex): You must have established a grappling hold to use this ability. You wrap your burly arms around your victim's torso, literally squeezing the life out of your foe. Using this ability pins your opponent and does double your normal slam damage plus one and a half your Strength Modifier with a successful combat maneuver as a standard action This ability is only effective against creatures within one size category of you.

Impale Your Opponent (Ex): You use the tactic of grabbing your enemy with one hand, then your great size to pull your opponent onto your blade, often impaling it deeply into your foe's body. You can impale using any light piercing weapon. Once per day if you begin your turn with an opponent grappled in your hand (see Grab) that is a size category smaller than you, you can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, you automatically threaten a critical hit; if you confirm the critical hit you have impaled your opponent. An impaled creature is immobile, but not helpless. He may attempt to release himself from with a successful combat maneuver opposed by your combat maneuver defense. A failed attempt inflicts piercing damage to the impaled creature as though he had been struck by the impaling weapon, but without any Strength modifier to the damage

Levitate (Sp): You must possess the Aspect of Air (storm giant) feat and be at least 3rd level to gain this ability. Twice per day you can use *levitate* as a spell like ability, your caster level is equal to your dahren paragon class level.

Mass Charm Monster (Sp): You must possess the Aspect of Metal (rune giant) feat and be at least 15th level to gain this ability. Once per day you can use *mass charm monster* as a spell like ability, your caster level is equal to your dahren paragon class level. After reaching 18th level, you can take this ability a second time to use this ability Three times per day.

Pass Without Trace (Sp): You must possess the Aspect of Wood (wood giant) feat and be 6th level to gain this ability. You can use *pass without trace* as a spell like ability at will, your caster level is equal to your dahren paragon class level.

Pound (Ex): You must have established a grappling hold to use this ability. If you make a successful combat maneuver check against a foe two or more size categories smaller than yourself you can smash the opponent into the ground, walls, nearby trees, or other solid adjacent objects as a standard action. This deals your slam damage plus one and a half times your Strength modifier to your opponent. In addition, the opponent must succeed on a Fortitude save (DC 10 + half your dahren paragon class level + your Strength modifier) or be stunned for one round. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Quench (Sp): You must possess the Aspect of wood (wood giant) feat and be 9th level to gain this ability. Three times per day you can use *quench* as a spell like ability, your caster level is equal to your dahren paragon class level.

Regeneration (Ex): You must possess the elemental power (water), the Aspect of Water (troll) feat, and be at least 6th level to gain this ability. Fire and acid deal normal damage to you. You regenerate nonlethal damage at a rate equal to you Constitution modifier each round. If you lose a limb or body part, the lost portion regrows in 3d6 minutes. You can reattach the severed member instantly by holding it to the stump.

Rend (Ex): You must possess the elemental power (water), the Aspect of Water (troll) feat, Regeneration, and be at least 9th level to gain this ability. Your slam attacks become claw attacks, if you hit with both claw attacks. If a you hit with both claw attacks, you



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latches onto the opponent's body and tears the flesh. This attack automatically deals an additional amount of damage equal to double your claw attack dice damage plus your Strength modifier.

Special Note: Claw attacks gain no benefit from the dahren's grab ability as that requires a slam attack.

Run and Throw (Ex): You must possess the elemental power (earth), to gain this ability. You can throw a boulder in the same round you take a full move action. This ability functions exactly as the Spring Attack feat, but only applies to a ranged attack with a rock.

Runes (Ex): You must possess the Aspect of Metal (rune giant) feat, the Spark Shower ability, and be at least 6th level to gain this ability. As a free action, whenever you use your spark shower or one of your spell-like abilities, you can cause the runes on your body to flash with light. All creatures within 10 ft. of you must make a Fortitude save (DC equal to 10 + half your dahren paragon level + your Charisma modifier) or be blinded for 1 round.

Scent the Air (Ex): You must possess the elemental power (air) and be at least 4th level to gain this ability. You gain the scent special quality.

Shift Sleeping (Ex): You must possess the elemental power (earth) and the Ettin of the Earth ability in order to gain this ability. You sleep in shifts. Since at least one head is awake at any time, you can never be taken unaware as you sleep. You can sleep even while the other head is awake and working you can regain hit points and heal ability damage as though ye had bed rest even while remaining active (though you do not gain the benefits of Ettin of the Earth until both heads are awake.)

Spark Shower (Su): You must possess the Aspect of Metal (rune giant) feat and be at least 3rd level to gain this ability. As a standard action, you can cause a shower of sparks to erupt out of one of the runes on your body. These sparks function as a breath weapon (30 ft. cone; Reflex save for half damage; save DC equal to 10 + half your dahren paragon level + your Constitution modifier). You inflict 1d6 points of damage equal to your dahren paragon level with the damage being half electricity and half fire. You can use this ability a number of times per day equal to 1 + your Constitution bonus.

Speak With Animals (Sp): You must possess the Aspect of wood (wood giant) feat and be 6th level to gain this ability. You can use *Speak with animals* as a spell like ability at will, your caster level is equal to your dahren paragon class level.

Spike Growth (Sp): You must possess the Aspect of wood (wood giant) feat and be 6th level to gain this ability. Once per day you can use *spike growth* as a spell like ability, your caster level is equal to your dahren paragon class level.

Spirit Summoning (Sp): You must possess the elemental power (earth), the Aspect of Earth (taiga giant) and be at least 14th level to gain this ability. Once per day, you can perform a 10-minute ritual to summon ancestral spirits to aid you in battle. These invisible spirits grant the giant a +2 deflection bonus to Armor Class, immunity to enchantment and illusion spells, and one of the following spell effects: bless, endure elements, protection from evil, protection from good, or see invisibility. These spell effects last for an entire day (regardless of their normal duration) caster level is equal to your dahren paragon class level.

Stone Calling (Su): You must possess the elemental power (earth) and be at least 9th level to gain this ability. You can cause any rock within 50 feet per class level to fly at a foe simply by calling to it. The rock must be unattended and of a size that you could normally lift and throw. Resolve the attack as though you were standing where the rock is and throwing it at the foe, adding your Strength bonus to damage as normal. You can even use this ability to hurl rocks at creatures you cannot see, including foes that have total cover from your position. However, you must guess where such foes are, and even if you guess correctly, it has a 50% miss chance. You can use this ability to confuse foes and attack enemies outside your normal rock throwing range. You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Stone Tell (Sp): You must possess the Aspect of Earth (stone giant) feat and be at least 11th level to gain this ability. Once per day you can use *stone tell* as a spell like ability, your caster level is equal to your dahren paragon class level.

Stone-Touch (Su): You must possess the elemental power (earth) and be at least 5th level to gain this ability. As a spell-like ability, you may join and shape stone or mineral matter with your bare hands in a manner similar to *stone shape* except that fine details are possible. You can do this for a number of rounds equaling to your Constitution modifier, (minimum of 1 round). With this ability, solid walls of stone can be erected, stone tools and weapons may be repaired, and stone tools and weapons may be crafted (requires appropriate craft check).

Storytelling (Su): Once per day, you can tell a mythical and mystical story, it takes a minimum of 10 minutes to tell such a story, It affects one person (including yourself) per dahren level you possess who is within the sound of your voice and grants it grants all of the following benefits.

-For 12 hours the persons affected recovers hit points or ability score points lost to ability damage at twice the normal rate.

-For 12 hours the persons affected increase their overland movement rate by 50%.

-If you are 11th level or higher, for 12 hours the persons affected gain the benefits of a heroes' feast.

Suggestion (Sp): You must possess the Aspect of Metal (rune giant) feat and be at least 6th level to gain this ability. Twice per day you can use *suggestion* as a spell like ability, your caster level is equal to your dahren paragon class level. After reaching 15th level, you can take this ability a second time to use this ability at will.

Terrain Mastery (Ex): When you take this ability pick a terrain appropriate to your element. You gain a +2 competence bonus to Perception, Stealth and one movement-based skill check when operating in this terrain type. Increase this bonus by 1 for every three dahren paragon class levels you possess. You also gain a +1 insight bonus to attack and damage rolls against creatures native to the terrain type chosen.

Element	Terrain Type	Movement-based Skill
Air	Cold, Mountain, Plains	Fly
Earth	Mountains, Plains, Underground	Climb
Fire	Desert, Mountains, Underground	Acrobatics
Metal	Mountains, Underground, Urban	Ride
Water	Cold, Marsh, Water	Swim
Wood	Forest, Jungle, Marsh	Climb

Trample (Ex): You can trample foes up to two size categories smaller than yourself. See the *Pathfinder® Roleplaying Game Bestiary™* for a description of this ability and its effects. The trample deals bludgeoning damage equal to your slam damage, plus 1-1/2 times your Strength modifier.

Transmute Rock and Mud (Sp): You must possess the Aspect of Earth (stone giant) feat and be at least 9th level to gain this ability. Once per day you can use either *transmute rock to mud* or *transmute mud to rock* as a spell like ability, your caster level is equal to your dahren paragon class level.

Tree Shape (Sp): You must possess the Aspect of wood (wood giant) feat and be 6th level to gain this ability. Three times per day you can use *tree shape* as a spell like ability, your caster level is equal to your dahren paragon class level.

True seeing (Sp): You must possess the Aspect of Metal (rune giant) feat and be 12th level to gain this ability. Once per day you can use *true seeing* as a spell like ability, your caster level is equal to your dahren paragon class level.

Water Breathing (Ex): You must possess the Aspect of Air (Storm giants) or Aspect of Water (troll) feat and be at least 5th level to gain this ability. You can breathe water as well as air.

Natural Armor (Ex): Your natural armor increases to the bonus listed above. (You can increase this beyond the bonus listed above by taking the improved natural armor feat if you wish, see the *Pathfinder® Roleplaying Game Bestiary™*).

Slam Attacks (Ex): you possess two natural slam attacks that deal the damage listed above plus your strength modifier, you can



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attack with both of these at no penalty when only attacking with natural weapons (You can increase this beyond the amount listed above by taking the improved natural attack (slam) feat, see the *Pathfinder® Roleplaying Game Bestiary™*).

Strength/Constitution Increase (Ex): At 2nd level, the dahren paragon's Strength and Constitution score gains a +2 inherent bonus. At 5th level, you increase one of those inherent bonuses by 2 (your choice). At 8th level, you increase both of those inherent bonuses by an additional 2. At 11th level, you increase one of those inherent bonuses by an additional 2 (your choice). At 14th level, you increase both of those inherent bonuses by an additional 2. At 17th level, you increase one of those inherent bonuses by an additional 2 (your choice). At 20th level, you increase both of those inherent bonuses by an additional 2.

Size Increase (Ex): You continue to grow in height and weight as you gain power at 3rd level you become size Large, at 10th you become size Huge, at 16th you become size Gargantuan, and at 20th level you become size Colossal. No ability score modifications arise as a result of the growth, though you do gain all the other associated

Dahren Paragon Size Increase Table					
Size	AC/Attack	CMB/ CMD	Fly Skill	Stealth Skill	Base Speed
Large	-1	+1	-2	-4	30 ft.
Huge	-2	+2	-4	-8	40 ft.
Gargan- tuan	-4	+4	-6	-12	50 ft.
Colossal	-8	+8	-8	-16	60 ft.

penalties and benefits for the size change listed in the table below, the table lists the total bonus or penalty they are not cumulative. Your equipment also resizes to fit your new size as long as you possess it at the time you gain the appropriate level.

You can, as a full round action, reduce your size back down one category. It takes a standard action to increase your size back up one category.

Rock Catching (Ex): You can catch rocks you could throw. Once per round, if you would normally be hit by a rock you can make a Reflex save to catch it as a free action. The DC is 15 for a rock of a size or smaller that you can throw, DC 20 for a rock one size larger than you can throw, and 25 for a rock two size categories larger than you can throw. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): You are an accomplished rock thrower and have a +1 racial bonus on attack rolls with thrown rocks. You can hurl rocks up to two categories smaller than your size; for example, a Large dahren paragon can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. You can hurl the rock up to five range increments. The size of the range increment is 10 ft. per dahren paragon class level. Damage from a thrown rock is generally double your slam damage plus 1-1/2 your Strength bonus.

Improved Rock Catching (Ex): You gain a +4 racial bonus on your Reflex save when attempting to catch a thrown rock with rock catching.

Oversized Weapon (Ex): A dahren paragon can wield Gargantuan weapons you are proficient with without penalty.

Militant (Ex): You gain proficiency with all martial weapons.

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Faen paragons - loresong, quickling, and spryte

Faen

Long ago the faen controlled 18 kingdoms in the southeast that were known for their humane and peaceful ways. The faen city-states never unified, but the more powerful cities often dominated and called for tribute from the lesser cities. War was virtually unknown. Disputes settled through duels by champions or through building competitions. They even wore bombax (silk cotton) instead of actual silk so they would not have to kill silkworms. Crime was punished only by whipping. Jails were unknown, though serious crimes could result in the death penalty. Today, faen life is less idyllic.

The faen suffered terribly when the infernal dragon ruled. The infernal creatures subjected them many experiments, creating many abominations, including the bakemono to the east. Some faen tribes developed into cannibals. The impact of the infernal dragon crimes heaped upon the faen can still be felt in their culture and attitudes.

When the infernal dragon were overcome, the faen rejoiced at the prospect of returning to their previous ways of life. It wasn't that simple. They still had taint and corruption in their homeland. More and more abominations escaped the prisons and laboratories to roam the countryside and torment the faen. A new race slowly began to immigrate to the southeastern most portion of the continent, in Kamojheha. This new race – the naga – reminded the faen

of the infernal dragon themselves. They began to wonder at some relation between the two species. This led to many conflicts between the faen and the never-human naga, who came to control the region. They left the faen in control of the kingdoms of Lan Trangh, Lao Phang, Sumathai, Nam Xang, Monmar, and Javasiya.

Personality: Faen do love the pleasures life can bring and can become preoccupied with improving their social position. The social standing of others make little impression upon them.

Some tribes have changes to their psychology thanks to the infernal dragon domination, such as certain tribes in Lan Trangh and Javasiya taken to cannibalism. Occasionally, loresong faen develop an irresistible urge to acquire as much infernal dragon taint and magical corruption as possible.

Physical Description: Faen are very similar in appearance to elves, and in the lands of the west they are often mistaken for elf children. Loresong faen are about the same height and weight as gnomes, and quickling faen are about the same height and weight as halflings. Faen women are usually a bit taller than faen men (i.e. use the opposite gender's tables when determining height and weight randomly). Faen live as long as gnomes.

Sprytes are usually about half as tall and weigh half as much as they did before undergoing metamorphosis. Other than the fact that they are now smaller and have wings, their features remain unchanged from their former selves.

Faen always have hair dark in color and eyes that are usually blue-black, dark green, brown, or even a dark purple. Their eyes are

almond-shaped with epicanthic folds.

Relations: Faen tend to get along well with dahren and mandragorans. Something about the bakemono unsettles them greatly. Garuda, goushen, hushen, and ruishishen also make them feel uncomfortable, as though they are about to become a meal. The faen either like the naga for their service to the Jade Oath or despise them for their actions in Kamojhea. The other races are easy enough to get along with or are simply too mysterious to judge too soon when meeting one.

Outlook: Most faen live with a certain enlightened self-interest, but are expected to live by the five Bodhist precepts as well as practice charity, morality, and meditation. Meditation is difficult for the naturally rash and frivolous quickling faen to practice. Loresong faen have less difficulty, except when their curiosity for magic compels them.

Faen Lands: Most faen communities are near rivers, or sometimes in alluvial flood plains, and on islands. A few characteristics of faen architecture are to, eastern Sri Merai and Javasriya: stilts, the use of wood and indigenous materials, ornate wood carvings and in some cases, highly angular and sloping roofs. Most villages have a monastery and a pagoda maintained by lay folk.

Religion: The faen religious beliefs and practices combine Buddhism with elements of indigenous ancestor-spirit (*nat*) worship, animism, and shamanism. Nat worship rituals relate to a pantheon of 37 nats, although they also worship thousands of minor nats. (Other races accuse the faen of making up nats on the spot.) Village houses may have *nat ein*, outdoor altars. A large one called a *nat sin* can often be found under a bo tree outside the village. Inside faen households, one may find a *nat oun* (made from a coconut) up the main post. This honors Eindwin Min Mahagiri, the Indoors Lord of the Great Mountain, who is one of the most important nats.

The majority live in rural villages either as rice farmers or fishermen, life revolves around the “wat” (temple) and the Bodhist ceremonies throughout the year. Faen beliefs rely heavily on astrology, a remnant of Upanishadism. Monks educate faen children as temple novices from the age of seven until the age of fifty. There are no formal faen priests; however, since they attend monasteries in their youth faen spiritual beliefs follow the manner taught to them in their youth.

Important Rites of passage for faen children include “shinbyu” and “na htwin”. *Shinbyu* is a novitiation ceremony for Bodhist boys. *Na htwin* is a ceremony in which girls pierce their ears.

Faen religious tradition includes spiritual dances where they play musical instruments such as crocodile xylophone, gongs harp, and flat guitar. In a formal theatre or sometimes in an informal district of any village.

Languages: All three races speak their regional dialect as well as the trade tongue of the empire. There are five different faen dialects: Lan faen (Lao Phang, Lan Tranh, and northern Kamojhea), Tai faen (Monmar, Sumathai, and nearby islands), Sivi faen (Sri Merai and the islands of Javasriya), Khmar faen (Nam Xang and southern Kamojhea), and Yuni faen (Sukhatra, Nha Lao, and southern Nihonshu), which has a strong linguistic connection with the language of the bakemono.

Names: While the faen of other lands may have family names, the faen of Monmar and Javasriya do not. The faen often use their day of birth as the basis for naming, though not always. When faen evolve into liang (sprytes) they often change their names to one that does not use the day of the week. (The traditional calendar includes an eighth day called Yahu, which is actually the afternoon of the third day of the week.)

The faen alphabet designates groups of letters to certain days, from which the faen choose for the first part of their names: first day of the week (ka, kha, hka, ga, nga), second day (sa, has, za, nya), third day (la, wa), Yahu (the fourth day – ya, ra), fifth day (pa, hpa, ba, ma), sixth day (tha, ha, va), seventh day (ta, hta, da, na), and the eighth day (a, an, u,). Below are some sample names:

Family Names: Angsun, Aran, Aroon, Bui, Chinh, Choosri, Dong, Duc, Hong, Kiet, Kovit, Lai, Lam, Lek, Minh, Ngo, Nguyen, Pham, Poonswad, Sum, Thai, Tran, Truong, Tun Ukol, Virote, Vu, and Warrasan.

Male Names: Ananda, Antoan, Arthit, Bao, Binh, Boonma, Bro-



Faen pirate ready for pillaging

song, Budin, Cadao, Chakrabandhu, Chalong, Cham, Chuan, Cuong, Dinh, Dong, Duc, Duong, Gian, Htoo, Huyen, Jaturun, Kha, Kukrit, Ngaeth, Ngawe, Nirund, Niyom, Pan, Phat, Phong, Phuoc, Quang, Qui, Sanyu, Saw, Somsak, Somwong, Son, Surin, Tai, Teo, Thaern, Thanh, Thien, Thint, Thuc, Tinaung, Tinh, Tunyi, Truong, Tuyen, Uthai, Van, Vinh, Vitaya, Vithoon, Vo, Winai, Wittaya, Yu, Zaeth, and Zawin.

Female Names: Ai, Am, Anh, Aung, Aye, Bian, Bua, Busaya, Cai, Cam, Cara, Daw, Durudee, Ha, Hanh, Hasesa, Hoa, Hpain, Htauva, Hue, Hyunh, Kala, Kanya, Kim, Kyi, Laesa, Lan, Lawan, Lin, Mai, Mali, Maniwan, Mieu, Mima, Mya, Ngoc, Nguyet, Nissa, Ntaya, Nu, Nyaechi, Nyain, Phailin, Ping, Ratana, Sauva, Sopa, Suchin, Sumalee, Sunisa, Tam, Thanh, Thaw, Thin, Thuy, Ti, Trang, Trinh, Truc, Tuyet, Ubol, Ut, Viet, Warwar, Wasana, Xuan, and Yon.

Adventurers: Faen love to explore, discover, and learn new things. They also like to find treasure and earn wealth. Loresong faen cannot resist the compulsive pull of magic, especially to new types of magic or magic items.

Favored Drink: Green tea; **Favored Food:** Spiced, stir-fry vegetables, jasmine rice, and fruit; **Favored Weapon:** Bows.

FAEN RACIAL TRAITS

Faen possess the following racial traits.

- **+2 Dexterity, +2 to One Mental Ability Score, –2 Strength:** Faen are nimble, both in body and mind, but their small stature makes them weaker than other races.
- **Fey Blood:** Faen have close ties to the world of the fey. They have the humanoid (faen) type and subtype.
- **Small:** Faen are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Speed:** Faen have a base speed of 20 feet.
- **Low-Light Vision:** Faen can see twice as far as humans in conditions of dim light.
- **Faen Luck:** Once per day, a faen may reroll one roll. She must decide to use this ability before the results are revealed. She must

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Table 2-3: The Faen Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+2	Racial Power	
2	+1	+0	+3	+3	+1 Dexterity	+1 level of existing class
3	+1	+1	+3	+3	Racial Power or Metamorphosis	
4	+2	+1	+4	+4	+1 Dexterity	
5	+2	+1	+4	+4	Racial Power	+1 level of existing class
6	+3	+2	+5	+5	+2 to one mental ability score (Int, Wis, or Cha)	+1 level of existing class

take the second roll, even if it is worse.

- **Keen Senses:** Faen receive a +2 racial bonus on Perception skill checks.
- **Light-Footed:** Faen receive a +2 racial bonus on all Stealth skill checks.
- **Weapon Familiarity:** Faen are proficient with all bows and treat any weapon with the word “faen” in its name as a martial weapon.
- **Languages:** Faen begin play speaking Common and Faen. Faen with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **Racial Levels:** A faen can take levels in faen paragon to further develop their racial qualities.

ALTERNATE RACIAL TRAITS

The following racial traits might be selected instead of existing faen racial traits.

- **Loresong Magic:** Loresong faen with a Charisma of 10 or higher also gain the following spell-like abilities: 1/day—*detect magic*, *ghost sound*, *light*, and *hideous laughter*. The caster level for these effects is equal to the loresong faen’s character level. The DC for these spells is equal to 10 + the spell’s level + the loresong faen’s Charisma modifier. In addition, loresong faen receive a +2 racial bonus on Spellcraft skill checks. This replaces faen luck.
- **Quickling Speed:** Quickling faen receive Run as a bonus feat. In addition, quickling faen receive a +1 racial bonus on initiative checks. This replaces faen luck.

THE FAEN PARAGON

Faen can take levels in faen paragon at any time. Not all loresong faen take paragon levels; and of those who do, not all take all six of them.

Hit Die: d8.

Class Skills

The faen paragon’s class skills are Bluff (Cha), Craft (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Perform (Cha) and Survival (Wis).

Skill Points: 4 + Intelligence modifier.

Class Features

Weapon and Armor Proficiency: Faen with levels only in faen paragon are proficient with all simple weapons and light armor.

Advanced Traits: At 1st level, a faen paragon receives an ability tied to whichever racial trait she chose: faen luck, loresong magic, or quickling speed. At 3rd level, the faen paragon can choose between undergoing metamorphosis into a spryte (see below), or she can receive a second ability tied to her racial trait. At 5th level, the faen paragon either receives a third ability tied to her racial trait, or an ability tied to her spryte wings trait.

Spells per Day: At the indicated levels, a faen paragon gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before taking levels in the faen paragon class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before taking levels in faen paragon, she must decide to which class she adds the new level for purposes of determining

spells per day.

Metamorphosis: At 3rd level, a faen paragon may choose to undergo a metamorphosis. The faen secretes a sticky substance that she wraps around herself. The secretion hardens, forming a chrysalis. The faen then spends 1d4+3 days in the chrysalis, after which she emerges in a completely different form. Even smaller than before, the faen now has gossamer wings that can carry her aloft. She has become a spryte. A faen’s gear taken into the magical chrysalis emerges sized appropriately for the character’s new stature. These traits are in addition to the faen traits, except where noted.

- +2 Dexterity, –2 Strength: Sprytes are both more nimble and less powerful than she was before their transformation. This stacks with the ability score adjustments they had as a faen.
- **Fey:** Sprytes are of the fey type. This replaces the humanoid (faen) type and subtype.
- **Tiny:** Sprytes are Tiny creatures and gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a –2 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, a +8 size bonus on Stealth checks, and a +4 size bonus on Fly checks. They must use Tiny-sized weapons and equipment and can lift and carry only half as much as Medium characters. Despite being Tiny, sprytes still occupy a 5-foot by 5-foot area, threaten the areas around them, and do not need to enter another’s area to make a melee attack. This replaces the Small faen racial trait.

• **Spryte Wings:** Sprytes have thin, transparent wings, allowing them to fly at a speed of 30 feet with average maneuverability (+0 bonus on Fly checks). A spryte always has Fly (Dex) as a class skill.

If the faen paragon chooses not to undergo metamorphosis, she instead gains a second special ability tied to her racial trait.

FAEN PARAGON ADVANCED TRAITS

Faen Luck

Class Skills: Climb (Str), Disguise (Cha), and Handle Animal (Cha).

Advanced Traits: A faen paragon with faen luck receives the following abilities.

Is it Skill, or is it Luck? (Ex): At 1st level, a faen paragon can add a +5 luck bonus on a skill check. This ability can be used three times per day.

Lucky Miss (Ex): At 3rd level, a faen paragon can cause an opponent attacking her with a melee attack to roll the attack roll twice, and take the lower of the two rolls. This ability can be used once per day.

Superior Luck (Ex): At 5th level, a faen paragon gains a +1 luck bonus to AC and a +1 luck bonus to all saving throws.

Loresong Magic

Class Skills: Knowledge (arcane) (Int), Spellcraft (Int), and Use Magic Device (Cha).

Advanced Traits: A faen paragon with loresong magic receives the following abilities.

Spell-Like Abilities (Sp): At 1st level, a faen paragon with a Charisma of 11 or higher gains the following spell-like abilities: At will—*detect magic*; 1/day—*charm*, *disguise self*.

At 3rd level, a faen paragon with a Charisma of 12 or higher gains the following spell-like abilities: 1/day—*enthrall*, *invisibility* (self only).

At 5th level, a faen paragon with a Charisma of 13 or higher gains



the following spell-like abilities: 1/day—*nondetection*, *suggestion*.

The caster level for these effects is equal to the loresong faen's character level. The DC for these spells is equal to 10 + the spell's level + the loresong faen's Charisma modifier.

Quickling Speed

Class Skills: Acrobatics (Dex), Escape Artist (Dex), and Sleight of Hand (Dex).

Advanced Traits: A faen paragon with quickling speed receives the following abilities.

Fast Movement (Ex): At 1st level, a faen paragon gains a +10 enhancement bonus to land speed. This bonus applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. This bonus stacks with any other bonuses to the faen paragon's land speed.

Dodge (Ex): At 3rd level, a faen paragon gains Dodge as a bonus feat, even if she does not meet the prerequisites.

Deflect Arrows (Ex): At 5th level, a faen paragon gains Deflect Arrows as a bonus feat, even if she does not meet the prerequisites.

Spryte Wings

Advanced Traits: A faen paragon with spryte wings receives the following abilities.

Superior Flight (Ex): At 5th level, a faen paragon's flight maneuverability improves to good (+4 bonus on Fly checks), and she gains a +10 enhancement bonus to her fly speed. This bonus applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Garuda

The naga and the Dragons of the Ash were established to contain the infernal dragon and their tainted legacy aberrations, items, and locations were their legacy. As time grew on, there were fewer and fewer of the once-human naga. Most never-human naga were born to a duty they did not ask for. Many resented it. Some even turned away from their duty. The dutiful naga, the Dragons of the Ash, and others were not enough to guard against the infernal dragon taint and corruption growing again throughout the land.

To help, the dragons created the garuda. These winged, avian warriors develop abilities to fight against the taint, like the naga. The naga may be the guardians who protect against the taint, but the garuda are the hunters of the taint. Once they purge the world of infernal dragon taint, the garuda believe that the heavens will grant their race a place to which they can ascend.

Since their creation, their dragon allies declined. The garuda must hunt more and more dragons turned by the taint. They place blame on the shoulders of the naga, who they feel shirk their duties as guardians.

Personality: Garuda are proud and confident warriors that value strength, loyalty, and most of all freedom. They are the masters of their destiny and not the dragons or the gods. They don't mind going underground, but they soon become claustrophobic. The garuda can be overly boastful. They tend to be ascetics who seldom partake of any substance that might impair their judgment or composure. They value wealth and power. Technology and magic fascinate garuda, though they have no real talent with either.

Physical Description: Bright scales and colorful feathers cover their skin. Most have a mane of colorful plumes running along their head and neck. They have avian heads with hawk-like visages. Their eyes are red, black, or yellow. The overall coloration of their feathers and scales ranges from blue-green to brown to red. Often garuda soar through the skies in search of tainted prey. While they can grow quite strong, they do not start that way. They have tough bodies with bird-like hollow bones. They have a deadly grace that they put to good use while on the hunt.

Relations: The garuda were not around at the creation of the Jade Oath, much less in the wars that preceded it. Since other races can so easily acquire taint, the garuda seldom trust them. They inspire little trust from the other races given that they turned on

many of their dragon creators, regardless of whether or not the dragons were tainted. Many feel, and rightly so, that the garuda would rather kill someone who is in the early stages of acquiring taint than to try and cure them. Their predatory nature also makes many uneasy.

They have no strong feelings regarding any particular race and tend to judge them on an individual basis. Whether an individual is tainted or not and if they will fight against the taint is more important to the garuda than what race the individual comes from.

The garuda blame the naga for not guarding tainted grounds, bloodlines, and objects. Many never-human naga resent the garuda for their arrogance. However, naga who continue to perform their duties receive the utmost respect from many garuda, if the naga meet the rest of the garuda's unusually high standards.

Garuda either pity the rashidashen races or view them with a certain jealousy. As the garuda covet a proper place in the heavens themselves, the rashidashen serve as both a cautionary tale and a tale of what might be. But, the garuda know that there is nothing waiting for them as it is for the rashidashen. If they are ever to find a place in the heavens, they must make it themselves.

Outlook: Other races might say the garuda are too confident because of their powerful dragon allies. However, the garuda have found themselves with fewer and fewer powerful allies. The garuda still maintain their confidence in themselves.

Garuda favor the direct approach because they are straightforward in their dealings. They don't normally think in duplicitous or deceitful terms. However, if the direct approach doesn't work, they are open to other solutions that get the job done.

Garuda Lands: Garuda do not approach land ownership the way other races do. They have cities and hunting grounds, but they do not care who treads upon the ground. Their cities are usually in high elevations. They hunt in any terrain, most often the southern lands. Garuda will travel from one city to another as the mood suits them. If an area begins to lose prey, they will leave until the population returns to higher numbers. The exception is when their prey are not the animals they hunt for food, but when they hunt those tainted by the infernal dragon and their legacy; these they hunt until extinct and since the taint can be difficult to truly exterminate, the garuda might stay in villages or cities they establish as bases from which to hunt their tainted prey.

Religion: Most garuda are Bodhists, but there are adherents of Upanishadism. Other faiths are occasionally followed. Some begin to develop an appreciation for philosophies such as Kangfuzhist thought and Taoshidaism.

Languages: Garuda speak common and their own tongue, garudan. This language derives from Draconic, but has different syntax, pronunciation, and spoken volume. Garudan uses loud chirps, squawks, and squeals in addition to some traditionally Draconic words.

Names: Garuda are always named for their ancestors. Originally these were long and complex names, like those of dragons. However, over several generations the names became contracted. Garuda names are consonant-heavy with apostrophes scattered thickly through them.

Garuda Male and Female Names: Ag'sh'r, C'thrax's, D'relm'r, Gh'n'dal'th, Jh'rak'n, K'son'than, On'skarr'rrd, Q'ss'ghym, R'boln't, Sh'ter'shree, 'Rsh'la, Vr'hor'v, Zz'undr'th.

Adventurers: Garuda are adventurers by nature. They cannot abide tainted creatures. Most garuda cannot sense taint without special training; those that train thus typically adventure. Garuda can be as acquisitive as any other race and recognize the benefits of temporal power. Hunting the taint is not the sole reason garuda may adventure.

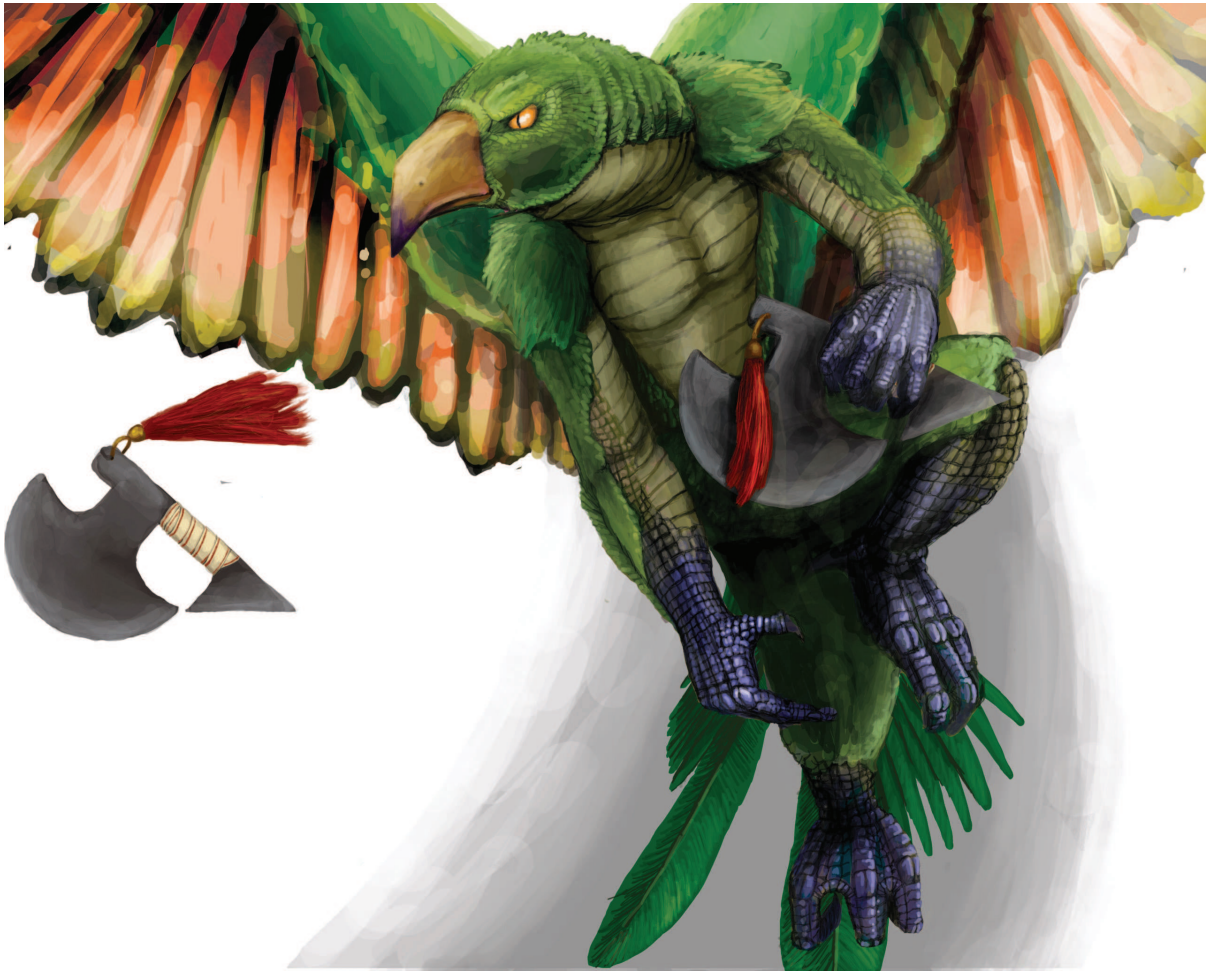
Favored Drink: Strong, spiced coffee; **Favored Food:** Meat of any kind - snake is a delicacy; **Favored Weapon:** ranged weapons of any kind; they derive more satisfaction from killing prey with thrown weapons.

GARUDA RACIAL TRAITS

Garuda possess the following racial traits.

- +2 Dexterity, +2 Wisdom, -2 Charisma: Garuda are graceful and wise, but gruff.





Garuda paragon

- **Humanoid:** Garuda have the humanoid (garuda) type and subtype.
- **Medium:** Garuda are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Garuda have a base speed of 30 feet
- **Low-light Vision:** A garuda can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination, retaining the ability to distinguish color and detail under these conditions.
- **Armor:** Garuda have light and supple scales, granting them a +1 natural armor
- **Gliding:** Their wings allow garuda to glide up to 100 feet if they launch themselves from a height of at least 20 feet. When gliding, they move at a speed of 30 feet. Garuda wearing medium or heavy armor cannot glide.
- **Keen Senses:** Garuda receive a +2 racial bonus on Perception skill checks.
- **Sense Taint:** Garuda with a Charisma of 10 or higher can use detect evil once per day as a spell-like ability. The caster level for this effect is equal to the garuda's character level.
- **Languages:** Garuda begin play speaking Common and garudan. Garuda with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **Racial Levels:** A garuda can take levels in garuda paragon to further develop his racial qualities.

THE GARUDA PARAGON

Garuda can take up to six levels in garuda paragon at any time. Not all garuda take racial levels; and of those who do, not all take all six of them.

Hit Die: d8.

Class Skills

The garuda paragon's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Perception (Wis), and Survival (Wis).

Skill Points: 2 + Intelligence modifier.

Weapon and Armor Proficiency: Garuda with levels only in garuda paragon are proficient with all simple weapons, light armor, and shields (but not tower shields).

Bonus Combat feat: At 1st level, a garuda paragon gains a bonus combat feat.

Combat Training: A garuda paragon adds his garuda paragon level -2 to his fighter level determine the rank of his armor and weapon training (but not for bonus feats or as well as his eligibility for combat feats that usually require a minimum number of fighter levels (i.e. Weapon Specialization). If he does not have any levels in fighter he may instead treat his garuda paragon level -2 as his effective fighter level for armor and weapon training and as a prerequisite for combat feats.

Alternatively, a garuda paragon may add his garuda paragon levels to his monk levels to determine his unarmed damage and flurry of blows. If he does not have any levels in monk, he gains the unarmed damage and flurry of blows of a monk equal to his levels in garuda paragon.

If he had levels in both fighter and monk before taking his first level of garuda paragon, he must decide which class he wants to improve the abilities of. Once made, this decision cannot be changed.

Dodge Bonus to AC (Ex): At 2nd level, a garuda paragon gains a +1 dodge bonus to AC as long as he only wears light or medium

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Table 2-4: The Garuda Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Dodge Bonus to AC
1	+0	+2	+0	+0	Bonus Combat feat, Combat Training	+0
2	+1	+3	+0	+0	Flight (clumsy), +1 Strength	+1
3	+2	+3	+1	+1	Bite, Flight (average), +1 Dexterity	+1
4	+3	+4	+1	+1	Spell-like abilities	+2
5	+3	+4	+1	+1	Claws, Flight (good), +1 Strength	+2
6	+4	+5	+2	+2	Flight (perfect), Pounce, +1 Dexterity	+3

armor and is unencumbered. This bonus increases by 1 for every two garuda paragon levels thereafter, up to a maximum of +3 at 6th level.

Flight (Ex): At 2nd level, a garuda paragon may use his wings to fly. He gains a fly speed of 30 feet with poor maneuverability (-4 on Fly checks). At 3rd level, his flight maneuverability increases to average (+0 on Fly checks). At 5th level, his flight maneuverability increases to good (+4 on Fly checks). At 6th level, his flight maneuverability increases to perfect (+8 on Fly checks).

Bite (Ex): At 3rd level, a garuda paragon gains a bite attack. This attack is considered a primary attack (unless he is also attacking with weapons, in which case it is a secondary attack) and is made at the garuda paragon's full base attack bonus (-5 if it is a secondary attack). The bite attack deals 1d6 points of slashing or piercing damage plus the garuda paragon's Strength modifier (1/2 if it is a secondary attack).

Spell-Like Abilities (Sp): At 4th level, a garuda paragon with a Charisma of 12 or greater gains the following spell-like abilities: 1/day—*blindness/deafness*, *gust of wind*, *sound burst*. The caster level for these effects is equal to the garuda's character level. The DC for these spells is equal to 10 + the spell's level + the garuda's Charisma modifier.

Claws (Ex): At 5th level, a garuda paragon gains two claw attacks. These claw attacks may be made with either his hands (while on the ground) or with his feet (while in flight). These claw attacks are considered primary attacks (unless he is also attacking with weapons, in which case they are secondary attacks) and are made at the garuda paragon's full base attack bonus (-5 if they are secondary attacks). The claw attacks deal 1d6 points of slashing damage plus the garuda paragon's Strength modifier (1/2 if they are secondary attacks).

Pounce (Ex): At 6th level, can attempt a charge attack while flying and still make a full attack either with his bite and claws; with his bite, one claw, and one weapon; or with his flurry of blows.

Goushen

This hardy warrior race descends from the tian gou, the foo dog spirits who are the appointed guardians of the Celestial Emperor and the Celestial Court. When they were given mortal form, they put the weapons and tools of mankind to good use fighting the infernal dragon. Today, they are fiercely dedicated to the continued protection of the Xianguo Empire, the Jade Oath, and the emperor who bears the mandate of heaven.

Goushen split into two camps: one continues to cling to the past and rely upon their ancestral orders, the other one tries to forge an evolving cultural and racial identity without the interference of other races, such as the dahren. Neither faction makes friends of the other races easily. All goushen prefer the company of their own kind. They get along with the dahren. They can be arrogant, or can put on a rare show of kindness and hospitality towards others races that they come to rely upon and know well.

There are two subspecies of the goushen: those of the empire and another race in the lands of Mandrasengal. The latter developed differently from their goushen counterparts. They call themselves fukushen. Fukushen believe that the mandragorans uplifted them to their present state and accord them a great deal of respect.

Personality: Goushen believe themselves superior to other races and often act in such a manner. They value their reputations, quickly taking insult to prove that they are not weak and to save face in public. All goushen boast of their combat and hunting prowess, even if not in such a profession. They are overly courteous to the dahren. They can show a dark, bestial side, but try to never do so outside of battle.

Physical Description: The fukushen appear as depicted in *Monte Cook's Arcana Evolved*; however, the goushen have a different appearance. The goushen are humanoids covered in a short coat of fur that ranges in color from red to brown and grey to black. They have large and pointed ears, and somewhat barrel-chested. They have a pronounced snout with a flat nose. Manes of slightly darker hair surround the heads of males and females alike. However, fukushen are leaner than their imperial counterparts, and have long, narrow snouts.

Relations: Goushen and fukushen look upon other races with suspicion and arrogance. The fukushen hold a special reverence for



Goushen paragon

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Table 2-5: The Goushen Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Natural Armor Bonus
1	+0	+2	+2	+0	Bite, Weapon Focus (bite)	+0
2	+1	+3	+3	+0	Grab, +1 Strength	+0
3	+2	+3	+3	+1	Savage Grapple, +1 Constitution	+1
4	+3	+4	+4	+1	Weapon Specialization (bite)	+1
5	+3	+4	+4	+1	Improved Savage Grapple, +1 Strength	+2
6	+4	+5	+5	+2	Improved Critical (bite), Savage Grapple Mastery, +1 Constitution	+2

the mandragorans just as the goushen do the dahren.

Outlook: Goushen believe in order. They follow distinct regimens within their own lives. They usually live in a strict hierarchy with clearly defined leaders. Military life suits them well.

Goushen Lands: When the goushen first came, they had no home of their own. They prefer to live in communities, and adapt well to urban life. They are seldom found in the countryside.

Religion: Fukushen follow major faiths, particularly animism, Taoshidaism, and Bodhism. Fukushen tend to worship Upanishadism more. Fukushen religious ceremonies are showier than the services of others practicing the same faith. Dream superstitions are often present in their worship.

Languages: Goushen are familiar with the languages of the empire, particularly dahren and Common (Yuxian). Fukushen speak Mandrasengali.

Names: Goushen names are much as described in the original fukushen entry, but the names themselves are spoken in the tongues of the lands they inhabit. Examples follow:

Male Names: An Chywan the Deadly, Guo Fei the Dedicated, Kan Sung of the Flaming Fist, Hang Tou of the Red Tooth, or Wang Zhin the Sharp.

Female Names: Ai Zhyun the Wanderer, Da Ting of the Silken Path, Syung Hwa the Tracker, Tan Pei the Dreamwatcher, or Yu Ming the Wise.

Adventurers: Many goushen seek the life of an adventurer. Such a lifestyle affords them the opportunity to increase their wealth and station.

Favored Drink: Ales; *Favored Food:* Meat; *Favored Weapon:* Swords (dao for goushen; khopeshes for fukushen).

GOUSHEN RACIAL TRAITS

Goushen possess the following racial traits.

- **+2 Constitution, +2 Wisdom, -2 Intelligence:** Goushen are both tough and wise, but not too bright.
- **Humanoid:** Goushen have the humanoid (Goushen) type and subtype.
- **Medium:** Goushen are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Goushen have a base speed of 30 feet
- **Low-light Vision:** A goushen can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination, retaining the ability to distinguish color and detail under these conditions.
- **Feral Instinct:** Goushen receive a +2 racial bonus on Survival skill checks.
- **Keen Scent:** Goushen can detect approaching enemies, sniff out hidden foes, and track by sense of smell. A goushen begins play with the scent special ability (see *Pathfinder® Roleplaying Game Bestiary™*).
- **Languages:** Goushen begin play speaking Common and dahren. Fukushen begin play speaking Mandrasengali. Goushen of either variety with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **Racial Levels:** A goushen can take levels in goushen paragon to further develop his racial qualities.

THE GOUSHEN PARAGON

Goushen can take up to six levels in goushen paragon at any

time. Not all goushen take racial levels; and of those who do, not all take all six of them.

Hit Die: d8.

Class Skills

The goushen paragon's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), Survival (Wis) and Swim (Str).

Skill Points: 2 + Intelligence modifier.

Class Features

Weapon and Armor Proficiency: Goushen with levels only in goushen paragon are proficient with all simple weapons, light armor, and shields (but not tower shields).

Bite (Ex): At 1st level, the goushen paragon gains a bite attack. This attack is considered a primary attack (unless he is also attacking with weapons, in which case it is a secondary attack) and is made at the goushen paragon's full base attack bonus (-5 if it is a secondary attack). The bite attack deals 1d6 points of slashing or piercing damage plus the goushen paragon's Strength modifier (1/2 if it is a secondary attack).

Weapon Focus (bite) (Ex): At 1st level, the goushen paragon gains Weapon Focus (bite) as a bonus feat, even if he does not meet the prerequisites.

Grab (Ex): At 2nd level, the goushen paragon gains the grab special attack. If the goushen paragon hits with a bite attack, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. This only works against opponents at least one size category smaller than the goushen paragon (until he gains Savage Grapple Mastery at 6th level). The goushen paragon has the option to conduct the grapple normally, or simply use its mouth to hold his opponent. If he chooses to do the latter, the goushen paragon takes a -20 penalty on his CMD check to make and maintain the grapple, but does not gain the grappled condition himself.

Because of the grab special attack the goushen paragon receives a +4 bonus on combat maneuver check made to start and maintain a grapple.

Natural Armor Bonus (Ex): At 3rd level, the goushen paragon gains a +1 natural armor bonus. At 5th level, this bonus increases by +1.

Savage Grapple (Ex): At 3rd level, the goushen paragon takes only half the normal penalties to Dexterity, attack rolls, and combat maneuver checks when he has the grappled condition. He can make an attack of opportunity against creatures trying to grapple him even if they possess the Improved Grapple feat or the grab special attack. If he hits with this attack of opportunity, he gains a +2 circumstance bonus to his CMD against the grapple attempt. He cannot make these attacks of opportunity once a grapple has succeeded.

Weapon Specialization (bite) (Ex): At 4th level, the goushen paragon gains Weapon Specialization (bite) as a bonus feat, even if he does not meet the prerequisites.

Improved Savage Grapple (Ex): At 5th level, the goushen paragon takes no penalties to Dexterity, attack rolls, and combat maneuver checks when he has the grappled condition. He also is treated as one size larger than his actual size when determining whether he can be grappled using the grab special attack or swallowed by



another creature.

Improved Critical (bite) (Ex): At 6th level, the goushen paragon gains Improved Critical (bite) as a bonus feat, even if he does not meet the prerequisites.

Savage Grapple Mastery (Ex): At 6th level, the goushen paragon treats his goushen paragon level as his base attack bonus (plus the BAB from his other classes) when determining his CMB. He also is treated as one size larger than his actual size when determining what creatures he can grapple with the grab special attack.

Hushen

The hushen were once ruishishen. When the ruishishen could not return to the spirit lands, they turned their back on their heavenly duties. But not all ruishishen felt this way. Those who did not began to search for another way to return to the spirit lands or to keep on the Celestial Emperor's mission to protect the mortal realm. The largest tribe who felt this way was the Hushen. Other ruishishen who felt the same joined the Hushen.

A special naming ceremony affirmed their mandate that they would hunt infernals and rogue spirits. All ruishishen who participated were given the name "Hushen". The ceremony transformed every participant into the new hushen race. Their tiger-like appearance they took as a sign of the Celestial Emperor's favor. After the ceremony, the Hushen separated. Some joined the empire, while others went north and south.

Those that went north never found what they were looking for, but stayed to protect those lands. Those that went south into Namseimoh and Mandrasengal found a war brewing between the never-human naga and the garuda. The lands of the mortal realm were being defiled. The garuda attempted to destroy the never-human naga faction in the area and their tainted ruins and artifacts. They only grudgingly accepted the hushen as allies.

The two races together built a glorious city from which to combat the naga. Exposure to tainted artifacts corrupted a large number of the hushen over time. These tainted hushen escaped, and became known as the Rakasha, the "Corrupted Ones". These rakasha gained great powers from their link to the infernal dragon spirits. The remaining hushen performed a great ceremony to slow the corruption overtaking their people. Their leader, Radakesh, gave his life gladly to keep his people from this corruption. To honor him, the remaining hushen took the name Radakesh, as a tribal name. To this day, the Radakesh still fight the naga and the Rakasha in a losing war. Their great city, now nameless, long ago fell into obscurity in the depths of the jungle.

Personality: The hushen are proud and aggressive. They would rather act than ponder a problem and they would rather fight than argue. When a hushen's temper gets the better of him or he smells blood he find himself in the throes of the blood frenzy. A hushen may come out of the blood frenzy to find he has wounded or killed a friend or family member.

They are short-tempered, but boisterous, liking a good fight, or a good party. They love the simple pleasures such as feasting, drinking, wrestling, good and truthful stories, sleeping under the stars, and finding a spouse. They can have a quiet and deep appreciation for art, poetry, and song. They just leave those things to others and do what they do best. After all, they believe in being true to one's self.

Physical Description: Hushen stand between 6 and 7 feet tall and weigh between 180 and 250 pounds. They are covered in short brownish-orange or brownish-red fur with clearly feline face: a flat, pronounced snout, catlike nose, narrow, slitted pupils, and prominent teeth. They have a musky scent similar to their ruishishen cousins. They see scars as markings to take pride in. Hushen will delightedly share every part of the story behind anyone of their scars. Scars can become marks of shame: when a hushen finds himself exiled his tribe shows him why.

They have a lifespan similar to that of humans, though they mature at a faster rate.

Relations: Hushen have little prolonged contact with non-hush-



Hushen paragon

en as they keep themselves busy on their hunts. Many races try not to have much to do with the intimidating hushen, seeing them as a menace that one hopes will move along on its own without having to be prodded. Their service as demon and monster hunters is appreciated, but most prefer they leave as soon as the job is done. The hushen realize this. It rarely bothers them. They are predators and most others resemble prey.

Hushen find the company of mandragorans and the verrik to be comfortable. Though they have little in common with these more patient races, they each can have strength that the other lacks. Humans are interesting, if fickle. Dahren are seen as an enigma: they pay well enough when they are on your side; just watch out when they are not. Faen are amusing, but too troublesome. The untrustworthy bakemono are should probably be hunted to extinction. Sanesaram are a stubborn lot, but they were the first to acknowledge and appreciate the hushen contributions.

The qahngol are a proud people, but anyone that ekes out a living too long in inhospitable terrain just can't be right in the head. Goushen are too blindly loyal to trust easily. Yueren and shenxue are even more of a mystery than the dahren. Naga and garuda don't recognize the good they could do together if they would only cooperate, but the hushen understand why the garuda, won't trust the snakes.

Outlook: The hushen were the first to hunt demons. The hushen continued to hunt malevolent ghosts, fight devils, trick infernals, and wrestle demons after defeating the infernal dragon. They are very proud of this heritage. They won't let anyone forget it either.

Hushen Lands: The semi nomadic hushen can be found from Korchoryeo to Nihonshu, to Mandrasengal and Sri Merai. They settle in areas infested with infernals and monsters to destroy these creatures. Once done, the hushen pick up and move on. Where there is a hopelessly strong and powerful corruptive taint, the hushen may make more permanent settlements, knowing that their duty keeps them there well beyond their lifespan.

Religion: Many practice religion or follow a personal philosophy. They take much from the lessons imparted by the Bodhist faith, but the hushen do not call themselves true followers. Many also follow the Taoshidaist principles. Some find faith in the Upanishadist religion, though only a few. Overall, hushen don't allow

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Table 2-6: The Hushen Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Natural Armor Bonus
1	+0	+2	+2	+0	Silent Hunter (see advanced Elf), +1 Strength	+1
2	+1	+3	+3	+0	+1 Dexterity, Scent	+1
3	+2	+3	+3	+1	Bite, Claws	+1
4	+3	+4	+4	+1	+1 Strength, +1 Dexterity	+2
5	+3	+4	+4	+1	Grab, Rake	+2
6	+4	+5	+5	+2	+2 Constitution, Pounce	+2

matters of religion to sway them away from their duty.

Languages: Hushen from the north speak Northern Hushen, a dialect of the rashida language with terms and concepts from the qahngol and sanesaram, It has many exacting names for different things. Southern Hushen, dialect has strong mandragoran and garudan influences. The hushen of the empire speak ruishishen. All hushen use a simple, one-handed sign language that is often taught to demon hunters.

Names: Except the Radakesh and the Rakasha, all hushen consider their race the same as their tribe. The only difference between tribe and family is how a hushen addresses immediate family, such as parents, siblings, and grandparents. All other hushen are cousins.

When it comes to personal names, the hushen are the same as the ruishishen.

Male Names: Chronosht, Hrasharn, Hrolfeng, Krinshar, Weiramon.

Female Names: Colavaer, Hrellet, Kivestra, Sorrel.

Adventurers: Hushen take up violent careers to put their great strength to good use. Hushen adventure for the love of the hunt and to destroy the monsters plaguing the world, they also adventure for power, so they can find and kill even stronger prey.

Favored Drink: Water or strong spirits and ale; **Favored Food:** Meat; **Favored Weapon:** Swords and axes.

HUSHEN RACIAL TRAITS

Hushen possess the following racial traits.

- **+2 Strength, +2 Charisma, -2 Intelligence:** Hushen are stronger than their ruishishen cousins and have a predisposition to innate magic, but rather unimaginative in their approach to solving problems.

- **Humanoid:** Hushen have the humanoid (ruishishen) type and subtype.

- **Medium:** Hushen are Medium creatures and have no bonuses or penalties due to their size.

- **Normal Speed:** Hushen have a base speed of 30 feet.

- **Low-Light Vision:** Hushen can see twice as far as humans in conditions of dim light.

- **Intimidating:** Hushen receive a +2 racial bonus on Intimidate skill checks.

- **Keen Senses:** Hushen receive a +2 racial bonus on Perception skill checks.

- **Natural Hunter:** Hushen receive a +2 racial bonus on Stealth and Survival skill checks.

- **Blood Frenzy:** Hushen have difficulty disengaging from combat when blood is spilled. They find it difficult to retreat from battle. When engaged in deadly combat, the hushen must make a Will save (DC 15) to disengage and stop fighting. Else he continues to fight. He may attempt to save each round. The hushen does not become reckless, but continues to fight as he normally does, channeling his rage. If there are no more enemies present, the hushen must engage allies if he does not make his save; though he may choose to inflict subdual damage instead of lethal.

- **Languages:** Hushen begin play speaking Common, simple sign, and one other: Rashida, Northern Hushen or Southern Hushen. Hushen with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

- **Racial Levels:** A hushen can take levels in hushen paragon to

further develop his racial qualities.

THE HUSHEN PARAGON

Hushen can take up to six levels in hushen paragon at any time. Not all hushen take racial levels; and of those who do, not all take all six of them.

Hit Die: d8.

Class Skills

The hushen paragon's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Points: 2 + Intelligence modifier.

Class Features

Weapon and Armor Proficiency: Hushen with levels only in hushen paragon are proficient with all simple weapons, light armor, and shields (but not tower shields).

Natural Armor Bonus (Ex): At 1st level, the hushen paragon gains a +1 natural armor bonus. At 4th level, this bonus increases by +1.

Silent Hunter (Ex): At 1st level, a hushen paragon reduces the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this ability).

Scent (Ex): At 2nd level, a hushen paragon gains the scent special ability (see *Pathfinder® Roleplaying Game Bestiary™*).

Bite (Ex): At 3rd level, a hushen paragon gains a bite attack. This attack is considered a primary attack (unless he is also attacking with claws or weapons, in which case it is a secondary attack) and is made at the hushen paragon's full base attack bonus (-5 if it is a secondary attack). The bite attack deals 1d6 points of slashing or piercing damage plus the hushen paragon's Strength modifier (1/2 if it is a secondary attack).

Claws (Ex): At 3rd level, a hushen paragon gains two claw attacks. These claw attacks are considered primary attacks (unless he is also attacking with weapons, in which case they are secondary attacks) and are made at the hushen paragon's full base attack bonus (-5 if they are secondary attacks). The claw attacks deal 1d8 points of slashing damage plus the hushen paragon's Strength modifier (1/2 if they are secondary attacks).

Grab (Ex): At 5th level, the hushen paragon gains the grab special attack. If the hushen paragon hits with a claw attack, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. This only works against opponents at least one size category smaller than the hushen paragon. The hushen paragon has the option to conduct the grapple normally, or simply use his claws to hold his opponent. If he chooses to do the latter, the hushen paragon takes a -20 penalty on his CMB check to make and maintain the grapple, but does not gain the grappled condition himself.

Because of the grab special attack the hushen paragon receives a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Rake (Ex): At 5th level, the hushen paragon gains the rake special attack. In addition to the options available to all grapplers, a hushen paragon gains two free claw attacks that he can use only against a grappled foe. These claw attacks are made at the full base

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attack bonus and deal 1d8 points of slashing damage plus the hushen paragon's Strength modifier).

Pounce (Ex): At 6th level, the hushen paragon gains the pounce special attack. If the hushen paragon charges an opponent, he can make a full attack (including two rake attacks as long as he is not attacking with a weapon, is not wearing any footwear, or has one hand free).

Kirin Shen

The kirin are a chimeric race of spirits appointed by the Celestial Court to scour the Lands of the Jade Oath for individuals suitable to champion the ideals of nature, spirits, and compassion. When a kirin finds such an individual, it may bless that individual with supernatural abilities to aid in the individual's capacity to fulfill the above stated ideals.

This event usually takes the form of a dream or vision while the chosen individual is either sleeping or meditating. During the dream or vision, the kirin will approach the chosen individual and offer them the chance to become a kirin shen, or folk of the kirin. The chosen individual can choose to refuse this offer, but if they do, they will never again be offered the chance to become a kirin shen.

If the chosen individual accepts the offer, upon waking they will notice a singular horn beginning to grow in the center of their forehead. This horn can take the shape of any type of animal horn or antler, and usually resembles that of the kirin who blessed them. A kirin shen's new horn takes 6d4 days to grow to its full length; and as it grows, the mystic runes and symbols of the I-Ching that decorate it are revealed.

If an individual who chooses to become a kirin shen later falls from grace, their powers will not be stripped from them, but they may eventually be approached by the kirin who originally blessed them and called to account for their actions.

KIRIN SHEN RACIAL CLASS

"Kirin Shen" is a single level racial class that can be taken by any living, corporeal creature.

Alignment: Any good.

Hit Die: d10.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+1	Kirin Shen Racial Template

REQUIREMENTS

To qualify to become a kirin shen, a character must fulfill all of the following criteria.

HD (or Character Level): 5.

Special: The character must be blessed by a kirin in either a dream or a vision.

Class Skills

The kirin shen's class skills are Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Points: 6 + Intelligence modifier.

Class Features

Weapon and Armor Proficiency: Kirin shen gain no proficiency with any weapon or armor.

Kirin Shen Racial Template: In addition to the new base attack bonus and saves, the kirin shen gains the kirin shen racial template (see below). For the purposes of this racial class, a creature's HD is equal to the creature's class levels plus its hit dice.

KIRIN SHEN RACIAL TEMPLATE

"Kirin Shen" is an acquired template that can be applied any liv-



Ki-Rin (human) paragon

ing, corporeal creature with an Intelligence score of 4 or more and at 5 or more HD. A kirin shen retains the base creature's statistics and special abilities except as noted here.

CR: +1 (unless it takes the racial class above, in which case it is CR +0).

Alignment: Any good.

Type: The creature's type changes to outsider (native). It retains any other subtypes (such as elf, human, or gnome) it had before this template was applied). Do not recalculate HD, BAB, or saves (unless it takes the racial class above, in which case it uses the class's HD, BAB, and saves).

Defenses/Qualities: It gains dakrvision 60 feet, electricity and sonic resistance 10; and DR 5/magic.

Special Abilities: A kirin shen gains the following.

Healing Touch (Su): A kirin shen can mend the wounds of those it touches. This acts as a cure moderate wounds spell, using the kirin shen's character level + HD as the caster level. Once a creature has benefited from healing touch, it cannot benefit from it again for 24 hours. At 10 HD, this ability acts like cure serious wounds. At 15 HD, this ability acts like cure critical wounds.

Flight (Su): At 11 HD, a kirin shen can fly, as per the overland flight spell, for a number of hours equal to its HD.

Ethereal Form (Su): At 15 HD, a kirin shen can become ethereal, as per the ethereal jaunt spell, for a number of rounds equal to its HD.

Immortality (Ex): At 19 HD, a kirin shen takes no penalties to its physical ability scores from advanced age. If it has already taken such penalties, they are removed.

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Mandragoran

Mandragorans are an exotic plant-like humanoid species known for their unique, tapered, headvines called "nahmaun gorah". They live in a very stratified society. Known for their deliberate and patient manner, they like to weigh the positive and negative aspects of a situation before making a decision. They are not slow to act though. Quite the contrary: the mandragorans can be very quick when the occasion calls for it. Thanks to their patient attitude and dependability, mandragorans have aptitude as merchants. Many mandragorans take great pains to ensure their position by making all agreements as written contracts.

They consider signed contracts as binding and unbreakable for their part. Many would rather die than dishonor their part of a written contract, even if the other concerned party has dishonored their part of the contract. Paper is sacred and the written word is just as sacred as the paper it is written on. The spoken word is another matter altogether. Many a foreigner has found themselves were deceived by the spoken words of a mandragoran when a written contract was not involved.

The mandragorans feel a strong connection to the land. Many become wu shih or wood witches. Long ago, when the dramojh and dragons ruled the region, the mandragorans were one of the first races to ally with the dahren against the dramojh. They respond quickly to threats to the land. The mandragorans say that the decision to commit to the land's defense was made long ago. Hesitation to enforce that decision is a violation of a sacred contract and obligation.

Personality: The mandragorans value knowledge and nature, viewing life as an eternal journey towards learning. They yearn for new experiences and to learn ever more. They are a deliberate, meditative, cautious, and introspective people preferring to observe, plan, and prepare before doing anything rash. Rarely does an individual mandragoran rush into anything. They even eat slowly. However, they are not timid and can be deadly when provoked. Just because it is rare to see a mandragoran in a rage does not make them any less dangerous. They can be quite literal, adhering to the letter of the law over its spirit, though usually only when it benefits them. They can be quite clever at manipulating the words in a contract to their benefit.

Physical Description: The average adult ranges in height from 5' to 6'6". They normally weigh anywhere from 80 to 180 pounds. Their skin colors include shades of blue, green, red, white, and grey and almost always bears patterns of one of the other color tones. The formation and coloring differ from individual to individual, sometimes taking on the appearance of veins. This color pattern is most prominent on the face. While they must breathe, they lack a prominent nose. (They create minute amounts of oxygen on their own within their own blood stream. This has no game effect.) They have no body hair. Normal eye colors include green, blue, violet, purple, silver, gray, or more rarely red. They have soft and supple, leaflike scales that are most prominent on their head and headvines, but turn almost imperceptible along much of the rest of the body.

A mandragoran's nahmaun gorah, or headvines, grow from the top and back of their heads in a manner that often appears somewhat asymmetrical. The nahmaun gorah vary with each individual. Some have one or two long, large, head-vines while others may have a great many shorter, thinner ones. These headvines can move as well as a cat swishes its tail, but the longer and thicker the nahmaun gorah, the stronger and more prehensile it is. The tails indicate position within their rigid social system.

More tails indicate lower rank and fewer tails mean higher standing. They train and tend their tails through ceremonies and meditation with the use of medicines, like an expert gardener tending a tree to grow a certain way. Mandragorans have complete control over the senses in their headvines and can activate or deactivate any sensory input from them. Furthermore, the ends of these tails are so sensitive that they have the same sense of touch as the mandragoran's fingertips and are considered erogenous zones. They can taste what they touch, should the mandragoran decide to do so.



Mandragoran paragon

This sense allows them to taste foodstuffs without consuming them.

Mandragorans have a unique physiology. Their plant-like nature provides them with a higher resistance to toxins and poisons than other races. They gain some sustenance from the sun's light and can be harmed if they go for long periods without it. Mandragorans must hibernate for two weeks out of every year during the winter when their metabolism slows to a crawl; they do have a measure of control over exactly when during the winter they go into this annual hibernation. They are omnivorous, preferring vegetables to meat. They must occasionally consume bones. Mandragorans try to keep this secret for fear of being labeled carnivores.

It is very rare to see an obese member of this race. Obesity is a sign of a degenerative sickness. Any in this condition will probably die of the disease Sarman Damayanti Sathyanna a female mandragoran contemplative monk. within the year as their bodies continue to grow and retain fluids in an increasingly unhealthy fashion.

Their skeletons do not have as much bone in their composition. The smaller parts of their skeletal structure are tough, fibrous cartilage, while the larger and more prominent portions, such as the skull, spine, and major limbs, are bone. Their spinal bones and cartilage are stronger than those of humans, and more flexible. But, their cartilage lacks the rigidity of bone, which causes them to have less strength than most humanoids their size.

Mandragorans also release pollen spores that other species can find intoxicating and beguiling. These spores communicate their emotional state to others, and are also important to the mandragoran reproductive cycle. They reproduce and procreate like most humanoid species. However, mandragorans release pollen spores from their nahmaun gorah during the act of procreation. Without sharing pollen they cannot bear offspring.

Relations: Their affinity for nature, passion for life, and cautious nature help the mandragorans to get along well with the yueren, faen, ruishishen, and many shenxue. Their thirst for knowledge gives them something in common with naga and puts them in good standing with that race, unless they compete for the same knowledge. Mandragorans are less likely to get along with qahngol, goushen, naga-born, and bakemono, finding them abrasive or un-

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couth. They tend to be indifferent towards sanesaram, humans, and dahren. The introspective nature and long-term perspective of the verrik gives them some common ground with the mandragorans.

Outlook: Mandragorans have an exotic beauty that appeals to many other races. This, coupled with their cautious, deliberate nature, allows for a good reputation. However, the mandragorans are also known for their stubborn and restrictive demeanors. When they decide how to handle a given situation, they can be harsh and rigid, like a root that has taken hold and refuses to grow elsewhere.

They have a heavily stratified society lead by hereditary priests and scholars. Below them are the magic users, followed by the landed aristocracy and noble warrior-retainers. Next come the craftsmen, the entertainers, the menial laborers and the slaves. Last of all are the outcasts and untouchables. Characters born to the first caste may be of most any class (except rogues and kusa and similar types) that allows them to focus their skills on academic and spiritual matters. By the same token, a magister or other magic user is not necessarily restricted to the second tier caste; circumstances may place him in another caste.

It is possible for someone to change their caste through extraordinary circumstances. Usually, your children get to be of another caste as a result of your accomplishments, while you remain where you are. This is a good reason for many mandragoran adventurers to satisfy their curiosity and become a hero when they come home, ensuring a place for their children in the next higher tier.

The caste system exploits the fairer sex. Three-fourths are female. A much higher percentage are on the lower tiers than the males. As a result, many of them are exploited and taken advantage of.

Mandragoran Lands: Mandrasengal, home of the mandragoran race, is to the southwest of the Empire. It is a land with numerous types of terrain all contained on a single peninsula surrounded by high mountains and a desert where the peninsula attaches to the rest of the continent. They also inhabit many other lands in the southern part of the region. The mandragorans build cities in the middle of great swaths of natural woodlands, untamed jungles, and well-tended groves. Their cities are marvels of stonework and living plant life. It seems as though they actually grow their homes and cities.

Religion: Metaphysical and spiritual matters are of great importance to mandragoran society. The rigid caste system exemplifies this with hereditary priests and scholars of the state religion (Upnishadism) leading their society. One other prominent religion is widely accepted in Mandrasengal: Bodhism.

Language: Mandragorans speak sylvan and the common tongue of the land they hail from, usually Mandrasengali, though they often learn many other languages.

Names: Mandragorans use personal names and family names like many other cultures; however, when speaking with outsiders they use a third name. This third name derives from their caste and immediately tells someone not of their village what caste they are from.

Caste names: Sarman (brahmin - priests, scholars), Varman (kshatriya - officials, warriors), Gupta (vaisya - craftsmen, merchants), Dasa (shudra - peasants).

Family names: Aggarwal, Arun, Bhat, Chandra, Chennapragada, Chhavvi, Choudhari, Darsha, Dhiri, Djikah, Jai, Kanmani, Kingwar, Kumar, Mandar, Manju, Manohar, Mantri, Mavalvala, Mehra, Mrudaya, Nageswar, Nara, Naran, Narang, Naseer, Neela, Oshanti, Panth, Parmar, Parwan, Pundarik, Purva, Rabindra, Rai, Rajan, Raji, Raman, Rana, Ranga, Raviram, Sadashiv, Sahar, Sainin, Salagame, Sameer, Sanat, Sandeep, Sangawar, Sashi, Sathyanana, Semerkant, Sen, Sethi, Shan, Sharma, Shastri, Singh, Somu, Sreeram, Srivas, Subbarao, Sunamon, Sunettra, Tarpana, Thamma, Thuvaradran, Ubriani, Uttara, Vaisakhi, Varsha, Vedula, Veer, Vellore, Vijaya, Vish, Vishnavi, Vyapari, Yamini, Yavar.

Male Names: Agnimitra, Ahima, Ajakasva, Akila, Akopa, Ashok, Ashoka, Avik, Bahadur, Balin, Balistha, Balram, Candra, Caru, Damodar, Damya, Devaki, Dhruvas, Dustara, Ekada, Ekdak, Ganha, Gaur, Ghanji, Haran, Harshad, Hires, Hridaya, Ishan, Itar, Janak, Jayakar, Kalidasa, Kalmali, Kamal, Kavi, Khanaka, Kharan, Kulin, Lokesh, Mahendra, Malkiat, Manohar, Maniram,

Mustar, Namhan, Nami, Nanak, Narasimha, Naresh, Natha, Niranjana, Ojas, Phoolendu, Prabat, Pravar, Pritam, Raj, Ram, Ranjit, Rupak, Sagar, Sahisnu, Samir, Samraj, Samudra, Siddharth, Sundar, Sunil, Sushanti, Svati, Tapan, Tarak, Tej, Thotin, Varayu, Vasan, Virabahu, Virajas, Virupa, Visri, Vitarka, Yanja.

Female Names: Abisa, Abjaa, Ahilyaa, Amalaa, Anjasi, Asti, Asritri, Asuraa, Badari, Balajaa, Bhagraa, Cahanaa, Chiha, Damayanti, Dasi, Datti, Devaki, Devamani, Devi, Dhiti, Druti, Dulari, Fari, Gaurang, Hasumati, Indira, Indrakshi, Jhanita, Kalamali, Kalyani, Khalaria, Kishori, Kumaradevi, Kumari, Kundalaa, Lakshmi, Leela, Malathi, Malini, Mandaraa, Meenaa, Mira, Nimi, Oghavati, Padmaa, Padmavati, Pari, Prani, Priya, Ramadevi, Rani, Rathamtari, Revati, Rohenaa, Salila, Saphala, Sarala, Sarasa, Sarita, Saroja, Sashi, Sauraa, Savitri, Shalakaa, Shanti, Sharath, Shikha, Sita, Sonia, Sumana, Sumanth, Sumitra, Sunandaa, Suniti, Talaa, Tara, Uma, Usha, Vadavaa, Vimi, Vuma.

Adventurers: Mandragorans adventure for many reasons, but the primary motivation is for power and wealth. Many mandragoran merchants brave unexplored lands and ancient tombs for treasure or the new trade route they might establish. Some adventure to escape their rigid society. Others adventure to learn rare and forbidden knowledge to sell at a high price, while many mandragoran mercenaries ply their trade in other lands for profit.

Favored Drink: Water or Tea; **Favored Food:** Bones, though mandragorans know that gnawing on bones makes them look barbaric and vile – so most mandragorans try to hide this. **Favored Weapon:** Bows.

MANDRAGORAN RACIAL TRAITS

- +2 Wisdom, +2 Charisma, and -2 Strength. Mandragorans are quite beautiful, sociable, self-disciplined, and intuitive, but they are not as strong as other humanoids due to a lack of rigid bone material in their bodies.

- **Humanoid:** Mandragorans have the humanoid (mandragoran) type and subtype.

- **Medium:** Mandragorans have no special bonuses or penalties due to their size.

- Mandragoran base land speed is 30 feet.

- **Low-light Vision:** Mandragorans can see twice as far as humans in conditions of dim light.

- **Camouflage:** Mandragorans gain a +4 racial bonus on Stealth checks while in marshes or forested areas.

- **Disciplined Nature:** The patience and self-discipline of the mandragorans allows them to overcome and endure most any pain or nuisance. Once per day, when the mandragoran makes a Will saving throw, she can roll the saving throw twice and take the better result. She must decide to use this ability before the saving throw is attempted.

- **Poison Resistance:** Mandragorans receive a racial bonus on saves against poison equal to their Hit Dice.

- **Head-Vine Tails:** Mandragorans have a long, flexible vine-like tails on their heads that can be used to carry objects. They cannot wield weapons with their head-vines, but they can retrieve small stowed objects carried on their persons as a swift action. A mandragoran's head-vines have a sense of touch as sensitive as their fingertips and they even have the ability to taste with their head-vines. They can deactivate the senses in the head-vines (and only in the head-vines) as a standard action.

- **Spore Scent:** Mandragorans generate spores that emit a strong, pleasant scent that can make other creatures predisposed to harmonious dealings. Bluff and Diplomacy are always class skills for Mandragorans. They also gain a +1 circumstance bonus to Bluff, Diplomacy, and Handle Animal checks with any living creatures within 30 feet of the mandragoran. Mandragorans receive a -2 circumstance penalty to Disguise checks due to the strength of their individual spore scent. On a windy day, the range can be as much as 60 feet to any downwind creature, but only 5 feet to any creature that is upwind (at the DMs discretion). This ability does not work on undead or creatures that do not have a sense of smell.

- **Spore Thought:** Mandragorans communicate empathically by discharging spores that express their emotional state. The mandragoran can show what surface emotions she is feeling with this



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+0	+0	+2	+2 Wisdom	+1 level of existing class
2	+1	+0	+1	+3	+2 Charisma, Spell-like abilities, Woodland Stride	+1 level of existing class
3	+2	+1	+1	+3	Spell-like abilities, Trackless Step, free access to the mandragoran spell template	+1 level of existing class
4	+3	+1	+1	+4	+2 Wisdom, Gender Transformation, Spell-like abilities	+1 level of existing class
5	+3	+1	+2	+4	Limited Regrowth	+1 level of existing class
6	+4	+2	+2	+5	Plant-like Immunities (poison, sleep effects, paralysis, and stunning), Spell-like abilities	+1 level of existing class

ability, and her basic needs, drives, and emotions. Fear, friendliness, hunger, thirst, fatigue, pain, desire, rage, uncertainty, hatred, curiosity, and any other sort of emotions, sensations, and moods can all be relayed to a target of this form of communication. The range of this ability is equal to that of the mandragoran's spore scent ability; however, the mandragoran can also limit the range of this ability to touch if she should so desire.

- **Healing Light:** Mandragorans who spend at least eight hours a day in sunlight and rest fully at night may heal one extra hit point per day per character level. If the mandragoran is only in sunlight for less than eight hours, but more than four, she heals at the normal rate. Those that do not spend at least four hours a day in light cannot recover any hit points naturally, even with a full day of rest.

- **Automatic Languages:** Common (Mandrasengali) and Sylvan.
- **Bonus Languages:** Any.

ALTERNATE RACIAL TRAITS

The following racial traits might be selected instead of existing mandragoran racial traits.

- **Mandragoran Magic:** Mandragorans with this racial trait are treated as one level higher when casting spells with the light descriptor, using granted powers of the Plant domain, using the bloodline powers of the verdant bloodline or the revelations of the oracle's wood mystery, and when determining the save DC of alchemist poisons (this ability does not give mandragorans early access to level-based powers, only affecting the powers they could use without this ability). Mandragorans with Charisma of 11 or higher also gain the following spell-like abilities: 1/day— detect poison, light, stabilize, and goodberry. The caster level for these effects is equal to the mandragoran's level; the DCs are Charisma-based. This racial trait replaces the camouflage and healing light racial traits.

- **Desert Flower:** Some mandragorans, like certain desert plants, can survive on only a little water for an extended period of time, allowing them a measure of protection against extreme desert conditions. Mandragorans with this racial trait receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, or hot or cold environments. This racial trait replaces the spore scent, spore thought, and poison resistance racial traits.

- **Poison Leaf Skin:** A number of times per day equal to her Constitution modifier (minimum 1/day), a mandragoran with this ability can exude a mildly poisonous irritant from her skin that causes anyone touching her to receive a -1 penalty to all ability checks, skill checks and attack rolls for 24 hours. Grappling, throwing, unarmed strikes, natural weapon attacks (bite, claw, slam, etc.), touch attacks, and spells with a range of touch are all subject to this ability. This penalty can be avoided if the creature touching the mandragoran is immune to contact poisons or has protective clothing (i.e. gloves) and/or armor. Applying the poisonous irritant is a swift action that has a duration in rounds equal to the mandragoran's Constitution modifier (minimum 1 round). This racial trait replaces the disciplined nature and healing light racial traits.

- **Thorns of Fury:** Mandragorans with this racial trait have thorns, just as certain plants do. They can use these thorns with their un-

armed strikes to cause aggravating wounds that inflict an additional +1 piercing damage with each strike. This additional damage also applies each round to anyone grappling or grappled by the mandragoran. They also gain a +1 bonus to their CMD against grapple attempts. This racial trait replaces the disciplined nature and healing light racial traits.

- **Water Lily:** Mandragorans with this racial trait come from a subspecies that has adapted to life in the lakes, rivers, and oceans. They gain a +4 racial bonus on Swim checks, can always take 10 while swimming, and may choose Aquan as a bonus language. They are proficient with longspear, trident, and net. This racial trait replaces the spore scent, spore thought, and poison resistance racial traits.

PARAGON MANDRAGORAN LEVELS

Mandragoran can take levels in faen paragon at any time. Not all mandragoran take paragon levels; and of those who do, not all take all six of them.

Hit Die: 1d8

Class Skills:

Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Knowledge (magic) (Int), Knowledge (Mandragoran) (Int), Sneak (Dex), and Survival (Wis).

Skill Points: 2 + Intelligence modifier.

Class Features

Weapon and Armor Proficiency: Mandragoran with levels only in paragon mandragoran are proficient with all simple weapons and light armor.

Wisdom/Charisma Increase (Ex): Starting at 1st level, the mandragoran paragon's Wisdom score gains a +2 bonus. At 2nd level, she gains a +2 Charisma bonus. At 4th level, she gains a +2 Wisdom bonus.

2nd-Level Spell-like Abilities (Sp): At 2nd level select one 0- level or 1st level druid spell; the mandragoran paragon can use this as a spell-like ability once per day. This spell-like ability is in addition to any other spell-like abilities the character already has. Use the mandragoran's character level as her caster level and her Wisdom as the key ability.

Woodland Stride (Ex): Starting at 2nd level, a mandragoran paragon may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

3rd-Level Spell-like Abilities (Sp): At 3rd level select any one 2nd level or lower druid spell; the mandragoran paragon can use this as a spell-like ability once per day. This spell-like ability is in addition to any other spell-like abilities the character already has. Use the mandragoran's character level as her caster level and her Wisdom as the key ability.

Trackless Step (Ex): Starting at 3rd level, a mandragoran paragon leaves no trail in natural surroundings and cannot be tracked.

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Scentless

School: abjuration; **Level:** drd 1
Casting Time: 1 standard action
Components: V, S, M (red herring)
Range: touch

Target: one creature or object
Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless); **Spell Resistance:** Yes (harmless)

The scent ability does not help creatures find the target of this spell; it has no scent for the duration. At the end of the duration, its scent trail reappears.

She may choose to leave a trail if so desired.

Gender Transformation (Ex): starting at 4th level, the mandragoran paragon can change gender to the opposite gender through a week-long ceremony. The transformation is permanent (unless the ceremony is performed again) but is considered the mandragoran paragon's natural form, but does not affect any of the character's abilities.

4th-Level Spell-like Abilities (Sp): At will – *scentless* (see sidebar). 3/day – *charm person* and one 2nd level or lower druid spell you select. These spell-like abilities is in addition to any other spell-like abilities the character already has. Use the mandragoran's character level as her caster level and her Wisdom as the key ability.

Limited Regrowth (Ex): Starting at 5th level a mandragoran paragon become difficult to kill. Her natural healing rate doubles and she cannot die from hit point damage as long as her limited regrowth ability is still functioning (although she still falls unconscious when her hit points are below 0). Fire and acid damage, cause her limited regrowth to stop functioning on the round following the attack. During this round, the mandragoroan paragon can die normally.

Limited Regrowth does not restore hit points lost from starvation, thirst, or suffocation. The mandragoran paragon can regrow lost portions of their bodies within 1d2 days and can reattach severed limbs or body parts if they are brought together within 1 minute of severing. Holding the severed portion against the mass enables it to reattach as a full round action. Severed parts that are not reattached wither and die normally. A mandragoran paragon must have a Constitution score to have the limited regrowth ability.

Plant-like Immunities (Ex): Starting at 6th level, a mandragoran paragon is no longer subject to effects that specifically target Humanoids, such as *charm person*. Plants are immune to all paralysis, poison, sleep, and stun effects. She no longer needs to sleep, but she must still rest and meditate for 8 hours to recover spells. Unlike creatures of the Plant type, a mandragoran is not immune to Mind-Affecting or Polymorph effects though she does gain a +4 racial bonus to saves against these effects.

6th-Level Spell-like Abilities (Sp): At 6th level select any three 3rd level or lower druid spell; the mandragoran paragon can use any one of these as a spell-like ability once per day. This spell-like ability is in addition to any other spell-like abilities the character already has. Use the mandragoran's character level as her caster level and her Wisdom as the key ability.

Nagaraja

Created from the stuff of dragons and humans to resist the infernal taint that is associated with the infernal dragons, the nagaraja race was made to save humanity.

In the ancient war, humans found a way to become nagaraja to resisting taint in an effort to preserve the land from the everlasting, cursed taint of the infernal dragons. Much of humanity was lost after the war, when the taint was at its most virile and insidious. Few remained that were not dead or turned into nagaraja. There are still places in the lands of the Jade Oath where humans are seen as a race of legend.



Nagaraja paragon

The nagaraja breed true through asexual reproduction. The progeny is usually a kobold. Once in nagaraja's lifetime though, it can "give birth" to another nagaraja. These never-human nagaraja have the same temperament, though they come across as even more alien to the other races of humanity. Nagaraja are genderless and long lived.

Nagaraja have an affinity for magic and a tough hide. Some never-human nagaraja develop the lower body of a serpent rather than the legs of a typical humanoid. Many believe that this is a sign of the divine favor from the mother goddess to humanity, Na Gua, whose form has the lower body of a serpentine dragon. The word "naga" is meant to make one think of the goddess.

The nagaraja live apart from the other races, isolated in secretive communities, temples, or monasteries. Many such communities were originally formed to guard the world from some tainted infernal dragons spirit or artifact or even the land. Such duties often require that they live apart from those whom they protect.

Since such duties were first taken upon the shoulders of the nagaraja, the taint corrupted some communities. These are the source behind the tales of evil nagaraja cults. These factors all combine to form distrust and even outright hatred by other races, particularly the garuda.

Nagaraja fit well into standard society, though they seldom take up work that requires social contact. Nagaraja are often magic users and are far more likely to take up classes that are more esoteric in nature rather than become a warrior. Most nagaraja warriors incorporate magic into their strategies and equipment.

Personality: The once-human nagaraja are dedicated to securing the objects, locations, and people tainted by the legacy of the infernal dragons. Some nagaraja seek out these tainted relics solely to fulfill their own desire for temporal power. Usually, never-human nagaraja have a different perspective on the so-called "duty" they inherited. These newer generations of nagaraja find the idea of hiding away magical power, no matter how tainted, to be a tedious and wasteful concept. They wonder why the power shouldn't be theirs. Many quest to seize the infernal dragons' magic and knowledge for their own.

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Table 2-8: The Nagaraja Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Blind-Fight, Detect Magic	
2	+1	+0	+0	+3	Spell-Like Abilities	+1 level of existing class
3	+2	+1	+1	+3	Bonus Feat, +1 Natural Armor Bonus to AC	+1 level of existing class
4	+3	+1	+1	+4	+1 Intelligence	+1 level of existing class
5	+3	+1	+1	+4	+1 Intelligence, +1 Natural Armor Bonus to AC	+1 level of existing class
6	+4	+2	+2	+5	Bonus Feat, +2 Natural Armor Bonus to AC	+1 level of existing class

Nagaraja use their affinity for magic and runes to seal away tainted relics or to at least suppress the powerful emanations of taint from locations intrinsically connected to the infernal dragons.

Physical Description: Nagaraja appear as lanky, slender humanoid and saurian heads. They are covered with small chromatic scales that range in color from green to brown. They have short, snake-like tails that aid them in balance and swimming.

Never-human nagaraja may have a long, sinuous tail like that of a great serpent below the waist instead of a humanoid torso. A few never-human nagaraja even have a regal hood that can open atop their heads like that of a cobra. Nagaraja are genderless.

Relations: Nagaraja refer to all the other races equally as “not nagaraja”. They are not easy to befriend, but can make for lasting companions. Despite their asexual nature, many view the nagaraja as creatures that symbolize fertility, because they can reproduce as two different races.

Humans are the most uncomfortable around the nagaraja; as if they could be changed into nagaraja just by being around them. Some live with the fear that the nagaraja might come for them if they should become tainted. Humans, do hold those nagaraja that were once human in some reverence for the “sacrifice” they made to save the world.

Garuda present a problem for many nagaraja. They hold the nagaraja in some measure of contempt for failing to perform their racial duties. Some among the newer generations of nagaraja wonder at why they should uphold a duty and abandon their duties or even use the power of the tainted items for themselves. This is the crux of the issue between the garuda and the nagaraja. However, some among the nagaraja believe that the garuda are simply jealous because the garuda were little more than an afterthought.

Outlook: Many different stories present the nagaraja in an unfavorable light, even if that evokes pity at their eternal duty. However, nagaraja can be just as kind, generous, and innocent as other races. Those are admittedly not qualities that the nagaraja associate with themselves. Despite their role, they often concern themselves with the state of their own personal evolution and seek new ways to improve themselves, either through knowledge, power, or spiritual enlightenment.

Nagaraja Lands: Wherever nagaraja gather there is taint. They are attracted to the items, people, and places of power left in the wake of the infernal dragons. Few amongst the other races seek out the nagaraja in their own lands, which are mostly to the south. The nagaraja rule the kingdom of Kamojhea and they have great influence on the island kingdoms of Javasriya and Chokra, south of Mandrasengal.

Religion: Nagaraja revere the dragons and the gods, but seldom offer open worship. There is one exception. They will offer open reverence at festivals and seasonal offerings to Na Gua, the earth goddess of fertility. They still do not offer open prayers to her. Some nagaraja practice the arts of Bodhism, though they still revere Na Gua.

Languages: Nagaraja speak Lung and Common.

Names: Once human adopt a new name upon their transformation. Never-human nagaraja use names that were passed down to them or a translation of these names in Draconic.

Adventurers: Nagaraja adventure to guard against the encroachment of the infernal dragons taint in the world. Those that desire a life away from guarding against the taint are likely to adventure for

wealth and power. More spiritual nagaraja might explore the world to find the right path for them to seek enlightenment on.

Favored Drink: Tea; *Favored Food:* Meat (cooked well done); *Favored Weapon:* Jian, scimitar, or short sword.

NAGARAJA RACIAL TRAITS

Nagaraja possess the following racial traits.

- **+2 Dexterity, +2 to Intelligence, –2 Constitution:** Nagaraja are nimble, both in body and mind, but their lithe build makes them less robust than other races.

- **Humanoid:** Nagaraja have the humanoid (nagaraja) type and subtype.

- **Medium:** Nagaraja are Medium creatures and have no bonuses or penalties due to their size.

- **Normal Speed:** Nagaraja have a base speed of 30 feet.

- **Darkvision:** Nagaraja can see in the dark up to 60 feet.

- **Armor:** Nagaraja scales grant them a +1 natural armor bonus.

- **Nagaraja Magic:** Nagaraja with a Charisma of 10 or higher gain one 0-level spell of their choice from the sorcerer/wizard spell list that they cast three times per day and one 1st-level spell of their choice from the sorcerer/wizard spell list that they can cast once per day as spell-like abilities. The caster level for these abilities is equal to the nagaraja’s character level. The DC for these spells is equal to 10 + the spell’s level + the nagaraja’s Charisma modifier.

- **Serpentine Movement:** Nagaraja tails grant them a +2 racial bonus on Acrobatics and Swim skill checks.

- **Serpent’s Tongue:** Nagaraja receive a +2 racial bonus on Linguistics skill checks.

- **Languages:** Nagaraja begin play speaking Common and Lung. Nagaraja with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

- **Racial Levels:** A nagaraja can take levels in nagaraja paragon to further develop their racial qualities.

ALTERNATE RACIAL TRAITS

The following racial traits might be selected instead of existing nagaraja racial traits.

- **Never-Human Hood:** Never-human nagaraja with cobra-like hoods gain a gaze attack. This gaze attack acts as the *charm person* spell with a range of 30 feet. The Will DC to resist the charm effect is equal to 10 + 1/2 the never-human nagaraja’s character level + the nagaraja’s Charisma modifier. The never-human nagaraja’s hood must be open for it to use this ability, and it can only target one creature per round. This replaces nagaraja magic.

- **Never-Human Tail:** Never-human nagaraja with tails instead of legs gain a tail slap attack. This tail slap attack is considered a primary attack (unless it combined with weapon attacks, in which case it is considered a secondary attack) and is made at the never-human nagaraja’s full base attack bonus (–5 if it is a secondary attack). The tail slap attack deals 1d8 points of bludgeoning damage plus the never-human nagaraja’s Strength modifier (1/2 if it is a secondary attack). This replaces serpentine movement.

THE NAGARAJA PARAGON

Nagaraja can take levels in nagaraja paragon at any time. Not all nagaraja take paragon levels; and of those who do, not all take all six of them.

Hit Die: d8.

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Class Skills

The nagaraja paragon's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Knowledge (arcana) (Int), Linguistics (Int), Perception (Wis) and Spellcraft (Int).

Skill Points: 2 + Intelligence modifier.

Class Features

Weapon and Armor Proficiency: Nagaraja with levels only in nagaraja paragon are proficient with all simple weapons but not and type of armor or shield.

Blind-Fight (Ex): At 1st level, a nagaraja paragon gains Blind-Fight as a bonus feat, even if it does not meet the prerequisites.

Detect Magic (Sp): At will, a nagaraja paragon can use *detect magic*, as the spell. A nagaraja paragon can, as a move action, concentrate on a single item or individual within 60 feet and determine if determine if it is magic, learning the number of different magical auras, and the most potent aura, as if having studied it for 3 rounds. While focusing on one individual or object, a nagaraja paragon does not detect magic on any other individual or object within range.

Spells per Day: At the indicated levels, a nagaraja paragon gains new spells per day as if it had also gained a level in a spellcasting class it belonged to before taking levels in the nagaraja paragon class. It does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if it is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before taking levels in nagaraja paragon, it must decide to which class it adds the new levels for purposes of determining spells per day.

Spell-Like Abilities (Sp): At 2nd level, a nagaraja paragon with a Charisma of 12 or higher gains the following spell-like abilities: 1/day—*barkskin, levitate, scare*.

At 3rd level, a nagaraja paragon with a Charisma of 13 or higher gains the following spell-like abilities: 1/day—*acid arrow, haste, share armor* (see *101 3rd Level Spells*).

Bonus Feats: At 3rd and 6th level, a nagaraja paragon gains a bonus feat. At each opportunity, it can choose a metamagic feat, an item creation feat, or Spell Master. The nagaraja paragon must still meet all prerequisites for a bonus feat, including caster level minimums.



Qahngol paragon astride his mount and wearing his mask

Qahngol (Variant Half-Orc)

Long ago at the roof of the world in Tsixang a race of creatures lived in abundance upon the earth. They called themselves orcs. They had skin the color of blood, yellow eyes, strong bodies, and fierce tusks. They claimed to be the children of a powerful earth demon-goddess. Their goddess objected to the gods' decree that the races of man would rule the earth. Should not demon-kind have as much right to the earth as the gods? This demon-goddess created the orcs from earth mixed with her blood and the blood of other animals: badgers, horses, falcons, and wild boars.

One day, a god of the skies, with dominion over falcons, noticed that there were fewer falcons flying than there should be. He decided descended from the heavens to investigate. The sky god found the orcs. Sensing that the missing falcons were used in their creation, he began to question them forcefully. The orcs had no chance against a god. They implored their demon-goddess mother for help against the sky god.

The earthly demon goddess came out of her cave to express her anger to the god, when she was struck by the sheer beauty of his handsome features. She did not falter however. When confronted, the sky god was put aback by her demands. Misunderstanding lead to battle between the two. Though the demon-goddess was powerful she could not hope to win against the sky god. Once overcome, she awaited his killing blow. When he did not strike, she asked why. He told her how he was overcome by how passionate and real she made life on the earth seem for him. Impulsively, he then took her for his bride.

The issue resulting from their union was the red-skinned verrik,

who chose to remain near the mountainous home of their mother. Where the orcs were physically powerful, the verrik were mentally powerful. The orcs, being the older brothers, left to explore and to take more of the earth in the name of their mother. They were under the watchful eye of the sky god though.

War came to the world with the infernal infernal dragon, and their demonic minions. The infernal dragon conquered and subjugated races favored by the gods and immortals. Though the races of men fought valiantly, they began losing. The gods were silent to their pleas and humanity could not invoke divine favor or succor. The infernal dragon had sealed away the earthly world from the Celestial Court. Both infernal dragon and the races of men sought the aid of the orcs. The orcs refused to fight for either side.

When the orcs when discovered they could no longer commune with their mother demon-goddess, they were provoked, the infernal dragon threatened the orcs with the destruction of the demon-goddess if they would not serve them. However, the orcs their mother would rather fight against their oppressors than supplicate. They fought their own war against the infernal dragon, not beside the races of men. They were nearly wiped out, but between the two wars, the infernal dragon were finally defeated.

In the final battle, the few remaining orcs alone vanquished the infernal dragon-allied dragon Huo Sei Lung. With his dying breath, futile though it seemed, he cried a curse. He would forever be able to learn the truename of any born with the blood of orcs. His spirit lived on to vex the lives of all orcs through its vile and tainted magic.

Orcs always had difficulty reproducing. They soon found themselves almost completely incapable of bearing children due to the curse. The few full-blooded orcs died away one by one, but not before passing their bloodline on to the human nomads that wandered the same region. The qahngol of today believe that it was the sky

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god's providence that afforded the orcs this last chance at preserving their bloodline, however diluted it might become. These mixed blood descendants were more fertile and more likely to survive the curse of Huo Sei Lung. Though they were lesser than their fathers, the orcs knew their new children would prosper thanks to what they learned by the orcs in their fight against the infernal dragon. They called their new children qahngol, the descendents of Pahn, the last living chieftain of the orcs.

Despite the curse, the qahngol grew in numbers and in power over the centuries. But their clans could not put aside their petty squabbles long enough to unite. That is until a new leader came along. He claimed to be the great Pahn, last of the orc chieftains. He promised them a grand future. Eventually, he united nearly all the tribal clans. They grew stronger every day. They also grew overconfident. They began a campaign that would eventually conquer the empire of Xianguo.

It was then that the now undead dragon, Huo Sei Lung, returned to menace the qahngol once more. He broke the back and the spirit of the great qahngol nation. Any the dragon killed rose again to fight at his side. The dragon's swiftly growing undead army would have overrun them all if not for a fateful alliance formed with the empire. Forces from the empire, now allied with the qahngol, repelled the undead force at the Ghostwall, the qahngol ally with the empire today, still ready to fight their enemies to the death.

Personality: Qahngol can seem arrogant and overconfident and many are. They feel that to live up to the standards of their ancestors, they must live their lives proudly. They do not share their verrik cousins long range vision of events; they have another gift, a great affinity for the creatures of the wild.

Physical Description: Qahngol have a stocky, wide-shouldered build and tough, leathery skin the color of red wine. Their coarse hair is either white or dark black (almost dark blue). They wear their hair long and seldom have facial hair. When they do, they favor long, thin mustaches and beards. Tusks jut out from their lower jaw, giving them a fierce-looking grimace. Many have bowed legs used to the feel of a saddle and horse. They have a yellowish hue where the whites of their eyes should be.

A rare few are born with blue-colored skin; a trait that only the verrik share. This is seen as a sign of favor from the sky-god. Such children often become mystic warriors (magisters, mage blades, Runethanes, Wu shih, etc.)

Relations: Qahngol consider all other races the same, though the physical strength of the dahren and the toughness of the garuda, sanesaram, and goushen garners these races more respect. Other races are often put off by the "barbaric" qahngol attitude and their orcish blood. It doesn't help that the qahngol claim to be descended from a demon goddess. The combination of the orcish blood, the curse, and their brutish attitudes can unsettle the more "civilized" races.

Outlook: The qahngol are quite a pragmatic and practical people, though harsh as the desert and plains they inhabit. They do not suffer fools lightly and will not tolerate nonsense from the bureaucrats of the empire. They know they can be intimidating and find this to be humorous. Among themselves they enjoy sports such as wrestling, archery, horse racing, and stunt riding.

Qahngol Lands: The semi nomadic qahngol dwell in the taiga, (the cold, arid plains) tundra and hot deserts ("gobi") that were never entirely conquered by the infernal dragon. They depend upon their horses as the livelihood provided by breeding yaks, oxen, and camels. Many families stay in villages during the cold winters and live in gers during the summer. An alliance of great clans, known collectively as the Ice Falcons, inhabit the region near the Ghostwall. A few qahngol communities can be found as far south as the empire of Xianguo and as far east as Mandrasengal.

Religion: Qahngol traditionally follow an animist religion that reveres ancestors and elemental spirits, primarily the earth, wind, and sky. Certain Bodhist adapted to the animist religion and took root recently. These sects incorporated important spirits and ancestors as "saints". Other religious practices are less common.

Languages: Qahngol is very precise. For example, "gobi" refers to "arid rangeland with insufficient vegetation to support marmots but with enough to support camels". Qahngol have 33 different

variations of the word to distinguish it from the desert proper. Specific names for creatures and land features change according to the person asked and take into account shape, color, age, lineage, personality, etc. Each major tribe has its own dialect.

Names: A qahngol is more likely to reveal his truenam to his horse than he is to someone that he does not trust like a brother. The qahngol do not use family names, though lineages are carefully memorized and recorded. The suffix "-jin", which means "of", names an individual's father: Ogodei, the son of Usun, would be Ogodei Usunj. Most names apply to either sex, though some names commonly used for females are provided below.

The ruling class is referred to as taiji and tribal rulers are called khan (chieftain). Their wives are called khatun. High ranking tribe members are called Beki. Military commanders are known as ja'utquri. Talented hunters are known as mergen. The word for blood-brother is anda.

Male Names: Adarkidai, Ajai, Alaq, Altan, Aqtai, Arajan, Arslan, Ashiq, Badai, Barqudai, Batu, Belgutei, Bodonchar, Borjigidai, Boroldai, Bujek, Buqatai, Buri, Chanai, Chanar, Chaqurqan, Charaqa, Chigidei, Chilger, Chilgutei, Chimbai, Chinggis, Chormaqaan, Darta, Degei, Dobun, Dodai, Doqolqu, Dorbei, Duwa, Eljigedai, Emel, Guchugur, Guchuluk, Gur, Gurin, Guyuk, Harqusun, Horqudaq, Idoqudai, Inalchi, Inancha, Iturgen, Jajiradai, Janggi, Jaqa, Jedei, Jegu, Jungasai, Kiratai, Kishiliq, Kokochu, Mangqatui, Meguini, Mongke, Morichi, Mulqalqu, Nachin, Naqu, Ogodei, Ogolei, Okin, Oldaqar, Onggur, Oqatur, Qabul, Qachi, Qachin, Qada, Qadaq, Qaidu, Qarachar, Qaraldai, Qarchu, Qarqai, Qasar, Qongqai, Qoridai, Qorilartai, Qorqasun, Qubilai, Quchar, Qudu, Qunan, Qutu, Quyildar, Sacha, Senggum, Shidurqu, Shigiken, Soqor, Subetai, Taichar, Taqai, Tarqutai, Tayang, Temujin, Temur, Tolun, Toquchar, Torolchi, Tumbinai, Unggur, Usun, Yadir, Yegei, Yegu, Yisuder, Yisungge.

Female Names: Alaqa, Altani, Barqujin, Boroqchin, Borte, Bototui, Chabi, Chaqa, Chotan, Checheyigen, Doregene, Ebegei, Gurbesu, Holuiqan, Ibaqa, Kokachin, Mongqoljin, Nomolun, Orbei, Oqul, Qojin, Qorijin, Qulan, Soqatai, Sorqaqatani, Temulun, Yisugun, Yisui.

Family Names: Arulat, Barulas, Bayit, Borjigin, Chinos, Dorben, Geniges, Guchugur, Ikres, Jalayir, Jirgin, Jurkin, Kereyit, Mangqut, Menen, Merkit, Naiman, Noyakin, Olon, Onggirat, Oyirat, Qadagin, Qongqotan, Qorolas, Saljut, Sartul, Sukeken, Tarqut, Tubegen, Tumen, Uiqut, Urut.

Adventurers: Qahngol adventure out of wanderlust or for power and wealth. Qahngol enjoy demonstrating riding skills, and their prowess with sword and bow. They usually take up careers such as hunters and mercenaries, or join some other profession that allows them to travel and explore. More spiritual qahngol may seeking out alternate paths to find the meaning of their existence

Favored Drink: Strong spirits fermented from yak milk; **Favored Food:** Meat and cheese of all kinds; **Favored Weapon:** Bows and clubs.

ALTERNATE RACIAL TRAITS

Qahngol possess the following racial traits. Traits marked with an asterisk (*) are alternate half-orc racial traits found in all qahngol (the trait they replace is noted at the end of each).

- **+2 to One Ability Score:** Qahngol characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- **Orc Blood:** Qahngol count as both humans and orcs for any effect related to race.
- **Normal Speed:** Qahngol have a base speed of 30 feet.
- **Low-Light Vision*:** Qahngol can see twice as far as humans in conditions of dim light. This racial trait replaces the darkvision racial trait.
- **Horselord*:** Qahngol receive a +2 racial bonus on Handle Animal and Ride skill checks. This racial trait replaces the intimidating racial trait.
- **Curse of the Orcs*:** Any qahngol who has come of age (14 years old) and removes or loses their name mask and does not replace it within 24 hours falls under the curse (no save) inflicted upon their orc forebearers by the evil dragon Hou Sei Lung. A qahngol who

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Natural Armor Bonus	Spells per Day
1	+0	+2	+0	+2	+1 Constitution, Combat Training, Wild Empathy	+0	-
2	+1	+3	+0	+3	+1 Strength, Bonus feat	+1	-
3	+2	+3	+1	+3	+1 Constitution, +1 Strength, Keen Scent	+1	+1 level of existing class
4	+3	+4	+1	+4	+1 Wisdom, Bonus feat	+1	-
5	+3	+4	+1	+4	Smell Fear	+2	-
6	+4	+5	+2	+5	+1 Wisdom, Bonus feat	+2	+1 level of existing class

has fallen under the sway of the curse be brought back with the *remove curse* spell (caster level check DC 10 + the qahngol's character level). With a successful caster level check, the qahngol is granted a 24 hour reprieve from the curse in which they must recover and don their name mask again or once again be beholden to the curse.

To become more fearsome in battle, a qahngol may purposely invoke the curse as a full-round action by taking off their mask and making a Fortitude save (DC 10 + the qahngol's character level). This transformation allows the qahngol to gain all of the benefits of the curse and none of the detriments for a number of rounds per day equal to their character level. These rounds need not be used consecutively. To end the voluntary invocation of the curse, the qahngol must make a Will save (DC 10 + the qahngol's character level) to don their name mask. If this save is failed, not only does the voluntary invocation of the curse not end, the qahngol falls prey to the full-fledged curse. This racial trait, in addition to name mask racial trait, replaces the orc ferocity racial trait.

CURSE OF THE ORCS

Type curse; Save none
Onset 24 hours; Frequency constant
Effect target gains the infernal cannibal template (see below) and becomes a mad, flesh-eating monster under the GM's control.

INFERNAL CANNIBAL TEMPLATE (CR+1)

Rebuild Rules: Defensive Abilities gains DR and energy resistance as noted on table; Special Attacks gains bite attack (1d6 + STR damage); Special Qualities *Powerful Build* the creature treated as one size category larger when it is advantageous (including wielding weapons sized for larger creatures); *Berserk* the creature attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 60 feet; Ability Scores +2 Strength, +2 Constitution, -2 Dexterity.

Table: Infernal Cannibal Defenses

Hit Dice	Resist Cold and Fire	DR
1-4	5	-
5-10	10	5/good
11+	15	10/good

• **Name Mask*:** All qahngol begin play with an ornamental mask that they received during their coming of age (14 years old) ceremony. This mask prevents them from being changed into feral cannibals by the curse of the orcs. The mask detects as magic only when worn. Upon the death of its owner, the mask loses all trace of magic, except for those who share the same bloodline and lineage.

To create a new mask, one must be a qahngol and possess the ability to cast *remove curse* and the Create Wondrous item feat. Name masks are often passed down from generation to generation as the most precious of heirlooms. Though it is frowned upon by more conservative qahngol, some qahngol adventurers have other magical enhancements cast upon their name mask. This racial trait, in addition to curse of the orcs racial trait, replaces the orc ferocity racial trait.

• **Weapon Familiarity*:** Qahngol are proficient with dao, scimitars, and shortbows (including composite shortbows) and treat any weapon with the word "orc" in its name as a martial weapon. This racial trait replaces normal half-orc weapon familiarities.

• **Languages*:** Qahngol begin play speaking Common (Yuxian) and Qahngol. Qahngol with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic). This racial trait replaces normal half-orc languages.

• **Racial Levels:** A qahngol can take levels in qahngol paragon to further develop his racial qualities.

NAME MASK

Aura faint abjuration; CL 5th
Slot eyes; Weight 1/4 lb.

Description

This half mask is covered with runes and sigils that ward against evil and madness. A qahngol who wears this mask is protected from the *curse of the orcs*.

Construction

Requirements Craft Wondrous Item, *remove curse*, creator must be a qahngol; Cost 100 gp/character level (0 gp at 1st level).

THE QAHINGOL PARAGON

Qahngol can take up to six levels in qahngol paragon at any time. Not all qahngol take racial levels; and of those who do, not all take all six of them.

Hit Die: d8

Class Skills

The qahngol paragon's class skills are Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), and Survival (Wis)

Skill Points: 2 + Intelligence modifier.

Class Features

Weapon and Armor Proficiency: Qahngol with levels only in qahngol paragon are proficient with all simple weapons, light armor, and shields (but not tower shields).

Combat Training (Ex): A qahngol paragon may add his qahngol paragon -2 to his fighter levels to determine his eligibility for feats with a prerequisite fighter level or he may add his qahngol paragon -2 to his barbarian levels to determine how many additional rounds per a day he can rage. For example, a 2nd level fighter/4th level qahngol paragon is eligible to take the Weapon Specialization feat (assuming he also has the Weapon Focus feat); or a 2nd level barbarian/3rd level qahngol paragon can rage for a total number of rounds per day equal 4 + his Constitution modifier + 4 additional rounds (2 additional rounds for barbarian level 2nd + 2 additional rounds for qahngol paragon level 3rd). He may only choose one class (barbarian or fighter) in which he desires to gain this ability. Once the choice is made a 1st level, it cannot be changed.

Wild Empathy (Ex): A qahngol paragon can improve the initial

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attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The qahngol paragon rolls 1d20 and adds his qahngol paragon level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the qahngol paragon and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The qahngol paragon can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Bonus Feat: At 2nd level, and every even level thereafter, a qahngol paragon gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from either those with “half-orc” in the prerequisite or from those listed as combat feats.

Natural Armor Bonus (Ex): At 2nd level, the qahngol paragon gains a +1 natural armor bonus. At 5th level, this bonus increases by +1.

Keen Scent: At 3rd level, a qahngol paragon gains the Keen Scent feat (see sidebar) as a bonus feat. He need not meet the prerequisites normally required for that feat.

Keen Scent (Advanced Player's Guide, pg 164)

Prerequisites: Wis 13, half-orc or orc.
Benefit: You gain the scent special ability.

Smell Fear (Advanced Player's Guide, pg 170)

Prerequisites: Keen Scent, half-orc or orc.
Benefit: You receive a +4 bonus on Perception checks to detect creatures with the shaken, frightened, or panicked conditions using scent. You can substitute your Perception skill for Sense Motive skill checks if the subject has one of the previous conditions or is attempting to cover up their fear in some way.

Spells per Day: At the indicated levels, a qahngol paragon gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before taking levels in the qahngol paragon class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before taking levels in qahngol paragon, she must decide to which class she adds the new level for purposes of determining spells per day.

Smell Fear: At 5th level, a qahngol paragon gains the Smell Fear feat (see sidebar) as a bonus feat. He need not meet the prerequisites normally required for that feat.

Ruishishen

Ruishishen are noble, honor-bound hunters who live a nomadic lifestyle. None know the lay of the lands of the Kuei Plains as well as they do. They were largely xenophobic and rarely interacted with outsiders. All that has changed. Where once a great, thriving culture existed, there are now only a few fragmented tribes, trying to survive. They are far from a broken people, though.

Once a mighty force for the Celestial Court, they fought during the war with the infernal dragons. Once the war was over, they thought to return to the heavens and spirit realms. Instead, the Celestial Court commanded them to swear obedience to the Jade Oath as a race. They desired a return to the spirit lands so greatly that they disobeyed the commands refused to participate in the Jade Oath. For their insolence, they were banished. In frustration, they forsook the Celestial Emperor and the worshipping of spirits or the divine.

Since those days, the ruishishen thrived and multiplied on the

Kuei Plains. Just as they overcame the burden of being cast out of the heavens, they would again be a mighty nomadic civilization, or so they thought.

Nearly a hundred years ago, a few of the noble families of the empire attempted to commit genocide against this noble race. A prophecy came to light stating that the ruishishen would be the downfall of those same families and the triumph of certain minor families. The prophecy combined with the families' covetous looks toward the fertile land at the southern edge of the Kuei Plains. The houses formed an alliance and invaded after framing the ruishishen for attacking other families' lands in the north of the empire. An impotent emperor watched, bound by the bureaucracy corrupted by these families and hemmed in by the machinations of their powerful eunuch allies.

The house and others overran the ruishishen. Though they fought valiantly and ferociously, the ruishishen were greatly outnumbered. Secretly, the emperor used everything in his power to champion the ruishishen, get to the truth behind those raids, and help the ruishishen to fight back.

The military unit known as the Celestial Dogs came to their support. The Celestial Dogs have ever been known for their loyalty to the dahren emperors. They provided escape routes and supplies to the ruishishen, while lobbying heavily for support for the dying people. They gained support from the empire's peasantry who felt that the ruishishen were noble defenders and lucky spirits sent by the Celestial Emperor.

Many houses not involved in the war provided hidden support. The invading houses dared not openly declare war on those providing support, else they would be openly flaunting the emperor, who could still call on the remaining houses to support him against openly traitorous noble houses.

Much of the help from the Celestial Dogs proved to be too late as armies from the invading houses wiped three quarters of the ruishishen out in well-coordinated and quick attacks. They left little evidence to prove whom was really the greater villain in this war of attempted genocide. They simply struck too quickly and decisively, massacring whole tribes, before the emperor could openly rally support.

Inevitably, these very actions proved the undoing of the invading houses in the self-fulfilling prophecy. The surviving ruishishen take their revenge with covert support from a sympathetic peasantry and a certain military unit. Today, the Celestial Dogs are known as the Celestial Lions. Most of the houses that attacked the ruishishen destroyed themselves after a hundred years of fighting. They are now the smallest of the houses. The Celestial Lions, the families and the bureaucrats that supported them grew on the remains of those decaying houses. Three tribes of ruishishen, feeling they owed a life-debt, swore allegiance to the unit on the condition that they could destroy their enemies.

Ruishishen can almost always find assistance from the peasantry of the empire, meager though it may be. By the same token, the corrupt nobility and bureaucrats of the empire fear the ruishishen will try to take revenge on them even if their house was not at fault in the war. There is always the fear that they may be fomenting a rebellion with the peasants. Though there are few ruishishen now, many nobles fear that if you find one you will find many more. The ruishishen have a saying: “The only noble members of the empire have the blood of dogs.”

Personality: Ruishishen are quiet and enjoy living a simple life outdoors with a deep appreciation for being true to oneself. They are also capable of unforgiving rage, especially when confronted with deception. A very honorable people, they have been scarred by their recent past. Just as they are renowned for the life-debts they swear, they unrelentingly pursue those responsible for the slaughter of their people. When they find these individuals, the ruishishen can be quite merciless; perhaps even cruel.

Physical Description: Ruishishen are tall, muscular humanoids with leonine features. Short fur, ranging in color from amber to sandy, covers their bodies. Manes, ranging in color from auburn to black, cover the heads of males, while similarly colored tufts of hair adorn the crown of the head and tips of the ears of females. Ruishishen of the same tribe often have similarly colored body fur



and manes.

Relations: In the past, the ruishishen related to all the races differently. However, after the massacres of their people, they are extremely wary and quite paranoid of non-ruishishen. Indeed, the Hrinntok, Kreetarr, Vahlorr, and Wrentarr are completely xenophobic and violent without provocation if approached in any numbers. Having said this though, there are a few exceptions. The human peasants, the goushen and the hushen are well received. They watch all others, particularly dahren nobles, for signs of deception.

Members of the Celestial Lions, have the gratitude of all ruishishen and are welcome in the lands of any ruishishen tribe. Goushen are also usually welcome, thanks to the fact that the original Celestial Dogs were mostly composed of goushen. Hushen are sympathetic to the plight of their kin and assisted a great many. Relations between them are better than ever before as a result of the tragedy.

The ruishishen get along well with shenxue as they have similar origins, but also feel a certain jealousy of their open relationship with the courts of the spirit world.

Outlook: Though they are rarely selfish or cruel by nature, recent times have found the ruishishen in a different light. Against those they believe responsible for the deaths of so many of their kind, they can be quite cruel. Even as they breathe the living hatred of their kind for these criminals, the ruishishen know true gratitude for those few that stood with them through the dark times. Above all, this race honors freedom and respect as superior virtues.

Ruishishen Lands: They dwell on the Kuei Plains in a nomadic lifestyle reminiscent somewhat of their northern neighbors, the qahngol. Recent times and events find the ruishishen struggling for their fabled control of the region more than ever. The supernatural and tainted creatures they normally quelled have found nearly free range of the region as never before. A few who are culturally quite different dwell on the seas around the islands of Nha Lao and Nihonshu.

Religion: The ruishishen refuse to revere celestial beings as their ancestors of old once did because they feel they were abandoned. They may take an interest in a philosophy that espouses self en-



Ruishishen paragons defending their homeland

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Table 2-10: Ruishishen Paragon Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Natural Armor Bonus
1	+0	+2	+2	+0	+1 Constitution, Fearsome Roar	+0
2	+1	+3	+3	+0	+1 Strength, Fast Movement	+0
3	+2	+3	+3	+1	Bite, Claws	+1
4	+3	+4	+4	+1	+1 Strength, +1 Constitution	+1
5	+3	+4	+4	+1	Scent, Spirit Claws	+2
6	+4	+5	+5	+2	+2 Dexterity, Spirit Form	+2

lightenment and empowerment, such as Buddhism.

Languages: The language of the ruishishen is ruishishen; however, they have adapted the empire's writing system for conveying simple concepts.

Names: A ruishishen's tribal name is actually a portion of a ruishishen's truename. Luckily for the ruishishen, this is a little known fact to non-ruishishen. The reason for this is that long ago, when the ruishishen discovered that they were cut off from the spirit realms by the infernal dragons they discovered their spiritual forms were less effective in fighting the infernal dragons than a physical form, so they underwent a grand ceremony to transform themselves into mortals in order to more effectively battle the infernal dragons; all the while believing to return to their spiritual forms when the war was over. Their truename had to be altered to do this. Portions of their original truenames were used to do this and a portion of their new truenames would be combined with this to form a new one. Because they were pressed for time, they organized themselves into tribes with tribal names as a portion of their truename rather than have every individual ruishishen determine and recite his truename. To do otherwise, would have delayed them from participating in the fight against the infernal dragons, which would have meant more mortal deaths.

As many as three times the current number of tribes once existed. Certain spiritual leaders of the remaining ruishishen tribes preserved their names in a special ceremony while removing their names from the minds of the non-ruishishen. They fear those names being used to revive the lost tribes as undead. Such a fate befell the Warrahl tribe.

Each member of a tribe is given a name that carries a specific meaning in their own language. When dealing with members of other races, these names are transliterated for those who find the intricacies of the ruishishen language difficult.

Male Names: Ahern, Cormac, Kenyon, Ronan.

Female Names: Bastet, Hafsha, Sabah, Zarha.

Tribal Names: Hark (allied with the qahngol Ice Falcons to the north), Hrin, Hroll, Hwarr (all three allied with the Celestial Lions), Nian (a very different seagoing tribe), Warrahl (an undead tribe still on the Kuei Plains), Hrinntok, Kreetar, Vahlorr, Wraigoren, and Wrentarr.

Adventurers: Ruishishen adventurers are often mercenaries, guides, or hunters trying to find the remaining souls they hold responsible for the atrocities committed against their race. Many adventure these days merely to take the spoils of their adventures home to their tribes to help them through the rough times that have now befallen the ruishishen people. Sometimes, adventuring ruishishen can find a surrogate family or tribe within the adventuring culture of the Jiang hu.

Favored Drink: Water or rice wine; *Favored Food:* Meats; *Favored Weapon:* Clubs and Maces.

RUISHISHEN RACIAL TRAITS

Ruishishen possess the following racial traits.

- **+2 Dexterity, +2 Intelligence, -2 Wisdom:** Ruishishen are agile and smart, but lost a proclivity for the divine when their connection to the Celestial Court was severed by the infernal dragons.

- **Humanoid:** Ruishishen have the humanoid (ruishishen) type and subtype.

- **Medium:** Ruishishen are medium creatures and have no bonuses or penalties due to their size.

- **Normal Speed:** Ruishishen have a base speed of 30 feet.

- **Low-Light Vision:** Ruishishen can see twice as far as humans in conditions of dim light.

- **Intimidating:** Ruishishen receive a +2 racial bonus on Intimidate skill checks.

- **Keen Senses:** Ruishishen receive a +2 racial bonus on Perception skill checks.

- **Survivor:** Ruishishen receive a +2 racial Survival skill checks.

- **Powerful Build:** The physical stature of ruishishen lets them function in many ways as if they were one size category larger.

Whenever a ruishishen is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the ruishishen is treated as one size larger if doing so is advantageous to him.

A ruishishen is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him.

A ruishishen can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of abilities and spells that change the subject's size category.

- **Languages:** Ruishishen begin play speaking Common and Ruishishen. Ruishishen with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

- **Racial Levels:** A ruishishen can take levels in ruishishen paragon to further develop his racial qualities.

THE RUISHISHEN PARAGON

Ruishishen can take up to six levels in ruishishen paragon at any time. Not all ruishishen take racial levels; and of those who do, not all take all six of them.

Hit Die: d8.

Class Skills

The ruishishen paragon's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Points: 2 + Intelligence modifier.

Class Features

Weapon and Armor Proficiency: Hushen with levels only in hushen paragon are proficient with all simple weapons, light armor, and shields (but not tower shields).

Fearsome Roar (Ex): At 1st level, a ruishishen paragon gains the ability to make a terrifying roar. When a ruishishen paragon roars, all hearing opponents with less HD dice than the ruishishen paragon's character level within a 100-foot spread must succeed on a Will save (DC: 10 + 1/2 the ruishishen paragon's character level + the ruishishen paragon's Constitution modifier) or become panicked for 2d4 rounds. Whether or not the save is successful, opponents in the area are immune to the roar of that ruishishen paragon for 24 hours. This is a sonic, mind-affecting fear effect.

Fast Movement (Ex): At 2nd level, a ruishishen paragon's land speed is faster than a normal ruishishen by +10 feet. This benefit applies only when the ruishishen paragon is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the ruishishen paragon's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the ruishishen paragon's land speed.



Bite (Ex): At 3rd level, a ruishishen paragon gains a bite attack. This attack is considered a primary attack (unless he is also attacking with claws or weapons, in which case it is a secondary attack) and is made at the ruishishen paragon's full base attack bonus (-5 if it is a secondary attack). The bite attack deals 1d6 points of slashing or piercing damage plus the ruishishen paragon's Strength modifier (1/2 if it is a secondary attack).

Claws (Ex): At 3rd level, a ruishishen paragon gains two claw attacks. These claw attacks are considered primary attacks (unless he is also attacking with weapons, in which case they are secondary attacks) and are made at the ruishishen paragon's full base attack bonus (-5 if they are secondary attacks). The claw attacks deal 1d8 points of slashing damage plus the ruishishen paragon's Strength modifier (1/2 if they are secondary attacks).

Scent (Ex): At 5th level, a ruishishen paragon gains the scent special ability (see *Pathfinder® Roleplaying Game Bestiary™*).

Spirit Claws (Su): At 5th level, a ruishishen paragon regains some of the power that it had as a spirit creature serving the Celestial Court. The ruishishen paragon can treat its natural attacks as if they had the ghost touch magical weapon property for a number of rounds per day equal to its ruishishen paragon level plus its Intelligence modifier. This duration does not need to be consecutive, but it must be used in 1 round increments.

Spirit Form (Su): At 6th level, a ruishishen paragon regains a bit more of the power that it had as a spirit creature serving the Celestial Court. The ruishishen paragon gain the incorporeal special quality (see *Pathfinder® Roleplaying Game Bestiary™*) for a number of rounds per day equal to its ruishishen paragon level plus its Intelligence modifier. This duration does not need to be consecutive, but it must be used in 1 round increments.

Sanesaram (Mountain Folk - Variant Dwarf)

These hardy northerners hail primarily from the Goryeo peninsula, though some clans exist deep in the Icetooth Mountains. They live in the hills and mountains of Kochoryeo northwest of the Xianguo empire, although a couple sanesaram clans immigrated into imperial lands during the war with the infernal dragons.

The sanesaram claim to be the descendents of Hwanung, a celestial being who came down from the heavens to bring order to mankind. He first set foot atop an unknown mountain where he would rule the humans and the celestial retainers that came with him. He established the first city in the land, Shinshi, meaning "City of the Gods".

One day two beasts came to him, a tiger and a bear. They both wanted to become human in form and desired the celestial king's help. Hwanung gave both of them twenty cloves of garlic and mugwort, which they were to use to keep away their hunger while they remained in a dark cave for one hundred days without seeing sunlight. It wasn't long before the tiger lost his temper and fled the cave hungry and disgusted with the whole ordeal. The bear remained patient and disciplined, while displaying great courage. On the twenty first day, the bear became a beautiful woman. Hwanung gave her the name Ungnyeo. To this day, it is a sanesaram rite of passage to survive twenty one days in a dark cave with no light.

It wasn't long after her transformation that Ungnyeo wanted a child. Because she was previously a beast, no one wanted her for a bride. In sadness, she sat beneath one of the holy mist-trees. She prayed every day for a child. Hwanung heard her prayers. Being moved by them, he briefly became mortal. With Hwanung, Ungnyeo had a son called Dangun, the first of the sanesaram.

Dangun was extremely long lived. He established the first kingdom of the sanesaram and called it Asadal, meaning "Place where the morning sun shines". Dangun ruled from Shinshi, which became the ancestral city. All sanesaram clans can trace their origins to the "city of their fathers". Unfortunately, the location was lost to all writing and the akashic record during the occupation of the infernal dragons. Many sanesaram adventurers hope to bring glory



Sanesaram paragon

upon themselves and their clan by finding it first.

When the infernal dragons came, everything about the sanesaram way of life went. The infernal dragons captured most of them and their minions. Those that escaped went deep under the earth to begin their resistance. They cooperated with the other races in the eventual defeat of the infernal dragons. After the Jade Oath, the sanesaram discovered that their race was slowly dying through a lower birth rate of females.

The sanesaram had discovered many dark secrets and treasures. They could not share them with others, or destroy their source as it would cause an immense catastrophe. Yet they knew that curse of the knowledge or the exposure to these secrets treasures swept through their race, preventing the birth of female children.

The dahren learned from the bakemono that the sanesaram held infernal dragons secrets and treasures. The dahren felt that they knew better as enforcers of the Jade Oath. Several misunderstandings that involved short tempers flared into a great war of invasion. The sanesaram held the giant dahren out of Kochoryeo for many years until the dahren enlisted their qahngol allies. These combined forces swept through the peninsula to make Kochoryeo a protectorate of the empire.

They never found the location of the secrets, much less what they were. Eventually, the sanesaram won their independence, though they must still pay homage. Ever since, the sanesaram became renowned for their greed, tenacity, and courage, especially as the stalwart guardians of arcane and dark treasures.

During the abortive invasion, the sanesaram and the yueren discovered that the pairing of their two races could result in births for their two long-lived races. Male children resulting from such unions are nearly always yueren and females are nearly always sanesaram. Then, through careful negotiations, they established a treaty for arranged marriages with the sanesaram. Some yueren can now be found in Kochoryeo, though all male yueren born from the arranged marriages are sent to Mu when they come of age. All female sanesaram born on the islands around Mugo are sent to Ko-

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choryeo when they come of age.

Personality: Sanesaram have a strong sense of justice and courage, but are also cautious. They are known for their tenacity and determination. They are slow to trust, but are capable of great shows of friendship with those who earn their trust. Not all sanesaram are greedy or have a desire for secrets and treasure. In fact, most just want to live a good and simple lifestyle. They know that it requires keeping forbidden secrets buried and a little wealth to enjoy life though.

Physical Description: Sanesaram stand 4 to 4 ½ feet tall, and are broad-shouldered, stocky, and compact, weighing nearly as much as a human. The rare females are slightly shorter and weigh less than the males. Their skin color varies between a pale tan and a golden tan. Eyes and hair are typically dark in color. The men grow facial hair, but their beards are still not as full as those of humans from the west. Sanesaram prize their beards. The proper grooming of them is a point of pride. They are not considered adults until 40 years old and can live until 350. Some have been known to live for 500 years. Due to the curse, less than one sanesaram in ten is female.

Relations: The sanesaram have a history of bloodshed with the bakemono, dahren, goushen, and qahngol. They have the most difficulty getting along with these races. They are also wary of the naga and all they represent. They get along passably with humans, verrik, faen, garuda, and mandragorans. They get along best with the hushen and yueren, particularly the latter for the future survival of their races. Though sanesaram are a fair-minded folk, they are slow to forgive.

The sanesaram relationship with the yueren began as an antagonistic one long ago, but when it was discovered that they could bear each other's children, it became clear that both races needed each other. There is a tenuous relationship of political marriages between both races.

Outlook: Sanesaram have a strong sense of confidence, respect courage and discipline, and have little patience for cowards. They occasionally forget their limits, setting a task that is too big for and finding themselves in an untenable situation. However, sanesaram are not foolhardy and do not take getting into danger lightly. They do not like being deceived or being placed in danger by others. They feel the same about their friends and allies being deceived or placed in danger.

They appreciate innovation and have a knack for invention, often coming up with new solutions to old problems. They have little patience for stupidity, but do appreciate elaborate pranks or jokes. They enjoy having knowledge and hoard secrets as if they were treasure. Sanesaram practitioners of magic are well-known for their aptitude with the elements.

Sanesaram Lands: The sanesaram hail from Kochoryeo, on the peninsula of Goryeo. It is a land of mist-shrouded valleys and beautiful, majestic mountains. Cold and snow swept in the winter, it is humid in the summer with a short spring and autumn. They typically develop communities along the coast or on the side of a mountain near a mountain pass.

The sanesaram create cities from wood and stone. Their structures are brightly colored and beautiful, but form follows function in their design philosophy. They like to incorporate nature whenever possible and have an ingenious talent for building structures many hundreds of feet taller than should otherwise be structurally sound. They know secret, complicated non-magical building techniques. They dig into the sides of mountains for some of their more impressive structures.

Religion: The dominant animism incorporates shamanism with ancestor worship. The sanesaram give their religion no name, but worship a host of ancestor spirits as the All-Fathers. Kangfuzhist thought has a major impact on everyday life. Bodhism is next in influence, followed by Taoshidaoism. Other religions and philosophies are minor in any influence over sanesaram culture.

Languages: Sanesaram speak their own language, called Sangool. They use the imperial hanji form of writing. Recently, they developed and a new written form of their language that relies on a phonetic structure. Both forms of their language are taught to nobles and clan leaders, but the new form of sangool is taught to

all sanesaram.

Names: The name pattern has three names of one syllable: the family name followed by a two-part personal name. The two-part personal name contains a generational component that is shared by a single generation within the family and another singular, personal name. For example, An Soon Shik has a family name of An and a personal name of Soon Shik. His wife's name is Min Hui Soo. Their sons are named An Hong Soo and An Hong Gi. Their daughters might be named An Hye Young and An Hye Su.

Sanesaram avoid saying their names as much as possible. Outside the family, people may refer to each other by title, position, or honorific. Older people can use the personal names of the younger without insult, but younger members of their culture do not call an elder by their personal name; to do so is an insult. They have an elaborate system of honorifics. Young girls call elder siblings 'elder sister' (on-nyi) and 'elder brother' (op-pa). Young boys call elder siblings 'elder sister' (nuna) and 'elder brother' (hyong). There are all varieties of honorifics for aunts and uncles (mother's brother, mother's sister's husband, father's brother's wife, and so on), grandparents, and the rest. Parent's honorifics identify them by their children: 'appa' means 'father of' and 'omma' means 'mother of'. The father of An Hong Soo could be called Hong Soo appa. His wife would be Hong Soo omma. When addressing close friends or children, they add the suffix 'ah' or 'yah' to their name (ah after a consonant or yah after a vowel).

Surnames: The old nobility consisted of only six clans with the names of An, Bak, Choi, Gim, Jang, and Yee. Later, they were joined by Jo, Kang, and Min. Normally, only the privileged nobility can bear family names; however, loyal followers may gain the privilege as well. Branches of a family are told apart by a place name, but this is not a part of the name proper. Married women retain their maiden names.

Male Names: Choose a generational component and a personal component from below to form a male name.

Generational (first): Chol, Dae, Ho, Jin, Jun, Min, Sik, Soo, Soon, and Tae.

Personal (second): Ahn, Bong, Chae, Ching, Chong, Chul, Do, Duk, Eui, Eun, Gang, Gi, Gil, Gong, Gui, Gyong, Ha, Hae, Han, Hong, Hyun, Il, In, Ja, Jae, Jang, Jeong, Jin, Jun, Ki, Ku, Kyo, Man, Mi, Min, Moon, Mu, Nun, Po, Sang, Seok, Sin, So, Son, Song, Soo, Soon, Sun, Sung, Tae, Tai, Tong, Wa, Wan, Weon, Wok, Won, Woo, Wook, Yang, Yun, and Yung.

Female Names: Choose a generational component and a personal component from below to form a female name.

Generational (first): Ae, Eun, Hee, Hui, Hye, Ja, Mi, Ok, Sook, and Yong.

Personal (second): Ah, Bae, Bak, Bok, Cha, En, Gae, Gun, Hae, Hee, Hi, Ho, Hui, Hwa, Hwan, Hyon, Il, Ja, Jae, Jin, Jun, Kak, Kum, Me, Mee, Mi, Min, Ming, Na, Nae, Ok, Oo, Seon, Seong, Sil, Sim, Sin, Sok, Soo, Sook, Su, Suk, Sun, Tu, Won, Wook, Yei, Yong, Yoon, Young, and Yun.

Adventurers: Sanesaram adventurers are common now. When their homeland was under the infernal dragons and later the dahren and qahngol, many stayed near to home. However, recent generations have an urge to discover new secrets and to uncover new treasures. Sanesaram also lust for power or for treasure just for the sake of getting treasure. When in foreign lands, sanesaram may enjoy working as spies or as information brokers.

Favored Drink: A strong liquor called soju as well as ales and beers; *Favored Food:* Spicy, fermented vegetables and rice flavored with grilled meat; *Favored Weapon:* Axes and hammers.

SANESARAM RACIAL TRAITS

Sanesaram possess the following racial traits. Traits marked with an asterisk (*) are alternate dwarf racial traits found in all sanesaram (the trait they replace is noted at the end of each).

- +2 Constitution, +2 Wisdom, -2 Charisma: Sanesaram are both tough and wise, but also a bit gruff.
- **Humanoid:** Sanesaram have the humanoid (dwarf) type and subtype.
- **Medium:** Sanesaram are medium creatures and have no bonuses



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	+1 Constitution, Craft Expertise	-
2	+1	+3	+0	+3	+1 Wisdom, Stonecunning	+1 level of existing class
3	+2	+3	+1	+3	Improved Hardiness, Improved Clan Trait	+1 level of existing class
4	+3	+4	+1	+4	+1 Strength, +1 Constitution	-
5	+3	+4	+1	+4	Bonus Feat, Improved Stonecunning	+1 level of existing class
6	+4	+5	+2	+5	+1 Strength, +1 Wisdom, Grudge Attack	-

or penalties due to their size.

- **Slow and Steady:** Sanesaram have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

- **Low-Light Vision*:** Sanesaram can see twice as far as humans in conditions of dim light. This racial trait replaces the darkvision racial trait.

- **Defensive Training:** Sanesaram get a +4 dodge bonus to AC against monsters of the giant subtype.

- **Greed:** Sanesaram receive a +2 racial bonus on Appraise skill checks made to determining the price of nonmagical goods that contain precious metals or gemstones.

- **Hatred:** Sanesaram receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

- **Hardy:** Sanesaram receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

- **Stability:** Sanesaram receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

- **Clan Traits*:** The sanesaram break down their culture into associations with their noble clans and their subjects. Certain clans have tendencies and strong aptitudes for different tasks and abilities. These traits are indicated in the section below. This racial trait replaces the stonecunning racial trait.

- **Weapon Familiarity*:** Sanesaram are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” or “sanesaram” in its name as a martial weapon. This racial trait replaces normal dwarf weapon familiarities.

- **Languages*:** Sanesaram begin play speaking Common (either Yuxian or Nihon) and Sangool. Dwarves with high Intelligence scores can choose from the following: Bakemono, Dahren, Mu, Qahngol, Terran, and Undercommon. This racial trait replaces normal dwarf languages.

- **Racial Levels:** A sanesaram can take levels in sanesaram paragon to further develop its racial qualities.

SANESARAM CLAN TRAITS

All sanesaram possess one of the following clan traits.

- **Pul Sooyom (“Fire Beard”):** This clan of fearsome, short-tempered warriors have red hair. Even those born without red hair dye it red. Members of this clan avoid water as much as possible. They gain a +2 racial bonus to Initiative.

- **Pongkei Mot (“Lightning Hammer”):** Spellcasters fill this clan. They are renowned for their brutal, but loyal honesty and adherence to truth as well as their aptitude for electricity spells. Spellcasters of this clan add +1 to the Difficulty Class of all spells they cast with the electricity descriptor.

- **Changsan Yo’u (“Spear Mountain Wolves”):** They are notorious for their lack of education and disdain for scholarly pursuits. The Changsan Yo’u ability with spears and their monstrous, battle cries are well known. They gain a +1 racial bonus to damage when using reach weapons.

- **Dar Tokgee (“Moon Axe”):** The moon axes have an affinity for using magic with metal. Between sunset and sunrise a Dar Tokgee bestows a +1 enhancement bonus on any melee weapon with a metal blade that he wields and any armor that is primarily made out of metal that he wears; but only so long that he keeps the weapon in hand or wears the armor. If the weapon or armor already has a

permanent enchantment, this ability has no effect.

- **Aurum Kom (“Ice Bears”):** This clan is renowned for their spellcasters ability with the cold. Members of this clan (even younger ones) are known bleach their hair and beards snow white. Spellcasters of this clan add +1 to the Difficulty Class of all spells they cast with the cold descriptor.

- **Chookta Kyungbi (“Death Guard”):** This clan is feared and respected above all. They guard the other-dimensional prisons of the entombed infernal dragons. This clan is most likely to be encountered outside of Kochoryeo as they have many enclaves scattered throughout the region. The clan’s techniques for surviving taint and negative energy provide them with a +2 racial bonus on saves against energy drain and any negative energy effects, including channeled negative energy.

- **Tol Noon (“Stone Eye”):** A clan of earth magic spellcasters, this clan is renowned for great patience. They are overly cautious and slow to act at times. Spellcasters of this clan add +2 damage to all spells they cast with the earth descriptor. If a spell with the earth descriptor does not deal damage, they instead add +1 to their effective caster level when casting the spell.

- **Kudimja Talida (“Shadow Runner”):** Members have an affinity for the darkness that they use to their advantage against their enemies. They gain darkvision 60 feet and a +2 racial bonus to Stealth checks.

THE SANESARAM PARAGON

Sanesaram can take up to six levels in sanesaram paragon at any time. Not all sanesaram take racial levels; and of those who do, not all take all six of them.

Hit Die: d8.

Class Skills

The sanesaram paragon’s class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Sense Motive (Wis), and Survival (Wis).

Skill Points: 2 + Intelligence modifier.

Class Features

- **Weapon and Armor Proficiency:** Sanesaram with levels only in sanesaram are proficient in the use of all simple weapons and light armors and shields (but not tower shields).

- **Craft Expertise (Ex):** At 1st level, a sanesaram paragon may add his sanesaram paragon level as a racial bonus on all Craft checks that are related to metal, stone, or wood items. In addition, he may use a mundane item’s gp value as its sp value when determining the amount of time it takes to craft mundane items made of metal, stone or wood (or any combination thereof).

- **Stonecunning (Ex):** At 2nd level, the sanesaram paragon gains a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

- **Improved Hardiness (Ex):** At 3rd level, the sanesaram paragon’s racial bonus on saving throws against poison, spells, and spell-like abilities increases by another +2.

- **Improved Clan Trait (Ex or Su):** At 3rd level, the sanesaram



paragon's clan trait improves as follows:

- **Pul Sooyom ("Fire Beard"):** A member of this clan gains a +10 foot enhancement bonus to his land speed. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the sanesaram paragon's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the sanesaram paragon's land speed.

- **Pongkei Mot ("Lightning Hammer"):** A spellcaster of this clan adds an additional +1 to the Difficulty Class of all spells he casts with the electricity descriptor.

- **Changsan Yo'u ("Spear Mountain Wolves"):** As a swift action, a member of this clan can choose to lose the benefits of wielding any reach weapon (except for a spiked chain or whip) in return for being able to use that weapon to threaten and attack squares adjacent to the square he is occupying. He can give up the benefit of this ability in order to get back the use of the weapon's superior reach with another swift action.

- **Dar Tokgee ("Moon Axe"):** Melee weapons with a metal blades wielded by and any armor that is primarily made out of metal and worn by a member of this clan is treated as having the *ghost touch* enchantment (in addition to the +1 magical enhancement bonus) between sunset and sunrise. If the weapon or armor already has a permanent enchantment, this ability still grants the ghost touch enchantment, but not the +1 magical enhancement bonus.

- **Aurum Kom ("Ice Bears"):** A spellcaster of this clan adds an additional +1 to the Difficulty Class of all spells he casts with the cold descriptor.

- **Chookta Kyungbi ("Death Guard"):** At will, a member of this clan can use *deathwatch*, as the spell.

- **Tol Noon ("Stone Eye"):** A spellcaster of this clan adds additional +2 damage to all spells he casts with the earth descriptor. If a spell with the earth descriptor does not deal damage, he instead adds an additional +1 to his effective caster level when casting the spell.

- **Kudimja Talida ("Shadow Runner"):** A member of this clan gains Blindsight 30 feet (see *Pathfinder® Roleplaying Game Bestiary™*).

Bonus Feat (Ex): At 5th level, a sanesaram paragon gains a bonus feat. This bonus feat must be selected from those listed as combat feats or any feat with the word "dwarf" in the prerequisite. He must still meet the prerequisites for the feat.

Improved Stonecunning (Ex): At 5th level, a sanesaram paragon's bonus on Perception check to potentially notice unusual stonework increases by +2. In addition, they now receive a check to notice such features whenever they pass within 20 feet of them (instead of 10 ft, as before), whether or not they are actively looking.

Grudge Attack (Ex): At 6th level, a sanesaram paragon takes particular note of creatures striking him in combat, fully intent upon paying the favor back. Any time the sanesaram paragon is struck in combat, he gains a +1 bonus to attack and damage against the attacking same creature for 1 round. If the character is struck multiple times, he can use this bonus against a maximum number of creatures equal to 1 + his Wisdom bonus (if any). The bonus to hit any single creature is never cumulative, even if the same creature strikes the character multiple times in the same round.

Shenxue

"I have a round head pointing to the Heavens, and square feet for stomping over the earth... How am I different from other people?"
– David Kherdian (transliteration), Monkey: A Journey to the West

Mortals cannot see the many different spirits, called shen. Yet they are there; inhabiting every tree, every stream, and every rock. If the need is great, the correct ceremonies are performed, and the proper effort is expended, spirits sometimes come to life within a manufactured thing, such as when a great sword smith creates a masterwork blade that is used in a great battle.

These spirits are the least of all in the spirit world. There are

more powerful, more sentient, and more enlightened spirits within the celestial bureaucracy. The celestial bureaucracy, in ascending order, is composed of the least, lesser, minor, major, and greater spirits. These spirits, (except the least), have thoughts and emotions on the same scale as (some say greater than) the mortal races.

Shenxue are the result of a rare union between the mortal world and the spirit world. There are three types of shenxue, or spirit-blooded: those from the union of a physically manifested spirit and a mortal; a spirit being cursed into a mortal existence (through a ritual ceremony performed by his enemies or a spirit court banishment); and spirits who desired a mortal existence to find greater enlightenment through reincarnation and rebirth.

The first type look like their mortal ancestor and are considered to be members of that race, though exceptional. Shenxue connections to the natural and spirit worlds manifest through both their personality and appearance; they are a living representation of the influence these worlds can have on the mortal realm. While they may not be persecuted, they are marked as different in their birth societies.

On rare occasions, a spirit may fall in love with or have a short-lived relationship with a mortal. The spirit is usually recalled by the celestial bureaucracy for neglecting its duties to the celestial court or the spirit may leave after it grows bored. It may see that the mortal cannot attain immortality or enlightenment enough to remain with the spirit over the course of its existence. Or even more rarely, a more violent encounter may occur. They do, on occasion, leave a child in their wake. A player character shenxue is usually from such a union.

Some shenxue become mortal due to the effects of a curse or as punishment. These shenxue resent their form of existence, longing for the power needed to return to their previous form.

It is said that some spirits wish to live the life of a mortal. They imbue their essence into a mortal and develop into the form of the child within the mortal host. (Their old form fades away.) These children do not retain any memory of their previous lives unless they learn prior memories through unusual means, such as through searching the akashic record somehow or with magic.

Because they can shapeshift, spirits can mate with the mortal races when they manifest on the same plane of existence. A mortal mother bears the child in a manner typical for her race, though unusual circumstances and omens may surround such a birth. But, when the mother is a spirit, oftentimes the child is born inside an egg that hatches within a few days or less. There are instances where a shenxue child may be born in a bamboo stalk, a blooming flower, a seed, or within a rock that has cracked open; these are merely spiritual eggs in a different form.

Personality: All spirits have an aspect; a reflection of nature in their make up. Shenxue inherit this aspect from a spirit somewhere in his ancestry or it could have to do with what type of spirit it was in its previous incarnation. Whether this aspect is an animal, an element, a place, or even a form of energy like the weather and storms, it always has an influence. A shenxue's aspect defines who and what the shenxue is. An animal-aspect shenxue bears several similarities to that animal. This could be an affinity for the sea in the case of an aquatic animal or a penchant for teamwork in the case of a pack animal. They also share the same aversions.

A shenxue with an elemental or place aspect feels comfortable and confident around those elements or in those places. They are uncomfortable, but not always hampered, when around the antithesis of their favored element or place. For example, a shenxue with an aspect for fire may be uncomfortable in the rain or on the sea, but he would not balk at civilized practices involving water, such as bathing. He might not submerge himself in water completely or willingly go swimming. The same concept can be applied to those with an aspect for storms, though they too dislike being confined. Shenxue get wild and out of control when immersed in or surrounded by an overwhelming amount of their spiritual aspect. A storm aspect shenxue might lose discipline in a hurricane or a river aspect shenxue might lose his self-control when nearby rivers flood.

Most animal-aspect shenxue feel comfortable in the natural places of the world, or on the open sea if aquatic. Some, such as those with a rat aspect, feel comfortable in civilized areas. They do





Various shenxue

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not, however, feel comfortable while in areas of different aspects. Shenxue with spiritual aspects of certain elements suffer likewise. Fire feels uncomfortable in the presence of an abundance of water, water is contained by the earth, earth and stone are broken and divided by the process of roots dividing it and breaking apart the soil, wood is chopped by metal, fire tames and molds metal, and wind is consumed by fire and restrained by structures of earth, wood, or metal.

Those with aspects of place are uncomfortable in locations like their antithesis. Those shenxue with river, swamp, and sea aspects find discomfort near areas that are dry and barren. Mountain and plains shenxue will not like enclosed areas (unless it is beneath the mountain, in the case of the mountain shenxue). Forest and bamboo grove shenxue will be distressed near fires and areas where plants will not grow. Shenxue with aspects of storm are much the same, and will not like enclosed areas where they feel claustrophobic. Snow shenxue don't enjoy hot and tropical locals.

Physical Description: In appearance, shenxue resemble their mortal ancestor or parent, but with fine, beautiful features. Unless their spiritual aspect influences their features, they generally have pale or golden complexioned skin, little or no body hair, and thin eyebrows. Many have unusually colored eyes that reflect their spiritual heritage, or green or violet instead of black or brown. They tend to have long, full, luxurious hair on their heads. Males sometimes grow long and full beards.

Shenxue always have at least one extra quality that is a telling mark of their spiritual aspect and heritage. This could be something as difficult to hide as a tail, hoofed feet, antlers, or tusks, or as easily concealable as fangs or a forked tongue. As shenxue grow with age and experience, their telling features grow more numerous and pronounced.

Bakemono males retain their proportionately large feet and pointed ears, but their skin color is paler. Also, their teeth are ivory-like, unlike their bakemono parent's yellowed teeth. Females always appear to be the great beauties of their kind.

Dwarf shenxue have the same sort of wide, stocky frame, but with longer legs, standing an inch or two taller than the average dwarf. The men grow long, luxuriant, facial hair.

Elf shenxue are almost indistinguishable from other elves, with the exception of their telling trait and ears that are less pointed than the elves.

Gnome shenxue appear to have slightly brighter colored eyes, hair and skin than their cousins, while their features tend more toward the stunning than the disturbing with a daring sparkle to their eyes. They also tend to stand a couple inches taller than other gnomes.

Half-orc shenxue benefit from a less bestial appearance. Their jaw lines and foreheads are not as protruding, while their tusks gain the appearance of the brightest ivory. Their eyes are larger and more colorful and their manes grow long and lustrous.

Halfling shenxue typically have skin and hair that is either significantly darker or lighter than most other halflings. They also tend to be an inch or two taller than their cousins.

Mandrageran shenxue do not have any hair whatsoever. They have magnificent head-branch tails, and outstrip mandragerans of equivalent height and weight by an inch or two. Their mouths are smaller and their skin tones are brighter and livelier.

Relations: Shenxue are far from common, but occupy a unique position amongst the other races. Shenxue of mortal ancestry live with one foot in the mortal world and one in the spirit world. The inhabitants of both worlds view them as the best intermediaries between the two, regardless of their actual skills. Because the shenxue can ensure good relations with the local spirits, they are accepted within their mortal parent's society, but it is not always without discrimination.

Usually, the local spirit court tasks them to perform certain duties. Obedience is expected because the shenxue was born with spirit blood. The threat from a spirit lord to make the shenxue's mortal family suffer from natural disasters coerces reluctant shenxue into fulfilling the tasks set to them. If that doesn't work, then the prospect of having their supernatural abilities stripped by the spirit court most likely will work.

For their part, the shenxue feel a keen difference between themselves and their relatives; a good reason for some to become adventurers and leave behind the family, local discrimination, and the politics of spirits.

Outlook: Because of the position that most shenxue fill within their mortal communities, many feel burdened with a responsibility they can never shirk. Worse, the community often reminds them of how different they are, whether meant as a compliment or insult. Many dream of being free of their responsibilities, but they also know that it could create problems for their mortal relatives if they should abandon their posts. Shenxue confront this part of their lives when growing up. Some revel in what they can learn from the spirits and feel that they have found a place that they belong. A few shenxue who are never approached by the spirit courts find themselves freed of their kind's responsibility.

Shenxue Lands: Shenxue have no lands of their own and live in the lands of their mortal parent's race. A rare few live with their spirit parents or amongst one of the spirit courts, found in places where the spirit world touches upon the mortal world.

Religion: The shenxue, are proof of the existence of the spirit world. They never doubt in the celestial emperor and the various spirit courts. Many shenxue, however, feel the need to seek enlightenment to escape the perpetual karmic cycle of death and rebirth. Quite a few seekers hope to become one with the universe and transcend the mortal and spirit forms.

Languages: Shenxue share the same language as their mortal parents.

Names: Shenxue gain their names from their mortal parent's culture. On occasion, the spirit parent may name the shenxue child; this name usually derives from the spirits region.

Adventurers: Many shenxue adventure to discover more about the world or to find a spirit parent who left in their youth. Some adventure to protect an area. Since they often act as intermediaries between the mundane realm and the spirit world, a spirit lord or court may give them tasks and responsibilities that lead to adventure. When an area they act as intermediary for comes under threat, they feel the need to act.

SHENXUE RACIAL TRAITS

- **Native Outsider Traits:** Shenxue are native outsiders, but they do not have darkvision and only gain it from their mortal parent's ancestral bloodline or from certain spiritual aspects.

- **Truename:** All shenxue are born with a truename inherently tied to their spiritual aspect and they always know their truename. Shenxue are so bound by their truenames that they suffer a -2 penalty to resist spells cast by spellcasters who know their truename. If they return from the dead, their truename never changes.

- **Languages:** Shenxue begin play speaking the language of their mortal parent as determined by their Ancestral Bloodline. Shenxue with high intelligence scores can choose from the following: Celestial, Draconic, and Sylvan, in addition to the bonus languages known to the mortal race of their ancestral bloodline.

- **Ancestral Bloodline:** Shenxue inherit certain physical characteristics and abilities inherent to the bloodline of the mortal race of their ancestors. Since shenxue carry the blood of their mortal ancestors in their veins, they count as members of their ancestral bloodline race and a native outsider for all effects related to race, spells, special abilities, and effects. Shenxue are eligible to take feats normally restricted to the race of their mortal ancestor, provided they meet the other prerequisites. They may also take paragon racial class levels from the mortal parent or ancestor's race. The abilities they gain vary according to race, as detailed below.

Unless noted, all shenxue are Medium size and have a base 30 foot movement with no special bonuses or penalties due to their size. They only gain the listed special abilities, not all those of their ancestor race.

Bakemono: Shenxue with the blood of bakemono are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. He uses smaller weapons than humans use, but his lifting and carrying limits are the same as those of a Medium character. Bakemono

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shenxue are unusually strong for their size. Bakemono shenxue are humanoids with the goblinoid and evil subtypes; however, shenxue bakemono player characters need not act in an evil manner or have an evil alignment. Their base land speed is 20 feet. They also receive the Darkvision, Iron Teeth, and Tribal Totem racial abilities of their bakemono heritage.

Dwarf: Dwarven shenxue have the same physical build as their mortal ancestors, which results in Medium size and a base land speed of 20 feet, but their speed is never modified by armor or encumbrance. They also receive the Darkvision and Stability racial abilities of their dwarven heritage. Additionally, they receive a +2 to either Constitution or Wisdom to be chosen at character creation.

Elf: Elven shenxue bear the exceptional senses of their ancestors. They also receive the Keen Senses and Low-light Vision racial abilities of their elven heritage. Additionally, they receive a +2 to either Dexterity or Intelligence to be chosen at character creation.

Gnome: Gnome shenxue are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. They must use smaller-sized weapons and equipment and can lift and carry only three quarters as much as Medium characters. Gnome shenxue base land speed is 20 feet. They receive a -2 penalty to Strength due to their smaller physical frame, but receive a +2 to either Constitution or Charisma to be chosen at character creation. They also receive the Keen Senses and Low-light Vision racial abilities of their gnome heritage.

Halfling: Halfling shenxue are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. They must use smaller-sized weapons and equipment and can lift and carry only three quarters as much as Medium characters. Halfling shenxue base land speed is 20 feet. They receive a -2 penalty to Strength due to their smaller physical frame, but receive a +2 to either Dexterity or Charisma to be chosen at character creation. They also receive the Fearless and Keen Senses racial abilities of their halfling heritage.

Human: Human shenxue display the versatility of their ancestors. They retain the Skilled racial ability of their human heritage. Additionally, they receive a +2 to one ability score of their choice at creation.

Mandragoran: Mandragoran shenxue have the head-vines of their mortal parentage. They also receive the Head-Vine Senses, Healing Light, Light Dependency, and Low-light Vision, racial abilities of their mandragoran heritage. Additionally, they receive a +2 to either Charisma or Wisdom to be chosen at character creation.

Orc: Shenxue with the blood of orcs or half-orcs retain the tusks of their mortal parentage. They also receive the Darkvision and Intimidating racial abilities of their orkish heritage. Additionally, they receive a +2 to either Strength, Dexterity, or Constitution to be chosen at character creation.

• **Spiritual Aspect:** All shenxue have a spiritual aspect that they are tied to in some way. It does not matter whether it is an element, a place, a type of animal, or a force of nature; the bond between the shenxue and this spiritual aspect is strong enough to grant the shenxue a special ability and a related penalty.

Unless specified otherwise in the text, both aspect powers and aspect penalties are supernatural. They also gain access to certain skills as they gain racial levels. See below for available shenxue aspects, telling traits, abilities, skills, and penalties available.

Aspect of Bamboo: Bamboo shenxue have a deep understanding of the fleeting nature of life. Sacrifices must sometimes be made to ensure life goes on. These shenxue try to grow in all things, be it knowledge, power, prestige, wealth, or simply to have a large and prosperous family. Though tranquil and gentle by nature, they live life's pleasures to their fullest. They also know that life must be treated like a garden and tending a garden takes lots of patience, a nurturing hand, and the occasional pruning. Something must die for something else to live. To live is to grow and to grow is to eventually die.

They are quiet, introspective observers, though not so introspective as to let life slip them by. Though they can be stubborn and unflinching in their ways, they when they should follow the winds

of change or be knocked down by those same winds.

Shenxue with this aspect are slender with long limbs and hair. Their deep-set hazel or green eyes glow with an emerald, inner light. Many have golden brown, green, or leaf-like hair. Occasionally, some might have limbs that resemble shoots of bamboo. Skin tone may be green or golden brown. The more prominent a bamboo shenxue's spiritual pedigree, the greener the tint to his skin and hair. As they advance in racial and evolved levels, they may grow a light layer of bark on their skin. Some even sprout flowers in their hair. A perpetual scent reminiscent of flowers, fruit, pine, or other trees after a hard rain shower, crackles in the air about them.

They wear as little as possible while still offering a degree of decorum as they love the feel of the sunlight and the air on their skin. Loose robes that open easily are a favorite. They favor clothes made from natural materials such as cotton or linen. They almost never wear hats and many go about barefoot. They enjoy eating soups over other foods. Favored drinks include water and green tea. When in combat, they prefer bludgeoning weapons and pole weapons, such as staves, pole arms, and maces.

Aspect Racial Trait – Natural Camouflage (Ex): The shenxue gains a +8 racial bonus to Stealth skill checks while in natural surroundings that have prodigious vegetation such as forests, bamboo groves, swamps, and jungles.

Aspect Penalty – Fire Susceptibility: Being creatures tied to an aspect that is a type of wood, they have certain a vulnerability to fire. This results in a +1 to damage from each die of fire damage that they may receive.

Aspect of the Cloud: The clouds are known for their capricious ways and sudden changes in attitude, but also for their exposure to all the open places the sky touches and all the knowledge that such exposure might bring. Cloud shenxue are quick, independent, flamboyant, and care-free, but are also impatient. They have difficulty standing in one place for long. Occasionally, they express their bravado loudly to any who will listen, but are become suddenly sullen and melancholy at the drop of a hat. This free-willed capricious attitude is often mistaken for arrogance.

These shenxue are typically thin for their mortal bloodline. A touch of light white, grey, or even blue tints their skin and highly curly hair. Some even have a slight breeze or ever-present whirling wind around them. Wispy voices can still be heard over the strongest of non-magical winds. Those with a stronger spiritual pedigree have a pronounced grey or blue coloration to their skin tone.

As cloud shenxue increase their bond through racial and evolved levels, the strength of the ever present winds increase and their skin grows cool to the touch. Whistling accompanies quick movements and parts of their bodies take on a transparent, wispy appearance, especially in strong winds. When wounded, their blood flies wildly about with a fine, mist-like quality.

They favor durable, light-colored garments, usually white, grey, or blue, perhaps with orange or red highlights or lining, that can billow in the wind. They like to wear their hair long and flowing. Males grow their beards long. They like to use weapons that take advantage of the wind, such as thrown weapons. Bows are a particular favorite. They enjoy strongly spiced food and drink whose scents carry.

Aspect Racial Trait – Breathless (Su): These shenxue are a living part of the air around them, so they do not breathe, making them immune to drowning, suffocation, and attacks that require inhalation (such as some types of airborne poisons or spells like cloudkill).

Aspect Penalty – Claustrophobic Vulnerability: As shenxue of the clouds, characters enjoy their freedom and suffer greatly when confined. They suffer a -2 penalty on all saving throws versus spells that capture, confine, or hold the shenxue (such as hold person or web) as well as a -2 to their Combat Maneuver Defense when resisting attempts to grapple and when making Escape Artist checks.

Aspect of the Crane: Cranes are associated with long life, immortality, and medicine. Shenxue with this aspect are graceful, quick, beautiful, and vain. Most have a gentle disposition, but are highly protective of those they are close to. They are benevolent, but quick to make judgments based solely on appearance. The first mortal to learn about medicine and become a physician was taught

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by crane spirit wearing the guise of a human.

Crane shenxue appear to be light on their feet, usually have light complexions, long legs, and long noses. Crane shenxue may have birdlike talons for feet or unusually long, bird-like beaks for a nose and mouth. As they grow in experience and age through racial and evolved levels they grow white, light yellow, pink, light blue, gray, light brown, or black feathers instead of hair. They enjoy wearing white and/or pastel-colored robes that emphasize the beauty of their form, but seldom wear hats. They like to eat raw fish and drink refined wines. Preferred weapons include elegant weapons such as bows and light swords (katana and jian).

Aspect Racial Trait – Reflex Bonus (Ex): The shenxue gains a +2 racial bonus on all Reflex saving throws.

Aspect Penalty – Armor Restriction: Crane shenxue are unused to wearing anything that restricts their movements or might hide the beauty of their form. When wearing any medium or heavy armor, their maximum Dexterity bonus is always restricted to +0.

Aspect of the Dog: Shenxue with this aspect are idealistic, reliable, loyal to a fault, and always seek acceptance. A dog shenxue can always be counted on by his comrades and protects those who are close to him. However, once a dog shenxue dislikes someone, it is hard to change his mind. They are honest and straight-forward in their intentions and do not take well to deception. They are not easy to fool, but they are easy to deceive these shenxue if you earn their loyalty. The hard part is earning their loyalty.

Dog shenxue typically have long incisors. Pointed and furry ears sit higher atop their head than normal ears. Dog shenxue with a stronger spiritual pedigree often have a furry tail and/or a furry pelt. As they gain racial and evolved levels, they may develop a longer fur, grow 3 to 4 inches taller, gain broader shoulders and chest dog-like muzzle, Teeth, particularly the incisors, elongate out of the mouth slightly when it is closed. Dog shenxue care about how functional and practical their clothing is, not how fashionable it is. They enjoy any sort of meat and are not picky about what they drink. Favored weapons include swords, daggers, axes, and spears.

Aspect Racial Trait – Scent (Ex): The shenxue has an extremely sensitive sense of smell, and gains the Scent ability.

Aspect Penalty – Gullible: Dog shenxue are susceptible to mind-affecting magic. They receive a -2 penalty to saving throws against spells and effects with the language-dependent and mind-affecting descriptors.

Aspect of Fire: Passionate and intelligent masters of strategy, whether on the battlefield or in the intrigue-filled courts, fire shenxue are arrogant and aggressive. They can surprise one with great compassion and love as well. They are restless, filled with energy, and never timid or shy. When they undertake a course of action, they commit to it passionately. They like to bend rules without breaking them and can be rebellious to a fault when they believe it to be the popular thing to do. They are overly concerned with the appearance of propriety and often make judgments based on what is popular rather than what is fair and just. When it is necessary to kill and destroy, these shenxue believe it is their appointed duty to make way for new life and what will become a better way of life.

These shenxue are tall and graceful with long limbs. They have red or charcoal grey skin that is unusually warm to the touch. Their hair ripples like flames in the wind. Those with a strong spiritual pedigree or a close connection to their spiritual aspect emit puffs of smoke from their mouths as they speak or from their noses as they breathe. Their eyes blaze like fire when laughing, when angry, or when in the throes of passion.

As they grow in age and experience, fire shenxue turn a deeper red or a dark charcoal. Certain paper materials, or lightweight fabrics smolder slightly if they come into contact with the shenxue's perspiration or saliva. These shenxue also smell like smoke and gain a nimbus of orange, red, or blue flame about the head. Evolved shenxue even perspire licks of non-combustible flame.

They like flowing, red, orange, or yellow clothes. They enjoy wearing gold and platinum jewelry. They like food that is cooked well done, fried, or even fried to a crisp. Any drink that is prepared hot goes over well for fire shenxue. In combat, they enjoy an energetic fighting style and carry weapons that can be used for both offense and defense (weapons with a parry bonus) as well as paired

weapons and double weapons, such as quarter staves, hook swords, butterfly swords, nunchaku, sai, swordstaves, monk's spade, etc.

Aspect Racial Trait – Fire Resistance (Su): 10

Aspect Penalty – Water Susceptibility: Being creatures tied to the aspect of fire, they have a certain vulnerability to water. Fire shenxue suffer a -1 penalty to attack rolls, ability checks, skill checks, and saving throws while immersed in or surrounded by water.

Aspect of the Fox: Ever cunning and practical, fox shenxue are mischievous, overly bold, and overly proud with an aptitude for trickery and sorcery. They are haughty and introspective with a love for a good story. They are so anxious to satisfy their curiosity that they are willing to discover any secret, no matter how forbidden. Many are perfectionists, terrified of failure. Despite their faults, some foxes are great healers, builders, and loyal, though questionable, friends. Some see themselves as guardians of the mortal races and adopt mortals that treat the fox shenxue well, protecting them from afar. Spellcasters favor spells from the conjuration, enchantment, illusion, and transmutation schools.

Fox shenxue have slender builds, narrow faces, delicate features, and long incisors. They always have a flicker of amusement in their sharp, bright eyes. Those with a strong spiritual connection may have sharply pointed, fox-like ears atop their heads.

As they age and grow with experience and power, fox shenxue gain more tails; up to a maximum of nine. Every three character levels after 1st (4th, 7th, 10th, 13th, 16th, 19th, 22nd, and 25th) the fox shenxue gains an extra tail. Fox shenxue enjoy the pleasing effect that their appearance can have on others. They dress to impress; usually in loose, rich, silk robes that allow them to hide items and disguise their own movements. They enjoy eating meat and rice and drinking tea and rice wine. Usually, fox shenxue prefer to use their magic. Their choice in weapons considers size and convenience: they don't want a weapon that will interfere with their use of magic. Common weapon choices include daggers, sai, staves, vajra, jian, or short swords.

Aspect Racial Trait – Tricky Sensibilities (Ex): The shenxue has extreme cunning as well as strong senses, and gains a +2 racial bonus to Bluff, Perception, and Sense Motive checks.

Aspect Penalty – Extra Obeisance: Fox shenxue must choose an extra obeisance. This obeisance cannot be the same as the first one chosen for being shenxue.

Aspect of the Hare: The hare is a symbol of virtue, selflessness, talent, luck, speed, and the moon. Hare shenxue have quick reactions. Their first instinct is to flee from trouble, but if backed into a corner they know how to turn a bad situation around. They are also promiscuous to the point of folly. Many turn to the use of magic and are perhaps the one shenxue that loves magic as much as the fox shenxue. Both enjoy transmutation and enchantment spells. Where fox shenxue focus on conjuration and illusions a little more, the hare shenxue prefer abjuration and divination.

Sometimes these shenxue put too much stock in their luck and take chances, despite a tendency towards cowardice. Hare shenxue refuse to let their fear rule them. Some think that this is why they take such great chances: to prove they are not ruled by fear.

These shenxue have white, grey, or mottle colored hair. Their small noses twitch over a strong scent. Many have lithe bodies, long legs, delicate features, bright eyes, a narrow face, and longer front teeth than is usual. Those with a strong spiritual aspect may even have rabbit-like ears atop their heads.

As they gain racial or evolved levels, they may grow a rabbit-like snout, whiskers, or even a short, fluffy tail. Many are conscientious of the effect their appearance has on the opposite gender. They are always well-groomed; their choice in clothing complements their natural features. They enjoy eating raw or steamed vegetables and a nice cup of soothing, spiced tea. In combat, they are prone to using small, easily concealed weapons, or those easily defense (weapons with a parry bonus) such as daggers, sai, short swords, butterfly swords, quarter staves, etc.

Aspect Racial Trait – Auspicious Fortune (Su): Once per day, the hare shenxue can re-roll a failed saving throw, but he must keep the second result. If the shenxue should gain the *ch'i* awakened feat, he can expend his *ch'i* focus to gain another reroll, spending two *ch'i*

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points. No matter how many *ch'i* points expended, the shenxue can only benefit from this ability a number of times per day equal to half his character level. He can only reroll any single saving throw once.

Aspect Penalty – Susceptibility to Fear: Like the animals whose nature they are bound to, these shenxue always startle easily. They receive a -2 penalty to saves against fear effects or spells with the fear descriptor. Hare shenxue can never become immune to fear, even if this ability is gained from a spell, a feat, a class ability or some other effect. Instead, should they gain access to such an ability they gain a +2 racial bonus to save against fear in place of this penalty.

Aspect of the Moon: These shenxue are renowned for their spiritual connection to the moon and the mystical powers it holds: to illuminate the darkness of the world and shine through to the truth hidden in the shadows, to float high in the sky beyond the reach of others, to inspire romantic fantasies and dreams, and to hold the fascination of the weak-minded. Hare and cloud shenxue can often find common ground with moon shenxue and are frequently associated with one another. They are often inspired by romantic emotions and are moved between longing, desire, and compassion for others. However, just as often, they can be cold, calculating, and merciless. Just as the moon has many different phases, so too do these shenxue shift between emotions. But this is only their inner turmoil. The face of a moon shenxue can have difficulty expressing its emotions. Often it is only by their voice that one can tell when they are angry or sad.

Moon shenxue are very light skinned and pale. They can never gain a tan. Their hair is always white, grey, silver, or black (or rarely, light blue). Their eyes are often blue, grey, or even yellow. Those with a stronger spiritual pedigree can be eerily silent without meaning to be and sometimes even the harshest winds seem to barely touch them or their clothing, remaining in a physical aura of calm, no matter what occurs around them. As these shenxue grow with experience or racial and evolved levels, they grow cold to the touch and their glow seems to increase in its intensity. It is also said that these shenxue are like the goddess of the moon in that they bear the favor of the archer god, Yi, and the more advanced shenxue of this aspect have protection from arrows.

They favor durable, light-colored garments that fit loosely about their frame, usually white, grey, or blue, perhaps with orange or red highlights or lining. They like to wear their hair long and flowing. Males grow their beards long. They like to use ranged weapons. Bows are particular favorite. They enjoy mild food and drink.

Aspect Racial Trait – Moonlight (Su): The shenxue can cast light, at will, as a supernatural ability. Upon attaining 4th character level, she can use this ability as if it were the spell continual flame.

Aspect Penalty – Brightest in the Dark: Because her skin is always so brilliantly white, whether pale or gleaming brightly, even on the darkest of nights, the shenxue receives a -4 penalty to Stealth skill checks. This penalty will stack with the one from the Immaculate Aura obeisance.

Aspect of the Mountain: These shenxue are bound to a powerful and majestic aspect of nature that is resilient against extremely harsh conditions. They are associated with justice and stability as the one feature that links the earth and the heavens. They are traditionalists and are the living embodiment of endurance. Mountain shenxue are practical, pragmatic, meticulous, proud, noble, and bluntly honest, seldom having a deceptive bone in their body.

When these shenxue form relationships, they like to make them last, they only make or purchase things that they know will endure. Often considered slow to act, when they do act there is little that will stop their resolve. They like to do undertake big tasks, enjoy grand spectacles, and have a deep appreciation for a good view. They prefer to live outdoors, exposed to the sky. Mountain shenxue are idealistic; some might say unrealistically so. While always willing to listen and talk, they have difficulty displaying empathy and understanding for the problems of others.

These shenxue have craggy skin body skin. Always on the large side in stature, they have broad shoulders, a stocky frame, and brownish-red, brown, deep amber, or grey skin. Those with a strong spirit ancestor pedigree have smooth, stone-like skin that shows veins of precious metals and colorful minerals. Other common fea-

tures are deeply set shining brown or amber eyes, large hands and feet, roughly hewn facial features with large, jagged, and they often smell of freshly turned soil. They have a deep and reverberating voice that commands respect.

As they age and gain experience, these shenxue find their skin becoming more stone like, ranging from a rough sandstone texture to that of smooth marble. Traditional and formal clothing is the favored form of dress. Mountain shenxue enjoy drinking tea and having large meals of many different dishes. These shenxue prefer the feel and heft of two-handed weapons that are large in size and weight, such as pole arms, great axes, and great swords.

Aspect Racial Trait – Mountain Stance (Ex): When he adopts a defensive stance, a mountain shenxue gains increased strength and durability, but he cannot move from the spot. The mountain shenxue can enter a defensive stance for a number of rounds per day equal to 4 + his Constitution modifier. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that the shenxue can perform mountain stance per day. A shenxue can enter the mountain stance as a swift action. The total number of rounds of mountain stance per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in mountain stance, the shenxue gains a +2 bonus to Strength, a +4 morale bonus to Combat Maneuver Defense, and a +2 morale bonus on Will saves, but he cannot use skills or abilities that would require him to move from his position. In addition, he takes a -2 penalty to his Armor Class.

A shenxue can end his mountain stance as a free action and is fatigued afterwards for a number of rounds equal to the number of rounds spent in the mountain stance. A shenxue cannot enter a new mountain stance while fatigued or exhausted but can otherwise enter mountain stance multiple times during a single encounter or combat. If a shenxue falls unconscious, his mountain stance immediately ends, placing him in peril of death.

Aspect Penalty – Erosion Vulnerability: Being creatures tied to an aspect that is continually worn away by the elements, these shenxue find that they are susceptible to these forces. Mountain shenxue receive a -2 penalty to saving throws against spells with the air and water descriptors as well as spells that use plants and any other effects that use air, plants, or water to inflict damage or otherwise impair the mountain shenxue.

Aspect of the Panda: Shenxue with this aspect are very patient and make good teachers. They are slow to anger, but frightening to behold once that anger is aroused. They are stable and dependable and are known for a certain playful and friendly attitude. Some believe that panda spirits have access to certain secrets or forbidden knowledge and that some of those pass on to shenxue with this spiritual aspect.

Common telling features include pale complexions with dark colored patches of skin around the eyes and ears, powerful jaws and teeth like those of a panda, stocky and barrel-chested body, eyes with vertical pupils, short hair on the head, and stubby fingers. Those with a close connection to their spiritual aspect often have round, furry ears situated higher on the head or have a bear-like snout.

As they grow in age and experience through racial and evolved levels, panda shenxue may grow black and white fur. They enjoy wearing traditional, but comfortable clothing that is black and/or white in color. They eat vegetables almost exclusively, but can enjoy honey, eggs, and the occasional bit of meat when they are in the mood. There is nothing quite like a nice cup of green tea to a panda shenxue when he wants to relax. When in combat, they like to use blunt or slashing melee weapons, such as staves and axes.

Aspect Racial Trait – Climbing Affinity (Ex): Gain the feat.

Aspect Penalty – Delicate Diet: Being creatures tied to an animal that is dependent upon a type of plant for their survival, shenxue with this aspect have delicate stomachs. They take a -2 penalty to saving throws against poisons, disease, and any effect that induces nausea.

Aspect of the River: River shenxue are highly individualistic, though one could say they all have a mercurial temperament and a flexible nature. One may be straight-forward and direct, while an-

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other may lazily move along the winding path he has chosen. They have little interest in others of their kind. They feel a great deal superior to the mortal races and only slightly less superior to other shenxue. True river spirits and ocean spirits they will kowtow to without much hesitation; other water spirits only get a respectful bow.

They are flexible, adaptable, and capable of deep thoughts. Change and struggle is the way of life; to deny this is to deny life and to lie still and unchanging is to die. A river shenxue prefers to bypass those in his way through the route of least resistance, wherever that may take him. He won't hesitate to rise up to the occasion and wash away any obstacle though. Highly competitive, with a will to succeed, river shenxue are excellent problem solvers, tackling problems from unconventional angles and unexpected directions.

These shenxue sometimes have amber or blue eyes and very long blue-black or dark green hair with shiny jewels and baubles entwined in their hair. Their skin is usually clammy to the touch and perspires often. They have gill slits on their necks or torsos with their hands and feet having slight webbing between their fingers and toes. Their voices sound as though they are speaking through water.

Those with a stronger connection to their spirit ancestor may have bluish-tinged scales on their skin or the tentacle-like, or the drooping whiskers of a catfish for a mustache. As they gain in experience and age, they may grow hair that moves as if it were under the influence of a river current. Parts of their bodies and possessions appear translucent or begin to ripple like waves in the water, especially when experiencing intense emotion. When moving quickly or intently, part of their form might disappear into mist like that from a waterfall. Those standing near the river shenxue may smell running water or sense a perpetual fog in the air.

They love to drink water and can't seem to get enough of it. They prefer to eat food that comes from the river or grows with the river's bounty, such as fish and rice. If endangered, they fight back using slashing and pierce weapons with small blades, or flexible weapons, such as daggers, jian, kama, whips, nunchaku, chains, and two or three section staves.

Aspect Racial Trait – Water Breathing (Ex): The shenxue can breathe under water.

Aspect Penalty – Earth Susceptibility: As creatures tied to a natural element that is conductive to electricity, shenxue of this type have a certain vulnerability to electricity. This results in a +1 to damage from each die of damage that they may receive from any spell or effect using electricity.

Aspect of Snow: Shenxue with this aspect are distant, seemingly emotionless beings with an ordered and disciplined air. They enjoy solitude. At first impression, they are cold, hard, and orderly, but can be deceptively wild, losing control of their carefully emotionless facade. They enjoy simplicity and structure in their lives, but have difficulty controlling strong emotions after letting them out. This moment of release is often long in coming.

These shenxue have sharper and more chiseled features. Their skin is unusually pale and cold for their mortal race. Their hair is almost always white or light grey. They have the sharpest blue or grey eyes to be found amongst any race. Those with a stronger spiritual pedigree have frost-caked hair and breath that fogs in even the hottest weather. As they grow in age and experience, their teeth and bones (when visible) seem to be completely composed of ice. A constant, cool wind blows whenever they are about. Liquids in their possession chill and cover over with a thin sheet of ice. When they walk across snow, they seem to step lightly upon the surface.

They like to wear simple, elegant, light and airy clothing in white and light blue colors. They enjoy the cold touch of steel blades capable of piercing and slashing their enemies. They do not like heated drinks and have little taste for alcohol; water suits them just fine. They dislike vegetables, preferring to eat meat: the less cooked, the better.

Aspect Racial Trait – Cold Resistance (Su): 10

Aspect penalty – Fire Susceptibility: Being creatures tied to the aspect of snow, they have a certain vulnerability to fire, taking +1 to damage from each die of damage that they may receive from any spell or effect using fire.



Sword aspect shenzue

Aspect of Sword: Shenxue with this aspect test themselves in combat and other physical endeavors. They express their prowess loudly to any who might present a challenge. Sword shenxue are cold and aggressive creatures with a strong sense of self discipline. They work well with others when the occasion calls for it. Never timid or shy, the sword shenxue won't hesitate to conquer and destroy any obstacle in his way. They can be both wild and blood-thirsty on occasion.

These shenxue are bound to a tool for conflict and judgment. They are respected, if not feared. Practical, arrogant, overly proud, and bluntly honest, seldom do sword shenxue have any desire to be deceptive. Many desire to work alone. Shenxue with this aspect are passionate and intelligent masters of tactics, both on the battlefield and in the courts of intrigue. It is said that sword spirits can become dragons. Whether this is true or not, sword shenxue do strive to become dragons.

These shenxue have sharp features. Shenxue with this aspect are thin and lithe for their race. Their hair and skin is tinted with a touch of grey or silver. Their hair is very long, very short or nonexistent. Their skin is unusually pale and cool to the touch. Those with a strong bond to their spiritual aspect or their ancestors have jeweled eyes like the well-crafted ones in a nobleman's sword.

As these shenxue grow in experience, they often acquire hardened skin with intricately detailed etchings and scrollwork on their flesh. Eventually, they might appear to have iron skin, and sharply edged flesh. Some wrap their arms and legs with strips of leather. Sparks may fly from their skin when they strike metal, or when grasping metallic objects one might hear raspy sounds. Their taste in clothing runs the gamut from formal to flamboyant, but it is always well-made and durable. Their taste in food is bland, but for they seek flavor and potency. They fight exclusively with swords.

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Aspect Racial Trait – Natural Swordsman (Ex): The shenxue gains a +1 competence bonus to damage rolls made from attacks with swords (short swords, longswords, greatswords, bastard swords, double-bladed swords, falchions, and so on). Further, if a foe attacks him with a sword, the shenxue gains a +1 dodge bonus to Armor Class. A condition that makes him lose his Dexterity bonus to Armor Class (if any) also makes him lose dodge bonuses. The shenxue must be aware of the attack to gain this bonus.

These shenxue start play with a masterwork sword; if their class does not grant a sword proficiency, then they are bound to a single masterwork short sword. They have proficiency with it and it alone.

Aspect Penalty – Bound Blade: As creatures bound to a sword, their health is tied to their blade's strength. The shenxue suffers from the Soul Vessel obeisance in addition to the first one he must select for being a shenxue.

• **Obeisance:** As creatures tied to the celestial will of the universe, all shenxue must pay homage to it in the form of an obeisance; a form of geas, prohibition, disability, or activity that must be adhered to. Shenxue are often either born into their obeisance or acquire it upon puberty and are compelled to follow it by their very nature. The shenxue must take an obeisance listed below. He cannot select one that is contrary to the nature of his aspect. For example, shenxue with the aspect of the river cannot take Sealed from Crossing Running Water. If the shenxue breaks the obeisance for any reason, he suffers the penalty described. Certain obeisance are constant penalties rather than a conditional penalty. The shenxue cannot die of any obeisance that inflicts hit point damage; he can only be reduced to 0 hit points.

Child of the Sun: The shenxue has an affinity for daylight, but seems melancholy and depressed when removed from its reassuring light. The shenxue receives a -2 penalty to all skill and ability checks while out of the sunlight. If this obeisance is selected, then Child of the Moon may not be selected as an additional obeisance.

Child of the Moon: The shenxue has an affinity for the night, but seems melancholy and depressed when removed from that relaxing darkness. The shenxue receives a -2 penalty to all skill and ability checks while in the sunlight. If this obeisance is selected, then Child of the Sun may not be selected as an additional obeisance.

Duty: The shenxue has a task or ongoing responsibility assigned by a powerful spirit or celestial being. This could be anything from guarding a sacred site, protecting a certain individual, item, or creature, to acting as a courier, messenger, or executioner. The details should be worked out with the GM. So long as the shenxue fulfills his responsibilities, his life is his own, but this responsibility cannot be ignored. The shenxue should not show disrespect to the spirits, their sacred sites, or their institutions. Violating this obeisance means that the shenxue loses access to all supernatural abilities and spell-like abilities. He may have to undertake a special quest on behalf of the spirit court to atone for his failure and regain any abilities lost.

Grotesque Appetite: The shenxue has unusual appetites for his race: a taste for still-living flesh, rotting flesh, or blood. Normal food and drink do not nourish him. He must consume his grisly meal at least once per day. For living flesh, the creature must still be living at the time of consumption. A big insect, mouse, or any other small creature will do. In the case of rotting flesh, he must eat raw meat that has decomposed for some time already. In the case of blood, he must drink at least one pint per day.

Unless the flesh or blood is normally poisonous or diseased, the shenxue does not become ill or poisoned from his meal. Every day that the shenxue goes without fulfilling his grotesque appetite he receives a cumulative, temporary -1 penalty to Constitution. If seen by others while eating his unusual meal, he receives a -4 penalty to Charisma checks and Charisma-based skill checks to interact with them.

Honor Bound: When the shenxue gives his word, he must live up to it exactly. The shenxue rarely gives his word, but he must live under the effect of at least one promise almost constantly. Once a promise is completed, he must give make a new one within a week. A shenxue who makes a promise is under the effects of a *geas* spell with respect to that promise. The normal consequences of defying a *geas/quest* afflict him when he breaks that promise until he makes

amends or performs the promised action. He also suffers this penalty if he does not make a new promise within a week of completing his last promise. The DC of the Fortitude saving throw is determined as if the individual to whom the promise was made were the caster of the *geas* spell. This *geas* effect lasts up to a year and a day or until the promise is kept. He can have as many promises in effect as he wishes, though doing so can be even more dangerous for him.

Immaculate Aura: Something about the shenxue draws attention to him. There is just something indescribably fascinating about him. He receives a -4 penalty to all Stealth checks.

Karmic Debt: The shenxue must honor others as he has been honored. He must repay any gift, favor, or kindness within 24 hours with a gift, favor, or kindness of equal or greater value. Additionally, he must repay any wrongdoing or insult done to him back upon the offender with an equal or greater insult or mischievous prank. Every 24 hour period he goes without repaying a debt causes a cumulative penalty of -2 to all saving throws, ability checks, and skill checks.

Nature of Lies: The shenxue may not state a complete truth or fact; it is physically impossible. This includes written and nonverbal statements. If the shenxue somehow tells the truth anyway, such as with a *dominate* spell, the shenxue receives hit point damage equal to his level for every true statement. Note that this is not a requirement to say the opposite of what the shenxue means; merely a requirement to say something misleading. Remember, the best lies are often wrapped in truth.

Nature of Truth: The shenxue may never state a falsehood; it is physically impossible. This includes written and non-verbal statements. If the shenxue somehow tells a falsehood anyway, such as with a *dominate* spell, the shenxue receives hit point damage equal to the character's level for every false statement.

Religious Aversion: Symbols, prayers, and sanctuaries of religious faiths repulse the shenxue. Every round the shenxue is in contact with a religious item, stays in a consecrated location, or hears a prayer, he must make a DC 15 Fortitude saving throw. If any item of faith is used to repulse him, add +2 to the DC for every extra item or prayer. Failing the saving throw means taking nonlethal damage equal to his character level.

Sealed from Crossing Running Water: If this shenxue crosses running water he takes nonlethal damage equal to his level in hit points per hour spent crossing it. If he unknowingly crosses running water, he will not suffer any damage.

Sealed from Private Dwellings: The shenxue may not enter the personal dwelling of any sentient creature with an Intelligence score of 7 or more. This supernatural obeisance can only be overcome by powerful magic or supernatural conditions, such as with a *dominate* spell or with a DC 15 Will save. If the shenxue forces his way into such a dwelling despite his obeisance, he receives nonlethal damage equal to his character level for every minute he remains in the dwelling. Once he falls to 0 hit points, he no longer suffers any damage until he departs; at which point he immediately regains all hit points lost due to this obeisance. The shenxue does not suffer from this penalty once he has been invited within a dwelling by one who lives there. Being carried or forced into a dwelling by the occupant count the same as being invited. Larger domiciles such as castles do not count as personal dwellings for the purposes of this obeisance, but personal chambers within such a structure do.

Sensitive Nose: Due to the shenxue's sensitivities, all gas, scent-based or inhalation attacks (i.e. *stinking cloud*, certain breath weapons, etc.) inflict double normal damage to the shenxue and/or have the duration of their effects doubled, as applicable. This obeisance cannot be taken by cloud shenxue. (This obeisance is recommended for shenxue with the scent ability.)

Soul Vessel: The shenxue must carry an item that contains his soul; this can be any item the shenxue can take with him easily. (A sword or amulet makes for a good soul vessel, but a chest or chair does not.) Taking the soul vessel instantly reduces the shenxue's maximum hit points by 10%. Anyone who returns the soul vessel can force the shenxue to perform a task or service of some sort or to refrain from some action or course of activity. The shenxue must succeed at a Will save (DC 10 + half the level of the character returning the soul vessel + their Charisma bonus) or comply with the

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request. The shenxue must be able to understand the instructions. The shenxue cannot be compelled to kill himself or perform an act that would result in certain death, but he can be compelled to do almost any other activity.

The shenxue must follow the given instructions until the task is completed, no matter how long it takes. If the instructions involve some open-ended task that the shenxue cannot complete through his own actions, he remains compelled for a maximum of one day per the requesting creature's level or hit dice. Note that a clever shenxue can subvert some instructions.

If something prevents the shenxue from obeying the instructions for a whole day, he suffers as though under the effects of a *geas/quest* spell.

This magical effect can be dispelled, and it ends if the creature possessing the soul vessel dies. A creature or character possessing the soul vessel can do this to the shenxue only once, whether he makes the initial Will save or not. Making this request of the shenxue is a full-round action.

If the soul vessel is sundered or destroyed, the shenxue must make a DC 15 Fortitude saving throw. Failure means they permanently lose those hit points that were lost when the soul vessel was taken. A shenxue's current hit point total can never go below 0 as the result of a soul vessel's destruction. A destroyed soul vessel must be repaired immediately. If it cannot be repaired, it must be replaced with the first suitable item the shenxue finds. Each day you go without your soul vessel, you suffer a permanent loss of another 1d10 hit points. These hit points can only be healed after you repair your soul vessel or bind yourself to a replacement.

Wandering Eyes: The shenxue cannot see with his own eyes. Instead, he sees through the eyes of a host. It need not be a player character or NPC; it could be an animal companion. This host can be changed once every new moon. (The GM and player should agree ahead of time who will be able to see for the player's character. If another player character is chosen, that player should agree first. GMs may find this obeisance too difficult to play, and alter it or remove it from the game.)

As long as the host is in the same location as the shenxue character, he suffers no penalties; except that anyone concealed from the host's eyes is also concealed from the shenxue character that suffers from this obeisance. If the host is not present, the shenxue suffers from the blinded condition. The link between the host and the shenxue has a range of 1 mile per the shenxue character's level. If they exceed this range, then the shenxue goes completely blind and cannot benefit from the host's vision.

SHENXUE PARAGON CLASS LEVELS

Shenxue can take levels in "shenxue" as a paragon class to develop their racial qualities more fully. A few shenxue develop abilities beyond the norm for other shenxue of their spiritual aspect. These few meditate extensively upon their bond with nature, developing control over their aspect's affinities. Paragon shenxue achieve closeness to nature through the spiritual bloodline of their aspect. Each type of shenxue develops unique physical characteristics as the connection grows deeper.

Shenxue can take up to six levels in "shenxue paragon" at any time. Not all shenxue, take paragon levels (or all of them). Shenxue levels stack with spellcasting class levels for purposes of determining spellcaster level. If the shenxue has two spellcasting classes, add the paragon levels to the higher of the two. Innate spell-like abilities gained through shenxue paragon levels use the character's total level as the caster level. Use the shenxue's character level as his caster level and his Charisma as the key ability for his spellcasting.

Hit Die: 1d8

Class Skills

The shenxue paragon's class skills are Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), and two other skills determined by the shenxue's spiritual aspect as follows:

Bamboo: Heal (Wis) and Survival (Wis).

Cloud: Fly (Dex) and Perception (Wis).

Crane: Acrobatics (Dex) and Fly (Int).

Dog: Perception (Wis) and Survival (Wis).

Fire: Intimidate (Cha) and Perception (Wis).

Fox: Escape Artist (Dex) and Stealth (Dex).

Hare: Acrobatics (Dex) and Jump (Str).

Moon: Stealth (Dex) and Swim (Str).

Mountain: Climb (Str) and Feng Shui (Wis).

Panda: Climb (Str) and any single Knowledge skill.

River: Feng Shui (Wis) and Swim (Wis).

Snow: Acrobatics (Dex) and Survival (Wis).

Sword: Acrobatics (Dex) and Intimidate (Cha).

Skill Points: 2 + Intelligence modifier.

Class Features

1st-Level Spell-like Ability (Sp): At will – detect magic. This spell is in addition to any other spell-like abilities the character already has.

1st-Level Spiritual Aspect Ability: You gain a unique ability, according to the spiritual aspect:

Bamboo – Natural Armor (Ex): Their tough bark-like skin, reminiscent of bamboo, provides them with a +1 natural armor bonus.

Cloud – Billowing Defense (Su): The shenxue resists air and electricity effects, gaining a +1 bonus to saving throws against spells and effects with those descriptors.

Crane – Crane Form (Sp): The shenxue can change himself into a crane as a full round action, for a number of times per day equal to half his character levels. He can remain in this form for 10 minutes per character level. If he has the *Ch'i Awakened* feat, he can expend his *ch'i* focus to gain an extra use of this ability per day. His type changes to animal. Upon changing, he regains lost hit points as if he had rested for a night (this healing does not restore temporary ability score damage or provide other benefits of resting). Changing back to normal form does not heal him further. If slain, he reverts to his original form, though he remains dead.

As a crane, the shenxue gains a +6 bonus to Dexterity and a -6 penalty to Strength, but his Constitution, Intelligence, Wisdom, and Charisma scores remain as before. The shenxue retains his own base attack bonus, base saves, and hit points, skills, and feats, but gains a 1d4 -2 piercing damage bite attack, low-light vision, a base land speed of 15 feet, a base fly speed of 40 feet with Average maneuverability, and becomes size Small. As a Small creature, a crane shenxue gains a +1 bonus to AC and to attack rolls as well as a +4 bonus to Stealth checks. He suffers a -4 penalty to grapple checks as well as the appropriate size difference penalties for other opposed combat checks. While in this form, shenxue can speak freely and retain their understanding of any known languages. Shenxue in crane form gain the ability to speak with ordinary cranes.

Equipment worn subsumes into the crane's form, where it is nonfunctional.

Dog – Bite (Ex): The dog shenxue knows how to use his sharp teeth and jaw to good effect in combat. The shenxue is proficient with using bite attacks in combat and, unless gagged or muzzled, is always considered armed (the bite is considered a light weapon). A Medium-sized character inflicts 1d6 + Strength bonus in damage (1d4 + Strength bonus if Small-sized).

When the shenxue takes a feat requiring him to specify a weapon (such as the *Weapon Focus* feat), he can choose "bite." If he uses a weapon (or unarmed attack) in the same round as the bite attack, both the bite attack and the other attack suffer a -2 penalty.

A character fighting with a weapon in each hand (or with a double weapon) can make a bite attack, but all attacks suffer a -4 penalty in addition to normal two-weapon fighting penalties the character might incur. The *Two-Weapon Fighting* feat does not modify the penalties associated with this ability.

Fire – Control Flame (Sp): These shenxue can cause a non-magical fire within 30 feet of them to diminish to the level of coals or flare to the brightness of daylight and double the normal radius of its illumination. This ability does not change the heat output or fuel consumption of the fire source. It lasts 5 minutes, and can be done a number of times per day equal to the shenxue's Charisma bonus (if any). If the shenxue has no Charisma bonus, he can use this ability once per week.

Table 2-12: Shenxue Paragon Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+0	Spell-like ability, Spiritual aspect ability	+1 level of existing class
2	+1	+1	+1	+1	Aspect ability bonus, Voice of the Spirits	+1 level of existing class
3	+2	+1	+1	+1	Spell-like ability, Spiritual aspect ability	-
4	+3	+2	+2	+2	+1 Charisma, Spell-like abilities	+1 level of existing class
5	+3	+2	+2	+2	Spiritual aspect ability	+1 level of existing class
6	+4	+3	+3	+3	Aspect ability bonus, Percipience, Spell-like abilities	-

Fox – Fox Form (Sp): The fox shenxue can change himself into a fox as a full round action. He can remain a fox for 10 minutes per character level and he may take the form of a fox a number of times per day equal to half his character levels. If the shenxue also has the *Ch'i Awakened* feat, he can expend his *ch'i* focus to gain an extra use of this ability per day. His type changes to animal. Upon changing, he regains lost hit points as if he had rested for a night (this healing does not restore temporary ability score damage or provide other benefits of resting). Changing back to normal form does not heal him further. If slain, he reverts to his original form, though he remains dead.

The fox shenxue gains a +6 bonus to Dexterity and a -6 penalty to Strength, but his Constitution, Intelligence, Wisdom, and Charisma scores remain as before. The shenxue retains his own base attack bonus, base saves, and hit points, skills, and feats, but gains a 1d6 piercing damage bite attack, lowlight vision, scent, a +4 racial bonus on Perception and Stealth checks and a +2 racial bonus on Survival checks, a base land speed of 40 feet, and becomes size Tiny. As a Tiny creature, a fox shenxue gains a +1 bonus to AC and to attack rolls as well as a +4 bonus to Stealth checks. He suffers a -4 penalty to grapple checks as well as the appropriate size difference penalties for other opposed combat checks. While in this form, the shenxue can speak freely and retain their understanding of any known languages. Shenxue in fox form gain the ability to speak with ordinary foxes.

Fox shenxue with multiple tails can choose to have only one tail while in fox form, or all their tails.

Equipment worn subsumes into the fox's form, where it is non-functional.

Hare – Hare Form (Sp): The hare shenxue can change himself into a hare as a full round action. He can remain a hare for 10 minutes per character level and he can take this form a number of times per day equal to half his character level. If the shenxue also has the *Ch'i Awakened* feat, he can expend his *ch'i* focus to gain an extra use of this ability per day. His type changes to animal. Upon changing, he regains lost hit points as if he had rested for a night (this healing does not restore temporary ability score damage or provide other benefits of resting). Changing back to normal form does not heal him further. If slain, he reverts to his original form, though he remains dead.

The hare shenxue gains a +6 bonus to Dexterity and a -8 penalty to Strength, but his Constitution, Intelligence, Wisdom, and Charisma scores remain as before. The shenxue retains his own base attack bonus, base saves, and hit points, skills, and feats, but gains a 1d3-4 bite attack, low-light vision, a base land speed of 40 feet, and becomes size Tiny. As a Tiny creature, a hare shenxue gains a +2 bonus to AC and to attack rolls as well as a +8 bonus to Stealth checks. He suffers a -8 penalty to grapple checks as well as the appropriate size difference penalties for other opposed combat checks. While in this form, the shenxue can speak freely and retain their understanding of all languages known in their humanoid form. Shenxue in hare form gain the ability to speak with ordinary hares.

Equipment worn subsumes into the fox's form, where it is non-functional.

Moon – Darkvision (Ex): The shenxue can see in the dark up to 60 feet. If the shenxue already possesses Darkvision at this range, but suffers from a penalty to see in the light, she will no longer suffer that penalty now and can see normally in daylight.

Mountain – Natural Armor (Ex): Tough, rock-like skin, reminiscent of marble provides the shenxue with a +1 natural armor bonus.

Panda – Bamboo Diet (Su): Your teeth can bite through any wood. Outside of combat, you may inflict 3d6 bite damage to any nonmagical, wooden object or 1d6 damage to magical, wooden objects. Out of combat, shenxue can chew through one cubic foot of wooden material per five minutes. Consuming more than one cubic foot of wooden material in a day causes you 1d8 points of nonlethal damage per additional cubic foot of matter consumed. If you consume more than your Constitution bonus in additional material in a day you become nauseated for a number of hours equal to the cubic feet consumed.

Although not in the shenxue's nature to bite to any creature, if the situation were dire enough to warrant it, the damage is 1d6 (for Medium sized panda shenxue). To avoid provoking an attack of opportunity, the shenxue must take the Improved Sunder feat.

River – Swim (Ex): The shenxue gains a base swim speed of 30 feet and can move normally through water without making Swim checks. He has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The shenxue can always choose to take 10 on a Swim check, even if distracted or endangered. The shenxue can use the run action while swimming, provided he swims in a straight line.

Snow – Damage Reduction 1/Fire (Su): Like a sheet of ice, your skin resists all attacks.

Sword – Natural Armor (Ex): The shenxue's skin hardens like iron in his blade, providing him with a +1 natural armor bonus.

Voice of the Spirits: Their mixed spirit heritage allows shenxue to sense the desires and emotional states of minor elemental spirits in the area as well as the occasional larger spirit. The shenxue cannot actually hear them, but has an empathic bond. With a successful Wisdom check (DC 15), the shenxue ascertains how the spirits are currently feeling, especially if they are particularly agitated, content, joyous, or fearful at the moment. This ability does not detect the type, abilities, power level, or thoughts of the spirits, only their feelings.

Aspect Ability Bonus: The shenxue gains a +1 to an ability score. The specific ability score bonus is appropriate to each spiritual aspect:

- Bamboo:** Constitution.
- Cloud:** Dexterity.
- Crane:** Dexterity.
- Dog:** Constitution.
- Fire:** Dexterity.
- Fox:** Charisma.
- Hare:** Dexterity.
- Moon:** Charisma.
- Mountain:** Strength.
- Panda:** Strength.
- River:** Strength.
- Snow:** Constitution.
- Sword:** Dexterity.

3rd-Level Spell-like Abilities (Sp): *alter self* once per day and two other spells. All are in addition to any other spell-like abilities the character already has. The following list describes which spell-like abilities the shenxue gains according to his spiritual aspect:

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Bamboo: 1/day – barkskin; 2/day – entangle.
Cloud: 1/day – gust of wind and levitate.
Crane: 1/day – cure moderate wounds and gust of wind.
Dog: 1/day – locate object; 2/day – speak with animals.
Fire: 2/day – burning hands and endure elements (hot only).
Fox: 1/day – invisibility and locate object.
Hare: 1/day – cat’s grace; 2/day – jump.
Moon: 1/day – glitterdust and invisibility.
Mountain: 1/day – soften earth and stone; 2/day – enlarge person.

Panda: 1/day – augury and owl’s wisdom.
River: 2/day – bless water or curse water (choose one) and obscuring mist.
Snow: 1/day – chill metal; 2/day – endure elements (cold only).
Sword: 2/day – magic weapon and true strike.

3rd-Level Spiritual Aspect Ability: The shenxue gains a greater unique ability acquired through the shenxue’s inherent connection to the supernatural world and his affinity for nature. The following are their abilities according to the spiritual aspect

Bamboo – Fast Healing (Su): Bamboo shenxue can draw on the healing power of sunlight. Once a day, while in sunlight, the shenxue may gain Fast Healing rank 1 for a number of rounds equal to his character level.

Cloud – Blindsight (Su): By focusing on air movement, the shenxue senses the location of creatures that might ordinarily be concealed from him. The shenxue gains Blindsight out to 30 ft. for a number of times per day equal to his Charisma bonus. If he has no Charisma bonus, then he can use this ability once per week. The duration is a number of rounds equal to half the shenxue’s character level. Activating this ability is a free action.

Crane – Grace of the Crane (Ex): These shenxue are graceful and light on their feet. They receive a +2 racial bonus to skill checks with Acrobatics and Fly checks. Movement speed while flying is increases by 10 feet in all forms.

Dog – Resilient Body (Ex): The shenxue gains a +2 racial bonus on all Fortitude saving throws.

Fire – Fast Healing (Su): Once a day as a free action, the shenxue enter a meditative state while in contact with fire. He gains Fast Healing rank 1 for a number of rounds equal to his character level.

Fox – Spell-like Abilities (Sp): 3/day – cure light wounds and expeditious retreat.

Hare – Agility of the Hare (Ex): These shenxue are extremely agile and quick on their feet. The shenxue gains a +2 racial bonus when making skill checks with Acrobatics and Jump. Furthermore, his base movement speed increases by 10 feet in all forms.

Moon – Spell-like Abilities (Sp): 3/day – charm person and sleep

Mountain – Mastery of the Mountain (Su): The shenxue gains a +1 bonus on attack and damage rolls if both he and his foe are touching the ground.

Additionally, the shenxue can perform a bull rush maneuver without provoking an attack of opportunity.

Panda – Scent (Ex): The shenxue gains the scent ability.

River – Mastery of the River (Su): A river shenxue gains a +1 bonus on attack and damage rolls if both he and his opponent are touching water.

The river shenxue’s touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin up to and including Large size. The shenxue can dispel magical fire that he touches as dispel magic (caster level equals the shenxue’s character level).

Snow – Blizzard (Su): The snow shenxue channels his supernatural cold spiritual aspect into a small blizzard centered on him. It emanates out in a radius equal to 5 feet × the shenxue’s character level. For a number of rounds equal to half his character level, the shenxue creates such extreme weather conditions that he receives 50% Concealment and a +4 circumstance bonus to AC against ranged attacks. The severe cold causes all creatures within the area of effect to make a Fortitude saving throw (DC 10 + half the shenxue’s character level + his Charisma modifier) or find themselves too cold to move while within the blizzard’s area of effect. The shenxue

can use this ability a number of times per day equal to his Charisma bonus (if any). If the shenxue has no Charisma bonus, then he can use this ability once per week.

Sword – Unarmed Blade (Su): A sword shenxue gains Improved Unarmed Strike as a bonus feat. The attacks may be with fist, elbows, knees, and feet. The shenxue may even make unarmed strikes with his hands full. There is no such thing as an off-hand attack for the shenxue striking unarmed. You may apply your full Strength bonus damage on all his unarmed strikes.

He can choose to deal nonlethal damage instead with no penalty on his attack roll, even while grappling. Lethal damage can be piercing or slashing. Furthermore, he can use the bonuses granted by his Natural Swordsman ability with this one, provided he deals lethal, slashing or piercing damage.

The shenxue’s unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

4th-Level Spell-like Abilities (Sp): These spell-like abilities are in addition to any other spell-like abilities the character already has. The following list describes which spell-like abilities the shenxue gains according to his spiritual aspect:

Bamboo: 1/day – snare, speak with plants, and spike growth.

Cloud: 1/day – call lightning, fly, and gaseous form.

Crane: 1/day – fly, remove disease, and wind wall.

Dog: 1/day – beast shape I, locate object, and greater magic fang.

Fire: 1/day – continual flame, fireball, and protection from energy.

Fox: 1/day – displacement, major image, and suggestion.

Hare: 1/day – clairaudience/clairvoyance, haste, and slow.

Moon: 1/day – displacement, fly, and suggestion.

Mountain: 1/day – meld into stone, protection from energy, and stone shape.

Panda: 1/day – dispel magic, explosive runes, and magic circle against chaos/evil/good/law.

River: 1/day – protection from energy, water breathing, and water walk.

Snow: 1/day – protection from energy, sleet storm, and slow.

Sword: 1/day – greater magic weapon, heroism, and keen edge.

5th-Level Spiritual Aspect Ability: The shenxue gains an ability unique to his spiritual aspect:

Bamboo – Dirt Glide (Su): The shenxue can burrow through dirt, mud, and sand, or almost any other sort of earth except metal and stone as easily as a fish swims through water. The shenxue’s burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing bamboo shenxue flings the shenxue back 30 feet, stunning him for 1 round unless he succeeds on a DC 15 Fortitude save.

Cloud – Whirlwind (Su): The shenxue can transform himself into a whirlwind as a swift action and remain in that form for a number of rounds equal to his character level per day, although these rounds do not need to be consecutive. The total number of rounds he can be in whirlwind form per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. If the shenxue has a fly speed, he can continue to fly at that same speed while in whirlwind form, otherwise he gains a fly speed equal to his base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base and is 10 to 30 ft. in height (10 to 20 ft. if the shenxue is Small sized). A whirlwind’s width at its peak is always equal to half of its height. The shenxue controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the shenxue enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature’s space. A shenxue in whirlwind form cannot make his normal attacks and does not threaten the area around him.

Creatures one or more size categories smaller than the whirl-

wind might take damage when caught in the whirlwind (damage equal to the shenxue's unarmed attack damage) and may be lifted into the air. An affected shenxue must succeed on a Reflex save (DC 10 + half the shenxue's level + Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind shenxue's unarmed attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creature whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the shenxue and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Crane – Bonus Feat (Ex): The shenxue gains a bonus feat that can be selected from general or combat feats.

Dog – Spell-like Ability (Sp): 3/day – *summon nature's ally II*.

Fire – Spell-like Ability (Sp): 1/day – *flaming sphere*, *pyrotechnics*, and *scorching ray*.

Fox – Spell-like Ability (Sp): 1/day – *blur*, *minor image*, and *mirror image*.

Hare – Speed of the Hare (Ex): The shenxue gains a +6 racial bonus on Initiative checks.

Moon – Spell-like Ability (Sp): 1/day – *hideous laughter*, *protection from arrows*, and *touch of idiocy*.

Mountain – Tremorsense (Su): The shenxue gains the tremorsense ability with a range of 5ft. for every 2 character levels.

Panda – Ch'i Feat (Ex): The shenxue gains the Ch'i Awakened feat; however, he must still meet the ability score and skill rank prerequisites. If the shenxue already has the ch'i awakened feat, he may choose any single ch'i or chakra feat in place of the ch'i awakened feat. He must still meet any prerequisites these feats may have.

River – Living Water (Su): As a free action, the shenxue's form is altered somewhat to a more liquefied state of matter while immersed in any kind of water. He gains Regeneration at a rank of 2 for a number of rounds equal to his character level. In moving water, such as a river, stream, or waterfall, then the regeneration rank becomes 3. If the water is salt water or is diluted, such as a keg of alcohol, then the regeneration rank becomes 1.

Fire deals damage as normal to a river shenxue as they are vulnerable to fire. If the shenxue loses a limb or body part while in this state, the lost portion can be reattached and instantly healed by holding it to the stump. Lost limbs or body parts do not grow back since the regeneration will not last long enough to do so. The river shenxue can use this ability a number of times per day equal to his Charisma bonus (if any); if he has no Charisma bonus, then he can use this ability once per week.

Snow – Ice Blood (Su): The shenxue's eyes now appear made of the purest ice with deep blue pupils, which provide darkvision out to 60 feet. Furthermore, snow or icy weather effects never impede the shenxue's vision and movement. The shenxue can use Trackless Step at will while traversing snow or ice and never slips or suffers penalties for moving on snow or ice. On snow or ice, his base movement increases by 10 feet.

Sword – Forged Physique (Su): The shenxue's body is increasingly composed of the metals used in the forging of swords. He is only affected by critical hits and sneak attacks 50% of the time.

Percipience (Su): At 6th level, the shenxue can see and hear nature spirits otherwise imperceptible to mortals (unless a spirit

wishes to show itself). The character finds this ability disconcerting at first, because it makes him realize how pervasive spirits are. They are everywhere, all the time — although only rarely do they pay attention to the actions of mortals. Shenxue sometimes become alerted to danger when the nature spirits of an area are upset or absent.

6th-Level Spell-like Abilities (Sp): 1/day – *ghost weapon* (self only) and two other spells. All are in addition to any other spell-like abilities the character already has. Use the shenxue's character level as his caster level and her Charisma as the key ability. The following list describes abilities the shenxue has according to his spiritual aspect:

Bamboo: 1/day – *blight* and *command plants*.

Cloud: 1/day – *elemental body I* and *solid fog*.

Crane: 1/day – *cure critical wounds* and *neutralize poison*.

Dog: 1/day – *beast shape II* and *locate creature*.

Fire: 1/day – *elemental body I* and *wall of fire*.

Fox: 1/day – *confusion* and *greater invisibility*.

Hare: 1/day – *dimension door* and *freedom of movement*.

Moon: 1/day – *dimension door* and *fear*.

Mountain: 1/day – *elemental body I* and *spike stones*.

Panda: 1/day – *divination* and *divine power*.

River: 1/day – *control water* and *elemental body I*.

Snow: 1/day – *ice storm* and *wall of ice*.

Sword: 1/day – *divine power* and *greater magic weapon*.

Verrik

This wise and mentally tough race appears like red-skinned humans, but is quite different. They dislike making rash decisions, striving to understand the entire context and ramifications of any decision. They always try to consider what their decisions will bring about many years into the future. They are also very open-minded, inquisitive, inventive, practical, and pragmatic. While very spiritual, they never base their decisions solely on spiritualism. The race is well-known for their innate mental abilities and accomplishments. It was the verrik who first discovered the akashic memory. The verrik first developed the principles of sutra magic, which utilizes principles of magic that involve understanding more about the universe and one's place in it.

It is said that the verrik descend from a powerful demon-goddess and a sky-god. The dead orc race was the progeny of the demon-goddess, making the qahngol distantly related in some fashion. The verrik remained in the homeland of their mother-goddess and they seem to bear some aspect of her presence. This disturbs other races, who can't understand why an astute, introspective race seeking the path to enlightenment should make them feel as though they are under the hungry, watchful eyes of a demon.

During the time that the infernal dragon ruled, the verrik were largely undisturbed. They did not come out of their mountain homes to render assistance to the other races. But, the infernal dragon eventually noticed the verrik on their plateau at the roof of the world. The infernal dragon found their mother-goddess, bound her power, and imprisoned her. Then, they invaded the verrik homeland. However, with their attention divided, the other races easily faced down the infernal dragon in those last days of the war.

Personality: While some verrik, particularly those with great mental or magical powers, may feel superior, most are simply contemplative, introspective, or even introverted. Sometimes a verrik's expression of consternation may be the result of a bad decision made long ago that only now bears its tainted fruit.

Physical Description: Verrik have the same builds as humans, but that is where any resemblance between the races ends. The majority of verrik have skin tones ranging in color from cinnabar to that of red wine, and all have hair that is either white or black. Their eyes are dark, often making it difficult to determine where the iris ends and the pupil begins. On rare occasions, certain verrik are born with blue-colored skin; a trait they hold in common with one race – the qahngol. Unlike the qahngol, the verrik do not hold such individuals in any special regard.

Relations: Other races find the verrik disturbing, though they



have great appreciation for verrik ideas and inventions. The verrik enjoy their enigmatic reputation. Verrick view most races in much the same way with no preference. There are some races the verrik find unusual for one reason or another. Since the adoption of their particular brand of Bodhism, the verrik found it easier to deal with their distant brethren, the qahngol. Now at least, they have the same religion in common. The mandragorans and verrik appreciate one another for their long views and tendency to avoid rash decisions. Verrick find that the less one has to do with the bakemono the better off one is.

Outlook: The verrik have no tolerance for foolishness or stupidity. They appreciate innovation and creativity, but only in a pragmatic sense. Even their art fulfills a pragmatic purpose, having designs that stimulate the mind and enable meditation.

Verrick Lands: The verrik homeland of Tsixang is on the Batai Plateau, widely believed to be the highest region in the world. The highest peak within Tsixang is on the border with Ghurkhan. The atmosphere is severely dry nine months of the year. Average snowfall is only 18 inches, due to the mountain ranges preventing moisture from the ocean from reaching the plateau.

Verrick architecture contains Xianguo and Mandrasengali influences, and reflects a deeply Bodhist approach. The design of the verrik stupa can vary, from roundish walls to squarish walls.

Verrick build many houses and monasteries on elevated, sunny sites facing the south, out of a mixture of rocks, wood, cement and earth. Little fuel is available for heat or lighting, so flat roofs conserve heat, and multiple windows let in sunlight. Walls slope inward at 10 degrees as a precaution against frequent earthquakes.

Religion: Religion is extremely important. Tsixang Bodhism, a distinctive form that applies contextual thinking to the spiritual pursuit of enlightenment, is practiced not only in Tsixang but also in the lands of the qahngol. Tsixang is also home to an original spiritual tradition called Zom. Tsixang contains a number of significant gompa (Bodhist temples) and monasteries which are deeply engrained in the history. In gompa, verrik monks develop new forms of magic and explore the mysteries of their minds and inner selves.

Tsixang Bodhism is intrinsically bound with Tsixang artistic interpretations, which depict deities or variations of the Enlightened One in various forms such as bronze Bodhist statues and shrines, highly colorful thangka (religious scroll paintings), or mandalas. Verrick monks use mandalas to assist with focus in their meditations. Verrick music is first and foremost religious music, reflecting the profound influence of Tsixang Bodhism on their culture. Tsixang music chants are often complex recitations of sacred texts.

Languages: Verrick speak the trade tongue of Xianguo as well as their own language, though it is kept secret and not spoken around outsiders.

Names: Verrick names are bestowed by the lamas (monk-teachers) of their people; however, parents may have their own names for their children aside from the child's lama-bestowed name. If desired, a name can be changed with a special ceremony. Individual verrik names apply equally to male or female and are most often compound, having a personal name combined with a name for the day of the week the verrik was born. So, for example, a verrik from Tsixang might bear the name, Mu Ang Dawa; Mu being the surname, Ang is the personal aspect of the name, and Dawa is the weekday part of the individual's name.

Surnames: According to tradition the original ancestors of the Tsixang people are: Dong, Dru, Mu, Se, Mu, Ra, and Tong. Consequently, these are common surnames amongst the verrik, though others exist. In the neighboring land of Ghurkhan, the most common verrik surnames are: Chiawa, Garza, Goparma, Khambadze, Lakshindu, Nawa, Pankarma, Salaka, Sharwa, and Thaktok. A wife traditionally takes her husband's surname upon marriage.

Personal Names: Sample personal names are: Ang, Bhuti, Chamba, Chembal, Chiki, Chiamu, Chindu, Chosa, Chokpa, Daku, Danu, Doka, Dolma, Domai, Kaji, Kalden, Kami, Karsang, Kelsang, Kilu, Kiu, Lhamo, Maya, Namkha, Nang, Nuri, Omu, Ondi, Pelu, Pema, Pendo, Phuti, Rita, Samden, Sangmu, Sani, Sherap, Sonam, Sunjo, Tashi, Tak, Tarchin, Tendzen, Tenzing, Tsangdzum, Tsultrim, Tuchi, Tuli, Urken, Yakba, Yangchen, Yangdzim, Yangdzum, and Zopa.



Verrick paragon

Weekday Names: Dawa, Lhakpa, Mingma, Nyima, Pasang, Pemba, and Phurba.

Adventurers: Verrick adventurers seek power and treasure because of their practical applications. They enjoy exploration and discovery for its own sake. Any adventure can lead one further down the path of self-discovery and eventually to enlightenment.

Favored Drink: Butter tea; **Favored Food:** Noodle dishes made from barley flour, steamed dumplings (momos) with the only spice they enjoy – mustard seed; they almost never eat meat; **Favored Weapon:** Crossbows.

VERRIK RACIAL TRAITS

Verrick possess the following racial traits.

- **+2 Strength, +2 Wisdom -2 Charisma:** Verrick are wise and deceptively strong, but their features and otherworldly nature often unnerve others.

- **Humanoid:** Verrick have the humanoid (verrik) type and subtype.

- **Medium:** Verrick are medium creatures and have not bonuses or penalties due to their size.

- **Normal Speed:** Verrick have a base speed of 30 feet.

- **Blindsight:** Verrick have blindsense out to 15 feet (see *Pathfinder® Roleplaying Game Bestiary™*). This is an extraordinary ability tied to their ability to hear, and does not function if they are deaf (or disable their hearing with the sensory control racial trait, see below).

- **Sensory Control:** Verrick can selectively shut off their senses. This means they can willingly blind themselves (taking the appropriate penalties) to become immune to gaze attacks and similar visual dangers. They can willingly go deaf and make themselves impervious to language-based or similar effects. They can shut off their sense of touch and become immune to pain effects but suffer a -2 circumstance penalty to attack rolls, Open Lock or Disable Device attempts, or any other action the DM rules to be touch-dependent. Shutting off or reactivating a sense is a standard action.

- **Verrick Magic:** Verrick with a Charisma of 10 or higher gain the following spell-like abilities: 1/day—guidance, mage hand, message. Use the verrik's character level as the caster level.

- **Languages:** Verrick begin play speaking Common (Xianguo) and Verrick. Verrick with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

- **Racial Levels:** A verrik can take levels in verrik paragon to further develop her racial qualities.

一國之非羽
羽率折言約

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Spell-Like Abilities	-
2	+1	+0	+0	+3	Spell-Like Abilities	+1 level of existing class
3	+2	+1	+1	+3	+1 Intelligence, +1 Wisdom, Improved Blindsense	+1 level of existing class
4	+3	+1	+1	+4	Spell-Like Abilities	+1 level of existing class
5	+3	+1	+1	+4	+1 Intelligence, +1 Wisdom	+1 level of existing class
6	+4	+2	+2	+5	+1 Intelligence, +1 Wisdom, Blindsight	+1 level of existing class

ALTERNATE RACIAL TRAIT

The following racial trait might be selected instead of existing verrik racial traits.

• **Third Eye:** A small percentage of verrik are born with a third eye in the center of their forehead. At 1st level, the verrik gains the following spell-like ability: At will—*detect magic*. At 5th level, the verrik gains the following spell-like ability: 1/day—*see invisibility*. At 9th level, the verrik gains the following spell-like ability: 1/day—*arcane eye*. At 13th level, the verrik gains the following spell-like ability: 1/day—*true seeing*. Use the verrik’s character level for her caster level.

The verrik can gain the benefit of these spell-like abilities even when using sensory control to shut off her sight. This racial trait replaces the blindsense and verrik magic racial traits.

THE VERRIK PARAGON

Verrik can take up to six levels in verrik paragon at any time. Not all verrik take racial levels; and of those who do, not all take all six of them.

Hit Die: d8.

Class Skills

The verrik paragon’s class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Points: 2 + Intelligence modifier.

Class Features

Weapon and Armor Proficiency: Verrik with levels only in verrik paragon are proficient with all simple weapons but not any type of armor or shield.

Spell-Like Abilities (Sp): At 1st level, a verrik paragon with a Charisma of 11 or higher gains the following spell-like abilities: 1/day—*detect secret doors, charm person, hypnotism*.

At 2nd level, a verrik paragon with a Charisma of 12 or higher gains the following spell-like abilities: 1/day—*augury, find traps, locate object*.

At 4th level, a verrik paragon with a Charisma of 13 or higher gains the following spell-like abilities: 1/day—*charm monster, discern lies, hold person*.

Spells per Day: At the indicated levels, a verrik paragon gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before taking levels in the verrik paragon class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if it is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before taking levels in verrik paragon, she must decide to which class it adds the new levels for purposes of determining spells per day.

Improved Blindsense (Ex): At 3rd level, a verrik paragon’s blindsense improves. Her blindsense now extends out to 30 feet. This is still an extraordinary ability tied to the verrik paragon’s ability to hear.

If she took the third eye racial trait, she instead gains blindsense out to 15 feet.

Blindsight (Ex): At 6th level, a verrik paragon gains blindsight

(see *Pathfinder® Roleplaying Game Bestiary™*) that extends out to 15 feet. This is an extraordinary ability tied to her ability to hear, and does not function if she is deaf (or disables her hearing with the sensory control racial trait, see above).

If she took the third eye racial trait, her blindsense instead improves to extend out to 30 feet.

Yueren (Moon Folk - Variant Elves)

The yueren are actually two races that compose a whole. The yueyangren are fair, energetic, and athletic. The yueyinren are dark, studious, and secretive. Together they make an intertwined society. Most yueyangren are male and most yueyinren are female. They are perfectly compatible biologically and there are no half-breeds. No matter the parentage, children are either yueyangren or yueyinren. There are many more females amongst the yueyinren. In the past, there were more males among the yueyangren. However, fewer and fewer males are born now to either half of this twin race. Less than ten percent of their population is male. Some yueren speculate that this is because they have been without the divine presence of their ancestral mother for so long and their ancestral, divine father has not visited them since she disappeared.

After the fall of the ancients’ civilization, the other races recognized the yueren as a race of men. They were thought to be a tribe of humans who had discovered immortality. No one dreamed that they came from anywhere but the same world. However, they are from an altogether different realm and they are not entirely immortal.

Yueren hail from a land called Mu, a group of five islands between the continent and the islands of Nihonshu. (The central island strictly prohibits visitors upon pain of death.) Because they refuse to discuss their long lives, there has been no end of speculation: everything from stories about spirits trapped here in this world, to stories about the land of Mu having magical fruit with youth-restoring qualities, to the legendary lost queen of the yueren being a fallen sun goddess who gave youth to her people.

Regarding their origins, the yueren will tell the tale of Yi, the divine archer. Yi was a great archer, architect, and hero for the Celestial Court. He slew many monsters and spirits, taking the beautiful sister of one for his wife. He constructed a palace so fine that the goddess he built it for awarded him an elixir of immortality and taught him the dietary, physical, and mental regimen needed to prepare him for it.

Unfortunately, while Yi was away slaying monsters, Heng O, his wife, drank the potion. She became a hsien, an immortal. Her spirit became so pure that she ascended to the heavens to reside on the moon. The Jade Emperor of the Heavens heard Yi’s plight and appointed Yi the minister of the Sun as reward for all his great deeds. A charm from the emperor allowed him to build a bridge of birds to travel to his wife. After being reunited, he built her a palace on the moon and visited her whenever he could. In this way, Yi embodies the principle of yang and Heng O embodies the principle of yin. Their children’s descendants came to be the yueyangren and the yueyinren of the land of Mu. However, Heng-O is now gone from her palace.

The yueren will not say what this story is supposed to mean or why they tell it. Yet they roam the lands searching for their missing



immortal queen.

Personality: The yueren share several qualities; however, they are different on several key points. Yueyangren are the more congenial of the two sub-races, while the yueyinren are considerably less friendly. The truth is that they tend to be arrogant and secretive and act aggressively when their secret agendas are at stake, being more protective than aggressive. In general, yueyangren have an aptitude for physical activity while the yueyinren tend towards scholarly and magical pursuits.

Yueyangren feel best when moving quickly about. They enjoy extreme heights. They are more open to outsiders, but are also quicker to extreme emotions. Just as they are quick to anger and quick to be slighted, they are also merciful and quick to forgive.

Yueyinren are solemn and keep to themselves. They only show real emotion to outsiders when working with magic or learning secret lore. Despite their quiet demeanor, they open up when amongst their own people and friends. They can be merciless when their ire is aroused. Magic fascinates yueyinren, who will go out of their way to learn a new spell or to study a new magic item or magical phenomena.

Physical Description: Yueren are beautiful, lithe humanoids with pointed ears. Yueyangren have dark flowing hair while the yueyinren have stark white hair. Where yueyangren skin appears very pale, yueyinren skin is extremely dark colored. Yueyangren are diurnal and enjoy life in trees and mountains, while the yueyinren are nocturnal and prefer the underground and the night.

All yueren are graceful on their feet. Where a yueyangren's steps gracefully float with effortless movements, looking like they don't touch the earth, the yueyinren's steps roll across the ground as if caressing it. Their feet almost never leave the surface, as though reluctant to do so.

Relations: Despite the yueren's united front to outsiders, within their own communities there is an extreme division. On the island of Mu, they live in completely separate communities. Both types of yueren recognize that they are not a complete culture without the other, like yin and yang. The yueyinren are the planners and the yueyangren are those who do what needs to be done.

Both of the twin races have trouble deciding how they feel about dahren, goushen, shenxue, and humans. They usually take their attitudes on an individual basis. The yueyangren are fond of the ruishishen, hushen, garuda, qahngol, and faen for their carefree, fun loving attitudes, and/or forthright natures. Yueyinren find much in common with the verrik, naga, and mandragorans. Neither is fond of the duplicitous and untrustworthy bakemono.

The yueren have a special relationship with the sanesaram. Both had a disruption to their ability to procreate as a species. However, as both are races of man, they make for compatible companions. Since they found that each could bear the others children, relations have deepened. (See the sanesaram entry for details).

Outlook: All yueren value loyalty, justice, courage, and righteousness. They judge others on the loyalty and courage they display and admire a strong sense of ethics in their allies and friends.

Yueyangren value truthfulness and a desire for glory, yueyangren believe in action, not too much time discussing things. When forced to stay in one place, they get impatient and fidgety. Yueyangren can be blunt, bordering on the rude or too personal. This comes from their preference for truthfulness. Like the path of an arrow flying to its target, they are straightforward and direct. When something needs to be done, they do it.

Yueyinren value humility and trustworthiness; only at ease with others when they prove their trustworthiness, some yueyinren never fully trust others. Extraordinarily patient, they can wait for days when tackling a problem. This trait helps when dealing with their impatient cousins, the yueyangren. They are not always direct, goading others into coming to the same solution the yueyinren already reached. Like the path of an arrow arcing through the air to a distant target, they take the roundabout approach. It is best to think about what you are doing before taking action that could be foolish.

Yueren Lands: A few scholars say that the yueren have a hidden portal on the central island of Mu to travel to their true homeland. This central island is magical. It cannot be seen until the moon is visible in the sky and its location always varies according to the

phase of the moon. During the full moon, it can be found just to the southeast of Kochoryeo surrounded by the four other islands of Mu. On the phase of the new moon, the island appears in the ocean to the south of Mandrasengal. During a lunar eclipse, the island can only be found atop the heights of the highest peak of the Icetooth Mountains. A crimson moon reveals the island in a lake in the midst of the Blood Desert.

The yueren have been encountered in the west, searching for their missing immortal patron and conducting limited trade. They have no interest in staying or gaining more profitable trade agreements, but westerners pursue them as a source of great wealth and secrets. This has inspired little in the way of good faith for the yueren.

Religion: Most yueren are Taoshidaoists. There are also adherents of Kami-do. Other faiths may be followed, but until recently, they had a living immortal amongst them. The younger generations begin to discover such faiths as Bodhism or to learn the finer points of Kangfuzhist philosophy.

Languages: Mu has elements in common with sangool, the language of the sanesaram, and nihon, the language of Nihonshu humans. However, it is surprisingly intricate and subtle with its intonations, which can completely alter the meaning of their words. This language uses a complex alphabet with both phonetic and symbolic elements. Many other languages borrowed the written script.

Names: Yueren names almost always end with a vowel sound. Most female names also begin with a vowel sound.

Always mention family names first followed by the personal name. Yueren that are not noble do not have family names or they use the family name of the noble whom they serve. Some noble family names follow:

Yueyangren Family Names: Asai, Choshaimo, Hachisuka, Hojo, Ishida, Kaga, Kato, Kuroda, Kusunoki, Maeda, Mori, Saito, Shibai, Shibata, Suwa, Takezaki, Tanuma, Ukita, and Watanabe.

Yueyinren Family Names: Asukai, Daigo, Gojo, Iga, Kaoin, Kawashi, Konoe, Kuga, Masachika, Minase, Nakayama, Nomiya, Oimikado, Saioji, Shigenoi, Shimizudani, Takashi, Washio, and Yamashina.

Male Names: Genji, Genkai, Genma, Hsubai, Kohinai, Kyorinai, Makeda, Makiji, Makima, Mingbai, Nenji, Renma, Sahaibata, Shai'oon, Sunsook, Sunyi, Tamida, Tamsoo, Tsubai, Xanshi, Ximbau, and Xinma.

Female Names: Aminai, Amri, Au'shoi, Isai, Isa'iri, Isanai, Ishiri, Izanoi, Iziri, Mairi, Mira, Sahaiya, Sha'iri, Umeda, Umsoo, Wudai, Wuya, and Yuma.

Adventurers: Yueren are usually hunters, mercenaries, or members of another profession that allows them travel and explore. In addition to hunting for their missing hsien goddess, yueyangren adventurers hunt seek great treasure and yueyinren seek new magic. Yueyinren enjoy uncovering secrets and yueyangren enjoy exploring new places.

Favored Drink: Rice wine and tea; **Favored Food:** Spicy vegetarian fare; **Favored Weapon:** Bows.

YUEYANGREN (MOONLIGHT FOLK) RACIAL TRAITS

Yueyangren possess the following racial traits. Traits marked with an asterisk (*) are alternate elf racial traits found in all yueyangren (the trait they replace is noted at the end of each).

- +2 Dexterity, +2 Intelligence, -2 Constitution: Yueyangren are nimble, both in body and mind, but their form is frail.
- **Elf Blood:** Yueyangren count as elves for any effect related to race.
- **Medium:** Yueyangren are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Yueyangren have a base speed of 30 feet.
- **Low-Light Vision:** Yueyangren can see twice as far as humans in conditions of dim light.
- **Burst of Speed*:** Three times per day, a yueyangren can increase his speed by 10 feet, plus 10 feet per four character levels beyond 1st, to a maximum increase of 30 feet a character level 9th and higher. These burst of speed are considered a competence bonus to the yueyangren's base speed. A burst of speed lasts for 3 rounds. This racial trait replaces the elven magic racial trait.

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- **Elven Immunities:** Yueyangren are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

- **Keen Senses:** Yueyangren receive a +2 racial bonus on Perception skill checks.

- **Weapon Familiarity*:** Yueyangren are proficient with longbows (including composite longbows), short bows (including composite short bows), and crescent moon blades, and treat any weapon with the word “elven” or “yueran” in its name as a martial weapon. This racial trait replaces normal elf weapon proficiencies.

- **Languages*:** Yueyangren begin play speaking Common (either Nihon or Yuxian) and Mu. Yueyangren with high Intelligence

Scores can choose from the following: Bakemono, Lung, Nihon, Sangool, and Sylvan. This racial trait replaces normal elf languages.

- **Racial Levels:** A yueyangren can take levels in yueran paragon to further develop his racial qualities.

YUEYINREN (MOONSHADOW FOLK) RACIAL TRAITS

Yueyinren possess the following racial traits. Traits marked with an asterisk (*) are alternate elf racial traits found in all yueyinren (the trait they replace is noted at the end of each).

- +2 Dexterity, +2 Intelligence, +2 Charisma, -2 Strength, -2 Constitution*: Yueyinren are nimble, both in body and mind, but their form is frail. This racial trait replaces normal elf ability score modi-



Yueyangren warrior and yueyinren sorceress - Yueran paragons

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Table 2-14: Yueren Paragon Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+0	+1 Dexterity, Spell-Like Abilities	-
2	+1	+0	+3	+0	+1 Intelligence, Spell-Like Abilities	+1 level of existing class
3	+2	+1	+3	+1	Dodge, Up Is Down	+1 level of existing class
4	+3	+1	+4	+1	+1 Dexterity, Mobility	+1 level of existing class
5	+3	+1	+4	+1	+1 Intelligence, Superior Vision	+1 level of existing class
6	+4	+2	+5	+2	Acrobatic Charge, Fast Movement, Spring Attack	+1 level of existing class

fiers.

- **Elf Blood:** Yueyinren count as elves for any effect related to race.
- **Medium:** Yueyinren are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Yueyinren have a base speed of 30 feet.
- **Darkvision*:** Yueyinren can see in the dark up to 120 feet. This racial trait, in addition to light blindness (see below), replaces the low-light vision racial trait.
- **Elven Immunities:** Yueyinren are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- **Keen Senses:** Yueyinren receive a +2 racial bonus on Perception skill checks.
- **Stability*:** Yueyinren receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. This racial trait replaces the elven magic racial trait.
- **Light Blindness*:** Abrupt exposure to bright light blinds Yueyinren for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area. This racial trait, in addition to darkvision (see above), replaces the low-light vision racial trait.
- **Weapon Familiarity*:** Yueyinren are proficient with longbows (including composite longbows), short bows (including composite short bows), and crescent moon blades, and treat any weapon with the word “elven” or “yueran” in its name as a martial weapon. This racial trait replaces normal elf weapon proficiencies.
- **Languages*:** Yueyinren begin play speaking Common (either Nihon or Yuxian) and Mu. Yueyinren with high Intelligence Scores can choose from the following: Bakemono, Lung, Nihon, Sangool, and Sylvan. This racial trait replaces normal elf languages.
- **Racial Levels:** A yueyinren can take levels in yueren paragon to further develop her racial qualities.

THE YUEREN PARAGON

Yueren can take up to six levels in yuren paragon at any time. Not all yuren take racial levels; and of those who do, not all take all six of them.

Hit Die: d8

Class Skills

The yueren paragon’s class skills are Acrobatics (Dex), Craft (Int), Knowledge (arcane) (Int), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Points: 2 + Intelligence modifier.

Class Features

Weapon and Armor Proficiency: Yueren with levels only in yueren paragon are proficient with all simple weapons but not any type of armor or shield.

Spell-Like Abilities (Sp): At 1st level, a yueren paragon gains the following spell-like ability, dependent on her sub-race: yueyangren gain 1/day—*faerie fire*; yueyinren gain 1/day—*obscuring mist*.

At 2nd level, a yueren paragon gains the following spell-like ability, dependent on her sub-race: yueyangren gain 1/day—*daylight*; yueyinren gain 1/day—*deeper darkness*.

The caster level for these effects is equal to the yueren paragon’s character level. The DC for these spells is equal to 10 + the spell’s level + the yueren paragon’s Charisma modifier.

Up is Down (Su): At 3rd level, a yueren paragon can walk or stand on walls or other surfaces for a number of times per day equal to the yueren’s Charisma modifier (minimum 1). She can move along vertical surfaces and even ceilings while she is temporarily free of gravity. This lasts for a number of rounds equal to half her character level. The height she can achieve on a wall or other vertical surface is limited only by her movement rate and the surface. If this ability’s duration ends while the character is still on a vertical surface or ceiling, she will fall prone, taking falling damage. Treat a wall as a normal floor for the purpose of measuring her movement. Passing from floor to wall, wall to floor, wall to ceiling, or ceiling to wall costs no extra movement. Opponents can make attacks of opportunity as she moves along the surface.

The yueren paragon can take other move actions moving along a wall; however, if she does not complete her move, she will fall. Likewise, she could make an Acrobatics check along the wall to avoid attacks of opportunity. Any items the character drops while using this ability fall to the character’s feet, not to the floor. Her hair and clothing behave as if she were standing upright. Gravity favors the surface she stands on: quivers, weapons, coins, and other held items will not fall from her person. To the character, the surface she stands upon is the ground.

Dodge (Ex): At 3rd level, a yueren paragon gains Dodge as a bonus feat, even if she does not meet the prerequisites.

Mobility (Ex): At 4th level, a yueren paragon gains Mobility as a bonus feat, even if she does not meet the prerequisites.

Superior Vision (Ex): At 5th level, a yueren paragon’s vision improves, dependent on her sub-race.

If she is a yueyangren, her low-light vision improves to superior low-light vision; she can now see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. She retains the ability to distinguish color and detail under these conditions. In addition, she gains a +4 competence bonus on Perception checks based on sight.

If she is a yueyinren, her darkvision improves to superior darkvision; she now ignores the 20% miss chance due to concealment caused by dim light (even within the area of a deeper darkness spell). In addition, she no longer suffers from light blindness.

Acrobatic Charge (Ex): At 6th level, an evolved yueren gains the ability to charge in situations where others cannot. She may charge over difficult terrain without suffering any movement penalty. She must still make appropriate checks to successfully move over the terrain.

Fast Movement (Ex): At 6th level, a yueren paragon’s land speed is faster than a normal yueren by +10 feet. This benefit applies only when the yueren paragon is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the yueren paragon’s speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the yueren paragon’s land speed.

Spring Attack (Ex): At 6th level, a yueren paragon gains Spring Attack as a bonus feat, even if she does not meet the prerequisites.

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CHAPTER 3: CLASSES

Demon Hunter

“Evil does not die with the flesh.” – Kung Fu Tse

Undead, demons, devils, aberrations, foul spirits, practitioners of the darkest sorceries, and other evil creatures not native to this world imperil the people and the very land itself. The demon hunter strives to protect the land and its peoples by hunting these creatures down. She works to restore balance by returning these creatures to their proper place in the universe, either through banishment, destruction, or even redemption. The demon hunter brings a unique combination of magical training and combat prowess to bear against her sworn enemies.

Demon hunting is a tough trade, even in the Lands of the Jade Oath, which emphasize capturing and restraining the evil left behind by the dramojh and their infernal allies. Although demon hunting is about hunting and overcoming infernal creatures, it is not necessarily about destroying them. Sometimes it is about restoring souls to their proper place in the Celestial Order. A better victory than destroying their infernal enemy is to capture or to force an infernal creature to submit to the demon hunter's will, either by restraint or through humiliation. Demon hunters who believe in rehabilitating their foes often take guilty delight in humiliating the creatures until they can appreciate the error of their ways. For demons, sentient undead and other infernal creatures with an ego, it is a most infuriating experience to be humiliated by a mortal.

The ultimate victory for any demon hunter is to reform or rehabilitate an infernal creature, putting them back in their proper place within the Celestial Order.

There are many tales of demon hunters reforming an infernal creature and, over time, creating a sense of friendship in captured infernals. The infernal creature may even become a force for good. In some tales, infernals attain enlightenment and ascend to the heavens as an immortal spirit in the service of the Celestial Court.

Adventurers: All demon hunters seem born to the lifestyle; they are the epitome of an adventurer. They seek out dangerous things in order to tame them and make the world a better place. Demon hunters listen for tales of hauntings and of monsters terrorizing the countryside. The simple farmers and peasants of the land tell stories that elevate the demon hunter to the proportion of legendary heroes.

Even demon hunters who teach others are active hunters; there is no other way to teach their skills effectively. The only non-adventuring demon hunters are those who die or who retired because they are too old to keep up the hunt.

Characteristics: Demon hunters rely on many techniques, abilities, and tricks. Their tradition (see below) determines what techniques and tricks she uses. No matter the tradition, all demon hunters learn to identify, track, imprison, and destroy infernal creatures. They also develop techniques to resist the damage that infernal creatures inflict on them.

Religion: An important part of any demon hunter's life is her religion. Many common religions and philosophies count demon hunters among the followers. Most are followers of either the Taoshidao Kami-do, or Bodhi religious and philosophical sects. These ideologies believe in conquering infernal creatures to keep the innocent free of its evil, to restore balance to the creature's own soul, and to ultimately restore or maintain the balance to the universe.

Background: Demon hunters can come from any background or origin. Many receive their training at the hands of monks trained in the demon hunting arts. Often, a past injustice at the hands of infernal creatures motivates one to become demon hunter. A rare few are simply charlatans with cheap charms, ineffective talismans, or elaborate charades that simulate an exorcism.

Some are born to be demon hunters, with a destiny already ordained for them. Most though, are part of an order or are born to a family who hunt infernal creatures.

A number of traditions teach different demon hunting techniques. These schools of thought advocate differing methods of physical and/or magical training. Traditions may be very ascetic and honorable, while others may be renowned for their degenerate and obnoxious behavior. Traditions might be a combination of the two extremes or some where in between. All traditions have a strong sense of discipline and purpose when it comes to hunting infernal creatures. Some traditions organize into schools or monastic orders and others are more a matter of a lone teacher and apprentice. Many traditions use techniques developed and inspired by the teachings of certain religions or philosophies. Most descend from Taoshidaoist or Bodhi thought.

- **Celestial Retribution:** This demon hunting tradition is religious and dogmatic in nature and believes that invoking the powers of the divine through written prayers is the best way to fight demons. They write prayers, or sutras, as runic kanji on strips of paper and send them flying with magical energies toward their target.

- **Fiendish Guile:** Demon hunters of this tradition believe that the best way to outfight a demon is to out think it. They use treacherous cunning, tricks, and tactics to overcome their infernal foes. This tradition is the most adaptable, open-minded, and willing to learn from other schools of thought. But they are also the most devious and underhanded.

- **Immaculate Exorcism:** Followers of this tradition believe that the worst infernals possess the living and rob them of their lives. They specialize in exorcising possessing entities, combating infernals who can become incorporeal, and placating the spirits of deceased ancestors.

- **Infernal Curses:** This controversial tradition believes in using the enemy's weapons against them. They use their knowledge of demonic magic and curses against their foes. They bind infernals to them to learn from their enemy and perhaps even reform them.

- **Power of the Vanquished:** This controversial tradition often inspires outright disgust by any other demon hunters. These demon hunters take the Infernal Curses line of reasoning a step further. They steal the forms and abilities of the infernals they vanquish to use against their enemies.

- **Voice of Righteous Purity:** Members of this tradition are a branch of warrior-monks dedicated to the eradication of infernals. They use their chants and mantras to purify their actions.

Races: Bakemono (goblins) are seldom members of this class, but they can make for surprisingly crafty demon hunters who take to the Fiendish Guile, Infernal Curses, or Power of the Vanquished traditions.

Dahren (giants) make for proficient demon hunters and usually follow the traditions of Celestial Retribution and Voice of Righteous Purity. Halfling demon hunters are few, but those that exist are often from the traditions of Celestial Retribution or Fiendish Guile. The adaptable humans take well to any traditions, but are most likely to learn the most adaptive path: Guile. Yueren (moon elves) are rarely demon hunters; those few elves are typically followers of the Celestial Retribution or Infernal Curses traditions. Sanesaram (dwarves) take well to the class and are very fierce defenders against the depredations of their infernal enemies; they take to the traditions of Celestial Retribution and Immaculate Exorcism. Shenxue (planetouched) may find that they have an advantage in perspective. They favor any tradition apt to their spirit.

Other Classes: Demon hunters relate to other classes according to how they can fit in to the demon hunter's mission. Classes that tend to get along best with the demon hunter have something to add to their hunt to defeat infernal creatures.

These can add something of benefit in combat or can assist the demon hunter magically. Those who cannot aid the mission are a hindrance at best and an obstacle or enemy at worst.

NPCs: The ascetic, mystic warrior who fights against the recent infestation of undead with sutras is a demon hunter. The drunken, grizzled vagabond-warrior sleeping in the haunted graveyard might be a demon hunter. The cocky, loudmouthed, muscle-bound jerk with the small infernal companion is a demon hunter. The greasy, monk-like vagabond selling talismans is possibly a demon hunter (or a fraud). The small, wise-cracking, bakemono who assumes various monstrous forms is likely a demon hunter.

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Table 3-1: Demon Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Demon Hunting Technique	—	—	—	—
2nd	+2	+3	+0	+0	Know the Enemy, Sense the Infernal	—	—	—	—
3rd	+3	+3	+1	+1	Presence of Will	—	—	—	—
4th	+4	+4	+1	+1	Demon Hunting Technique	0	—	—	—
5th	+5	+4	+1	+1	Demon Skin, Recognize Infernal Handiwork	1	—	—	—
6th	+6/+1	+5	+2	+2	Horroric Resolve, Know the Enemy (2nd)	1	—	—	—
7th	+7/+2	+5	+2	+2	Hellish Endurance	1	0	—	—
8th	+8/+3	+6	+2	+2	Demon Hunting Technique	1	1	—	—
9th	+9/+4	+6	+3	+3	Light Regeneration	2	1	—	—
10th	+10/+5	+7	+3	+3	Improved Hellish Endurance, Know the Enemy (3rd)	2	1	0	—
11th	+11/+6/+1	+7	+3	+3	Infernal Tracker	2	1	1	—
12th	+12/+7/+2	+8	+4	+4	Demon Hunting Technique	2	2	1	—
13th	+13/+8/+3	+8	+4	+4	—	3	2	1	0
14th	+14/+9/+4	+9	+4	+4	Craft Infernal Bindings, Know the Enemy (4th)	3	2	1	1
15th	+15/+10/+5	+9	+5	+5	Infernal Hunter	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+5	Demon Hunting Technique	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+5	—	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+6	Know the Enemy (5th)	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+6	Master Hunter	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Demon Hunting Technique, Redeem the Enemy	4	4	3	3

Hit Die: d10

Class Skill

The demon hunter's class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (Int), Feng Shui (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering), Knowledge (nature), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Spellcraft (Int), Survival (Wis) and Swim (Str).

Skill Ranks per Level: 2 + Intelligence modifier.

Class Features

All of the following are class features of the demon hunter.

Weapon and Armor Proficiency: Demon hunters are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), but not with shields. Demon hunters are trained to keep their hands free in order to use their special techniques and to cast spells.

Spells: Demon hunters has the ability to cast a small number of divine spells which are drawn from the demon hunter spell list presented at the end of this document. A demon hunter must choose and prepare her spells in advance.

To ready or cast a spell, a demon hunter must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a demon hunter's spell is 10 + the spell's level + the demon hunter's Charisma modifier. Bonus spells for demon hunters rely on her Charisma score.

Material Component: A demon hunter must use strips of paper, called ofuda, with her spells written on them as material components to focus the power of her magic (see *Sutra Magic* product).

Casting spells without a prepared material component (an ofuda) increases the casting time for all of the demon hunter's spells. (Spells with a casting time of one standard action or less would take a full round to cast.)

Demon Hunting Technique: Demon hunters face their enemies with a wide variety of techniques. A given demon hunter's methodology largely depends upon her chosen religion or philosophy.

One may employ brute force or combat finesse, another may use guile, stealth, and trickery to outmaneuver her quarry and another might employ celestially-inspired prayers or her knowledge of infernal curses.

At 1st level, demon hunters gain a special ability and a skill based on the traditional training.

The demon hunter may only ever have one tradition, though demon hunters of the Fiendish Guile tradition may be the exception that proves the rule (see below). The demon hunter gains an additional technique at 4th level and at every four levels thereafter (8th, 12th, 16th, and 20th).

Bonus language options include Abyssal, Goblinoid, and Infernal.

Know the Enemy (Ex): A demon hunter dedicates her life to the defeat and destruction of infernal creatures. These are the enemies she both detests and grimly respects above all other. She uses that knowledge to her advantage. Upon first gaining this ability, a demon hunter may select a creature type from the Demon Hunter Favored Enemies table. The demon hunter gains a +1 bonus for every 2 levels of demon hunter she has on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against the favored enemy. Likewise, she gains the same bonus on weapon damage rolls against them.

At 2nd level and every four levels thereafter (6th, 10th, 14th, and 18th levels), the demon hunter may select an additional favored enemy from the table.

Demon Hunter Favored Enemies

- Aberration
- Fey
- Humanoid (goblinoid)
- Outsider
- Incorporeal creature
- Undead

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A multiclassed demon hunter with the favored enemy ability from a different class does not stack the bonuses; she uses whichever bonus is higher.

Sense the Infernal (Sp): At 2nd level, the demon hunter can use *detect infernals* (see Appendix: New Spells) at will, as the spell. A demon hunter can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is an infernal, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the demon hunter does not detect any other infernals within range.

Presence of Will (Ex): At 3rd level, the demon hunter gains a bonus equal to her Charisma bonus (if any) on Will saving throws. If she gains the *Ch'i Awakened* feat (see *Enlightened Scholar* or *Kusa of the Jade Oath* product), she can use her Charisma score in place of her Wisdom score to determine *ch'i* points gained and to determine how long she can maintain her *ch'i* focus. Her Charisma score determines the maximum number of *ch'i* points she can invest into a *chakra* as well as her ability to replenish *ch'i*. Likewise, her Charisma score, not Wisdom, determines if she meets any prerequisites for any *ch'i* or *chakra* feat.

Demon Skin (Ex): At 5th level, the demon hunter's training is tough and punishing, making her skin very durable. She treats any damage received from blunt weapons as subdual damage. The demon hunter still takes the full, normal damage from piercing attacks, slashing attacks, energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities.

Recognize Infernal Handiwork (Ex): At 5th level, a demon hunter can recognize the handiwork of any creation of infernals, learning if an item was crafted by one or if it is a magical effect. The demon hunter must make a successful DC 25 Knowledge (planes) check (for the works and constructs of outsiders), Knowledge (religion) check (for the works and constructs of undead), or Knowledge (nature) check (for the works and constructs of fey). The demon hunter receives a bonus to this check equal to her class level.

Horrific Resolve (Su): Through a combination of incredible resolve and horrifying experiences, the demon hunter no longer fears any opponent. Beginning at 6th level, a demon hunter is immune to fear (magical or otherwise). There is nothing that can terrify her any more.

Hellish Endurance (Su): At 7th level, the demon hunter learns through incredible force of personality, willpower, and supreme confidence (many would say overconfidence) to delay and eventually deflect damaging attacks or other harmful effects. She simply disbelieves in them or at least disbelieves for a moment that they could affect her.

As a free action, after she takes damage, the demon hunter delays the onset of damage from any other attacks or damaging effects on her for 1 round. She can use this ability even though it is not her turn when she suffers damage. She can use it a number of times per day equal to her Charisma bonus (minimum of once a day). She suffers the delayed damage 1 round after this ability's duration ends. If she should gain immunity, protection or a magical benefit that would lessen the effect from any of the delayed damage before this ability's duration expires, she still takes the full amount of the delayed damage. If the demon hunter should gain reduction, resistance, or immunity from the damage, it has no effect on the delayed damage. When she takes the damage a round later, she is affected as if she had just suffered from the blow.

Any healing effects cast upon the demon hunter while using this ability are delayed until the damage occurs. Healing then occurs simultaneously. At 10th level, this ability improves. When the demon hunter expends her *ch'i* focus with this ability, she can deflect any and all damage from the first successful attack against her. Any other damage received for the remainder of this ability's duration is delayed as normal.

Light Regeneration (Su): At 9th level, the demon hunter can quickly regenerate wounds that do not spill too much blood. Instead of healing subdual damage at a rate of 1 hit point per hour per character level, the demon hunter heals subdual damage at a rate of 1 hit point + her Constitution bonus per hour per character level.

Infernal Tracker (Ex): Beginning at 11th level, the demon hunter never takes longer than a full-round action to find the tracks of

Infernals

Infernals are creatures not native to this world or otherwise naturally tied to it and whose presence in this world is not sanctioned by the Celestial Bureaucracy. This includes creatures that are descended from other infernals, like bakemono, but have since become native to this world. Creatures considered to be infernals are:

- Aberration type
- Fey type
- Goblinoid subtype
- Incorporeal subtype
- Outsider type

an infernal with a Survival check. A second roll is still required to follow any discovered tracks.

Craft Infernal Bindings (Ex): At 14th level, the demon hunter can create magical item prisons for her foes, gaining the benefit of Craft Wondrous Item feat to make this one type of item. The imprisoning device functions identically to an *iron flask*, except that it can only imprison creatures with the outsider type or incorporeal subtype. The materials and costs are the same as those needed to create an *iron flask*. Samples of such devices are eight-sided mirrors with the eight trigrams of the I-Ching inscribed along the sides, bags made of demon skin, magic gourds, or large, unusually colored or decorated pearls.

Infernal Hunter (Ex): At 15th level, the demon hunter takes a standard action to find the tracks of an infernal with a Survival check, allowing her to simultaneously move at her speed.

Master Hunter (Ex): At 19th level, the demon hunter becomes so certain of her ability to track infernals that she can track them reliably even under adverse conditions. When tracking infernals with a Survival check, the demon hunter may take 10 even if stress and distractions would normally prevent her from doing so.

Redeem the Enemy (Ex): At 20th level, the demon hunter can reform any infernal with a Challenge Rating of less than half the demon hunter's class level. By taking a full round action and uttering a profoundly important universal truth to a single infernal creature, the demon hunter brings the infernal creature to a heavenly state of consciousness. For a number of rounds equal to the demon hunter's Charisma bonus (if any), the infernal gains the Celestial template. Its appearance becomes more beautiful and metallic. The infernal creature acts immediately in accordance with its new subtype and template.

CELESTIAL RETRIBUTION

These demon hunters trained with sutra-written ofuda as a weapon. They can attack, imprison, seal, bind, and even banish infernals with the right sutra written on an ofuda. Members of this oldest of all traditions are quite disciplined and devoutly religious. Some would even call them zealots. They claim that the other demon hunting traditions developed from theirs.

Once, long ago, a sect of Taoshidaoist monks practiced their alchemical magics with inks and sacred formulaic texts. When the Bodhi religion found its way into the Lands of the Jade Oath, the monks rallied against the new religion. The Bodhi were taking new adherents at an alarming rate. However, over the decades it became apparent that the new religion was here to stay. It is not the way of Taoshidao to resist too obstinately and without good reason. So this sect of monks decided to learn what they could of the new religion. The more they learned, the more they found worthy of their attention and meditations. Many other Taoshidaoist sects criticize them for tarnishing the way, but the sect continued despite the criticism. Then the dramojh came. The sect began to fight the dramojh with alchemical papers and inks they used to write runic representations of the Bodhi sutras. The ofuda they created had a powerful affect against the infernal creatures they fought. They became a militant order of monks. The order survived the occupation of the dramojh and even helped in their ultimate defeat.

In the modern era, these descendants of those early monks no

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An-Chang Song, a human male demon hunter, lays a hungry ghost to rest.

Hungry Ghosts

In the Lands of the Jade Oath, ghosts and other incorporeal creatures are immune to all nonmagical attack forms and the 50% chance to strike one with a corporeal magical weapon or spell does not apply (force effects and ghost touch weapons still retain their ability to affect an incorporeal creature). All other effects of the incorporeal subtype work normally, except as noted below.

All incorporeal creatures are considered to be tied to either the yin or yang subtype. Incorporeal creatures with the yin subtype are affected by objects and effects connected to the yang subtype or quality. Incorporeal creatures with the yang subtype are affected by objects and effects connected to the yin subtype or quality. Because being incorporeal is not a natural state of being, there is no way to be balanced in yin and yang while remaining incorporeal. All incorporeal undead have the yin subtype, while all non-undead, incorporeal creatures have the yang subtype.

Incorporeal creatures with the yin subtype can be struck by weapons and effects made entirely of wood (50% chance) or positive energy spells. Incorporeal creatures with the yang subtype can be struck by weapons and effects made entirely of metal (50% chance) or negative energy spells. Non-ghost touch weapons made of both substances, such as a spear with a wooden handle and a metal blade, cannot damage an incorporeal creature of either subtype.*

longer consider themselves such, but those early rituals and traditions continue in their traditions today.

You can often recognize a demon hunter of the Celestial Retribution tradition by the smudged ink and blood stains they may have on their fingers. They have numerous strips of yellow and white paper and vials of ink and blood in their satchels and packs.

Special: Whenever the demon hunter casts a spell of the abjuration school, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend spell feat. She also gains Knowledge (history) (Int) as a class skill.

- **1st Level Ability - Cast Sutra (Sp):** These demon hunters can channel their faith and energy from the Green into their ofuda through the power of the sutras. This tradition gains the Sutra Caster feat (see *Sutra Magic* product). She must meet the religious prerequisites, though all other prerequisites are waived. Unlike other sutra casters, the demon hunter uses her Charisma modifier as her sutra casting stat.

She knows one sutra and learns a new sutra at 2nd level and again every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th levels). She may learn additional sutras beyond those that are granted by her demon hunter levels, limited to a maximum number of sutras equal to her class level. The demon hunter can cast a number of sutras per day equal to her Charisma bonus (instead of Wisdom) plus one third her character level.

- **4th Level Ability - Graceful Sutra (Sp):** The demon hunter can now prepare an ofuda as a full-round action. She can replace one sutra she already knows with another (losing the ability to use the old one). She also learns one new sutra.

- **8th Level Ability - Serene Sutra (Sp):** The demon hunter can now cast sutras without the use of verbal and somatic components (though she must still have an ofuda). She can replace one sutra she already knows with another (losing the ability to use the old one). She also learns one new sutra.

- **12th Level Ability - Quickened Sutra (Sp):** The demon hunter may now prepare an ofuda as a standard action instead of as a full-round action. She can replace one sutra she already knows with another (losing the ability to use the old one). She also learns one new sutra.

- **16th Level Ability - Focused Sutra (Sp):** Halve the penalty to Concentration checks to cast an ofuda while threatened. She can replace one sutra she already knows with another (losing the ability to use the old one). She also learns one new sutra.

- **20th Level Ability - Lightning Sutra (Sp):** The demon hunter may now prepare an ofuda as a move-equivalent action. She can replace one sutra she already knows with another (losing the ability to use the old one). She also learns one new sutra.

FIENDISH GUILF

Demon hunters trained in these methods believe that the best way to outfight a foe is to out think it. They use treacherous cunning, tricks, and tactics to overcome their infernal enemies. This tradition is the most adaptable of all; they are open-minded and willing to learn from other schools of thought. Unlike many other traditions, his one has handed down its knowledge from lone master to apprentice for centuries. Beyond the chance meeting of two demon hunters who share a common master from the past, few from this tradition share knowledge or organize.

The Fiendish Guile tradition does not limit themselves to a single methodology in the manner that the others do. They expand their base of knowledge at the expense of specialization. The Fiendish Guile demon hunter may learn the first two techniques of other demon hunting traditions, which can surprise infernal creatures who think they know what type of demon hunter they face.

You can usually recognize demon hunters of this tradition by their laid back attitude or their scruffy appearance. Most even seem to be just plain lazy. Many are drunks who enjoy a good excuse to party as much as the next guy.

Before learning other tradition's techniques, the Fiendish Guile demon hunter must first learn at least one technique from their own tradition. Fiendish Guile techniques (listed below), can be taken in any order. Demon hunters of this tradition may not learn any

new skills from other traditions, nor may they learn special abilities or gain access to new spell descriptors.

A demon hunter of this tradition may choose to learn the 1st level and 4th level ability techniques from another demon hunting tradition in place of her 4th and 8th level (or higher) tradition abilities. The demon hunter must learn them in order from a proper instructor just as the students of those other traditions do.

Special: The Fiendish Guile demon hunter also gains Bluff (Cha), Sense Motive (Wis), and Stealth (Dex) as class skills. She receives 4 skill points (instead of two) plus her Intelligence modifier per class level as she advances.

- **1st Level Ability - Despicable Glory (Ex):** The character establishes such a reputation that she is known even in the realms of the dead and the damned. Her name is feared. (Or the demon hunter has fabricated a fable as strong as truth, and it has the same effect.)

At the GM's discretion, the character may add half her character level as a circumstance bonus to any Bluff, Diplomacy, or Intimidate checks made against infernals. Such a reputation is sometimes more trouble than it is worth.

- **4th Level Ability - Devilish Challenge (Ex):** When facing infernal opponents the demon hunter, using her knowledge of her enemy, can challenge any intelligent opponent (Int 4+) to a contest of skill outside of combat. By skillful use of praise or by appealing to ego, fear, ambition, or greed, the demon hunter Bluffs or Intimidates the infernal into the contest. The demon hunter must outline the terms of success and failure for both sides in the contest, an infernal need not accept the terms of any challenge if it knows that those terms favor the demon hunter. The infernal must make a Will save (DC equal to 10 + the demon hunter's total Bluff or Intimidate modifier [skill rank plus ability modifier plus miscellaneous modifiers]). If it fails its save, then it must accept her challenge.

The demon hunter gains an insight bonus equal to her class level for a single ability check, skill check, attack roll, or saving throw during the contest.

If the infernal loses, it can try to make a second Will save against the demon hunter's Bluff or Intimidate total modifier after the contest. If the infernal fails this second Will save, then it must comply with the terms of the contest. If the infernal succeeds at the second Will save, then it either disbelieves the demon hunter's ruse or decides that the effort is worth the risk, and it attacks the demon hunter. (Most infernals will honor the letter of the terms rather than the spirit whenever it suits the infernal, including if a mortal requires them to inflict damage upon themselves.)

The demon hunter cannot use this ability if the infernal creature cannot understand her. The demon hunter and her companions gain experience from this encounter as if they had defeated the infernal creature in combat.

- **8th Level Ability - Fiendish Cunning (Ex):** The demon hunter studies the behavior and psychology of infernals. The demon hunter can use this insight into the psychology of infernals to play upon their fears, greed, and ambitions, gaining a circumstance bonus equal to half class level to any opposed Charisma-based skill check made against the infernal for the duration of the encounter. Before gaining this bonus, the demon hunter must succeed on either a Knowledge (planes) (for outsiders), Knowledge (religion) (for undead), or Knowledge (nature) (for other infernal creatures) check (DC equal to 10 + the CR of the creature). If the demon hunter should fail the check, she receives no bonus and may not use the ability for the rest of the encounter.

- **12th Level Ability - Lessons in Pain (Ex):** Demon hunters train themselves to turn any weakness into an advantage or tool; this includes their own pain. Even infernals can be impressed by someone who can laugh at their own pain. For every five points of damage the demon hunter receives in a single attack, she gains a +1 circumstance bonus to Bluff and Intimidate skill checks and Will saves (maximum bonus equals half her class level), until the end of the encounter. Once initiated, this ability cannot be used again in the same encounter and cannot be used again against the same foe for 24 hours. The demon hunter may use this ability a number of times per day equal to her Wisdom bonus (minimum of once a day).

- **16th Level Ability - Sagacious Insanity (Ex):** The demon hunter's erratic and unpredictable movements during combat appear to



be the motions of an insane person. Their taunting remarks, vicious barbs, insults, and jokes can cause opponents to make mistakes in combat. The demon hunter may make a melee attack using her Bluff skill instead of her base attack bonus. She may use this ability a number of times per day equal to the demon hunter's Charisma bonus (minimum of once a day).

• **20th Level Ability - Beguiling Flattery (Ex):** Infernals are extremely vain and conceited creatures. Demon hunters can distract their infernal enemies by heaping great praise upon their skill, wealth, talent, and looks.

The demon hunter can use this ability outside of combat against a single infernal creature of her choice. The target must be able to hear and understand her. When she begins talking, the target makes a Will save (DC 10 + half your demon hunter level + your Charisma modifier). The target suffers a special size penalty to its save: For each category of size difference, the target's save suffers a -4 penalty. (Smaller creatures feel mighty if large ones grovel before them, while huge ones expect tiny opponents to beg for mercy.)

On a failed save, the target allows the demon hunter to continue talking for a number of minutes equal to 1 + Charisma bonus (minimum one minute). The target takes no actions other than interacting and suffers a -2 penalty to all Perception and Sense Motive checks while the demon hunter talks. In addition to laying on the flattery, she can converse normally. The demon hunter gains a bonus to any Diplomacy checks made against the creature equal to the number of minutes spent in flattery. This bonus lasts for one hour or until someone attacks the creature.

IMMACULATE EXORCISM

This tradition fights against and wards against ghosts. Many a community petitions this order to assist with not only ghost arisings, but to help with the burial of their dead. It is important to properly bury the dead to prevent them from rising as angry ghosts or vampires. Being on hand rising as angry ghosts or vampires. Being on hand when something goes wrong during a funeral rite is one way that many immaculate exorcists make decent money. For this reason, though, they can be perceived as community parasites, unless they also happen to be priests.

Members of this tradition can be recognized by their black or green headdresses, hats, or scarves that they wear in addition to their trademark: an ornate ritual sword made of carved wood or coins.

Special: The demon hunter casts all *remove* spells, all *restoration* spells and *break enchantment* at +1 caster level. She also gains Linguistics (Int) as a class skill.

• **1st Level Ability - Ritual Sword (Su):** Immaculate exorcists train exclusively with a ritual sword that their master awards to them when their training is complete. This ornate, ritual sword strikes ghosts and other incorporeal undead, and does damage to corporeal infernal creatures as if it were a real sword. The ritual sword has no special damaging properties against non-infernal creatures or when used by non-demon hunters. Despite its appearance, the sword has the same properties as a normal sword of its size and kind.

Because these swords are all made especially to fight infernal creatures, they are often inlaid with valuable materials like jade, silver, gold, ivory, and others. The ritual sword enables the immaculate exorcist to make a Perception check against incorporeal creatures; something that normally cannot occur. They must hold the sword to do so. While holding the ritual sword, the immaculate exorcist can also make a Perception check (opposed by a Disguise check) to see if someone is possessed.

At the dawn of each day, the demon hunter can invest *ch'i* into the ritual sword to grant her a boon that lasts for the next 24 hours. Boons can only be changed with the next dawn and require the investiture of *ch'i* points. The demon hunter begins with one boon (See the boxed text), and learns one additional boon with each new technique of this tradition. The demon hunter must hold the ritual sword while using a boon.

• **4th Level Ability - Ghost Armor (Su):** The demon hunter invests her body with *ch'i* to resist the attacks of incorporeal creatures. The demon hunter may use her normal AC (not her touch AC) against any attack delivered by an incorporeal creature. The demon hunter's armor appears to become briefly incorporeal when the creature attacks.

• **8th Level Ability - Ghost Strike (Su):** The demon hunter's attacks against incorporeal foes always find their mark. She can make her attack normally without having to roll for a miss chance against incorporeal creatures. If successful, treat the attack as if it were made with a ghost touch weapon. The demon hunter's weapon or natural weapon appears to become briefly incorporeal when she attacks.

• **12th Level Ability - Unquenchable Thirst for Life (Ex):** The demon hunter's thirst for life and her dedication to her cause keeps her strong when confronted with a fate worse than death: unlfe. She gains a +4 bonus to saves against death effects and does not take negative levels from creatures that inflict such. The demon hunter may now apply two boons at once while holding her ritual sword, though at least one must be changed with each new dawn.

• **16th Level Ability - Repel the Irresistible (Ex):** This technique teaches her to purify her aura to become immune to all forms of

Immaculate Exorcist Wooden Sword Boons

- **Earth Sword (Su):** The demon hunter's immaculate ritual sword takes on the aspect of the earth, and is treated as a magic weapon for the purpose of dealing damage to infernal creatures with damage reduction. With 8 levels, the ritual sword is treated as a good weapon. For having 12 levels in this class, the demon hunter's ritual sword is treated as a jade weapon against infernal creatures with damage reduction.
- **Fire Sword (Su):** The sword takes on an aspect of fire, granting a fire bonus to damage equal to the demon hunter's Charisma bonus (minimum +1 fire damage).
- **Flying Sword (Sp):** Gain a Fly speed and abilities as per overland flight equal to 5 ft. per 3 class levels. Flight maneuverability is good. This ability can be used a number of times during the day equal to the demon hunter's Charisma bonus (if any), but no more than the demon hunter's class level. It lasts for one round for every two class levels.
- **Guardian Sword (Su):** The demon hunter grants a +1 bonus on saving throws against the spells, spell-like, and supernatural abilities of infernal creatures for herself and for a number of allies that she designates equal to her Charisma bonus as long as she holds the ritual sword.
- **Invigorating Sword (Su):** The demon hunter gains bonus hit points equal to her class level for twenty-four hours.
- **Lucky Sword (Su):** The demon hunter gains her Charisma bonus (if any) as a bonus to any one of her saving throws for the day. She must choose the saving throw, and it cannot be changed for twenty-four hours.
- **Magic Sword (Sp):** Gain an extra spell slot for the day. She is granted a 1st level spell slot for levels 1-5, a 2nd level spell slot for levels 6-10, a 3rd level spell slot for 11-15, or a 4th level spell slot for demon hunter levels 16-20. These spell slots are not cumulative.
- **Righteous Sword (Su):** The sword gains the Throwing weapon property (see the DMG), usable a number of times per day equal to the demon hunter's Charisma bonus +1.
- **Water Sword (Su):** The sword takes on an aspect of water that skews perception, granting a dodge bonus of +1 per 5 class levels.
- **Wind Sword (Su):** The sword takes on an aspect of wind swiftest of elements, granting an enhancement bonus to initiative with the equal to the demon hunter's Charisma bonus (if any).

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possession, mindaltering, charm, sleep, and paralysis.

• **20th Level Ability - Sever Infernal Bonds (Su):** The demon hunter strikes a possessing entity without damaging the host. All physical or magical attacks that the demon hunter makes with this ability pass harmlessly through the host to do damage only to the possessing entity. If the demon hunter uses this ability while making a full attack, he may not deal damage to other creatures other than the possessing entity.

INFERNAL CURSES

This tradition is infamous for its use of curses and infernal allies. For all their dark appearance and bad reputation though, this tradition turns the weapons of their enemies upon themselves. For all the rhetoric, this is the only tradition that seems to actually reform enemies. Yet, when seen doing so, other traditions criticize them for consorting with the infernal host. Because the tradition focuses on using dark magic and infernal curses the criticism is even more pronounced. Demon hunters of this tradition realize that the other traditions are most likely jealous. Since it would not be virtuous to dwell on the faults of others or give in to despair or pride, they simply continue in their mission against the infernal forces of the Yama Kings and the dramojh content to know that they make a difference.

These demon hunters can often be recognized by the infernal imp or quasit companions they keep as reformed companions. They also tend to have a dark aura due to their near-constant exposure to infernal forces; their shadows seem longer and deeper and their eyes hold things you fear to learn.

Special: The demon hunter gains Augments Summoning as a bonus feat; she need not meet the prerequisites. She also gains Diplomacy (Cha) as a class skill

• **1st Level Ability - Infernal Curses Disciple (Su):** The demon hunter has studied the magic and the methods of curses. Her extensive knowledge grants her a unique perspective on curses and what can overcome them or prevent them from taking effect. The demon hunter gains a bonus to her saving throws and AC to resist spells, spell-like abilities, and magic weapon qualities with the curse descriptor equal to half her class level. When she casts spells with the curse descriptor (see Chapter 8: Magic), her caster level equals her demon hunter class level, rather than half. She can use cursed magic items and magic items with the yin or yang subtype with no detrimental effects up to an equivalent bonus equal to +1 per 4 demon hunter class levels.

The demon hunter cultivates a forceful personality that commands infernals and resists the influence of powerful creatures. He gains an inherent +1 bonus to her Will saving throws at first level with an additional +1 inherent bonus gained at 5th level and every five levels thereafter (at 10th, 15th, 20th, and 25th levels).

• **4th Level Ability - Infernal Companion (Sp):** Gain the service of an infernal creature to serve her quest to either destroy or redeem. This creature is usually an imp or a quasit. The demon hunter either convinces the creature of the evil of its ways or defeats it because it has useful abilities. The creature might hope for a better life in its next incarnation on the wheel of life, or it might just render reluctant assistance from time to time. Either way, because of the creature's mischievous nature, it is not too likely to follow orders well. It is the duty of the demon hunter to redeem the infernal companion.

Once per day, as a full-round action, the demon hunter may magically call her infernal companion from the realms of penance in which it resides. The infernal companion immediately appears adjacent to the demon hunter and remains for 2 hours per demon hunter level; it may be dismissed at any time as a free action. The infernal companion is the same creature each time, though the demon hunter may release a particular infernal companion from service.

Each time, the infernal companion appears in full health, regardless of any damage it may have taken previously. The infernal companion wears or carries any gear it had when it was last dismissed. This ability is a conjuration (summoning) effect.

Should the demon hunter's infernal companion die, it immediately disappears, leaving behind any equipment it was carrying. The demon hunter may not summon another infernal companion for thirty days or until she gains a new demon hunter level, which-

Infernal Companion

The demon hunter's infernal companion becomes more enlightened and gains special powers as the demon hunter advances, as described in Table: Infernal Companion Base Statistics.

ever comes first. During this period, she takes a -1 penalty on attack and weapon damage rolls as a result of the severed bond.

• **8th Level Ability - Cursed Blessings (Su):** Many demon hunters learned to harness the dark energies behind their enemies' abilities and turn them to the demon hunter's own purpose. If the demon hunter makes a successful Fortitude or Will saving throw against a spell, spell-like, or supernatural ability of an infernal creature, she gains a +1 profane bonus to attack rolls, damage, ability checks, and skill checks for the remainder of that encounter or until the infernal is defeated, whichever occurs first. Successive saving throws provide a cumulative effect. Profane bonuses never stack with holy bonuses or a bonus granted by spells powered by positive energy. If the demon hunter ever fails a saving throw against an infernal or has a positive energy spell cast on her, she loses all profane bonuses until the next successful saving throw. The demon hunter cannot benefit from this ability by having her infernal companion cast spells on her.

She can cast *remove curse* a number of times per week equal to her Charisma bonus (minimum once per week). The effective spell-caster level equals her demon hunter class level.

• **12th Level Ability - Summon Infernal Conscript (Sp):** A demon hunter learns to summon dark creatures and bind them to fight for her against some other infernal or form of evil. The demon hunter may, as a standard action, summon any infernal creature. She may use this ability a number of times per day equal to the number of demon hunting techniques known. She creates an ofuda and throws it where the creature or creatures are to appear (range of 5' per 2 demon hunter levels you possess). They appear with the ofuda affixed to their foreheads, where designated, and act immediately.

This action draws attacks of opportunity and can be disrupted just like casting a spell. The summoner decides, when casting the ofuda, how many creatures to summon and of what type. The total number of creatures summoned cannot have more than 14 hit dice and a 14 CR combined. They must be infernal creatures. The demon hunter chooses creatures to summon from her favored enemy list, and she can change that choice each time this ability is used.

The creature or creatures attack opponents to the best of their ability. If the demon hunter can communicate with the creatures, she can direct them not to attack, to attack particular enemies, or to perform other actions. The creature or creatures remain a number of rounds equal to the demon hunter level plus Charisma modifier, until dismissed or slain. The summoned infernals obey orders to the best of their ability, but they possess their full faculties. With their knowledge of what is happening, they will act according to their nature whenever allowed the slightest latitude. They twist the wording of orders if given any room for misinterpretation. They may fight for the demon hunter, but if they can get away with harming allies, they will. This ability never allows the infernal to willingly harm the demon hunter that summoned it.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Any abilities that the demon hunter qualifies for that augment the abilities of summoned creatures may be applied to the infernal creatures summoned with this ability. Removing (or destroying) the ofuda frees the creature from the demon hunter's control, and the summoning spell. The magic that brought the creature here dissipates within 1d4 rounds after the ofuda removal, sending it back where it came from. In the mean time, it is free to act as it wishes.

• **16th Level Ability - Cursed Magic (Sp):** The demon hunter gains a bonus spell slot for each level she can cast, 1 through 4. These spells slots can only be used to cast spells from the necromancy school.

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Infernal Companion Choices

All infernal companion attacks are made using the creature's full base attack bonus unless otherwise noted. Infernal companion attacks add the infernal's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. As you gain levels, your infernal companion improves as well at 7th level, in addition to the standard bonuses noted on Table: Infernal Companion Base Statistics.

QUASIT

Starting Statistics: Size Tiny; Speed 20 ft., fly 50 ft. (perfect); AC +2 natural armor; Attack 2 claws (1d3 plus poison), bite (1d4); Ability Scores Str 8, Dex 12, Con 9, Int 11, Wis 12, Cha 11; Special Attacks poison (frequency 1/round for 6 rounds; effect 1d2 Dex; cure 2 consecutive saves; Con-based DC); Languages Abyssal, Celestial, Draconic; Special Qualities spell-like abilities (CL 6th), at will— detect good, detect magic, 1/day— cause fear.

7th-Level Advancement: Ability Scores Dex +2, Con +2; Special Qualities one alternate form (polymorph, bat, small centipede, toad, wolf); spell-like abilities (CL 6th), at will— invisibility (self only), 1/day— cause fear; spell-like ability (CL 12th), 1/week— commune.

IMP

Starting Statistics: Size Tiny; Speed 20 ft., fly 50 ft. (perfect); AC +1 natural armor; Attack sting (1d4 plus poison) Ability Scores Str 8, Dex 15, Con 10, Int 13, Wis 12, Cha 14; Special Attacks poison (frequency 1/round for 6 rounds, effect 1d2 Dex, cure 1 save; Con-based DC); Languages Celestial, Draconic, Infernal; Special Qualities spell-like abilities (CL 6th), constant— detect good, detect magic, 1/day— suggestion.

7th-Level Advancement: Ability Scores Str +2, Dex +2; Special Qualities one alternate form (beast shape I, boar, rat, or raven, or beast shape III, young giant spider); spell-like abilities (CL 6th), at will— invisibility (self only), 1/day— suggestion; spell-like ability (CL 12th), 1/week— commune.

• **20th Level Ability - Master Summon Infernal Conscript (Sp):** As the Summon Infernal Conscript demon hunting technique, except that the demon hunter may now summon creatures with up to 22 hit dice.

Class Level: This is the character's demon hunter level.

HD: This is the total number of ten-sided (d10) Hit Dice the infernal companion possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the infernal companion's base attack bonus.

Skill Ranks: This lists the infernal companion's total skill ranks. Infernal companions with an Intelligence of 12 or higher gain bonus skill ranks as normal. An infernal companion cannot have more ranks in a skill than it has Hit Dice.

Feats: This is the total number of feats possessed by an infernal companion.

Natural Armor Bonus: The number noted here is an improvement to the infernal companion's existing natural armor bonus.

Special: This includes a number of abilities gained by infernal companions as they increase in power. Each of these bonuses is described below:

Ability Score Increase (Ex): The infernal companion adds +1 to one of its ability scores.

Empathic Link (Su): The demon hunter has an empathic link with her infernal companion out to a distance of up to 1 mile. The demon hunter cannot see through the infernal companion's eyes, but they can communicate empathically. Infernal companions see the world differently from humans, so misunderstandings are always possible. Because of this empathic link, the demon hunter has the same connection to an item or place that her infernal companion does.

Evasion (Ex): If an infernal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Share Saving Throws: For each of its saving throws, the infernal companion uses its own base save bonus or the demon hunter's, whichever is higher. The infernal companion applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Share Spells (Ex): At the demon hunter's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her infernal companion. The infernal companion must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the infernal companion if it moves farther than 5 feet away and will not affect the infernal companion again even if the infernal companion returns to the demon hunter before the duration.

Command (Sp): Once per day per two demon hunter levels of its master, and infernal companion can use this ability to command any normal infernal of the same kind as itself (see Sidebar: Infernals), as long as the target creature has fewer Hit Dice than that infernal companion. This ability functions as the command spell. Each target may attempt a Will save (DC 10 + 1/2 the demon hunter's level + the demon hunter's Charisma modifier) to negate the effect.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, an infernal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Blood Bond (Ex): The infernal companion gains a +2 on all attack rolls, checks and saves if it witnesses the demon hunter being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance (Ex): The infernal companion gains spell resistance equal to the demon hunter's level + 5. To affect the infernal companion with a spell, another spellcaster must make a caster level check (1d20 + caster level) that equals or exceeds the infernal companion's spell resistance.

Celestial Template: At this point, the demon hunter has finally completed the redemption of her infernal companion, and the companion now gains the Celestial template (it loses the demon or devil subtype and gains the celestial subtype, Resistance 15 to acid, cold and electricity 15, DR 10/evil, and the ability to smite evil 1/day as a swift action).

POWER OF THE VANQUISHED

The reputation of this tradition goes beyond infamy; it is reviled by those few who know of its existence. It is infamous for its use of infernal forms and powers. Long ago, this tradition was more open about its abilities and activities, but many of its adherents began to succumb to corruption. The other traditions, thinking the fault lay with the tradition's techniques, banded together to suppress the teaching of them.

These demon hunters who develop the mantle of the vanquished ability can sometimes be recognized by the telling signs their shape-shifting bodies give away: unusual patches of scales, copper colored skin, forked tongues, or other feature related to the infernal whose form the demon has taken. All demon hunters of this tradition are fearsome. They have an aura about them like evil within themselves; like something that is hungry.

These demon hunters favor dire weapons.

Special: The demon hunter gains Disguise (Cha) as a class skill. Also, she learns the truename of any infernal creature she witnesses

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Table 3-2: Infernal Companion Base Statistics

Class Level	Hit Dice	BAB	Fort Save	Ref Save	Will Save	Skill Ranks	Feats	Natural Armor Bonus	Special
4th	4	+4	+1	+4	+4	24	2	+2	Ability Score Increase, Empathic Link, Evasion, Share Saving Throws
5th	5	+5	+1	+4	+4	30	3	+2	—
6th	6	+6	+2	+5	+5	36	3	+4	—
7th	6	+6	+2	+5	+5	36	3	+4	—
8th	7	+7	+2	+5	+5	42	4	+4	Share Spells
9th	8	+8	+2	+6	+6	48	4	+6	Ability Score Increase
10th	9	+9	+3	+6	+6	54	5	+6	—
11th	9	+9	+3	+6	+6	54	5	+6	Command Creatures of its Kind
12th	10	+10	+3	+7	+7	60	5	+8	—
13th	11	+11	+3	+7	+7	66	6	+8	—
14th	12	+12	+4	+8	+8	72	6	+8	Ability Score Increase, Blood Bond
15th	12	+12	+4	+8	+8	72	6	+10	Improved Evasion
16th	13	+13	+4	+8	+8	78	7	+10	—
17th	14	+14	+4	+9	+9	84	7	+10	Spell Resistance
18th	15	+15	+5	+9	+9	90	8	+12	—
19th	15	+15	+5	+9	+9	90	8	+12	—
20th	16	+16	+5	+10	+10	96	8	+12	Ability Score Increase, Celestial Template

destroyed or banished within 30 feet of her presence with either a successful Knowledge (dungeoneering for aberrations, nature for fey and goblinoids, planes for outsiders, or religion for undead) check (DC 10 + the creature's challenge rating).

- **1st Level Ability - Fearsome Presence (Ex):** The demon hunter induces fear in others by her mere presence. Using a standard action, the demon hunter can cause onlookers to become shaken. The onlookers must be within 30 feet, able to see the demon hunter, and have an Intelligence score. They must make a Will saving throw (DC 10 + half the demon hunter level + Charisma modifier). If they fail, they are shaken for one minute per demon hunter level. This ability has no effect on a creature already shaken or otherwise under the effects of fear.

- **4th Level Ability - Lesser Mantle of the Vanquished (Su):** As she advances in level, the demon hunter calls upon the infernal powers of creatures she defeated by transforming herself into one of the vanquished creatures. This must be an infernal creature she has witnessed the destruction of and has learned its truename. She may use this ability as a standard action once per day per number of demon hunting techniques known. It lasts one round for every demon hunter level plus her Charisma modifier.

The demon hunter may only take on the form of infernal creatures whose hit dice are less than or equal to the demon hunter's own, up to 6 HD.

When the demon hunter uses this technique and takes on the form of the chosen creature, she gains the creature's Strength, Dexterity, and Constitution scores, but she retains her own Intelligence, Wisdom, and Charisma scores. She gains the creature's natural attacks, natural armor bonus, natural and extraordinary movement abilities, natural and extraordinary sensory abilities, resistances, immunities, and other extraordinary abilities. None of these abilities stack with the demon hunter's same abilities of the same type; they replace them.

- **8th Level Ability - Attack of Vanquished Synergy (Su):** When fighting an infernal creature with Damage Reduction (DR), energy resistance, or spell resistance (SR), the demon hunter can call upon the energies of the infernal creatures she has previously defeated to lower the resistances of infernal creatures. Once a round for every two demon hunter levels, she may spend a move action to lower damage reduction, all energy resistances, and spell resistance by a

number equal to her Charisma bonus (if any). To do this, she must succeed at an opposed Concentration check with the infernal creature. Once she succeeds, the demon hunter need not maintain concentration for this ability to work; it remains active until the end of the current encounter.

- **12th Level Ability - Greater Mantle of the Vanquished (Su):** As Lesser Mantle of the Vanquished, except that the demon hunter may now take on the form of creatures with up to 15 hit dice.

- **16th Level Ability - Withstand the Irresistible (Ex):** The demon hunter gains spell resistance equal to her current demon hunter level + her Charisma bonus + 1/2 her hit dice and the bonus granted by her Know the Enemy bonus against the spells of infernals. Against the spells of others, this ability is only half as effective (i.e. a 16th level demon hunter with a 15 Charisma and 16 hit dice has SR 26 against the spells of an infernal creature, and SR 13 against the spells of a human magister).

- **20th Level Ability - Master Mantle of the Vanquished (Su):** As the Minor Mantle of the Vanquished demon hunting technique, except that the demon hunter may now take on the form of creatures with up to 25 Hit Dice. The demon hunter need not defeat a creature before taking on their mantle. She no longer must learn their truename.

VOICE OF RIGHTEOUS PURITY

The Voice of Righteous Purity demon hunters got their start long ago. They are adherents of the Bodhist faith who still consider themselves a monastic order. They view the demon hunters of Celestial Retribution as tarnished because they merged two faiths when one true faith should be sufficient. They are the harshest critics of the Infernal Curses and Power of the Vanquished traditions. They cannot see how using the techniques of the enemy can possibly convince that same enemy to become more enlightened; you become your enemy, not the other way around.

These demon hunters use mantras to assist in their battles against corruption and taint. Their techniques rely upon repeatedly chanting the same mantra over and over. As they progress in ability, they learn to combine their mantras to gain the benefits of multiple chanting abilities. She must be able to speak to recite the holy mantra.

The prayer beads these demon hunters often use to count the

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prayers of their mantras identify them. Because they consider themselves to be monks, they often shave their heads and live an ascetic lifestyle.

Special: The demon hunter adds sound burst (as a level 1 spell) and shout (as a level 3 spell) to her list of available spells. She also gains Bluff (Cha) as a class skill.

- **1st Level Ability - Holy Mantra (Sp):** By reciting a holy mantra, the demon hunter repels evil outsiders and undead. Using this ability requires a full round action. The demon hunter must continue to chant the mantra while the ability is active (move equivalent action). Any creature of the evil or undead types and subtypes within 30 feet of the demon hunter must move away immediately as they are magically repelled. They may not enter this area or attack into it unless they make a Will save (DC 10 + half your demon hunter level + your Charisma modifier). The demon hunter may chant to keep this ability active for one round per point of Constitution score. The demon hunter can use this ability once per day per point of Charisma bonus (minimum of once a day).

- **4th Level Ability - Smite the Infernal (Su):** Once per day, by reciting a holy mantra simultaneously with a normal melee attack, a demon hunter may attempt to smite an infernal. (Chanting the mantra occurs as part of the standard action and does not cost an extra action.) She adds her Charisma bonus (if any) to her damage roll and deals 1 extra point of damage per demon hunter level. If the demon hunter accidentally smites at a creature that is not an infernal, the ability is still used up for that day.

- **8th Level Ability - Vicious Serenity (Ex):** The demon hunter can use the serene quiet of gently whispered mantras as a psychological weapon against her enemies. When facing an opponent in combat, her focused, mocking serenity and knowing, confident look can infuriate her opponent into making mistakes. The demon hunter must succeed at a Bluff check as if performing a feint action, and she does not suffer the -4 penalty for feinting against a nonhumanoid. If she succeeds, her opponent must make a Will save (DC equal to 10 + half the demon hunter's class level + Charisma modifier) or lose their temper to the point of taking reckless actions while fighting the demon hunter. They suffer from the effects of a successful feint for a number of rounds equal to the demon hunter's Charisma bonus +1. This ability only benefits the demon hunter; the opponent has no such penalty when facing other combatants. However, the opponent may not engage any other target than the demon hunter (unless the DM rules that it makes sense for the opponent to break away from combat due to extreme circumstances) until Vicious Serenity ends.

- **12th Level Ability - Summon Celestial Ally (Sp):** A demon hunter learns to summon Celestial creatures and gain their assistance to fight with her against some infernal creature or other form of evil. The demon hunter may, as a standard action, summon any celestial outsider or dragon to fight with her. She creates an ofuda, and then throws it where the creature is to appear. When it appears, the ofuda transforms into a golden or silvery pearl wreathed in divine fire that floats about the celestial creature's head. It appears where designated, within a range of up to 60 feet, and acts immediately, on her turn. It attacks her opponents to the best of its ability. If she can communicate with the creature, she can direct it not to attack, to attack particular enemies, or to perform other actions. The creature conjured cannot have more than one hit die per level, 14 hit dice maximum. The demon hunter chooses which creature to summon each time this ability is used.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Creatures cannot be summoned into an environment that cannot support them. If the pearl is removed from the creature's forehead or destroyed somehow, the creature is freed from its obligation to the demon hunter. The magic that brought the creature here will dissipate within 1d4 rounds after removing the pearl, sending it back where it came from. In the meantime, it is free to act as it wishes.

- **16th Level Ability - Blessed Magic (Sp):** The demon hunter improves her magical talents. She gains a bonus spell slot for each level she can cast, 0 through 4. These spells slots can only be used to



Ibaqa Usunjin, a female qahngal demon hunter, uses her summon celestial ally mantra to gain an edge in combat.

cast spells with the sonic or positive energy descriptors.

- **20th Level Ability - Master Summon Celestial Ally (Sp):** As the Summon Celestial Ally demon hunting technique, except that the demon hunter may summon creatures with up to 22 hit dice.

Demon Hunter Spells

Demon Hunters gain access to the following spells. While most of these spells are found in the Core Rulebook, all spells marked with an asterisk (*) appear in Appendix: New Spells.

1st-Level Demon Hunter Spells — *cause fear, deathwatch, delay poison, detect poison, disrupt undead, doom, endure elements, longstrider, magic weapon, pass without trace, protection from infernals**, *read magic, remove fear, resist energy, resistance, restoration (lesser), shield of faith, summon monster I.*

2nd-Level Demon Hunter Spells — *bear's endurance, bull's strength, cat's grace, cure light wounds, eagle's splendor, false life, ghoul touch, inflict light wounds, remove paralysis, spiritual weapon, summon monster II, tongues, undetectable alignment.*

3rd-Level Demon Hunter Spells — *bestow curse, blindness/deafness, contagion, cure moderate wounds, magic circle against infernals, magic weapon (greater), neutralize poison, poison, remove blindness/deafness, remove curse, remove disease, summon monster III.*

4th-Level Demon Hunter Spells — *break enchantment, cure serious wounds, death ward, enervation, fear, inflict serious wounds, mark of justice, nondetection, restoration, summon monster IV, sword of the heavens*.*

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Enlightened Scholar

“When you know a thing, to realize that you know it; and when you do not know a thing, to allow that you do not know it: this is knowledge.” – Kung Fu Tse

Sagacious master of esoteric knowledge and inscrutable methods, the enlightened scholar searches for both mundane and arcane secrets. In motivation, he ultimately seeks to understand the universe. The method differs from one enlightened scholar to another. One may wish to become truly enlightened to join with the universe while another may desire the secret to immortality for purely selfish reasons. Another may simply want to serve his people through applied knowledge. The enlightened scholar actively works to apply what he knows to the problems at hand.

Often, the enlightened scholar acts as a guiding force for other heroes. He may act as the hand of fate to guide heroes to where they are needed, whether his methods are overt or covert. Enlightened scholars frequently act as seers and diviners for heroes and common folk alike. They are also known to be great healers and teachers. Many have opened clinics and schools for the people of the land to attend. Some make magical weapons for heroes to use, while others who protect the innocent will use their arcane knowledge to stand before the might of a corrupt spellcaster. Many an enlightened scholar takes up the mantle of priest to better serve people. No matter what path the enlightened scholar takes, he is sure to help others.

Not all enlightened scholars have altruistic motivations. There are those few that can be devious and selfish while looking only for what they might gain. They know that to get what they want they may have to help others first; even if only to generate a good reputation. They have no qualms about taking advantage of the kindness of people who expect a heroic teacher or healer.

Adventurers: No matter the abilities or motivations of a character from this class they all have one thing in common: application of knowledge. An enlightened scholar may study and conduct research in a thorough and rigorous fashion, but he is never content to just sit back, soak up knowledge, and never use it. The enlightened scholar always seeks knowledge related to his goals, and then applies it to practice. The enlightened scholar who studies alchemy may be searching for the path to immortality when he learns how to enchant items. The enlightened scholar who becomes a *guan liao* will may use his post and abilities to serve the people and render assistance where needed or he may use it to abuse his power in his search for wealth and power. Another who studies breathing, meditation, *nei tan*, and the flow of *ch'i* (See feat *Ch'i Awakened*), may be looking for a way to find enlightenment. He will go out into the world and discover new paths and test himself on his journey. The scholar who studies medicine is likely trying to find a way to help his fellow man; he is just as likely to go out amongst the people as set up a clinic or a laboratory.

Characteristics: Enlightened scholars learn many arcane secrets during the course of their lives. Some even becoming proficient in the casting of certain spells. The range of their knowledge and abilities can be quite broad or very narrow in focus and training. Some of the fields they train themselves in include the secrets of the I-Ching, *feng shui*, *nei tan*, *ch'i* arts, art of war, mystical martial training, medicine, *guan liao*, *xiao ren*, and *junzi*.

Religion: The religions and philosophies practiced are as varied as the scholars themselves. Enlightened scholars can be found among all of the major religions including Taoshidaism, Buddhism, and Kangfuzhist thought. In fact, many of their abilities come from the application of the principles and advanced practices of these religions and philosophies.

Background: Enlightened scholars come from many backgrounds. Most are individuals who benefited in some way from an advanced education. Whether this education was received in Buddhist temples, imperial academies, at the feet of a learned village elder or Taoshidaist hermit, the scholar receives more advanced teachings than the typical adventurer or citizen of the empire.



Ming Tai Shan a human male enlightened scholar

Races: Humans often become enlightened scholars, though the reasons vary much as outlined above. The longer lived races are not as likely to become members of this class because they do not feel the press of time as keenly. Some may still join this class in order to become physicians, teachers, and caretakers. This is particularly true of the *dahren* (giants). The *yueren* (moon elves), usually take this class in order to discover how to become one with the universe and to join with their patron spirits in the heavens. *Sanesaram* (dwarves), and *mandragorans* are frequently enlightened scholars, while *qahngol* (variant orcs) and *bakemono* enlightened scholars are less common. Other races do not become enlightened scholars with any greater or less frequency.

View of Magic: The enlightened scholar sees all the magic he has access to as manifestations of a combination of his own inner *ch'i*, the ambient *ch'i* in his environment, and the workings of the spirits and gods towards the accomplishment of his will. When the enlightened scholar is in harmony, he is at one with the Celestial Order and all within it. While in this state he can affect his will upon the workings of all the ten thousand things within the Celestial Order. His only problem is learning the secrets of the proper techniques to become one with the Celestial Order and the ten thousand things within it.

Using these secret techniques requires training, patience, discipline, and the proper knowledge. The enlightened scholar must be able to properly breathe to manipulate the *ch'i* in both the environment and within himself, and he must use the proper movements, or *mudra*, to affect the channeling of the *ch'i* through his surroundings. He must also use the proper mantras to activate the laws of the cosmos he is trying to affect. Some of his magic doesn't use *ch'i*, however; sometimes all it takes is the proper knowledge and the belief to make it true, such as when he uses a broom to sweep away troublesome spirits.

Other Classes: As enlightened scholars search for ever more secrets to uncover, they welcome the opportunities presented for learning from other learned adventurers. They get along well with spellcasters, rogues, and monks. They welcome the opportunity to share knowledge and experiences with warriors, though they may overlook the contributions a scholar can make. The enlightened scholar takes this in stride, knowing it only affirms his role as a teacher and healer.

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Table 3-3: Enlightened Scholar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Dmg*/ Ch'i **	AC Bonus
1st	+0	+0	+0	+2	Unarmed Strike, Enlightened path, Concentration	1d4/1d6	+0
2nd	+1	+0	+1	+3	Enlightened path	1d4/1d6	+0
3rd	+2	+1	+1	+3	Bonus Feat	1d4/1d6	+0
4th	+3	+1	+2	+4	Brandish Magical Might	1d4/1d6	+0
5th	+3	+1	+2	+4	Enlightened path	1d6/1d8	+1
6th	+4	+2	+3	+5	Enlightened path	1d6/1d8	+1
7th	+5	+2	+3	+5	Enlightened path	1d6/1d8	+1
8th	+6/+1	+2	+3	+6	Enlightened path	1d6/1d8	+1
9th	+6/+1	+3	+4	+6	Enlightened path	1d8/1d8	+1
10th	+7/+2	+3	+4	+7	Bonus Feat	1d8/1d10	+2
11th	+8/+3	+3	+5	+7	Enlightened path	1d8/1d10	+2
12th	+9/+4	+4	+5	+8	Enlightened path	1d8/1d10	+2
13th	+9/+4	+4	+6	+8	Enlightened path	1d10/2d6	+2
14th	+10/+5	+4	+6	+9	Enlightened path	1d10/2d6	+2
15th	+11/+6/+1	+5	+6	+9	Enlightened path	1d10/2d6	+3
16th	+12/+7/+2	+5	+7	+10	Bonus Feat	1d10/2d6	+3
17th	+12/+7/+2	+5	+7	+10	Enlightened path	2d6/2d10	+3
18th	+13/+8/+3	+6	+8	+11	Enlightened path	2d6/2d10	+3
19th	+14/+9/+4	+6	+8	+11	Enlightened path	2d6/2d10	+3
20th	+15/+10/+5	+6	+9	+12	Immortal Knowledge	2d6/2d10	+4

* Small and Tiny enlightened scholars deal less damage; Large enlightened scholars deal more damage. See size-based table.

NPCs: The eccentric hermit living in the wilderness trying to become one with the universe could be an enlightened scholar. The inscrutable mandarin who seeks special materials in his search for immortality is an enlightened scholar. The heroic physician at the village clinic who defends the common folk against the depredations of the corrupt magistrate is an enlightened scholar. The ancient martial arts master who teaches his students to use compassion with their deadly fists is one. The armchair historian with an interest in accounts of ancient battles and more exotic topics is an enlightened scholar. The local, blind soothsayer and prophet is an enlightened scholar.

Hit Die: d6

Class Skills

The enlightened scholar's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Feng Shui (Wis), Forgery (Int), Heal (Wis), Fly (Dex), Knowledge (all skills, taken individually) (Int), Perception (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points: 6 + Intelligence modifier

Class Features

All of the following are class features of the enlightened scholar.

Weapon and Armor Proficiency: Enlightened scholars are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear. They are not proficient with armor or shields.

When wearing armor, using a shield, or carrying a medium or heavy load, an enlightened scholar loses his AC bonus.

AC Bonus (Ex): When unarmored and unencumbered, the enlightened scholar adds his Wisdom bonus (if any) to his AC and CMD. In addition, an enlightened scholar gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five enlightened scholar

levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the enlightened scholar is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Unarmed Strike: The enlightened scholar is not primarily a warrior, even if he does learn abilities from the military field of enlightened path. He does not ignore the potential that martial arts can offer him; so he studies them. At 1st level, an enlightened scholar gains Unarmed Strike as a bonus feat. An enlightened scholar's attacks may be with either fist interchangeably or even from elbows, knees, and feet. An enlightened scholar may even make unarmed strikes with his hands full. There is no such thing as an off-hand attack for an enlightened scholar striking unarmed. He may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually an enlightened scholar's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty. He has the same choice to deal lethal or nonlethal damage while grappling.

An enlightened scholar's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured or natural weapons.

An enlightened scholar also deals more damage with his unarmed strikes, as shown on Table 3-4: The Enlightened Scholar. The unarmed damage listed is for Medium enlightened scholars. A Small or Tiny enlightened scholar deals less damage, while a Large enlightened scholar deals more damage; see Table 3-5: Size-Based Changes to Unarmed Damage.

Enlightened path: At 1st, 2nd, 5th, 6th, 7th, 9th, 11th, 13th, 14th, 15th, 17th, 18th, 19th levels, the enlightened scholar can choose one of the abilities below. Each ability belongs to an enlightened path. No ability may be selected more than once, unless specified otherwise. Some abilities have prerequisites listed that must be



Table 3-4: Enlightened Scholar Size-Based Changes to Unarmed Damage

Level	Tiny	Small	Large	Tiny	Small	Large
1st – 4th	1d2	1d3	1d6	1d3	1d4	1d8
5th – 8th	1d3	1d4	1d8	1d4	1d6	1d10
9th – 12th	1d4	1d6	1d10	1d6	1d8	1d12
13th – 17th	1d6	1d8	1d12	1d8	1d10	1d20
18th – 20th	1d8	1d10	1d20	1d10	2d6	4d6
21st – 24th	1d10	2d6	4d6	2d6	2d10	6d6
25th	2d6	2d10	6d6	2d10	4d6	8d6

** The enlightened scholar can only increase his Unarmed Damage by becoming Ch'i Focused if he has the Ch'i Awakened feat.

fulfilled prior to gaining those abilities. The fields of knowledge are as follows; Academia, Feng Shui, Folk Magic, Guan Liao, I-Ching, Invention, Junzi, Medicine, Nei Tan, Warfare, and Xiao Ren. The enlightened path is listed in parenthesis after the ability title.

Academia Enlightened Path: The academia enlightened path specializes in the traditional scholar and sage fields: the lore of history, mathematics, philosophy, languages, and other, more esoteric lore.

Flexible Intellect (Ex): The enlightened scholar is a very capable and adaptive thinker, never taking long to learn something new. All skills are now class skills.

Masterful Linguist (Ex): The enlightened scholar has studied numerous languages and has learned much about common language barriers and syntax. He is now a masterful linguist who can temporarily acquire new languages. For every point of Intelligence bonus, he may master one unknown language after one minute of speaking with someone who knows it. He needs to make a linguistics check (DC 20). He may choose to lose his knowledge of a language to learn a new one.

Masterful Scholar (Ex): The enlightened scholar becomes extremely well versed in a variety of subjects. For Intelligence, Wisdom or Charisma-based class skills, his bonus to class skills increases from +3 to +5.

Practical Knowledge (Ex): The enlightened scholar applies the lessons of enlightenment to the applications of his lore. He adds his Wisdom bonus, if any, as an unlisted bonus to any Knowledge skill checks. Thus, an enlightened scholar with 2 ranks of Knowledge (history), a +1 Intelligence bonus, and a +2 Wisdom bonus has a skill bonus of +8 (2+3 + 1 + 2) using practical knowledge.

Feng Shui Enlightened Path: Feng Shui, the study of wind and water, secures good fortune or prevent bad fortune from accumulating where one resides.

Alter the Positive Flow (Sp): The enlightened scholar's knowledge of feng shui (see skills and feats) increases to where he can avoid negative *ch'i* and attract positive *ch'i*. He can assist his allies with good fortune. The character can make a Feng Shui check (DC 20) to gain a luck bonus equal to his Wisdom bonus (minimum +1), that he can use with one single d20 roll. This ability has a duration of 1 round per class level, and may be used once per day per five levels. The luck bonus may be divided up and split amongst the enlightened scholar and his allies, if he so wishes. For example, if the enlightened scholar has a Wisdom bonus of +3, then he may either take a +3 luck bonus for himself, grant himself or an ally a +2 bonus and the other a +1, or grant himself and two allies a +1 bonus each.

Divert the Negative Course (Sp): The enlightened scholar's knowledge of feng shui provides him with insight into the nature of good reduce any circumstance, luck, or morale penalties applied to him or his allies by an amount equal to his Wisdom bonus. Alternately, he can reduce a skill check DC for a skill use that is pertinent to his current location by an amount equal to his Wisdom bonus. For any given situation, this ability can also be used on a number of allies equal to the character's Wisdom bonus. The reduction has a duration of 1 round per class level. The enlightened scholar may use this 1/day per five levels.

Fortune's Favor (Su) (Requires the Alter the Positive Flow class ability and 6 ranks in Feng Shui): The enlightened scholar attracts

enough good fortune that it can save his life when he would otherwise be grievously injured or even killed. Any opponent rolling to confirm a critical threat against the enlightened scholar takes a -1 penalty to their die roll for every two enlightened scholar levels. The enlightened scholar gains the penalty as a bonus when rolling to confirm critical threats with his attacks.

Generous Advice (Ex) (Requires the Skilled Teacher class ability and 10 ranks in Diplomacy): You are magnanimous in your advice and generous with your talent. Choose an ability you have gained from this class. Once an ability is selected it cannot be changed. Once per day as a standard action, you can impart the benefits of that chosen ability to one or more allies, effectively granting them the ability; even if they do not meet the prerequisites. To gain this benefit, the ally must be within 30 feet of you and must be able to see and hear you. Once gained, the ally gains the benefits of the ability until the end of the encounter. You can share the ability with a number of allies equal to the number of levels you have on this path.

Jinx (Su) (Requires the Divert the Negative Course class ability and 5 ranks in Feng Shui): The enlightened scholar attracts enough negative *ch'i* around him to hamper his enemies. Whenever an opponent makes an attack roll against the enlightened scholar, their critical miss chance increases. For every 4 class levels the enlightened scholar has, the critical miss chance increases by 1. For example, anyone attacking a 9th level enlightened scholar would critically miss if they rolled a 1, 2 or 3 on a d20.

Quick Study (Ex): You may permanently add any one skill to your base class skill list making it a class skill from now on. This does not retroactively affect skill points spent at previous levels, only future ones spent once you gain this class feature. In addition, you may use this skill untrained, even if the skill in question normally requires training.

Sage (Ex): Thanks to your higher level of advanced education, you may make any Knowledge Skill Check untrained.

Skilled Teacher (Ex) (Requires 5 ranks in Diplomacy): Once per encounter as a Standard action, you can increase the talent of an ally within 30 feet. That ally can make a single skill check with your ability modifier for that skill; however, the skill check must be made before the end of the encounter or else this benefit will be lost.

This ability can be taken multiple times. Each time it is taken grants an additional use of this ability per encounter.

Spontaneous Skill (Ex) (This ability has the Sage ability as a prerequisite.): Your well-rounded education allows you to sometimes surprise others with your skill. Once per day, you may make an untrained skill check with any skill as though you were trained in that skill.

You can select this ability multiple times; each time you do, you can use it one additional time per day.

Sweeping Exorcism (Su): The enlightened scholar's knowledge of and belief in evil spirits, undead, and demons gives him power to fend them sweep the ground or floor in the direction of these creature (undead, evil, or outsider types and subtypes) as an attack action. Sweeping gathers the negative and yin energies in the area and sends them as a force effect towards the creatures. This knocks the creatures back with each successive sweep of the broom. This is a ranged touch attack with a range equal to the enlightened scholar's level times five feet. It deals 1d4 force damage per two character lev-



els (minimum 1d4). A creature targeted must make a save against 10 + half the enlightened scholar's class level + Wisdom bonus or be knocked back five feet for every five levels (minimum 5 feet). If the enlightened scholar does not have a Wisdom bonus, then the save DC is 10.

Folk Magic Enlightened Path: Folk Magic is a hodgepodge of magical knowledge that enables the scholar to cast certain spells. It is often scorned as low or base magic; however, it comprises valid spellcasting methods inspired by knowledge of the I-Ching, feng shui, certain shamanistic practices, superstition and old wives tales. The enlightened scholar becomes a spellcaster for all purposes once they take this ability.

Blessing of Jade (Sp) (Must be a spellcaster): An enlightened scholar with this ability who uses jade as a focus for his spellcasting can add a +1 to the save DCs of his spells.

Enlightened Spirit Defense (Su) (Requires the Minor Folk Magic class ability): The enlightened scholar has learned secrets common to all magic effects and how to better resist them. He gains spell resistance equal to his current class level + 10.

Familiarity with Magic (Ex) (Must be a spellcaster): The enlightened scholar gains a +2 competence bonus to all saving throws against spells and spell-like and supernatural abilities (including magic items). Further, he gains a +2 competence bonus to Armor Class against spells requiring attack rolls.

Peach Blessings (Sp) (Must be a spellcaster): An enlightened scholar with this ability who uses a peach, peach pit, peach blossoms, or wood from a peach tree as a focus for his spellcasting can double the duration, double the range, or double the area or number of targets of his spells.

Folk Magic (Requires Brandish Magical Might and 5 ranks in Spellcraft): His studies with the lore of the common folk enable the enlightened scholar to become a unique spellcaster. He gains the ability to cast and ready certain spells. The enlightened scholar may choose to prepare any spell from the divination and illusion schools of magic and any spells with the curse, darkness, light, mind affecting, negative energy, and positive energy descriptors (regardless of school of magic), provided he can cast spells of that level (see the table). He prepares spells ahead of time, any of which he can cast up to the maximum number of spell slots available to him for each given level. To prepare or cast a spell, an enlightened scholar must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against an enlightened scholar's spell is 10 + the spell's level + the enlightened scholar's Wisdom modifier. An enlightened scholar's spells always have both somatic and verbal components. Bonus spells for enlightened scholars are based on Wisdom. The enlightened scholar's spellcaster level is equal to his class level -3; +1 for each enlightened path ability selected from the folk magic enlightened path; his spellcaster level may never exceed his enlightened scholar class level. For the number of spell slots and spells readied per day, see the tables.

Improved: This ability can be taken multiple times, equating to a rank; the first time it is referred to as Least Folk Magic. The ranks for each additional time are Minor (2nd), Lesser (3rd),

Advanced (4th), Greater (5th), Master (6th), and Legendary (7th). Each time it is taken, the enlightened scholar gains extra spell slots and spells readied as outlined.

Potent Spell Component (Sp) (Must be a spellcaster): An enlightened scholar with this ability who uses an exotic, though usually repulsive object, such as a dead, petrified lizard or fish as a focus for his spell casting, can increase the power of his spells as if he possessed any core metamagic feat except Quicken Spell.

Guan Liao Enlightened Path: The guan liao is a civil servant that is part bureaucrat, part courtier, part lawyer, part diplomat, and part politician. In the empire of Xianguo, this means that they have passed the civil service examinations and serve the empire in a variety of capacities; everything from collecting the empires taxes, conducting census of the population, working as clerks to keep the huge bureaucratic engine of the empire moving, managing the finances of whatever post they serve, all the way to serving as advisors to imperial magistrates, judges, governors, and even the emperor himself (though these particular enlightened scholars are nearly all eunuchs).

Table 3-5: Folk Magic Spells per Day

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

Table 3-6: Folk Magic Spells Known

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

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Auspicious Servant (Ex) (Cannot also have the *Inspire Complacency* class ability, Requires the *Influential Guanxi* class ability): You are a well-known agent of the empire or whatever other government or powerful organization you might well happen to owe fealty to. Officials of any level are hesitant to openly take action against you, lest they make an enemy of your government or organization and lose face, perhaps even inciting a war or causing embarrassment to their own organization or government. As a Standard action, you can make an opposed Diplomacy check against a single opponent within line of sight that can hear and understand you. You have a bonus on this Diplomacy check equal to +2 for every level you have on this path. If your Diplomacy check succeeds, that opponent may not attack you or any vehicle or building you occupy until the start of your next turn. If the target is attacked by you or your allies, then the effect of this ability is canceled. This is a mind-affecting effect.

Civil Hospitality (Ex): You can exploit the obligations of hospitality the people of the land owe to the organization or government you serve and represent. Provided you are in a land influenced by the organization or government you serve, you can provide yourself and a small group of allies with basic lodging and food at no expense.

Contracted Oath (Ex): You gain the ability to create a mystical bond that requires the contractors to keep their word or suffer serious consequences. Once per day, you can cast *geas/quest* on all creatures with an intelligence score of 4 or more and an understanding of the same language within 30 feet who make an oath, vow, or some other sort of contract. This can be a marriage vow, a peace treaty, a trade agreement, a legal contract, or an oath of some sort. Once the contract or oath is completed, the subjects must make a Will save (DC 10 + your Wisdom modifier + the number of levels you have in this path). If one of the contractors ever willingly breaks the conditions outlined by the contract or oath, they are subject to a *geas/quest* spell until they resume the behavior required by the contract or oath. This effect expires if the contract or oath is fulfilled or otherwise achieves a given period of time as outlined by the contract or oath.

Discern Falsehood (Ex): You have developed a keen eye for forgeries, hidden compartments, and secret doors. You gain a +5 bonus to detect forgeries, find hidden compartments, and search for secret doors.

Discern Lies (Ex): You have developed a keen eye for the lies others tell you. Any creature attempting to lie in your presence must make a Will save (DC 10 + your Wisdom modifier + the number of levels you have in this path). If this save fails, you immediately know that the creature is lying.

Influential Guanxi (Ex) (Requires the *Resourceful Guanxi* class ability and 9 ranks in Diplomacy): You have influential contacts within a certain branch of government, an organization, or in a certain region who can provide you with reliable information on certain topics. These contacts will either answer your request themselves or send a representative who can respond with the appropriate answer or skill for them. Once per day, you can have one of those contacts make a skill check on your behalf. The contact always takes 20 on the skill check, even if the skill would not normally allow taking 20, and has a skill bonus equal to 5 + your Wisdom modifier + the number of enlightened scholar levels you have, but the total bonus cannot exceed more than half your character level. Provided you are in an environment where these contacts could conceivably be found, getting in touch with them and receiving the benefits of the skill check takes a number of hours equal to the number of enlightened scholar levels you have plus a number of minutes equal to the result of the skill check.

Inspire Complacency (Ex): You can present the impression that you are the epitome of an unimposing, weak, non-threatening, and meek bureaucrat that can cause your enemies to let down their guard and relax; granting you an advantage. A number of times per day equal to half your levels in this path you can inspire complacency in your enemies as a Standard action for a number of rounds equal to your Wisdom bonus +1 (minimum 1 round). The target(s) of this ability must be within 60 feet and able to see and hear you. You may target a number of enemies equal to the number of levels

you have in this path. Those targeted by this ability suffer a -4 penalty to Listen, Sense Motive, and Spot checks. Targets are allowed a Will save to resist this effect (DC 10 + 1/2 your character level + your Wisdom modifier). This is a language-dependent, mind-affecting ability.

Leadership (Ex): You receive this feat for free. If you already possesses leadership, then your Leadership Score (character level + Charisma bonus + modifiers) is increased by your Wisdom modifier (minimum 1). The cohort obtained with this feat is a cavalier, fighter, ranger, ritual warrior, unfettered, or warmain – a warrior provided to serve and protect you in his service to the empire. Most enlightened scholars employ their lesser followers as guards, servants, scholars, or spies.

Powerful Guanxi (Ex) (Requires the *Influential Guanxi* class ability and 12 ranks in Diplomacy): You have a powerful contact that has extensive influence over a significant area or industry. The contact could be a provincial mandarin, a regional judge, a powerful minister, a courtier that holds the emperor's ear, a general, an infamous yakuza leader, or some other significantly influential individual. Once per encounter, you can invoke the name or office of your powerful contact and take 20 on one Diplomacy or Intimidation check, without an increase in the time needed to make the skill check.

Resourceful Guanxi (Ex) (Requires 6 ranks in Diplomacy): Your position in the empire, kingdom, ministry, or other organization or government that you serve affords you access to additional funds and connections that have the ability to obtain restricted, military equipment or illegal items without having to pay for a special license or endure the scrutiny of other government officials. Each time you gain a level, you receive restricted or military equipment equal in value to your character level x 1,000 gold pieces. The equipment appears in an accessible, civilized location of your choice.

Wealth (Ex): Each time you gain a level (including the level at which you select this ability), you receive a number of gold pieces equal to 5,000 x the number of levels you have on the Enlightened scholar path. You can spend these funds as you see fit. The gold appears in a civilized, accessible location of your choice or you can receive it as a part of your pay.

I Ching Enlightened Path: I Ching, or the Book of Changes, is governed by the Ba Gua, or eight trigrams; the study of which can lead to a greater understanding of the forces of divination, destiny, and luck.

Auspicious Prediction (Su): Whether the enlightened scholar learned of it by reading the stars, saw it in the signs of the I Ching, or dreamed of it, the character recognizes a moment of great pain to avoid. The enlightened scholar gains the ability to take only half damage from any failed saving throw a number of times per day equal to his Wisdom bonus, if any. If the character does not have a Wisdom bonus, this ability may be used once a week.

Fortunate Timing (Sp) (Requires the *Lucky Touch* class ability and 4 ranks each in *Feng Shui* and *Knowledge (Arcana)*): The enlightened scholar gains the secret knowledge of how to change good luck to bad and vice versa.

However, use of this ability can be difficult at times because the more experienced a creature is the more closely its luck is linked with the nature of the cosmos. As a free action, with a successful

Concentration check (DC equal to 10 plus the hit dice of the target creature) you may change that creature's die roll of a natural 1 into a natural 20 as if the creature had rolled a natural 20. Alternately, you may change that creature's die roll of a natural 20 into a natural 1.

The enlightened scholar may use this ability a number of times per day equal to his Wisdom bonus; once per week if he has no Wisdom bonus.

The range for this ability is line of sight. It may be used in combat when it is not the enlightened scholar's turn.

Lucky Touch (Sp) (Requires 4 ranks each in *Feng Shui* and *Knowledge (Arcana)*): Using knowledge gleaned from the techniques of the I Ching, the enlightened scholar notices the signs of good or bad fortune. A number of times per day equal to his Wisdom bonus (once per week if the character has no bonus), he can



alter the course of a creature's luck to become more beneficial or detrimental. When the enlightened scholar makes a touch attack on a target, they receive a luck bonus or luck penalty equal to the enlightened scholar's Wisdom bonus to their next d20 roll.

Tools of Divination (Sp) (Requires the ability to cast divination spells): An enlightened scholar with this ability can use yarrow sticks, tea leaves, stalks of milfoil, or a tortoise shell as a focus when casting divination spells. He can use a standard spell slot for a divination spell of its level, but gain the benefits of the spell as if it were cast heightened.

Invention Enlightened Path: Invention is the staple of certain eccentrics, but many of those scholars are the ones who are the most famous of their brethren. Abilities from this field of enlightened path follow.

Always Prepared (Ex) (Requires the Packrat class ability and a base Fortitude saving throw of +1): After 1 minute of searching, the enlightened scholar can find any single piece of equipment in his stash of gear, raw materials, tools, and knickknacks that is valued at 30 gp or less. The enlightened scholar can do this once per day for every 3 class levels he has. The item cannot be magical, masterwork quality, or a specific object (such as the only key used to open a cell (door), but may otherwise be any type of generic or useful item (such as lock picks). The item appears to be in poor condition (although it is not) and has no resale value.

Fabulous Conveyance (Ex) (Requires 5 ranks in Craft (Conveyance)): You have invented something wondrous; a new way of traveling that is unique. At what level you may have this invention ready for use is determined by modifiers on the chart below. The level requirements are all cumulative and the total determines at which level your conveyance is available for your use; you may not take this ability for that conveyance until you have obtained the prerequisite level. The modifiers below can also influence how difficult your conveyance is to pilot. These modifiers are also cumulative and when totaled equal the DC necessary for a Knowledge (Conveyance) check to pilot your conveyance. Also, you gain an inherent bonus for this check equal to your class level. Knowledge (Conveyance) checks are needed for every mile (or li) traveled as well as at start up, stopping, and turning. This ability may be taken multiple times; each time it is for a different conveyance.

In order to craft your conveyance you must determine on the chart below, at a minimum, the time needed to duplicate the conveyance, what the conveyance is made of, what mode of movement the conveyance travels in, how many assistants were needed to create it, if it has weaponry, if it is armored, how much it can carry, and what it is fueled by. The time needed to duplicate a conveyance is how long it would take to build another one like yours. Just because a conveyance is capable of being enchanted does not mean that you gain it with an enchantment quality. The conveyance has a base hardness of 10.

Humanitarian Invention (Ex) (Requires 5 ranks in a pertinent Knowledge skill.): You invent or discover something wondrous. It could be a revolutionary new method of farming; it could be an incredibly efficient new method of record keeping, a stronger building material, the abacus, the water clock, or some other non-magical item or creation. It is a landmark invention, famous in its own time, or one that makes life or that is otherwise noteworthy. The exact invention should not have an impact on combat, travel, or information gathering. The character does not directly benefit from it during play. However, the character is now famous for what he has given the world. Anytime the character makes it known who he is, he gains a bonus equal to half his class level when he rolls a Charisma check or makes a Charisma-based skill check.

Packrat (Ex) (Requires a base Fortitude saving throw of +1): The enlightened scholar always carries the odd bit of trinkets, raw materials, tools, and incomplete inventions on his person. As such, he is accustomed to carrying heavier loads. The enlightened scholar's carrying capacity for encumbrance only is the equivalent of someone with +2 Strength for every 2 class levels the enlightened scholar has.

Trapfinding (Ex): The enlightened scholar learns through the invention of devices to use the trapfinding ability. A enlightened scholar adds 1/2 his level to Perception skill checks made to locate

traps and to Disable Device skill checks (minimum +1). A enlightened scholar can use Disable Device to disarm magic traps.

Junzi Enlightened Path: Junzi, which can be taken to mean "gentleman" or "superior man", seek to lead others with virtue and by their own example by living with superior ethics and morals. Choosing this path is mutually exclusive with the Xiao Ren path and you cannot take abilities from both paths. You must choose which path to gain abilities from. Once made, this choice cannot be changed.

Born Leader (Ex): Once per encounter, as a free action during your turn, you grant all allies within your line of sight a +1 insight bonus on attack rolls. This effect lasts for as long as they remain within line of sight of you. An ally loses this bonus immediately if line of sight is broken or if you are unconscious or dead.

Coordinate (Ex): A enlightened scholar with this ability has a knack for getting people to work together. When you use this ability as a standard action, all allies within your line of sight grant an additional +1 bonus when they use the aid another action until the start of your next turn.

You may select this ability multiple times; each time you do, the bonus granted by this ability increases by +1 (to a maximum of +5).

Inspire Confidence (Ex) (Cannot also have the Inspire Complacency class ability, Requires the Influential Guanxi class ability): As a public official with a political career you know how to address others in a manner that can inspire them with confidence. A number of times per day equal to half your levels in this path you can inspire confidence in your allies as a Standard action for a number of rounds equal to your Wisdom bonus +1 (minimum 1 round). The target(s) of this ability must be within 60 feet and able to see and hear you. You may target a number of allies equal to the number of levels you have in this path. Those targeted by this ability gain a +1 morale bonus to all attack rolls and to saving throws. This is a language-dependent, mind-affecting ability.

Lasting Command (Ex) (Requires the Born Leader class ability): Any ally who gains the benefit of your Born Leader ability does not lose the benefit if their line of sight to you is broken.

Respected Official (Ex) (Cannot also have the Inspire Complacency class ability, Requires the Inspire Confidence class ability): Your reputation as a representative of the government or organization you serve is well-known and well respected. So much so that even your enemies show you the respect, or face, your reputation deserves. You automatically improve the attitude of an indifferent character to friendly with no check required.

Teamwork Feat and Solo Tactics (Ex): The enlightened scholar gains a bonus feat that is to be selected from those listed as teamwork feats. The enlightened scholar must meet the prerequisites of the selected bonus feat.

As a standard action, the enlightened scholar can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat he has already learned. In effect, the enlightened scholar loses the bonus feat in exchange for the new one. He can only change the most recent teamwork feat gained. Whenever he gains a new teamwork feat, the previous teamwork feat becomes set and cannot be changed again. An enlightened scholar can change his most recent teamwork feat a number of times per day equal to his Wisdom modifier.

Trusted Ally (Ex) (Requires the Born Leader class ability): You can give up a standard action to give one ally within your line of sight an extra standard action or move action on his next turn, to do with as he pleases. The ally does not lose the extra action if the line of sight is later broken.

Medicine Enlightened Path: Traditional Medicine is much diversified with elements of superstition, folk magic, science, and alchemy – all with the dedicated aim of curing the ills and injuries of the sick and wounded.

Bone Setting (Ex) (Requires 5 ranks in both Heal and Knowledge (Anatomy)): Making use of his knowledge of anatomy and healing, the character can heal major damage to the body. He may assist in the recovery of permanent Dexterity, Strength, or Constitution damage by resetting the bones of the ability damaged character. By making a successful Heal skill check (DC 20+ each point of ability damage), the enlightened scholar converts this permanent

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Table 3-7: Fabulous Conveyance Construction Modifiers		
Modifier	Level Req	Piloting DC
Time needed is Under 1 Hour	+9	+12
Time needed is more than 1 Hour, but Under Half a Day	+8	+11
Time needed is more than Half a Day, but Under 1 Day	+7	+10
Time needed is more than 1 Day, but Under 3 Days	+6	+9
Time needed is more than 3 Days, but Under 1 Week	+5	+8
Time needed is more than 1 Week, but Under 1 Month	+4	+7
Time needed is more than 1 Month, but Under Half a Year	+3	+6
Time needed is more than 1 Half a Year, but Under a Year	+2	+6
Time needed is more than 1 Year	+1	+5
Time needed is more than 10 Years	+0	+5
Materials of poor quality (stone, untreated wood or bamboo, etc.) (25 HP)	-5	+5
Materials of standard quality (treated wood, iron, etc.) (50 HP)	+0	+3
Materials of high quality (steel, jade, darkwood, etc.) (100 HP)	+5	+1
Conveyance can be enchanted (costs per appropriate Craft feat)	+1	+0
Conveyance will provide an increased rate of ground movement +10	+1 per +10	+2
Conveyance will provide an aerial rate of movement at 30 ft.	+5	+5
Conveyance will provide an increased rate of aerial movement +10	+2 per +10	+2
Conveyance provides aerial movement of good maneuverability	+3	+3
Conveyance will provide a tunneling rate of movement at 30 ft.	+4	+3
Conveyance will provide an increased rate of tunneling movement +10	+1 per +10	+2
Conveyance will provide a swim rate of movement at 30 ft.	+2	+1
Conveyance will provide an increased rate of swim movement +10	+1 per +10	+2
Conveyance is submersible	+5	+2
No Assistance needed to Craft it	+4	+0
1 Assistant needed to Craft it	+3	+0
2 Assistants needed to Craft it	+2	+0
3 or more Assistants needed to Craft it	+1	+0
No Assistance needed to Pilot it	+4	+0
1 Assistant needed to Pilot it	+3	+0
2 Assistants needed to Pilot it	+2	+0
3 or more Assistants needed to Pilot it	+1	+0
Conveyance has no mounted weaponry	+0	+0
Conveyance has mounted weaponry for a single operator	+1	+1
Conveyance has mounted weaponry for 3 or less operators	+2	+2
Conveyance has mounted weaponry for 4 or more operators	+3	+3
Conveyance has a single type of siege engine on board	+4	+5
Conveyance is fueled by a volatile substance*	-1	+3
Conveyance is fueled by an expensive or rare substance	+0	+1
Conveyance is fueled by magic (each spell level to powers it for 15 minutes)	+1	+2
Conveyance is fueled by an inexpensive or common substance	+2	+3
Conveyance has Armor, which grants it a +1 point of Hardness	+1 per +1	+1 per +1
Conveyance has Seats	+1 per seat	+0
Conveyance can Transport 500 pounds encumbrance	+1 per 500 lbs	+1 per 500 lbs

* If this conveyance crashes or takes half its hit point in damage, it has a 50% chance of exploding.

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ability damage into temporary ability damage. The enlightened scholar may heal hit point damage (and only that number of hit points) in the same fashion. The enlightened scholar can use this ability once per day.

Gua Sha (Ex) (Requires the Poultrice class ability, 7 ranks in Heal, and 1 rank in Craft (Alchemy)): This medicinal technique involves firmly rubbing a person's skin with a ceramic soup spoon or large coin in order to clear illness or toxin from the body by getting it to move. This technique is known to leave red and purple marks on the skin that look painful, but are not. The enlightened scholar heals illnesses (including magical illness), poisons, and ability damage in those who accept the healing. These purifying exercises can be administered with a successful Heal skill check.

The number of ability points healed depends upon the Heal skill check DC. (DC 10 to heal 1 point of ability damage, DC 15 to heal 2 points of ability damage, DC 20 to heal 3 points of ability damage, etc.). If the enlightened scholar tries to heal an illness or poison (including magical varieties he must succeed at a Heal skill check equal to the Save DC his patient failed +5. So, if his patient contracted a disease or poison with a DC of 20, the enlightened scholar must make a Heal check against a DC of 25. If successful, his patient is healed. Each time he uses this ability in a day (successfully or not), the DC rises by 5 to accomplish the same effect (i.e. DC 15 to heal 1 point of ability damage, etc.) the next time. When healing ability damage, the patient receives unsightly bruises, which at the DM discretion; provoke a -2 morale penalty to Charisma checks and Charisma-related skill checks made in social situations. This penalty lasts for a number of days equal to the number of ability points healed.

Healer's Immunity (Ex) (Requires 5 ranks in Heal): As a physician, his understanding of disease and illness grants the enlightened scholar the knowledge to avoid falling to those illnesses and diseases. He gains a bonus equal to class level on saving throws against any disease (mundane or magical). This bonus also applies to any effect (mundane or magical) that causes nauseated or sickened conditions; however, any damage caused by those effects still applies.

Poultrice (Ex) (Requires 1 rank each in Craft (Alchemy) and Heal): Using herbs and other natural ingredients, the character makes a poultrice to heal wounds. A poultrice can be successfully created and administered with a Heal skill check. The DC determines healing (DC 10 to heal 1d6 hit points, DC 15 for 2d6, or DC 20 for 3d6, which is the maximum). Each time a patient receives a poultrice in a day (successfully or not), the next time the DC rises by 5 to accomplish the same effect (i.e. DC 15 to heal 1d6 on the second attempt). The patient must wear the poultrice a number of hours equal to the number of dice healed. For every hour the poultrice is removed early, the patient receives 1 point of damage. The smell generated by the poultrice makes the character easy to notice. Any creature tracking a character wearing a poultrice gains a +5 to their checks. Any one within 10 foot gains a +2 to Perception checks to notice the character.

Nei Tan Enlightened Path: Nei Tan, or internal alchemy, is the art practiced to attain immortality through special application of diet, imbibed substances, and life changing experiences. The ultimate goal is the seeking of enlightenment.

Awakened Ch'I Ability (Su): The enlightened scholar may gain any ch'I or chakra feat, including the Ch'I Awakened feat; however, he must still meet all prerequisites for, including prerequirsite feats, ability score, and base attack bonus. This ability may be selected multiple times.

Ch'I Breath (Sp) (Requires the Purging Breath class ability and 2 ranks in Craft (Alchemy)): Continuing his training, the enlightened scholar learns to control breathing to reduce the damage rendered to his body. The character can make a Concentration check (DC 10) to activate Damage Reduction 1/magic. For every 5 points that he exceeds the DC, he receives an additional point of Damage Reduction. This ability lasts a number of rounds equal to the character's class level.

Ch'I Strike (Su) (Must be able to inflict 1d6 points of damage with an unarmed strike and have the Ch'I Awakened feat): The enlightened scholar can empower his unarmed attacks with ch'i. He



An enlightened scholar on the medicine enlightened path.

must invest one point of ch'I into this ability. As long as he maintains his ch'I focus, his unarmed attacks are treated as magic weapons for the purpose of overcoming damage reduction. This ability can be selected an additional time, when the enlightened scholar may now treat any proficient melee weapon as magic for the purpose of overcoming damage reduction. The enlightened scholar can select this ability a third time to treat his melee attacks as aligned weapons (choose one alignment at the time the ability is gained; see *Pathfinder® Roleplaying Game Core Rulebook™*). If he selects this ability yet again, his melee attacks are treated as adamantite weapons.

This ability can only be taken up to four times. Each time the enlightened scholar takes it, he must be capable of inflicting a higher die type of damage with an unarmed strike.

Clean Living (Ex) (Requires 5 ranks in Heal): Your regimen of a healthy diet, physical exercise, and meditation brings your body into such harmony that you gain a +2 bonus to saves to resist taking ability damage. You recover from ability damage in half the time it normally takes.

Diet of Jade (Su) (Requires 5 ranks each in Heal, and 2 ranks each in Feng Shui and Knowledge (Arcana)): By eating a diet that includes jade crushed into a powder and mixed with rice, you gain cold and fire resistance 5. Furthermore, you and the possessions you carry never get wet, your vision is never impeded by the smoke from a fire (denying concealment from you to those using smoke for that purpose) and non-magical smoke cannot cause you to suffocate. For a number of times per day equal to your Wisdom modifier, you can walk on calm water for a number of rounds equal to your class level.

Internal Alchemy (Su) (Requires the Craft Alchemical Mixture and Poison Use class abilities and 2 ranks in Craft (Alchemy)): After exposure to experimental compounds and magical elixirs, the enlightened scholar gains a high degree of resistance to poisons and diseases. The character may roll his Craft (Alchemy) skill check in place of a save to survive exposure to poisons, toxins, venoms, diseases. He may even do so to resist attacks and conditions that cause paralysis.

Meditative Healing (Sp) (Requires Wis13, Ch'I Awakened, the Internal Alchemy, Craft Alchemical Mixture, and Poison Use class abilities, and 7 ranks in Craft (Alchemy)): The enlightened scholar has discovered a technique for healing himself while in a state of meditation. While ch'I focused, the character may roll an Craft (Alchemy) skill check to grant himself Fast Healing (see *Pathfinder® Roleplaying Game Bestiary™*). He determines the rank value of

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the Fast Healing by the DC of the Craft (Alchemy) skill check (DC 20 for Fast Healing 1, DC 25 for Fast Healing 2, DC 30 for Fast Healing 3, DC 35 for Fast Healing 4 and DC 40 for Fast Healing 5). The maximum duration is a number of minutes equal to the enlightened scholar's Wisdom bonus, no matter how long he maintains *ch'i* focus. He may use this ability once a day for every five enlightened scholar levels.

Poison Immunity (Ex) (Requires the Craft Alchemical Mixture and Poison Use class abilities and 8 ranks in Craft (Alchemy)): The enlightened scholar has experimented extensively with a great variety of poisons, venoms, and other toxins. He has slowly built up his immunity to these toxins and poisonous compounds by exposing himself to them in very small doses. The enlightened scholar gains immunity to all poisons.

Poisonous Breath (Sp) (Requires the Ch'i Breath, Craft Alchemical Mixture, Internal Alchemy, Poison Use, Poison Immunity, and Purging Breath class abilities and 2 ranks in both Craft (Alchemy)): Training in this extreme regimen of breathing exercises combined with a special diet allows the enlightened scholar to create poisonous fumes within his body and can release them. He breathes out a cloud of acid a number of times per day equal to the enlightened scholar's Wisdom modifier +1 (minimum once per day). The enlightened scholar can breathe the noxious cloud from his mouth in a 90-degree arc. It extends out to 20 feet and it lasts for 1d4 rounds before it dissipates.

The fumes inflict 1d6 damage +1 per enlightened scholar level; although a Reflex saving throw (DC 10 + half the enlightened scholar's level + Wisdom modifier) reduces the damage by half. Victims within the cloud longer than one round must make a Fortitude saving throw (DC is the same) or become sickened. This instantaneous effect requires a standard action.

Purging Breath (Sp): The enlightened scholar can purge himself of debilitating diseases by utilizing his superior breath control during meditation. After 1 minute, the character may make a Concentration check to heal himself of any mundane (DC 20) or magical disease (DC 25).

Imperishable Body (Ex) (Requires the Clean Living, Craft Alchemical Mixture, Excellent Alchemy, Internal Alchemy, Poison Use, and Poison Immunity class abilities and 2 ranks in Craft (Alchemy)): The enlightened scholar has discovered how to reduce the effects of aging and entropy on his body through the application of diet, meditation, exercise, and other secret methods. He no longer takes ability score penalties for aging and cannot be magically aged. Any previously incurred penalties remain. Bonuses for aging still accrue, and the enlightened scholar still dies of old age when his time is up.

This ability also grants the enlightened scholar's body the ability to survive for an eternity. The character's physical body can persist as it looks now for millennia. The body becomes impossible to damage permanently, with the exception of one, specific act chosen by the DM and made known to the player. (With the knowledge of the strengths of his new form also comes the knowledge of its weakness.) For example, an enlightened scholar's body might have to be eaten by a dragon or immersed in a pool of liquid aligned to negative energy to destroy it. All other attacks fail to destroy the body of the character.

The character still takes damage from attacks as normal; however, immediately after every attack the body magically heals itself of any physical signs of damage. The enlightened scholar gains a +4 to resist the effects of any condition that impairs his senses or physical abilities, such as blindness, deafness, or ability drain to Strength, Constitution, or Dexterity. If he should fail his saving throw, he now suffers the condition for only half of its duration. He can never be permanently affected by conditions or ability damage. The bonus from the Clean Living ability does not stack with Imperishable Body.

Warfare Enlightened Path: Knowledge of Warfare is obtained from studying the written works of the great generals of the past as well as practical applications with weapons and armor.

Know Your Enemy (Ex): The enlightened scholar applies his knowledge of other races, creatures, and cultures to his efforts in combat. If the enlightened scholar has the appropriate Knowledge

skill for an opponent (i.e. Knowledge (Arcana) when facing dragons, Knowledge (Religion) when facing undead, etc.), he gains a +1 competence bonus to initiative rolls and damage against that opponent for every five ranks he has in that Knowledge skill. If opposing multiple enemies and the scholar has more than one applicable Knowledge skill, he must choose one to use with this ability.

Principles of War (Ex) (Requires a Base Attack Bonus of +3): In his studies of warfare, the enlightened scholar learns from foot soldiers: the basic use of weapons and armor. He gains proficiency with martial weapons, light armor and small and medium shields. While wearing or using light armor and small or medium shields they lose half of their class AC bonus.

Total Warfare (Ex) (Requires the Principles of War class ability and a Base Attack Bonus of +3): Whenever the character leads others in combat, he may use their talents in the most effective manner possible. With a successful Knowledge (history) skill check (DC equal to 10 plus the highest CR of the opponents about to be faced in combat), he may grant benefits to his allies. Up to half of his enlightened scholar level in allies may receive one of the following benefits per ally. Once granted, these benefits cannot be changed.

- Allies who have a Base Attack Bonus equal to their character level may add a circumstance bonus equal to the enlightened scholar's Wisdom bonus to their damage totals.
- Allies with the ability to heal hit points may add a circumstance bonus equal to the enlightened scholar's Wisdom bonus each time they conduct healing. (This only applies to healing that cures hit points.)
- Allies with the ability to sneak attack may add a circumstance bonus equal to the enlightened scholar's Wisdom bonus to their Sneak Attack damage totals.
- Allies with the ability to affect areas (such as with a *fireball*) can add a circumstance bonus equal to the enlightened scholar's Wisdom bonus to their damage totals.

The benefits last for a number of rounds equal to half the enlightened scholar's class level, beginning with the first round of combat.

Way of War (Ex) (Requires the Principles of War class ability and a Base Attack Bonus of +3): After studying and contemplating the consolidated works of the legendary tiger generals, the enlightened scholar gains insight into the more subtle effects of warfare as well as several bold strategies. The enlightened scholar can no longer be flanked in combat. By spending time before combat to create a battle plan with his allies, and by making a successful Knowledge (History) skill check (against a DC equal to 10 plus the highest CR of the opponents about to be faced), he can grant his allies a bonus. They gain a +1 circumstance bonus to attack or to their armor class for a number of rounds equal to the enlightened scholar's Wisdom bonus beginning with the first round that an ally joins in a battle.

Xiao Ren Path: Too often, the truth is that enlightened scholars in positions of influence use their knowledge for personal gain. Graft, blackmail, money-laundering, and a wide variety of other political and economic crimes are committed far too frequently. Eventually, nepotism and the fostering of civil posts to only civil servants of certain families grew to become the order of the day instead of appointing civil posts based on merit and innovation. You are one who has learned how to benefit from such a system. Choosing this path is mutually exclusive with the Junzi path and you cannot take abilities from both paths. You must choose which path to gain abilities from. Once made, this choice cannot be changed.

Inspire Fear (Ex) (Cannot also have the Inspire Complacency class ability, Requires the Influential Guanxi class ability): You have a sinister reputation and are infamous for ruthless deeds attributed to you, whether they are true or not. This provides you with the face necessary to inspire fear in others, which you have found can be a useful thing. Any opponent whose character level is equal to or less than your character level takes a -1 penalty on attack rolls and opposed skill checks against you. This is a mind-affecting fear affect.

This ability can be taken multiple times, but no more than a total of three times. Each additional time this ability is taken the penalty is increased by -1.

Live to Serve Another Day (Ex): The astute enlightened scholar



knows that his obligation and service to the empire is never complete and uses this knowledge to justify his ability to survive and serve the empire another day. When executing the total defense action, you receive a dodge bonus to AC equal to your Wisdom modifier.

Notorious Official (Ex) (Cannot also have the Inspire Complacency class ability, Requires the Inspire Fear class ability): Your reputation is known throughout the Lands of the Jade Oath; even in many of the more remote and smaller kingdoms and islands. You may re-roll and Intimidation check you make if you do not like the roll you got - it doesn't count. However, you must accept the results of the second roll and you must declare the use of this ability before the DM declares the success or failure of the first roll. You cannot use this ability if you are disguised or are otherwise unknown to the target of the intimidation check for whatever reason.

Scathing Castigation (Ex): You know the fine art of insulting your enemies to such devastating effect as to completely distract them for a short, though often critical, amount of time. Once per encounter as a Standard action, you can cause all opponents who can hear and understand you to make a Will save (DC 10 + 1/2 your character level + your Wisdom modifier) or become flat-footed for 1 round.

Unsuspecting Shields (Ex): You are adept at using others to save your skin; shielding you from those who might wish to bring you harm. You gain a cumulative +1 circumstance bonus to Armor Class for each ally or non-threatening creature that is adjacent to you, up to a maximum bonus equal to 1 plus half the number of levels you have on this path. The creature shielding you cannot be more than two sizes smaller than you or you do not receive any bonus from their presence. Each creature adjacent to you that is two sizes or more larger than you provides a +2 bonus.

Brandish Magical Might: An enlightened scholar may use his knowledge of magic and the power inherent within him to accomplish tasks with a special brandish magical might check (d20 + the enlightened scholar's class level + his Wisdom modifier), such as dispel a spell effect or counter a spell, once per day per two class levels.

To counter a spell, the character must ready an action. When someone else casts a spell within sight, the enlightened scholar makes a brandish magical might check. If he succeeds, he counters the spell, ruining it, and the countered caster loses the spell slot. If the enlightened scholar fails the check, resolve the spell normally. Countering a spell does not cost him any spell slots of his own.

Once per day per two class levels, the enlightened scholar can try to overcome a creature's spell resistance by making a brandish magical might check rather than the normal caster level check.

Bonus Feats: At 4th, 8th, 12th, and 16th levels the enlightened scholar gets a bonus feat, he can select any Combat Feat or any *Ch'i* or *Chakra* feat; he must still meet all bonus feat prerequisites.

Concentration: an enlightened scholar can use concentration even if he cannot cast spells his effective caster level equals his enlightened scholar class level, his relevant ability modifier is Wisdom.

The following are additional uses for Concentration.

Check (Gain Ch'i Focus): The ability to manipulate *ch'i* points gives *ch'i*-using characters a special energy. *Ch'i*-using characters can put that energy to work without paying a *ch'i* point cost—they can focus their *ch'i* by making a successful concentration check.

If you have 1 or more *ch'i* points available, whether invested in a *chakra* or not, you can meditate as a full round action that provokes attacks of opportunity to become *ch'i* focused. The DC is 15 for the first attempt each day. Each additional attempt after the first successful attempt in the same day add +2 to the DC.

Wearing armor increase the DC as it can stifle the flow and distribution of *ch'i* throughout the body.

Shields only double the non-magical AC bonus. For example, a character with a +1 magic shield (size Medium) only receives a -2 penalty to the character's Concentration check.

You remain *ch'i* focused until you expend your *ch'i* focus, become unconscious, until your *ch'i* point reservoir drops to 0, or the duration that you can maintain your *ch'i* focus expires. You maintain *ch'i* focus for a number of rounds equal to your Wisdom bonus (if any) + half your character level +1 for each *Ch'i* feat or *Chakra* feat that you have. While *ch'i* focused, you gain the benefits of any *chakra* that has *ch'i* points invested in it. You cannot benefit from any *chakra* that does not have *ch'i* invested in it, whether *ch'i* focused or not.

You can expend your *ch'i* focus on any single Concentration check you make thereafter. When you expend your *ch'i* focus, your base Concentration check is as if you rolled a 15. (It's like taking 10.) You can also expend your *ch'i* focus to gain the benefit of a feat or special ability, as per their description.

When you expend your *ch'i* focus in this manner, you must select a single *chakra* that has *ch'i* points invested in it. These *ch'i* points are lost for the day. You must have 8 hours of rest and must meditate for 1 hour to recover those points. The expended *ch'i* points immediately activate a special ability or benefit. When you expend your *ch'i* focus, you immediately lose all benefits of *chakras* and *ch'i* feats that affect you (except for those that do not require you to maintain *ch'i* focus).

Action: Usually none. In most cases, making a Concentration check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). Meditating to gain *ch'i* focus is a full-round action.

Retry: Yes, though a success doesn't cancel the effects of a previous failure, such as the loss of *ch'i* points from expending your *ch'i* focus.

Check (Replenish Ch'i Reservoir): Characters that can manipulate *ch'i* use up their *ch'i* points frequently. By succeeding on a concentration check, they can replenish their *ch'i* from *ch'i* in the surrounding environment a number of times per day equal to their Wisdom bonus (if any), by an amount equal to their Constitution bonus (if any). If they have no Wisdom bonus or no Constitution bonus, then they cannot replenish their *ch'i*. You must be *ch'i* focused to replenish your *ch'i*. During replenishment attempts, you can attempt to replenish *ch'i* for a number of rounds equal to half your class level.

Ch'i points gathered from the environment replenish *ch'i* points from your *ch'i* point reservoir. The *ch'i* points gathered cannot exceed your total *ch'i* point reservoir. Note that areas with an overabundance of *ch'i* will replenish 2 *ch'i* points per round, an area with moderate *ch'i* will replenish at a rate of 1 per round, and an area low in *ch'i* will only replenish 1 point of *ch'i* every 2 rounds. *Ch'i* recovered from the environment might not be balanced *ch'i* and could possibly be aligned to yin or yang depending on the location where it is gathered.

Replenishing *ch'i* points outside of stressful situations does not require a concentration check; however, replenishing *ch'i* points during stressful situations, such as combat, does. The concentration DC to replenish your *ch'i* points during stressful situations, such as combat, is 20.

Action: Full-round action.

Retry: Yes.

Immortal Knowledge (Ex): At 20th level an enlightened scholar discovers a cure for the scholar's aging, and from this point forward the scholar remains her current age category forever and takes no penalty to physical ability scores from advanced age. Even if the enlightened scholar comes to a violent end, once per week she spontaneously reincarnates (as the spell) 24 hours later in a place of the scholar's choosing within 20 miles of the place the scholar died. The monk must have visited the place in which he returns back to life at least once.

Armor Type	DC Increase
Light	+5
Medium	+10
Heavy	+15
Shield used	+ (shield type bonus x2)

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Kusa

"All warfare is based on deception. Hence, when able to attack, we must seem unable; when using our forces, we must seem inactive; when we are near, we must make the enemy believe we are far away; when far away, we must make her believe we are near." – Sun Tzu

Shrouded in darkness and steeped in mystery, stories of the kusa captivate the peoples in the Lands of the Jade Oath. Few know where the kusa began, but they primarily exist on the island nation of Nihonshu and on the forested, mountainous peninsula of Kogoryeo. Whether they call themselves kusa, ninja, shinobi-no-mono, kunoichi, yin-shi, lin-kuei, or sulsa, they serve as saboteurs, guerilla fighters, scouts, spies, assassins, and even bodyguards. Whatever role a kusa fulfills, she is a master of stealth and perseverance. There is no place a well-trained kusa cannot infiltrate.

They do their best work while anonymous. They wear whatever clothing and use whatever tools best assists them in their mission. They wear a wide variety of disguises during their missions. Contrary to their public image, kusa wear dark blue clothing only at night and when distractions and the fear of others are required. They do not wear black as it outlines their forms in the night. Kusa wear clothes with natural shades such as grays, browns, and greens during infiltration missions, if they wear any sort of uniform at all.

They train in a variety of methods and techniques from different fields of knowledge and skill sets. Their primary devotion is to developing their skills in unconventional warfare. Martial arts are just as important. While they may not be premier warriors, they are the best warriors of espionage and covert operations. They train themselves in skills and talents that complete missions, such as intrusion, elimination, sabotage, poison use, athletics, information gathering, psychological warfare, disguise, and skills for an assumed identity.

Adventurers: When kusa adventure, it is done in secret, while wearing a disguise or using an assumed identity. They serve as espionage agents for hire whose first loyalty is to their clan or society. They might try to acquire funds for their organization by obtaining treasure or fulfilling a special mission. Most missions involve reconnaissance or espionage. They surprise attack enemy strongholds or supply lines, abduct important hostages, or wage campaigns of disinformation, search and rescue missions, or assassination.

While kusa may perform assassinations for the greater good, as they perceive it, they are not the soulless, mercenary killers of stories. They might even be kusa running away from their past. Kusa that strike out on their own are entirely plausible. Like a kensai or monk, they prove themselves and learn more about themselves through the tests and trials they endure.

Characteristics: Kusa are masters of misdirection and stealth. They use a wide variety of tools and tactics. Aside from an affinity for stealth, rarely do two kusa train in exactly the same talents. Several schools vary in their training methods and specialties. Some are experts at assassination and the sneak attack, while others are masterful climbers and infiltrators, and yet others are masters of disguise. The best kusa turn invisible, teleport from shadow to shadow, or even walk through walls.

Religion: Kusa might be disciples of any religion. Whatever their religion, they have a strict code and comport themselves accordingly. Whatever religious leanings a kusa might have, she is usually a tool of secular organizations. Her religion is still important. It is through the kusa's confidence in himself and her belief in her ability to use *ki* that she gains many of her special abilities.

Background: Most kusa associate with a secretive organization that they are born into. A kusa of the empire might be employed by the Ministry of the Steel Spider. Organizations such as the Brotherhood of the Black Lotus, or family-run clans in Nihonshu, employ kusa. A few are dissatisfied peasants looking for a way to rebel without bringing the government's wrath down upon their villages. Often, kusa are mercenaries who will serve the terms of their contract unto death for the benefit of their family and clan.



The Maiden of Unbound Shadows a female quickling faen kusa after a bloody assassination.

Contrary to popular stories, they are not always born to peasants or the lowest bloodlines. Many are born to families or clans with enough wealth to train members without them working to stay alive and feed themselves.

Most kusa devote to some cause that furthers the goal of their organization, whether missions involve theft, sabotage, spying, or assassination. Regardless, kusa within an organization are always selected for their skill and ability set.

Not all kusa are members of an organization. Some are outcasts, running away from the organization that trained them, having to fight their former associates. The organization may even have been compromised. Most survivors on the run swear vengeance on any traitors and those who destroyed their organization or family.

Races: Human kusa can fulfill a wide range of roles. Sanesaram (dwarves) kusa are rare; when they do take up the duties they are often saboteurs. Yueren (moon elves) are effective kusa. Dahren (giants) do not make for good kusa; those who do take on this class are usually more guerilla fighter than infiltrator. Bakemondo, with their affinity for devices and knack for invention, make excellent saboteurs. Qahngol (variant half-orcs) kusa are almost unknown.

Other Classes: Kusa can get along with others by keeping their true calling a secret. If the kusa considers a party of adventurers to be allies, she will often ensure that her abilities maximize everyone's effectiveness in working towards a common goal. Secrecy can get in the way of the kusa working well with others, but this need not be the case if the kusa can develop a bond of trust with her companions.

Kusa always find spellcaster allies of great use. Other classes have their uses, though kusas are better than a fighter when it comes to stealth. Kusa do not get along with those that lack discipline and rely upon their own recklessness.

NPCs: A kusa could be anyone. The assassin who strikes from the cover of darkness is a kusa. The apothecary could secretly be a master of poisons. The ancient master who emphasizes stealth could be a kusa. The visiting noble from a far away province might be a kusa assassin. The stranger you meet on the road might be a spymaster. The peasant attending her crop might be a kusa resistance fighter. The courtesan accompanying the noble lord could

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Table 3-8: Kusa

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Insight Bonus to AC
1st	+0	+0	+2	+0	Sneak Attack (+1d6), Unarmed Strike	+1
2nd	+1	+0	+3	+0	Ki Pool, Shadow Movement	+1
3rd	+2	+1	+3	+1	Improved Concealment (+10%), Path of Perseverance	+2
4th	+3	+1	+4	+1	Genin Jutsu Ability	+2
5th	+3	+1	+4	+1	Genin Jutsu Ability	+2
6th	+4	+2	+5	+2	Genin Jutsu Ability	+3
7th	+5	+2	+5	+2	Genin Jutsu Ability	+3
8th	+6/+1	+2	+6	+2	Chunin Jutsu Ability	+3
9th	+6/+1	+3	+6	+3	Kusa Training	+4
10th	+7/+2	+3	+7	+3	Chunin Jutsu Ability	+4
11th	+8/+3	+3	+7	+3	Chunin Jutsu Ability	+4
12th	+9/+4	+4	+8	+4	Improved Concealment (+20%)	+5
13th	+9/+4	+4	+8	+4	Chunin Jutsu Ability	+5
14th	+10/+5	+4	+9	+4	Chunin Jutsu Ability	+5
15th	+11/+6/+1	+5	+9	+5	Jonin Jutsu Ability	+6
16th	+12/+7/+2	+5	+10	+5	Jonin Jutsu Ability	+6
17th	+12/+7/+2	+5	+10	+5	Kusa Skill Mastery	+6
18th	+13/+8/+3	+6	+11	+6	Jonin Jutsu Ability	+7
19th	+14/+9/+4	+6	+11	+6	Jonin Jutsu Ability	+7
20th	+15/+10/+5	+6	+12	+6	Improved Concealment (+30%), Shadow Power	+7

be a kusa bodyguard replete with hidden and disguised weapons secreted about her person.

Hit Die: d8

Class Skills

The kusa's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 6 + Intelligence modifier.

Class Features

All of the following are class features of the kusa.

Weapon and Armor Proficiency: Kusa are proficient with all simple weapons. They have martial-artist weapon proficiency**. They also gain proficiency with two of the following: blowgun, hand crossbow, katana (wielding this weapon one-handed requires exotic weapon proficiency), sap, short bow, and wakizashi. Feats marked with two asterisks (**) can be found at the end of this document.

Kusa are proficient with light armor, but not with shields.

When wearing armor heavier than light, a kusa loses her insight Armor Class bonus for class and level. She also loses the following special abilities: shadow movement, improved concealment, slow fall, evasion, fast movement, trackless step, camouflage, and any supernatural or spell-like abilities.

Insight Bonus to AC (Ex): Kusa are trained to move quickly and dodge blows with astounding speed. As she gains levels, a kusa's AC and CMD improves with an insight bonus whenever she has unspent *ki* points. This AC bonus represents a preternatural awareness of danger. As long as the kusa has *ki*, she does not lose the AC bonus even in situations when she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Kusa do lose this AC bonus when immobilized.)

When wearing medium or heavy armor, a kusa loses her insight AC bonus.

Sneak Attack (Ex): If a kusa can catch a defenseless opponent the kusa can strike a vital spot for extra damage.

Any time the kusa's target would be denied a Dexterity bonus to Armor Class, or when the kusa flanks the target, the kusa's attack deals extra damage. The extra damage is +1d6 at 1st level. The kusa may acquire additional damage potential by taking Improved Sneak Attack as a Genin, Chunin, or Jonin Jutsu Ability (see below). Should the character score a critical hit with a sneak attack, do not multiply the sneak attack damage.

The kusa can make sneak attacks with ranged weapons, up to a range of 30 feet.

With a sap (blackjack) or an unarmed strike, the kusa can make a sneak attack that deals nonlethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The kusa must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A kusa cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Unarmed Strike (Ex): A kusa gains Improved Unarmed Strike as a bonus feat. A kusa may attack with either fist interchangeably or even elbows, knees, and feet. A kusa may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a kusa striking unarmed. A kusa may apply her full Strength bonus on all damage rolls for her unarmed strikes.

The kusa can choose to deal nonlethal damage instead of lethal damage with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A kusa's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A kusa also deals more damage with her unarmed strikes than a normal person would. A Medium kusa deals 1d6 points of damage with her unarmed strikes. Small and Large kusa deal 1d4 and 1d8 damage respectively with their unarmed strikes.

Ki Pool (Su): Kusa awaken to their inner potential early in their



training, gaining a pool of *ki* points, supernatural energy she can use to accomplish amazing feats. The number of points in a kusa's *ki* pool is equal to 1/2 her kusa level + her Wisdom modifier.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Shadow Movement (Ex): At 2nd level, a kusa may move her full movement without penalty to her Stealth skill check.

Improved Concealment (Ex): Beginning at 3rd level, a kusa learns to conceal herself by taking advantage of the existing conditions and battlefield terrain. Examples might be indigenous undergrowth, brush, fog, smoke (from fires or smoke bombs), or even billowing clothes hanging out to dry or drapes in the wind. Many kusa use nage teppo (smoke bombs) to make clouds of smoke to create the conditions they need to use this ability. The chance to miss the kusa while she benefits from concealment increases by +10%. The chance to miss the kusa while she benefits from concealment increases to +20% at 12th level, and +30% at 20th level. This ability overlaps and does not stack with spells, spell-like abilities, supernatural abilities, or magic items that grant bonuses to concealment. The kusa may use part of an effect, objects or people to gain concealment as long as it partially fills the square the kusa occupies and/or she hides behind a person or object no more than one size smaller.

Path of Perseverance (Su): At 3rd level and beyond, the kusa no longer needs to eat to survive. She simply refuses to let her body be bound to such requirements. She can gain nourishment from her *ki* by expending 1 point of *ki* per day that she goes without food. To survive, she needs only water (and air to breathe, of course).

Also, a kusa may invest *ki* in this ability as if it were a *chakra*. She gains a +1 bonus on the following checks and saves per *ki* point invested in this ability: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

As long as she takes eight hours to rest during the current day, she gains a +1 bonus per *ki* point invested in this ability on the following day to resist the effects of fatigue.

The kusa also no longer suffers Dexterity penalties for normal aging, though she suffers Dexterity penalties for being magically aged. (Any penalties she may have already suffered remain in place.) Other penalties and bonuses for aging still accrue.

Genin Jutsu Ability: Genin are the rank and file of those chosen to be kusa. As they rise in ability, they learn special talents and abilities called jutsu. At 4th, 5th, 6th, and 7th level, the kusa can choose one of the following abilities. Each Genin Jutsu ability may be selected once, unless specified otherwise.

Bonus Feat (Ex): A kusa may gain any additional feat of her choosing from those listed as combat, *ki*, or *chakra* feats. The kusa must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. Bonus feats may be selected once every three levels.

Child of the Night (Ex): Because kusa are often so active at night, they gain a +1 competence bonus to attack rolls, saving throws, and checks made after the sun goes down. (This ability only takes effect above ground and when the kusa can verify that it is indeed night.)

Darkvision (Su): The kusa learns to channel her *ki* to see in the dark as though she had darkvision. She must be *ki* focused. For every point of *ki* invested in this ability, she gains 15 feet of darkvision.

Evasion (Ex): The kusa can avoid magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the kusa is wearing light armor or no armor. A helpless kusa does not gain the benefit of evasion.

Fast Movement (Ex): The kusa gains a +10 ft enhancement bonus to her speed. A kusa in medium or heavy armor or carrying a medium or heavy load loses this extra speed. If she has at least one point of *ki* available, the kusa can use this ability while wearing

medium armor or carrying up to a medium load. This ability is not considered a *chakra* and *ki* points cannot be invested in fast movement –This ability can be selected any time that the kusa gains a Genin Jutsu ability; the benefit is cumulative.

Illusory Deception (Sp): By expending her *ki* focus with this ability, the kusa can cast the *silent image* spell by expending 1 *ki* point. Use the kusa's class level as her caster level and her Wisdom as the key ability.

Illusory Substitution (Su): The kusa can substitute a mundane, miscellaneous, illusory object in her place in order to trick her enemies into attacking it instead of her. The kusa expends her *ki* focus and at least 1 *ki* point as an immediate action, and makes a successful Escape Artist check. The DC equals the attack roll of her attacker. Each additional *ki* point expended beyond the first grants a +2 bonus to this check. She may substitute any object of her size category or one size category smaller. The substituted object looks and seems to behave just like the kusa, but it cannot move from its position. The kusa appears in an unoccupied space up to 5 feet away per point of *ki* expended. There must be a clear space within range for the substitution to work, or the kusa cannot use this ability. She cannot use this ability while in a grapple. This does not count against or negate her normal movement. The illusory effect becomes immediately apparent on the following round to anyone observing.

Improved Sneak Attack (Ex): This ability adds an additional 1d6 to the kusa's base sneak attack damage each time she takes this ability. This ability may be selected every other level, up to six times total. Example: a 20th level kusa could have up to +7d6 of Sneak Attack dice, six of which are from this ability.

Invisible Warrior (Sp): The kusa learns how to become invisible and may cast *invisibility* on himself. She must expend her *ki* focus with this *chakra*. The maximum duration is one minute for each point of *ki* expended. The kusa cannot make anyone else invisible; only himself.

Poison Use (Ex): Kusa train in the use of poison and never risk accidentally poisoning themselves when applying poison to a weapon.

Slow Fall (Ex): If the kusa with this ability is within arm's reach of a wall, she can use it to slow her descent. When using this ability, she takes damage as if the fall were 20 feet shorter than it actually is.

Still Mind (Ex): The kusa's training focuses on maintaining a void within the mind to resist unnatural influences. The kusa gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Trackless Step (Ex): By using techniques such as the "rub step" and the "sideways" step, a kusa leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Trapfinding (Ex): The kusa adds 1/2 her kusa level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). The kusa can use Disable Device to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A kusa who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Uncanny Dodge (Ex): The kusa can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A kusa with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Chunin Jutsu Ability: Chunin, the middlemen, are often the trainers, handlers, and supervisors of the Genin. At 8th, 10th, 11th, 13th, and 14th level, the kusa can choose one of the following abilities. Each Chunin ability may be selected once, unless specified otherwise. The kusa may also select any allowable ability on the Genin Jutsu Ability list instead.

Camouflage (Ex): The kusa can now use the Stealth skill in any environment, even if there is no cover or concealment.

Crippling Strike (Ex): A kusa with this ability can sneak attack



opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage.

Enhanced Mobility (Ex): When wearing light armor or no armor and not using a shield, a kusa gains a +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Ghostly Steps (Ex, requires enhanced mobility): A kusa can move through an enemy occupied space without provoking an attack of opportunity. She ignores one attack of opportunity for each point of *ki* invested in this ability. Ghostly Steps can be used a number of times per day equal to the kusa's Wisdom bonus (if any); if the kusa has no Wisdom bonus, then she may use this ability once per week.

Improved Evasion (Ex, requires evasion): This ability works like evasion, except that while the kusa still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless kusa does not gain the benefit of improved evasion.

Improved Illusory Deception (Sp): By expending her *ki* focus with this ability, the kusa can cast the *minor image* spell by expending 2 points of *ki*. Use the kusa's class level as her caster level and her Wisdom as the key ability.

Improved Invisible Warrior (Sp, requires Invisible Warrior): This ability works like the Invisible Warrior ability, but the kusa may now cast *greater invisibility*. Her *greater invisibility* duration for this ability equals 5 minutes for every kusa level. She cannot make others invisible.

Improved Slow Fall (Ex, requires Slow Fall): This ability works like Slow Fall, except that the kusa's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves by 20 feet for a total distance of 40 feet.

Improved Illusory Substitution (Su; requires Illusory Substitution): This ability works like the Illusory Substitution ability. She may substitute any object of up to two size categories smaller than her own size category or one size larger. The illusory effect of the substitution lasts for one round per *ki* point expended upon activating this ability, and does not become apparent immediately. The kusa can appear in an unoccupied space up to 10 feet away per point of *ki* expended.

Now the kusa can use this ability while in a grapple, leaving her attacker holding something other than himself. She first makes a successful Escape Artist check as a full round action against the grappler. She receives a +4 competence bonus to her Escape Artist check per point of *ki* expended.

Nimble Steps (Ex): The kusa gains the ability to move through difficult terrain without penalty. She may also charge over difficult terrain that normally slows movement without penalty. She still needs to make any appropriate checks, such as Acrobatics, to successfully move over the terrain.

Opportunist (Ex): Once per round, the kusa can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a kusa with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Paper Bomb (Su): This secret technique allows the kusa to create paper bombs that explode. Using small strips of paper that look like ofuda, the kusa invests them with *ki* and causes them to explode moments later. Creating paper bombs is a standard action that can be concealed with a successful Sleight of Hand skill check (opposed by Perception). These paper bombs may be attached to an object or person with a move-equivalent action. Often kusa attach them to thrown weapons and hurl them at a target. The kusa can invest *ki* points into the paper bombs without expending her *ki* focus, but she expends these *ki* points for the day. She may create a number of paper bombs in a round equal to the number of *ki* points invested.

Paper bombs inflict 1d6 points of fire damage per two kusa levels. The radius of the explosion is up to 5 feet for every 3 class levels the kusa has (determined when she invests *ki*). The paper bombs explode up to 4 rounds (the fuse length is chosen by the kusa) after the they are attached to something.

Poison Immunity (Ex): The kusa trains extensively with poisons and venoms of a wide variety, exposing her to very small doses. The kusa gains immunity to all poisons.

Rejuvenating Night (Ex): You need only sleep half the normal time required for your race to rest, heal, and regain spells (if you know any) and *ki* points.

Shadow Jump (Su): At the cost of one *ki* point, the kusa gains the ability to travel between shadows as if by means of a *dimension door* spell. The magical transport must begin and end in an area with at least some shadow. A kusa may not use her own shadow for this ability. A kusa can *shadow jump* a distance of up to 10 feet per 2 kusa class levels.

Kusa Training (Ex): At 9th level, the kusa's training techniques for dexterity-based skills exceeds others. She gains a +2 competence bonus on any Dexterity-based skill on the kusa's list of class skills.

Jonin Jutsu Ability: Jonin are the leaders and chief lieutenants. At 15th, 16th, 18th, and 19th levels, the kusa can choose one of the following abilities. Each Jonin ability may be selected once, unless specified otherwise. The kusa may also select any allowable ability on the Genin or Chunin Jutsu Ability lists instead.

A Thousand Faces (Sp): Using her knowledge of specialized muscle control, *ki* training, and certain disguise techniques, called the "seven ways of going", a kusa can change her appearance, as if using the *alter self* spell. This ability may be used a number of times per day equal to the kusa's Wisdom bonus (if any); if the kusa has no Wisdom bonus, then she may use A Thousand Faces once per week.

Defensive Roll (Ex): With this advanced talent, the kusa can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the kusa can attempt to roll with the damage. To use this ability, the kusa must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the kusa's evasion ability does not apply to the defensive roll.

Hide in Plain Sight (Su; requires Camouflage): Using her special knowledge of the "five escaping techniques", the kusa can use the Stealth skill even while being observed. If she has at least one point of *ki* available and she is within 10 feet of shadow, a kusa can hide himself from view without having anything to hide behind. She cannot hide in her own shadow.

Improved Shadow Jump (Su; requires Shadow Jump): This ability works like Shadow Jump, except that the distance a kusa can jump increases to +5 feet for each kusa level.

Shadow Defense (Ex): The kusa uses her talents in deception to improve her defense in combat with distractions and ruses. As a move action, the kusa designates one opponent to distract. She can change her Armor Class against that opponent's attacks to her best base attack bonus, including all bonuses as normal. This benefit lasts until the beginning of her next action. This ability does not apply against area-affect attacks or spells.

Slippery Mind (Ex): This ability represents the kusa's ability to wriggle free from magical effects that would otherwise control or compel her. If a kusa with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Superior Slow Fall (Ex; requires Improved Slow Fall): This ability works like Slow Fall, except that the reduced effective distance of the fall when next to a wall improves by 40 feet (total distance is now 80 feet).

Kusa Skill Mastery (Ex): At 17th level, the kusa can use certain skills reliably under adverse conditions. She selects a number of skills equal to 3 + her Intelligence modifier (minimum 1). She may now Take 10 when using these skills even if stress and distractions would normally prevent her from doing so.

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Shadow Power (Sp): Once per day at 20th level, the kusa can automatically duplicate the effect of a spell, power, spell-like ability, supernatural ability, or special abilities used in her presence. She must see the effect she wants to duplicate first. She must duplicate it within one round. This ability does not give or improve base attack bonus, saving throws, 9th level spells, or 16th level or higher class abilities. Any power or ability gained lasts as long as it normally does, up to 24 hours. The kusa uses her class level as the caster level and Wisdom as the key ability.

Ki Focus

Many feats detailed below, as well as many class abilities, work either by maintaining or expending *ki* focus.

Gain Ki Focus: Merely having the ability to hold a reservoir of *ki* points in mind gives monks characters a special energy. Characters with a *ki* pool can put that energy to work without actually paying a *ki* point cost—they can become *ki* focused.

If you have a *ki* pool, you can meditate to become *ki* focused. Meditating is a full-round action that provokes attacks of opportunity.

When you are *ki* focused, you can expend your focus on any single concentration check you make thereafter. When you expend your focus in this manner, your concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your concentration modifier is 15. You can also expend your focus to gain the benefit of a *ki* feat—many *ki* feats are activated in this way.

Once you are *ki* focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in cases such as elves).

You may still gain *ki* focus only if you have 1 or more *ki* points available. Expending your *ki* focus to power a feat, class feature, or any other ability only powers a single effect. You cannot gain the benefit of multiple abilities that require expending your *ki* focus once; each effect requires its own instance of expending *ki* focus.

Archetypes of the Jade Oath

One day a Zen master and his disciple were walking through a field. Suddenly, a pheasant, startled by their passage, arose in flight and flew clumsily into a thicket.

Seeking to impress his master with his powers of observation, the student said with youthful wisdom, "Birds are so weak and defenseless." In reply, the Zen master rapped the student sharply across the shins with his staff. "Fly," he commanded.

– Traditional Zen koan

This document presents new archetypes for the barbarian core class, the cavalier, monk and witch base classes. When a character selects a class, he must choose to use the standard class features found in the Core Rulebook or the Advanced Player's Guide or those listed in one of the archetypes here. When an archetype includes multiple class features, a character must take all of them. All of the other class features found in the original class features remained unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

BARBARIANS

"Love me, love my dog." – Ancient proverb

Spirits can be found everywhere and within every creature and object. Barbarians serve the most powerful of these spirits and revere the qualities they represent. These totem spirits represent not only an animal, but the positive and negative traits we find within ourselves. A tiger totem barbarian respects the tiger's strength, fe-

rocity, and arrogance. A barbarian that serves the monkey in the Lands of the Jade Oath is reverent of the animal, and its legend and all the qualities it represents: the cleverness, curiosity, and skill of the Monkey King.

Presented below are a number of new rage powers to help you customize your barbarian, as well as a new barbarian archetype, the totem pactmaster, which includes a number of suggested rage powers that, while not mandatory, work to flesh out the character concept. Rage powers marked with an asterisk (*) can be found in the *Pathfinder® Roleplaying Game Core Rulebook™*.

Rage Powers (Ex): The following new rage powers can be taken by any barbarian that meets the prerequisites. Totem rage powers grant powers in a theme. A barbarian cannot select from more than one group of totem rage powers.

Centipede Totem (Su): While raging, the barbarian gains a climb speed equal to half of his base speed. If the barbarian chooses an accelerated climb, he can move at full speed (instead of at half speed) while making a single Climb check at a -5 penalty. He can make a vertical charge attack against an opponent. A barbarian must have the lesser centipede totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Centipede Poison (Ex): Bite—injury; *save* Fort; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save.

Centipede Totem, Greater (Su): While raging, the barbarian grows voracious mandibles, gaining a bite attack. This attack is a primary attack (unless she is also attacking with weapons, in which case it is a secondary attack) and is made at the barbarian's full base attack bonus (-5 if it is a secondary attack). The bite attack deals 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier (1/2 if it is a secondary attack) and inflicts his target with centipede poison (DC 12 + 1/2 his barbarian levels + his Constitution modifier). A barbarian must have the centipede totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Centipede Totem, Lesser (Su): While raging, the barbarian gains a +1 natural armor bonus to AC and a +1 resistance bonus mind-affecting effects. This bonus increases by +1 for each centipede totem rage power he possesses.

Elephant Totem (Su): While raging, the barbarian functions as if he was one size category larger in the following ways: he gains a +1 size modifier to his Combat Maneuver Bonus and Combat Maneuver Defense, he is considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him, and he can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this rage power stack with the effects of powers, abilities



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Dahren barbarian with the lesser elephant totem rage power

and spells that change the subject's size category. A barbarian must have the lesser elephant totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Elephant Totem, Greater (Su): While raging, the barbarian gains the trample special attack (see Bestiary, page 305) and is treated as one size category larger when determining who he can trample. The trample attack deals 2d6 damage (2d4 if Small) plus 1-1/2 times the barbarian's Strength modifier and has a Reflex save (DC 10 + 1/2 his barbarian level + his Str modifier) to take half damage. A barbarian must have the elephant totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Elephant Totem, Lesser (Su): While raging, the barbarian grows a pair of large tusks, gaining a gore attack.

This attack is a primary attack (unless he is also attacking with weapons, in which case it is a secondary attack) and is made at the barbarian's full base attack bonus (-5 if it is a secondary attack). The gore attack deals 1d8 points of piercing damage (1d6 if Small) plus the barbarian's Strength modifier (1/2 if it is a secondary attack).

Ferocious Companion (Ex): While raging, the barbarian's ani-

mal companion also gains the benefits of rage (including greater rage and mighty rage) as long as the barbarian is adjacent to it. While his animal companion is raging in this way, he must spend one additional round of rage per round. He can elect not to pay this cost, in which case his animal companion does not rage. A barbarian must have the Totem Pact class ability to select this rage power.

Ferocious Companion, Greater (Ex): While raging, barbarian's animal companion gains the benefits of any rage powers that are constant in effect when the barbarian is raging as long as the barbarian is within 10 feet of it. It does not gain the benefit of any rage powers that require actions to activate, even if they are free actions. A barbarian must have the ferocious animal companion rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

Horse Totem (Su): While raging, the barbarian's gains the powerful charge special attack (see Bestiary, page 303). The powerful charge attack deals twice the normal damage for whatever weapon the barbarian is wielding plus twice the barbarian's Str modifier (i.e. A barbarian wielding a greatsword with a Strength of 18 would deal 4d6+8 damage). A barbarian must have the lesser horse totem rage power to select this rage power. A barbarian must be at least

New Special Attack: Rear Kick

Rear Kick (Ex): Once per round, a creature with this special attack may perform a combat maneuver as part of an attack of opportunity against a flanking opponent who has just made an attack against the creature, whether or not the opponent's attack is successful. If the combat maneuver is successful, the opponent takes damage equal to the damage of the creature's primary attack plus 1-1/2 times the creature's Str modifier, is thrown straight back for 5 feet per every 2 points of the creature's Str modifier (round down), and lands prone. If an object impedes the opponent's flight, it instead takes an additional amount of damage equal to the creature's primary attack plus the hardness of the object that blocked it and lands prone.

Format: rear kick (hoof, 1d6+6); **Location:** Special Attacks.

6th level to select this rage power.

Horse Totem, Greater (Su): While raging, the barbarian gains the rear kick special attack (see New Special Attack: Rear Kick sidebar). The rear kick attack deals 2d6 damage (2d4 if Small) plus 2 times the barbarian's Strength modifier. A barbarian must have the horse totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Horse Totem, Lesser (Su): While raging, the barbarian gains the benefit of the Run feat. If he already has the Run feat, then he instead moves six times his normal speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or five times his normal speed (if wearing heavy armor or carrying a heavy load).

Mantis Totem (Su): While raging, the barbarian gains the lunge special attack (see Bestiary, page 200). The attack deals the same amount of damage as his claw attacks (see lesser mantis totem rage power below). In addition, the barbarian is now treated as if he were one category larger when using the grab special attack. A barbarian must have the lesser mantis totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.



Mantis Totem, Greater (Su): While raging, the barbarian becomes single-minded in his fury. He gains immunity to all mind-affecting effects. A barbarian must have the mantis totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Mantis Totem, Lesser (Su): While raging, the barbarian's forearms elongate into claws and he gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier. In addition, the barbarian gains the grab special attack (see Bestiary, page 301) with his claws.

Monkey Totem (Su): While raging, the barbarian gains the benefit of the Improved Dirty Trick feat (see Advanced Player's Guide, page 162). If he already has the Improved Steal feat, he instead gains the benefit of the Greater Dirty Trick feat (see Advanced Player's Guide, page 161). A barbarian must have the lesser monkey totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Monkey Totem, Greater (Su): While raging, the barbarian gains the benefit of evasion and improved evasion. These abilities function just like the rogue class abilities of the same names. A barbarian must have the monkey totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Monkey Totem, Lesser (Su): While raging, the barbarian gains the benefit of the Improved Steal feat (see Advanced Player's Guide, page 163). If he already has the Improved Steal feat, he instead gains the benefit of the Greater Steal feat (see Advanced Player's Guide, page 162).

Tiger Totem (Su): While raging, the barbarian gains a bite attack. The bite deals 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier. In addition, the barbarian gains the pounce special attack (see Bestiary, page 302). A barbarian must have the lesser tiger totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Tiger Totem, Greater (Su): While raging, the barbarian's bite attack increases by one damage step (1d8 if Medium, 1d6 if Small) and his claw attacks also increase by one damage step (1d6 if Medium, 1d4 if Small). In addition, the barbarian gains the rake special attack with his claws (see Bestiary, page 303). A barbarian must have the tiger totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Tiger Totem, Lesser (Su): While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d4 points of slashing damage (1d3 if Small) plus the barbarian's Strength modifier. In addition, the barbarian gains the grab special attack (see Bestiary, page 301) with his claws.

Totem Pactmaster

Some barbarians who venerate a totem form a bond with an animal of the same type as their totem. These totem pactmasters learn to fight side by side with their animal companion. A totem pactmaster has the following class features:

Totem Pact (Ex): At 5th level, the totem pactmaster forges a pact with an animal of the same type as his totem. This ability functions as a druid's animal companion, using the barbarian's level -4 as her effective druid level. This ability replaces uncanny dodge and improved uncanny dodge.

Rage Powers: The totem pactmaster is based entirely upon his totem rage powers. In addition to the totem powers themselves, the following rage powers complement the totem pactmaster archetype (depending on the totem chosen): animal fury*, ferocious companion, greater ferocious companion, low-light vision*, night vision*, raging climber*, raging leaper*, raging swimmer*, and swift foot*.

Animal Companions

Each animal companion has different starting sizes, speed, attacks, ability scores, and special qualities. All animal attacks are made using the creature's full base attack bonus unless otherwise noted. Animal attacks add the animal's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. Some have special abilities, such as scent. See Special Abilities or the creatures' description on the *Pathfinder® Roleplaying Game Bestiary™* for more information on these abilities. As you gain levels, your animal companion improves as well, usually at 4th or 7th level (8th or 11th level for the totem pactmaster), in addition to the standard bonuses noted on Table 3-8: Animal Companion Base Statistics (see *Pathfinder® Roleplaying Game Core Rulebook™*). Instead of taking the listed benefit at 4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2.

Centipede

Starting Statistics: Size Small; Speed 40 ft., Climb 40 ft.; AC +1 natural armor; Attack bite (1d4); Ability Scores Str 12, Dex 21, Con 13, Int 2, Wis 12, Cha 6; Special Attacks poison; Special Qualities darkvision 60 ft.

4th-Level Advancement: Size Medium; AC +2 natural armor; Attack bite (1d6); Ability Scores Str +4, Dex -2, Con +2.

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Elephant

Starting Statistics: Size Medium; Speed 40 ft.; AC +4 natural armor; Attack gore (1d8), slam (1d6); Ability Scores Str 14, Dex 14, Con 13, Int 2, Wis 13, Cha 7; Special Abilities low-light vision, scent.

7th-Level Advancement: Size Large; AC +3 natural armor; Attack gore (2d6), slam (1d8); Ability Scores +8 Str, -2 Dex, +4 Con; Special Abilities trample (2d6).

Horse

Starting Statistics: Size Large; Speed 50 ft.; AC +4 natural armor; Attack bite (1d4), 2 hooves* (1d6); Ability Scores Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent. *This is a secondary natural attack.

4th-Level Advancement: Ability Scores Str +2, Con +2; Special Qualities combat trained.

Mantis

Starting Statistics: Size Medium; Speed 30 ft., Climb 30 ft.; AC +2 natural armor; Attack 2 claws (1d4); Ability Scores Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Special Abilities lunge, sudden strike; Special Qualities darkvision 60 ft.

7th-Level Advancement: Size Large; Speed Fly 40 ft. (poor); AC +3 natural armor; Attack 2 claws (1d6), bite (1d4); Ability Scores +8 Str, -2 Dex, +4 Con; Special Abilities grab, mandibles.

Monkey

Starting Statistics: Size Small; Speed 30 ft., Climb 30 ft.; AC +1 natural armor; Attack bite (1d3), 2 claws (1d3); Ability Scores Str 13, Dex 17, Con 10, Int 2, Wis 12, Cha 7; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; AC +2 natural armor; Attack bite (1d4), 2 claws (1d4); Ability Scores Str +4, Dex -2, Con +2.

Tiger

Starting Statistics: Size Medium; Speed 40 ft.; AC +1 natural armor; Attack bite (1d6), 2 claws (1d4); Ability Scores Str 13, Dex 17, Con 13, Int 2, Wis 15, Cha 10; Special Attacks rake (1d4); Special Qualities low-light vision, scent.

7th-Level Advancement: Size Large; AC +2 natural armor; Attack bite (1d8), 2 claws (1d6); Ability Scores Str +8, Dex -2, Con +4; Special Attacks grab, pounce, rake (1d6).

CAVALIERS (XIA)

"A hero is a man cursed by fate with unfortunate timing." – Kung Fu Tse

The xia, as cavaliers are known in the Lands of the Jade Oath, are non-conformists who fight for what they believe is a just cause. They are honorable to a fault, their word is inviolable, and their reputations are more important than life itself. Moreover, they are warriors who do not hesitate to use their skills in the defense of their beliefs. However, many xia are more dogmatic than altruistic. They are champions for any cause to which they pledge their loyalty, be it benevolent or otherwise.

Despite the fact that many of their beliefs are popular with the people and races in the lands of the Jade Oath, the role of the xia is seen as an aspect of counterculture. The individualism of the xia is directly at odds with certain traditional conventions of Kangfuzhist philosophy, since the xia fight in the name of their various causes with the belief that the courts of law and their government are dysfunctional and corrupt. Xia believe these differences can only be resolved by force.

Xia Orders

The following orders can be chosen by both cavaliers and samurai.

Order of the Ancestors

These xia value the memories of the departed and find the knowledge of past generations precious. They act as the caretakers of graves, ancestral shrines, old buildings, museums, and libraries.



Human xia (cavalier), Order of the Ancestors

They preserve the works and wishes of the ancestors and protect the future by defending the succeeding generations. To a xia of the ancestors, the greatest crime is to erase all that previous generations worked and stood for. These xia despise undead as perversions of the natural order that disgrace all ancestors.

The xia of the ancestors enjoy wearing clothing from older and more conservative days. They particularly like to wear antique items with a history that bear personal significance to themselves or a loved one. They do whatever they can to preserve antiques they come across.

Edicts: The xia must protect sites where dead are laid to rest (crypts, graveyards, and shrines), sites of historical significance (monuments), and sites that preserve items of antiquity and knowledge (museums and libraries) from those who wish to destroy or misuse them. He must destroy undead wherever he may find it. He must also aid those who wish to preserve items or locations of antiquity.

Challenge: Whenever an order of the ancestors xia issues a challenge, he receives a +1 morale bonus on attack rolls made against the target of his challenge if it is undead or threatens an item or location of antiquity. This bonus increases by +1 for every four levels the xia possesses.

Skills: An order of the ancestors xia adds Knowledge (history) (Int) and Knowledge (religion) (Int) to his list of class skills. An order of the ancestors xia can make Knowledge (history) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his xia level (minimum 1) as long as the check involves an item or location of antiquity.

Order Abilities: A xia belonging to the order of the ancestors gains the following abilities as he increases in level.

Ancestral Guidance (Su): At 2nd level, an order of the ancestors xia listen to the spirits of the past as a standard action, giving him guidance as how best to use his abilities. At any point in the next minute, he can receive an insight bonus on an ability check, attack roll, saving throw, or skill check equal to his Charisma modifier. He must declare that he is using this bonus before the roll is made. He can use this ability up to four times per day, once for each type of

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check or roll.

Ancestral Feat (Su): At 8th level, an order of the ancestors selects a daily bonus feat, provided she meets the prerequisites. This feat can be a General, Combat, or Teamwork feat. The xia picks the feat as a standard action, and retains it for the rest of the day. After he rests for eight hours, ancestral feat disappears, allowing him to choose the same or a different feat. If the xia spends a hero point (see Advanced Player's Guide, page 322), he may gain the use of a new ancestral feat as a swift action (instead of waiting until having rested to choose a new ancestral feat).

Ancestral Channeling (Su): At 15th level, an order of the ancestors xia gains the supernatural ability to channel positive energy like a cleric. He may use this ability a number of times per a day equal to 3 + his Charisma modifier. A xia uses his level as his effective cleric level when channeling energy. This is a Charisma based ability.

Order of the Creed

An order of the creed xia defends its people, interests, and rights in all situations. The xia is usually—but not always—a member of the organization. She dresses in their commonly recognized colors and garb. To count as an organization, the group must have a specified cause or dogma, a stated mission, and number at least 20 at the time the xia joins or takes up their defense.

Changing Organizations: Since an order of the creed xia need not necessarily be member of the organization he is championing, he may choose a new organization to champion as long as he has first fulfilled whatever commitment he made to the previous organization. For example, if he has pledged to guard a caravan to its destination, then he must wait until it has safely arrived at its destination before taking his leave of them.

Edicts: The order of the creed xia must protect the life and lands of his chosen organization at all costs. He must obey the commands of the recognized leaders of his chosen organization without question. He must strive to expand the power and prestige of his chosen organization.

Challenge: Whenever an order of the creed xia issues a challenge, he receives a +1 circumstance bonus on attack rolls made against the target of his challenge if it is an individual or part of a group that has been declared an enemy of xia's chosen organization (usually by a recognized leader of the xia's chosen organization). This bonus increases by +1 for every four levels the xia possesses.

Skills: An order of the creed xia adds Knowledge (local) (Int) and Perception (Wis) to his list of class skills. Whenever an order of the creed xia uses the Perception skill to identify enemies of his chosen organization, he receives a bonus on the check equal to 1/2 his xia level (minimum +1).

Order Abilities: A xia belonging to the order of the creed gains the following abilities as he increases in level.

Implacable Resolve (Ex): At 2nd level, when an order of the creed xia is defending a creature, place, or object or in direct pursuit of an organization's goal, the xia gains a bonus equal to his Charisma bonus on all saves to resist any effects that could deter or hinder him.

Rallying Cry (Ex): At 8th level, an order of the creed xia can spend a standard action to grant one of a number of bonuses to all allies within 30 feet (including himself). The allies must be able to see or hear the xia to receive this bonus. The xia can grant a +2 morale bonus on all attack rolls for 1 round, a +2 morale bonus to all saving throws for 1 round, or a +2 morale bonus to all combat maneuver checks for 1 round. The xia can grant a different bonus to each ally within range, but allies can only benefit from this ability once per combat.

Fortifying Presence (Ex): At 15th level, an order of the creed xia can protect those around him. Allies that are adjacent to the xia gain DR 1/-. In addition, as an immediate action, the xia can redirect an attack made at a creature adjacent to himself, as long as the creature making the attack is within the xia's reach. This ability must be declared before the attack roll is made. The attack is made against the xia's AC and defenses, even if the creature could not normally reach or attack the xia. The xia loses any cover or concealment bonuses when subject to the redirected attack.



Tang Dzu-Reng a human male seng monk

MONK

"Indiscriminate force leads only to more force. Force tempered with cool thought and deep spirit creates an unstoppable energy."
– Kung Fu Tse

Monks are religious practitioners who use ancient methods of asceticism to hone their bodies and minds for the benefit of the spirit. Monks are not just barehanded fighters with supernatural abilities; they have a higher calling and faith that combines with discipline, special knowledge and training to guide them. The powers they gain are signposts along the way to enlightenment.

In the lands of the Jade Oath, monks and monasteries are common. They have a substantial impact on society. More religions, faiths, philosophies, paths to enlightenment, and monastic orders exist than what the core rules represent, so the new monks detail the various orders and abilities.

Contemplative Monk

These studious orders and sects spend a great deal of time poring over religious texts. They still train their bodies and their studies provide them with the insight to turn their faith into a tangible power. Of all the monastic orders, this one focuses on the sutras and the secrets they can provide. They believe that the sutras hold the key to escape the karmic cycle of death and rebirth. This order originally taught the demon hunters of the celestial retribution tradition the art of sutra magic.

You can recognize a monk of this sect by the smudged ink they often have on their fingers. They tend to have numerous strips of yellow and white paper and vials of ink and blood for the moments when more ofuda are needed.

Cast Sutra (Sp): At 1st level, these monks cast paper talismans with sacred writing, to combat enemies of their faith. They gain the Sutra Caster feat (see *Sutra Magic*). A contemplative monk must still meet the ability score and religious prerequisites for the feat.

The contemplative monk begins knowing two sutras and learns a new sutra at every odd-numbered level thereafter (3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th levels). The monk may learn additional sutras; the maximum number of known sutras equals his class level plus his Wisdom bonus. The monk can cast a number of

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sutras per day equal to his Wisdom bonus + half his class level. This ability replaces Stunning Fist.

Graceful Sutra (Sp): At 5th level, the monk no longer needs two rounds to create ofuda. He can now prepare an ofuda as a full-round action. This ability replaces purity of body.

Serene Sutra (Sp): At 9th level, the monk can cast an ofuda without the use of verbal and somatic components. This ability replaces improved evasion.

Quickened Sutra (Sp): At 13th level, the monk may prepare an ofuda as a standard action. This ability replaces diamond soul.

Powerful Sutra (Sp): At 17th level, the monk gains a +2 sacred bonus to his sutras' saving throw difficulty class (DC). This ability replaces tongue of the sun and moon.

Huashan

These quiet and eccentric monks spend their days contemplating the Tao in the hopes that one day they might become one with the Tao. They live simply, as required by the Tao, but they are not ascetics, nor are they required to be celibate. These monks practice the tenets of wu-wei, or non-action, and often seem to do nothing of consequence to the uninitiated. This philosophy influences their martial arts. A huashan martial artist appears to move in slow motion, never hurrying, always meeting hard, linear movements and force with soft, circular movements and leverage. They attack and fight with a relaxed stance. A huashan never overextends himself and always keeps his balance in mind.

Huashan keep the teachings of their martial arts a secret only to be shared with members of their order or descendants of those who first developed their unique martial art. Huashan wear simple, blue robes.

Vigilant Defense (Ex): At 1st level, while using the total defense action, the huashan gains the use of the Combat Reflexes feat. Anyone attacking the huashan in melee while he uses the total defense action provokes an attack of opportunity from the huashan. This counts against the huashan's total number of attacks of opportunity.

The huashan can also make one off-hand attack of opportunity this exceeds the normal limit of one attack per provoked attack of opportunity, such as those gained from the Two-Weapon Fighting feat, against a single opponent. Any off-hand attack must use the appropriately modified attack bonus. With the first successful use of vigilant defense, the huashan can take a 5 foot step that does not count against his normal movement for the round. This ability, in addition to rapidly shifting body and stay on target replaces flurry of blows.

Rapidly Shifting Body (Su): At 5th level, the huashan knows how to roll with the impact of violent force and how to shift his internal organs with his *ki* in order to lessen damage. While the huashan is *ki* focused and not surprised or unaware of an attack, he is not subject to subdual damage. He has a 50% chance of negating critical hit damage and sneak attack damage. Furthermore, he is immune to being stunned while *ki* focused.

When using his vigilant defense ability the huashan can make a number of attacks of opportunity against a single opponent up to a number of times equal to his standard number of attacks per round as determined by his attack bonus.

Also, the huashan's circumstance penalty for using vigilant defense decreases to -1. This ability, in addition to vigilant defense and stay on target replaces flurry of blows.

Stay on Target (Ex): At 9th level, while using vigilant defense, the huashan can designate a single adjacent opponent on his turn as a free action. He then moves with that opponent whenever that opponent moves, remaining adjacent to the opponent by the end of their move. The monk can not exceed his own movement for the round. If a foe moves further, the monk stops moving. The movement from stay on target counts against the huashan's movement in the following round, except that he can continue to move with the designated opponent. When moving in this manner, the huashan does not provoke attacks of opportunity. Spaces threatened by the huashan using stay on target are considered difficult terrain for his opponents. If the opponent moves more than a 5' step this ability functions as his move action for the round, and the huashan cannot

take any additional move actions while the ability is active. However if the opponent double move he can still take a standard action but not if he uses the run action. Ending the use of this ability is a standard action. This ability, in addition to vigilant defense and rapidly shifting body replaces flurry of blows.

Blindsense (Ex): At 10th level, the huashan's senses become incredibly acute, giving it blindsense out to a range of 30 feet. This ability allows the huashan to pinpoint the location of creatures that he cannot see without having to make a Perception check, but such creatures still have total concealment from the huashan. Visibility still affects the huashan's movement and he is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. This ability replaces slow fall 20 feet through slow fall 50 feet.

River Cuts Through the Mountain (Su): At 15th level, the huashan, using a full attack action and expending his *ki* focus, can make a single attack roll against a single creature. With a successful strike the huashan inflicts damage as normal, but the creature must make a Fortitude saving throw (DC 10 + half the huashan's class level + the huashan's Wisdom modifier). If the target creature fails the saving throw, it receives damage on subsequent rounds as if the huashan had successfully struck it again with the same attack. This subsequent damage lasts for 1 round per four class levels plus 1 additional round per point of *ki* expended. If this ability is used twice on the same target, the effects are not cumulative unless the first usage has run its course. The use of this ability must be declared before the huashan's first attack of the round.

Objects can be affected by this ability, but only attended objects receive a saving throw.

When using river cuts through the mountain, a huashan may attack only with unarmed strikes or with monk weapons. He adds an additional one-half his Strength bonus to his damage rolls. In addition, when using this ability, the huashan gains a +4 bonus to confirm criticals. The additional damage inflicted by the critical is not applied to the subsequent damage in following rounds caused by this ability. Likewise, sneak attack damage can only be inflicted on the initial strike. This ability replaces quivering palm.

Karmic Reward (Ex): At 17th level, the huashan turns a foe's attack back with a simple combat maneuver check. When an opponent successfully attacks in melee or with a combat maneuver, the huashan can make a combat maneuver check that interrupts the attack. This counts against the huashan's total number of attacks of opportunity. If the huashan would not normally have the opportunity due to a feat or ability of his opponent, he may still use karmic reward. If the huashan fails his combat maneuver check against the opponent's CMB, then the opponent's attack proceeds as normal; however, if the huashan succeeds at his combat maneuver check, the opponent is struck by his own attack and takes damage accordingly. This ability replaces tongue of the sun and moon.

Blindsight (Ex): At 20th level, the huashan becomes enlightened to the point that he is constantly aware of his surroundings, granting him blindsight out to a range of 30 feet. The huashan can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as he has line of effect to the target. This ability replaces slow fall 60 feet through slow fall any distance.

Kensai

"Glory is as the wind. Who can know from which direction it will come. Who can know where it goes when it has passed." – Kung Fu Tse

The kensai is a skilled martial artist dedicated to the perfection of a single martial style and through it, perfection of the self and harmony with the Celestial Heavens. They seek harmony within themselves. They are clear, calm, and committed. Kensai pursue a degree of harmony with a chosen martial style that few other martial artists could ever hope to achieve. Kensai believe that this is the way to set themselves on the path to enlightenment.

No kensai would waste life without that life being taken or given in the pursuit of a noble cause. Many refuse to fight those whom they deem unworthy. Kensai believe that all weapons can focus *ki* and their self imposed dedication to a single weapon will help to

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Kensai wielding a halberd

bring it to life. Just as a carp has a chance, however small, to leap through the Dragon's Gate and become a dragon, so too might any weapon become a living creature of legend. The vast majority feel that the use of another weapon is not a true measure of their skill and refuse to use anything but their chosen weapon. Their dedication to their chosen weapon and their discipline and devotion to their martial style gives them a near legendary status.

If a kensai chooses to fight with only a sword, then it is only a sword that she will use in combat; if she chooses the spear, then she will only ever fight with a spear. While her chosen weapon is always at her side or in her hand, she can fight with other weapons.

Weapon and Armor Proficiency: Kensai are proficient with all weapons from a single weapon group selected from the weapon groups presented in the fighter weapon training ability (see *Pathfinder® Roleplaying Game Core Rulebook™*). Once this weapon group is chosen, it cannot be changed. Kensai are also proficient with light armor. This replaces normal monk weapon and armor proficiencies.

AC Bonus (Ex): He loses these bonuses when he is immobilized or helpless, when he wears medium or heavy armor, when he carries a shield, or when he carries a medium or heavy load. A kensai's AC bonus otherwise functions as normal for a monk of his level.

Flurry of Blows (Ex): Starting at 1st level, a kensai can make a flurry of blows using any combination of unarmed strikes or attacks with his living *ki* weapon (see below). He may not make a flurry of blows with any other weapons, including special monk weapons. A kensai's flurry of blows otherwise functions as normal for a monk of his level.

Living Ki Weapon: The kensai begins play with a masterwork weapon selected from the list of weapons in the weapon group he selected (if he chooses unarmed strike or natural weapons, he instead gains a +1 competence bonus to attacks). This is his living *ki* weapon. Once per day, a kensai may spend 1 hour in weapon prac-

tice to attune his *ki* to a new weapon with which he is proficient. This practice also changes the designated weapon for all feats that applies only to a single weapon (i.e. Weapon Focus) from the old weapon to the new weapon. You can only have one living *ki* weapon at a time.

This allows the kensai to use a standard action to expend his *ki* focus to enhance his weapon for one minute per kensai level. At 4th level, this attunement grants the weapon a +1 enhancement bonus. For every two levels beyond 4th, the weapon gains another +1 enhancement bonus, to a maximum of +9 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful, speed, and unholy*. Adding these properties consumes an amount of bonus equal to the property's cost (see *Pathfinder® Roleplaying Game Core Rulebook™*). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the attunement are determined when the kensai expends his *ki* focus and cannot be changed until the kensai becomes *ki* focused again. The *ki* attunement imparts no bonuses if the weapon is held by anyone other than the kensai but resumes giving bonuses if returned to the kensai. These bonuses must be divided between both ends of a double weapon. A kensai can use this ability once per day at 4th level, and one additional time per day for every five levels beyond 4th, to a total of four times per day at 19th level.

A multi-classed kensai may use his arcanelly bonded item (for an arcane sorcerer or wizard), if it is a weapon, or divinely bonded weapon (for a paladin) as his living *ki* weapon. A kensai with paladin levels (or a paladin with kensai levels) who chooses to use his

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divinely bonded weapon as his living *ki* weapon adds his kensai and paladin levels together to determine the maximum enhancement bonus of his living *ki* weapon, but can only ever afterwards activate the weapon enhancement by expending his *ki* focus (instead of calling upon the aid of a celestial spirit). He must make this decision when he first chooses to multi-classes by taking a level of the paladin (or kensai) class, and afterward it cannot be changed. If a kensai's living *ki* weapon is destroyed, he loses the use of this ability for 30 days, or until he gains a level, whichever comes first. During this 30-day period, the kensai takes a -1 penalty on all attack and damage rolls.

This ability replaces the Stunning Fist feat and all Slow Fall abilities.

Living Ki Weapon Damage (Ex): A kensai deals more damage with his living *ki* weapon than a normal person would, as shown on Table: Living Ki Weapon Damage. This represents the minimum amount of damage the kensai's living *ki* weapon can deal while *ki* focused. For example, a 2nd level medium-sized kensai with a greatsword as his living *ki* weapon would still deal 2d6 damage, but a 16th level medium-sized kensai with a greatsword as his living *ki* weapon would deal 2d8 damage.

If the kensai chooses a ranged weapon for his living *ki* weapon, he can only use the living *ki* weapon damage if his target is within 60 feet.

This replaces Unarmed Damage.

Unarmed Strike (Ex): At 1st level, a kensai gains Improved Unarmed Strike as a bonus feat. Unlike other monks, a kensai only

Kensai Level	Small Kensai	Medium Kensai	Large Kensai
1st-3rd	1d4	1d6	1d8
4th-7th	1d6	1d8	2d6
8th-11th	1d8	1d10	2d8
12th-15th	1d10	2d6	3d6
16th-19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

deals 1d6 damage (1d4 if small, 1d8 if large) with his unarmed strike, unless he chooses his unarmed strike as his living *ki* weapon.

Bonus Feats: The kensai adds the following feats to his list of bonus feats: Weapon Focus (living *ki* weapon) (2nd level), Weapon Specialization (living *ki* weapon) (10th level), Greater Weapon Focus (living *ki* weapon) (14th level), and Greater Weapon Specialization (living *ki* weapon) (18th level).

Ki Strike (Su): At 4th level, a kensai's *ki* strike allows his living *ki* weapon attacks to be treated as magic weapons for the purpose of overcoming damage reduction. *Ki* strike improves with the character's monk level. At 10th level, his living *ki* weapon attacks are also treated as jade weapons for the purpose of overcoming damage reduction and dealing 2d6 extra damage to infernals (see Infernals

sidebar pg 76). At 16th level, his living *ki* weapon attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness. A kensai's *ki* pool otherwise functions as normal for a monk of his level.

Martial Training (Ex): At 6th level, the kensai is treated as have effective fighter levels equal to his kensai level - 4 for the purpose of taking combat feats with fighter level prerequisites. This ability replaces the 6th level bonus feat.

Weapon of the Golden Soul (Su): At 20th level, the kensai's living *ki* weapon becomes sentient, a weapon of the golden soul. Often, like the birth of a child, it can be estimated by the kensai, but exactly when it happens is usually random. There is one constant though; it always happens during combat.

When a living *ki* weapon "awakens", it often reflects the personality of the kensai, but it is also shaped by the circumstances of its awakening. It could be said that the kensai is one parent, while the events unfolding are the other parent. For example, a living *ki* weapon used in a last stand to save a village of farmers against rampaging hordes of demons will often be inspired by the heroic deed and rise to the occasion. Or it might decide that the battle is hopeless and despair of ever being victorious in battle. A living *ki* weapon used to commit murder in the dead of night could feel betrayed and rebel against its master. Or it could come to revel in the carnage it inflicts, developing a taste for blood and fear.

Whatever happens in the course of its awakening, the alignment of the kensai wielding it will influence it; how he has acted throughout the time he carried the weapon before its awakening.

In addition to becoming intelligent, the weapon of the golden soul is permanently transmuted, no matter what material it was originally made from, into jade (see New Special Material: Jade sidebar) with the hardness of adamantine (treated as weapon made out of both the jade and adamantine special materials). If the kensai's living *ki* weapon is his unarmed strike, then his skin is transmuted into a hard, greenish material, granting his unarmed strikes the jade and adamantine special properties. If the kensai's living *ki* weapon is his natural attacks, then his teeth and claws (or nails) are transmuted into jade with the hardness of adamantine.

Also, the weapon of the golden soul takes all of the magical enhancements that it had as a living *ki* weapon. The kensai may swap these enhancement bonuses one per day with one hour of meditation.

Once awakened, the kensai and the weapon of the golden soul are forever bonded. All other weapons (even those the same type or weapon group as the weapon of the golden soul) are treated as improvised weapons (i.e. the kensai takes a -4 penalty on attack rolls made with any other weapon). If the weapon of the golden soul is destroyed, the kensai must wait 30 days before choosing a new weapon to become his weapon of the golden soul. During this 30-day period, the kensai must meditate with the new weapon for an hour once per day, and wield it in combat (incurring improvised weapon penalties). The new weapon need only be from the weapon group he chose for his weapon proficiencies, not the same type as his previous weapon of the golden soul.

When creating the intelligent weapon, use the charts on page 533 of the *Pathfinder® Roleplaying Game Core Rulebook™*. The

New Special Material: Jade

Special Material: Jade
 In the lands of the Jade Oath, jade holds special properties when battling infernals. A weapon or ammunition made of jade is treated having the bane property (+2 enhancement bonus to attack and damage and +2d6 damage) when wielded against infernals. Armor made of jade grants the wearer spell resistance against the spells and spell-like abilities of infernals. The amount of spell resistance is dependent on the type of armor. It grants spell resistance 13 if it's light armor, spell resistance 15 if it's medium armor, and spell resistance 17 if it's heavy armor. Any item normally made out of wood or metal can be made out of jade.

Type of Jade Item (Cost Modifier)
 Ammunition (+60 gp per missile)
 Light Armor (+5,000 gp)
 Medium Armor (+10,000 gp)
 Heavy Armor (+15,000 gp)
 Weapon (+3,000 gp)

weapon of the golden soul of can have any ability scores, senses, communication, and powers you want as long as the total Base Price Modifier does not exceed +12,000 gp. You may also choose one purpose for the weapon of the golden soul as long as the purpose fits within the circumstances of its awakening. The weapon of the golden soul's ego is equal to the total from its ability scores, senses, communication, powers and purpose plus the kensai's Wisdom modifier.

The kensai may lend his weapon of the golden soul to other characters, but it will always be treated as an improvised weapon for any character other than the kensai as long as he is alive. If the kensai dies, the weapon of the golden soul is treated as any other intelligent weapon, and it retains the jade and adamantite special material properties as well as its magical weapon enhancements, which are now permanent. If the kensai's weapon of the golden soul is his unarmed strike or natural weapons, upon his death it instead distills from his body and becomes an intelligent sash that bestows the jade and adamantite special material properties and its magical enhancements upon the new bearer's unarmed strike or natural weapon (whichever was used as the kensai's weapon of the golden soul before his death).

This replaces Perfect Self.

Kenza

These monks study the esoteric forms of Buddhism in the isolation of the wilderness. Their faith encourages seeking of enlightenment and oneness with the universe through the attainment of spiritual and mystical power by asceticism. They believe that enlightenment is found through isolation, study and contemplation of nature and oneself. Kenza study nature, spiritual texts and images, and the nature of magic. They seek its ties to the elements and energies that compose the universe.

Like yamabushi, kenza tend to wear white robes and a small, black hat tied to the forehead. Footwear usually consists of tabi socks and wooden clogs or straw sandals. Kenza never wear armor as it interferes with their spellcasting.

Class Skills: Add Knowledge (arcana) (Int), Spellcraft (Int), and Use Magic Device (Cha) to the list of kenza class skills.

Spells: A kenza casts divine spells drawn from the inquisitor spell list (see *Advanced Player's Guide*). She can cast any spell she knows at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

To learn or cast a spell, a kenza must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a kenza's spell is 10 + the spell level + the inquisitor's Wisdom modifier.

A kenza can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on Table: Kenza Spells per Day. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–3 of the *Pathfinder® Roleplaying Game Core Rulebook™*).

A kenza's selection of spells is extremely limited. A kenza begins play knowing four 0-level spells and two 1st-level spells of the kenza's choice. At each new kenza level, she gains one or more new spells as indicated on Table: Kenza Spells Known. (Unlike spells per day, the number of spells a kenza knows is not affected by her Wisdom score. The numbers on Table: Kenza Spells Known are fixed.)

Upon reaching 5th level, and at every third kenza level thereafter (8th, 11th, and so on), a kenza can choose to learn a new spell in place of one she already knows. In effect, the kenza "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level kenza spell she can cast. The kenza may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. This ability replaces flurry of blows.

Elemental Spellcasting: At any level in which the kenza would gain a bonus feat (1st, 2nd, 6th, 10th and so on), she may instead gain the ability to learn spells from one of the following cleric domains: air, earth, fire, plant, or water. This only gives him access to

Table 3-10: Kenza Spells per Day

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

Table 3-11: Kenza Spells Known

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

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the spells, he must still learn the spells normally, and does not gain access to the domain or subdomain's associated powers.

Seng

These monks are among those most commonly encountered in the Lands of the Jade Oath. These Bodhists live an ascetic lifestyle, hoping to find the path to enlightenment. By escaping the bonds of this reality and the karmic wheel of birth, death, and rebirth, they become one with nirvana.

There are a great many different sects. They condition the mind, body, and soul in preparation for moving along the path to enlightenment. To that end, they toughen their bodies through incredible feats of conditioning for speed and endurance. Their martial arts encourage quick movement with hard, linear, rapid strikes. When these normally peaceful monks cannot avoid a fight, they will not hesitate to take the fight to their opponents. They are famous for teaching commoners the ways of the martial arts. They often wear simple, yellow or orange robes and meditation bead necklaces or bracelets.

Grace of the Crane (Ex): At 2nd level, when moving through a threatened area, the seng only provokes an attack of opportunity when he moves more than one-quarter his base speed in any threatened area.

The seng can also flank a creature on his own if he manages to maneuver around it and strike during his action. When the seng moves then makes an attack, if he occupied a space on the opposite border or corner of his opponent's square before his attack, he flanks his target. When in doubt as to whether this exception applies, pretend that an ally occupies every square the seng moved into on his action. When the seng attacks, if he would flank because of those imaginary allies, he gains the flanking bonus. This ability replaces the monk's 2nd level bonus feat.

Skin of the Dragon (Su): At 6th level, the seng's skin gains the durability of a dragon's scales. He can spend 1 point from his *ki* pool to gain Damage Reduction 2/- for one round. This ability replaces the monk's 6th level bonus feat.

Claws of the Leopard (Ex): At 10th level, the seng learns to strike hard and fast like a leopard pouncing upon its prey. Each successful attack on the same target during the same combat encounter increases the seng's damage against that target by +1 for up to a maximum bonus equal to the seng's Wisdom bonus (if any). For example, if a seng with a +3 Wisdom bonus strikes the same target three times over the course of the encounter, his further attacks gain a +3 to damage. This ability resets each time he expends or loses his *ki* focus. This ability replaces the monk's 10th level bonus feat.

Speed of the Snake (Su): At 14th level, can act and move faster than the eye can see; seemingly with the speed of a snake. By expending his *ki* focus as a free action the seng can take extra actions on his turn. For 1 *ki* point he gains one extra move or move-equivalent action, for 2 *ki* points he gains one extra attack action at his full base attack bonus, for 3 *ki* points he gains one extra immediate or swift action (though he cannot cast a second quickened spells). The seng must first resolve his normal actions for the turn before resolving any bonus actions acquired through the use of this ability. His normal actions and those actions taken as a result of this ability must be resolved separately. This ability replaces the monk's 14th level bonus feat.

Strength of the Tiger (Su): At 18th level, the seng gains a +2 insight bonus to Armor Class and to Fortitude saving throws. Further, he gains a permanent, inherent +2 bonus to Strength. This ability replaces the monk's 18th level bonus feat.

Sadhu

These monks are the most serene of the various monastic orders and sects. They spend a great deal of time meditating and contemplating the nature of the universe and their place in it. Their meditations have not made them soft however. They still train their bodies and their meditations reveal the masterful insight needed to turn their *ki* into a powerful force. Of all the monastic orders, this one is the most focused on meditation and *ki*. They believe that their insight into the nature of *ki* can provide the way to escape the

karmic cycle of death and rebirth. Nuns of this order are called sadhvis. Sadhus often wear simple red or orange robes and meditation bead necklaces or bracelets.

Ki Pool (Su): Unlike other monks, the sadhu gains a *ki* pool (equal to 1/2 his monk level + his Wisdom modifier) at 3rd level (instead of 4th level), but he still must wait until 4th level to gain the *ki* strike ability.

Awaken Major Chakra (Su): At 3rd level, the sadhu starts to awaken the seven major *chakras* (see Major *Chakra* at the end of this document) that control the flow of *ki* throughout his body, gaining the powers of an awakened major *chakra* (see below). In addition, the sadhu can align the *ki* between yin, yang, and balanced. The sadhu gains an additional major *chakra* at 7th level and at every four levels thereafter. These abilities replace still mind, wholeness of body, diamond body, quivering palm, and empty body.

Bonus Feat: Beginning at 6th level, the sadhu adds all of the *ki* and *chakra* feats to his list of available bonus feats.

Awaken Soul Chakra (Su): At 20th level, the sadhu awakens the last of the major *chakra*, the soul *chakra*. This ability replaces perfect self.

Sohei

Sohei are warrior monks and practitioners of the Bodhi faith from the island nation of Nihonshu. Unlike the solitary yamabushi, sohei organize into large groups, mobs, and even armies. Sohei do not pursue the path to enlightenment as individuals, or consider them a part of any single, smaller temple. Instead, they are a part of a larger, extended brotherhood, monastic order, or sub-sect of their faith. They draw their strength from being one part of a whole.

Any given sohei temple order contains several smaller monasteries and training halls. Occasionally, open conflict breaks out between these different orders, usually over political disagreements, spiritual appointments, the emperor's favor, and related matters. Just as often, these different sects of sohei unite against a common foe. Other forces, such as certain samurai clans, will court the favor of an order of sohei to gain the benefit of their military might. Certain of those in power in Nihonshu foresee the sohei as potential challengers to the rule of the samurai caste if the sohei were to ever unite against them.

Sohei usually wear a series of kimono-like robes over one another with white or tan underneath and tan or saffron yellow on top. Footwear usually consists of tabi socks and straw sandals or wooden clogs. They often fold and tie a white hood-cowl to cover their head or wear a headband. Most wear some form of armor.

Weapon and Armor Proficiency: Sohei are proficient with all simple and martial weapons, in addition to normal monk weapons. Sohei are also proficient with light and medium armor, but not shields. This replaces the normal monk weapon and armor proficiencies, AC bonus, and fast movement.

Enduring Teamwork (Ex): At 1st level, choose the Diehard feat or the rogue's Opportunist talent, even if he does not meet the normal prerequisites. This replaces the Stunning Fist feat.

Part of the Pack (Ex): Being part of a group in combat fortifies the resolve of the sohei. At 5th level, this gives him added physical stamina to draw from. While *ki* focused, the sohei gains a temporary bonus to his hit points equal to his Wisdom bonus (if any) for each ally within 30 feet. If an ally should fall unconscious or leave the range of this ability, the sohei immediately loses any of the temporary hit points previously granted by the presence of that ally.

When flanking the same target the sohei and a number of allies equal to the number of attacks the monk can make in a single round with his Flurry of Blows Attack Bonus gain a +4 circumstance bonus to their attack rolls instead of the normal +2 bonus granted when flanking the same target. This ability replaces purity of body.

Shield Brother (Ex): At 9th level, the sohei can shield one of his allies from a physical or ranged melee attack by taking the damage upon himself. He must be adjacent to that ally. This ability works as a free action once per round. The sohei must use this ability after an attack strikes an ally, and before damage is rolled. The sohei cannot use this ability for spells or area effect attacks. This ability replaces improved evasion.

Swarm Frenzy (Ex): At 11th level, by expending his *ki* focus with





Shrakvarth a neverhuman naga yamabushi, Darhreth the Seventh Scholar of the Sun a male goshen contemplative monk, Wu-Fang Li a human male kirin shen seng monk, Sarman Uma Bhat a female mandragoran sadhvis, Brightfen Waterstar the Beautiful Mistress a female bakemono huashan monk

a rallying war cry (a free action), the sohei and his allies each gain a bonus to damage as they coordinate their attacks. This damage bonus is equal to the sohei's Wisdom bonus + 2 per *ki* point expended. It applies against any opponent adjacent to the sohei. This ability lasts a number of rounds equal to the sohei's Wisdom bonus (minimum 1 round). This ability replaces diamond body.

Rallying Cry (Ex): At 15th level, the sohei can rally his allies through a battle cry or stirring speech. All allies within 50 feet radius gain a +2 morale bonus to attack rolls, saving throws, and checks for 1 round per level. The sohei can use this ability once per day. This ability replaces quivering palm.

Rallying Effort (Ex): At 19th level, by expending his *ki* focus, and making a successful ranged touch attack as a standard action the sohei inflicts the same amount of physical melee or ranged (non-spell) damage to an opponent as one of his allies has just dealt within the last round. The damage need not be against the same opponent. The damage cannot have originally been dealt as part of a spell or spell-like ability. The sohei may deal 10 points of damage per *ki* point expended. If more damage was dealt than what is available as the number of *ki* points for the sohei to expend, then the only amount of damage the sohei can afford to inflict is duplicated

for his attack. The damage type is not duplicated and is dealt as if inflicted by the sohei's unarmed attack; This ability replaces empty body.

Thaskalos

These strange monks from the West are a new development among the westerners that come to the lands of the Jade Oath. They profess to be philosophers and scholars with a peaceful and religious outlook. They have proven to be very proficient wrestlers and grapplers. Despite their often professed love of peace, these monks seem to thrive on conflict. Some also take a vow of silence. They come to the east to assist the missions being established by western missionaries.

They tend to wear simple brown and white robes of a plain nature and material. Footwear is often just a pair of sandals. Many shave the tops of their heads as well or they might even wear skull caps depending on their denomination.

Bonus Feat: At 1st level, the the following feat is added to the list of available bonus feats: Power Attack. At 6th level, the following feats are added to the list: Greater Grapple, Improved Overrun, *Ki Throw*^{APC}, and Kippup*. At 10th level, the following feats are

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added to the list: Bull Rush Strike^{APG}, Charge Through^{APG}, Disarming Strike^{APG}, and Improved Ki Throw^{APG}.

Feats marked with an asterisk (*) can be found in the New Feats section of this document.

Good Grappler (Ex): At 1st level, the thaskalos gains the Improved Grapple feat, even if he does not have the normal prerequisites. Furthermore, while *ki* focused, he can grapple two opponents simultaneously at a -2 circumstance penalty to grapple combat maneuver checks provided both opponents are the same size category. Both opponents must be adjacent to each other. The thaskalos can only grapple one opponent in a round for each attack. If the thaskalos uses an iterative attack action to make a grapple check, then use that attack's iterative base attack bonus for the grapple combat maneuver check instead. This ability replaces the Stunning Fist feat.

Sizable Reasoning (Ex): At 5th level, the thaskalos knows that all living creatures are connected by an intricate web of life and experiences. When he speaks, he can play on those connections to bring peace to a conflict. He gains a +2 bonus on Diplomacy checks to use words and reason to defuse a tense situation. If the monk calms a violent situation, he and his comrades gain experience as if they overcame their enemies through force of arms.

The physical training regimen of the thaskalos teaches how to function in many ways as if they were larger or smaller. Whenever the thaskalos is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, escape artist checks, throw attempts, and trip attempts), treat him as either one size larger or one size smaller if doing so is advantageous to him.

A thaskalos determines whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect her. She is considered one size larger for such a purpose, however, her space and reach remain those of a creature of the actual size. The benefits of this ability stack with the effects of powers, abilities, and spells that change the subject's size category. This ability replaces purity of body.

Perceptive Grip (Ex): At 9th level, he thaskalos learns from an opponent by wrestling with him. For every round that the thaskalos holds an opponent in a grapple without harming that opponent, he can learn any one of the following about that opponent: class, character level, any one ability score, or any saving throw bonus. Any ability that conceals any of these things obfuscates the information obtained.

The thaskalos can now grapple with three opponents simultaneously with a -2 circumstance penalty to his grapple combat maneuver checks, but he only suffers a -1 circumstance penalty to grapple combat maneuver checks to grapple two opponents. The rules that apply for grappling with two opponents apply equally to situations in which the thaskalos is grappling with three opponents. This ability replaces improved evasion.

Great Grappler (Ex): At 13th level, the thaskalos no longer suffers a circumstance penalty to grapple combat maneuver checks for grappling with two opponents simultaneously, but he still suffers a -1 circumstance penalty to grapple combat maneuver checks to grapple three opponents.

He can select another another bonus feat from the list of available bonus feats (see above). This ability replaces diamond soul.

Legendary Grappler (Ex): At 17th level, the thaskalos no longer suffers any circumstance penalties to grapple checks for grappling with three or less opponents simultaneously. In addition, the thaskalos gains an insight bonus to his grapple combat maneuver checks equal to his Wisdom bonus (if any). This ability replaces tongue of the sun and moon.

Yamabushi

Native to the island nation of Nihonshu, these warrior monks are ascetic practitioners of Shugendo, a religion influenced by elements of both Buddhism and Kami-do. Yamabushi, like the kenza, study the more esoteric forms of Buddhism. Though they live a solitary life in the pursuit of their religion, they have been known to ally themselves with certain temples, orders of sohei, or samurai. Their faith places a heavy emphasis on the attainment of spiritual, mysti-

Table 3-12: Yamabushi Spells per Day

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

cal, or supernatural abilities and enlightenment through asceticism and feats of endurance. They believe that enlightenment is found through isolation and the study and contemplation of nature and oneself. They view mountains as the ideal place for isolation and contemplation of nature. In their mountain retreats, yamabushi study not only nature and spiritual texts and images, but also a variety of martial arts.

Yamabushi tend to wear white robes and a small, black hat tied to the forehead. Footwear usually consists of tabi socks and wooden clogs or straw sandals. Most wear some form of armor and carry a conch-shell trumpet.

Alignment: A monk must be lawful good to become a yamabushi.

Weapon and Armor Proficiency: Yamabushi are proficient with all simple and martial weapons, in addition to normal monk weapons. Yamabushi are also proficient with light and medium armor, but not shields. This replaces the normal monk weapon and armor proficiencies, AC bonus, and fast movement.

Class Skills: Add Knowledge (arcana) (Int), Spellcraft (Int), and Use Magic Device (Cha) to the list of yamabushi class skills.

Endurance and Spellcasting (Ex): At 1st level he yamabushi gains the Endurance feat. He need not meet the prerequisites. This ability replaces the monk's 1st level bonus feat.

Spells: Beginning at 4th level, a yamabushi gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list (see page 231 of the *Pathfinder® Roleplaying Game Core Rulebook™*). A yamabushi must choose and prepare his spells in advance.

To prepare or cast a spell, a yamabushi must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a yamabushi's spell is 10 + the spell level + the yamabushi's Wisdom modifier.

Like other spellcasters, a yamabushi can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Yamabushi Spells per Day. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1–3 of the *Pathfinder® Roleplaying Game Core Rulebook™*). When Table: Yamabushi Spells per Day indicates that the yamabushi gets 0 spells per day of a given spell level, he gains only

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the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A yamabushi must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A yamabushi may prepare and cast any spell on the paladin spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a yamabushi has no caster level. At 4th level and higher, his caster level is equal to his yamabushi level - 3.

Elemental Affinities: The yamabushi may select from one of the following four abilities at 7th 11th and 15th levels. These abilities replace wholeness of body, diamond body, and quivering palm.

Rejuvenating Winds (Su): The yamabushi gains access to the following spells: 1st—*obscuring mist*, 2nd—*wind wall*, 3rd—*gaseous form*, 4th—*air walk*. By expending his *ki* focus, the yamabushi gains one rank of Fast Healing for every *ki* point expended. This lasts for a number of rounds equal to the yamabushi's Wisdom bonus (minimum 1 round). The yamabushi must be in a location exposed to the wind (up in a tree, on a mountain or hilltop, flying, etc.) for the entire duration. Once he is no longer exposed to the wind, he loses the benefits of this ability, even if the duration has not yet expired. This ability will not work underground unless the wind has a strong presence. By expending 3 *ki* points or more, the yamabushi can use this ability without the presence of the wind.

Stony Resolve (Su): The yamabushi gains access to the following spells: 1st—*magic stone*, 2nd—*soften earth and stone*, 3rd—*stone shape*, 4th—*spike stones*. By touching a Medium-sized or larger rock, the wall of a cavern, or a mountain, and expending his *ki* focus, the yamabushi gains damage reduction 1/- for a number of rounds equal to his Wisdom bonus (minimum 1 round). This increases by 1 for every three additional class levels. When the yamabushi reaches 20th level the Damage Reduction granted by this ability becomes 10/-. By expending 3 *ki* points or more, the yamabushi can use this ability without the need to touch a Medium-sized rock.

Cleansing Water (Sp): The yamabushi gains access to the following spells: 1st—*obscuring mist*, 2nd—*fog cloud*, 3rd—*water breathing*, 4th—*control water*. By expending his *ki* focus, the yamabushi gains the ability to cast remove break enchantment or restoration as a spell-like ability, while washing the target of the spell in a pool of clean water. By expending 3 *ki* points or more, the yamabushi can use this ability without the presence of water.

Fiery Retribution (Sp): The yamabushi gains access to the following spells: 1st—*burning hands*, 2nd—*produce flame*, 3rd—*fireball*, 4th—*wall of fire*. By expending his *ki* focus at the moment he passes his hand over an open flame, the yamabushi superheats his body and possessions. Anyone touching or striking him in melee (whether unarmed or with a weapon) takes damage, unless they can make a successful Reflex saving throw (DC 10 + half the yamabushi's class level + his Wisdom modifier). The damage equals 1d6 for each *ki* point expended. The ability lasts for a number of rounds equal to the yamabushi's Wisdom bonus (minimum 1 round). The yamabushi and his possessions remain unharmed. By expending 3 *ki* points or more, the yamabushi can use this ability without the need to touch fire.

Fiery Retribution can also be used offensively as either a touch attack or as added damage to any melee attack during the duration of this ability. Once the yamabushi uses it as part of an attack, the ability expires, even if its duration has not yet expired.

Elemental Resistance (Su): At 19th level, the yamabushi is resistant to damage from the elements. He gains Acid, Cold, Electricity, and Fire Resistance 10. This ability replaces empty body.

Unearthly Endurance (Su): At 20th level, the yamabushi gains enough control over his body that by expending a single *ki* point, he can cure detrimental effects with meditation and can eliminate the need for sleep. The yamabushi no longer needs to sleep in order to rest, heal, regain spells, or rejuvenate daily uses of special abilities, provided he can meditate for at least 10 minutes and expend 1 *ki* point when he would ordinarily rest. The yamabushi can immediately eliminate any diseases, ability damage, or other detrimental conditions during his meditation for a cost of 1 additional *ki* point per disease, ability point recovered, or other condition eliminated. This ability replaces perfect self.

WITCHES

"It is the wise man who can discern good fortune from ill." — Kung Fu Tse

Witches embrace the power of the magic within themselves. Like sorcerers, witches gain innate magical power that flows from within themselves. Unlike sorcerers, their powers are not necessarily thought to have originated with the dragons, but rather from a close bond to the natural world through their inner selves. Witches are feared and respected for their powers, though they do not have the same respect from the government and noble castes as was due to them in more ancient times. However, the poor, rural and common folk of the lands still show them the respect of an older time.

Presented below are a number of new hexes and four new witch patrons to help you customize your witch. Each of the new hexes belongs to a specific theme: dragon, five elements, ghost, or jade. Some of them require you to learn other hexes from the same theme to get the full advantage of them. If you choose six hexes from the same theme and also have that theme for your witch patron, you are considered a witch of that theme (i.e. a dragon witch or a jade witch). When you choose your first dragon hex, you must also select a dragon type from the table below. That dragon's energy type will be the energy type you use for your dragon hexes. Spells marked with an asterisk (*) appear in Chapter 5 of the *Advance Player's Guide*.

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

Hexes:

The following new hexes can be selected at 1st level. A witch cannot select an individual hex more than once. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier.

Black Jade Sword [jade] (Su): The witch can enspell weapons so they heal their wielders. When activated, this ability grants a creature's weapon the ability to heal the hit points of its wielder equal to one quarter (rounded down) of the damage it deals to its wielder's opponent. This ability lasts for a number of rounds equal to the number of jade hexes the witch has learned plus her Intelligence modifier. Once a creature has a weapon enspelled with the black jade sword hex, it cannot benefit from it again for 24 hours. At 5th level, the amount of hit points healed is equal to one half (rounded down) of the damage dealt.

Blossoming Fire [five elements] (Su): The witch can let forth rays of fire to scorch her enemies. This acts as the *scorching ray* spell, using the witch's caster level. Whether or not the attacks hit, a creature cannot be the target of the blossoming fire hex again for 24 hours.

Cloud Rider [five elements] (Su): The witch can summon a cloud to ride upon. At first level, the witch's cloud has a flight speed of 30 feet with poor maneuverability and can move a number of feet above the ground equal to 5 feet per every five elements hex she has learned. At 3rd level, her maneuverability increases to average. At 5th level, her flight speed increases to 60 feet and her maneuverability to good. She can use this ability for a number of minutes per day equal to the number of five elements hexes she has learned plus



her Intelligence modifier. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. This cloud can only carry the witch, her equipment, and her familiar.

Draconic Word [dragon] (Su): The witch can grant limited protection from her energy type with a touch. This acts as a *resist energy* spell, using the witch's caster level. Once a creature has benefited from the draconic word hex, it cannot benefit from it again for 24 hours.

Dragon's Claws [dragon] (Su): The witch can grow claws as a free action. These claws are treated as natural weapons, allowing her to make two claw attacks as a full attack action using her full attack bonus. Each claw deals 1d4 points of damage plus her Strength modifier (1d3 if she is Small). At 5th level, her claws are considered magical weapons for the purpose of overcoming DR. At 7th level, the damage of her claws increases by one step to 1d6 points of damage (1d4 if she is Small). At 11th level, her claws deal an additional 1d6 point of damage of her energy type on a successful hit. She can use her claws for a number of rounds per day equal to the number of draconic hexes she has learned plus her Intelligence modifier.

Ghostly Dirge [ghost] (Su): With a sorrowful song to the dead, the witch can bestow protection. When activated, this ability grants a creature a +1 deflection bonus to AC and a +1 resistance bonus to all saving throws. These bonuses increase by +1 for every two ghost hexes the witch has learned (including the ghostly dirge hex). These bonuses last for a number of rounds equal to the number of ghost hexes the witch has learned plus her Intelligence modifier. Once a creature has benefited from the ghostly dirge hex, it cannot benefit from it again for 24 hours.

Ghostly Weapon [ghost] (Su): The witch can enspell weapons so they can damage ghosts. When activated, this ability grants a creature's weapon the *ghost touch* ability. This ability lasts for a number of rounds equal to the number of ghost hexes the witch has learned plus her Intelligence modifier. Once a creature has a weapon enspelled with the ghostly weapon hex, it cannot benefit from it again for 24 hours.

Green Jade Song [jade] (Su): With a song, the witch can toughen her skin into green armor that absorbs damage. By taking a full round action, the witch can harden her skin into a green carapace that gives her DR 1/jade. This DR is increased by 1/jade for every three jade hexes she has learned (including the green jade song hex). This armor lasts for a number of rounds equal to the number of jade hexes the witch has learned plus her Intelligence modifier. The witch can only use this ability once per day.

Harm [ghost] (Su): A witch can inflict wounds on those she touches. This acts as an *inflict light wounds* spell, using the witch's caster level. Whether or not the target's save is successful, a creature cannot be the target of the harm hex again for 24 hours. At 5th level, this hex acts like *inflict moderate wounds*.

Harmonious Elements [five elements] (Su): The witch's attunement to the five elements allows her to heal. When activated, this ability grants the witch fast healing 1 plus 1 for every two five elements hexes she has learned. She can use this ability a number of rounds per day equal to the number of five elements hexes she has learned plus her Intelligence modifier. These rounds do not need to be consecutive, but they must be spent in 1-round increments. This hex only affects the witch.

Imperial Saffron Spirit of Jade [jade] (Su): The witch knows just the right words to use to get what she wants. This acts as the charm person spell, using the witch's caster level. Whether or not the target's save is successful, a creature cannot be the target of the imperial saffron spirit of jade hex again for 24 hours. At 8th level, this hex acts like *charm monster*.

Manipulate Metal [five elements] (Su): The witch can change the temperature of metal a creature's metal equipment. This acts as either the *chill metal* or the *heat metal* spell, using the witch's caster level, except that it can only target the metal equipment of one creature at a time. Whether or not the target's save is successful, a creature cannot be the target of the manipulate metal hex again for 24 hours.

Scale Song [dragon] (Su): The witch can cause a creature to grow a protective scaly hide with a touch. This acts as *barkskin* spell, using the witch's caster level. Once a creature has benefited



A nagaraja witch using the black jade sword hex

from the scale song hex, it cannot benefit from it again for 24 hours.

Squamous Spirit [dragon] (Su): The witch can bolster a creature with the courage of a dragon. This acts as the *heroism* spell, using the witch's caster level, except that it only lasts a number of rounds equal to the number of draconic hexes the witch has learned plus the witch's Intelligence modifier. Once a creature has benefited from the squamous spirit hex, it cannot benefit from it again for 24 hours.

Steps of Jade [jade] (Su): In certain terrain, the witch can make a creature's tracks impossible to follow, and even make travel easier. When activated, this ability makes a creature untrackable in the following environments: desert, mountains, and underground. This ability lasts for a number of hours equal to the number of jade hexes the witch has learned plus her Intelligence modifier. Once a creature has benefited from the steps of jade hex, it cannot benefit from it again for 24 hours. At 5th level, this ability also enables the creature to ignore difficult terrain in the environments listed above.

Wail of the Dead [ghost] (Su): The witch can stun creatures with a dreadful wail. This acts as the *sound burst* spell, using the witch's caster level, except that instead an area of a 10-foot radius spread, it has a target of one creature. Whether or not the target's save is successful, a creature cannot be the target of the wail of the dead hex again for 24 hours.

Major Hexes:

Starting at 10th level, and every two levels thereafter, a witch can choose one of the following new major hexes whenever she could select a new hex.

Blue Jade's Fury [jade] (Su): Once per day, the witch can call

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forth a blast of blue jade to attack her enemies. This ability acts as the *fireball* spell, using the witch's caster level, except that it deals slashing damage instead of fire damage. At 14th level, the witch gains a second use of this ability per day. At 18th level, the witch gains a third use of this ability per day.

Dragon's Breath [dragon] (Su): Once per day, the witch can breathe a blast of energy. This acts as the *dragon's breath* (*) spell, using the witch's caster level and energy type.

Dragon Flight [dragon] (Su): The witch can grow leathery dragon wings, giving her a fly speed of 60 feet with average maneuverability. At 15th level, the maneuverability improves to good.

Dragon's Roar [dragon] (Su): With a mighty roar, the witch can cause a creature to tremble with fear. This acts as the *fear* spell, using the witch's caster level, except that instead of having an area of a cone shaped burst it instead has a target of one creature. Whether or not the save is successful, a creature cannot be the target of the dragon's roar hex again for 24 hours.

Earthsong [five elements] (Su): The witch can literally bend stone to her will with a song. This acts as the *stone shape* spell, using the witch's caster level. The witch can use this ability once per day plus another time for every two five elements hexes she has learned (including the earthsong hex).

Fires of the Red Jade [jade] (Su): The witch can conjure forth a fiery shield that damages those who hurt her. This ability acts as the *fire shield* (warm shield) spell, using the witch's caster level. This ability lasts a number of rounds equal to the number of jade hexes the witch has learned plus her Intelligence modifier. The witch can only use this ability once per day.

Ghostly Armor [ghost] (Su): The witch can enspell armor so it can resist ghostly attacks. When activated, this ability grants a creature's armor the *ghost touch* ability. This ability lasts for a number of rounds equal to the number of ghost hexes the witch has learned plus her Intelligence modifier. Once a creature has its armor enspelled with the ghostly armor hex, it cannot benefit from it again for 24 hours.

Grave Words [ghost] (Su): The witch can ask questions of the dead. This acts as the *speak with dead* spell, except that the witch can only ask a number of questions per day equal to one half the number of ghost hexes the witch has learned (rounded up). These questions need not be asked consecutively, or even of the same corpse.

Jade Kaleidoscope [jade] (Su): The witch can call upon all the colors of jade to strike down her foes. This ability acts as the *prismatic spray* spell, using the witch's caster level. The witch can only use this ability once per day.

Major Harm [ghost] (Su): A witch can inflict grievous wounds on those she touches. This acts as an *inflict serious wounds* spell, using the witch's caster level. Whether or not the target's save is successful, a creature cannot be the target of the major harm hex again for 24 hours. At 15th level, this hex acts like *inflict critical wounds*.

Major Squamous Spirit [dragon] (Su): The witch can call upon the power of the dragon to infuse a creature with great courage. This acts as the *greater heroism* spell, using the witch's caster level, except that it only lasts a number of rounds equal to the number of draconic hexes the witch has learned plus the witch's Intelligence modifier. Once a creature has benefited from the major squamous spirit hex, it cannot benefit from it again for 24 hours.

Petrifying Gaze [five elements] (Su): The witch can turn creatures to stone with an angry glare. This acts as the *flesh to stone* spell, using the witch's caster level. Whether or not the target's save is successful, a creature cannot be the target of the petrifying gaze hex again for 24 hours.

Revitalize Statue [five elements] (Su): The witch can return petrified creatures to their natural state of being. This acts as the *stone to flesh* spell, using the witch's caster level. Once a creature has benefited from the revitalize statue hex, it cannot benefit from it again for 24 hours.

Spirit of the Forest [five elements] (Su): Once per day, the witch can transform herself into a plant. This acts as the *plant shape I* spell, using the witch's caster level. At 15th level, this hex acts as the *plant shape II* spell.

Sound of White Jade [jade] (Su): The witch can smite infernals with a single word. This ability acts as the *holy word* spell, using the witch's caster level, except that the casting time is increased to 1 round and instead of targeting evil creatures, it targets infernals.

Wrathstorm [ghost] (Su): The witch can summon the souls of the dead to inflict her enemies. This acts as the *mass pain strike* (*) spell, using the witch's caster level. The witch can only use this ability once per day.

Grand Hexes:

Starting at 18th level, and every two levels thereafter, a witch can choose one of the following new grand hexes whenever she could select a new hex.

Dragon Storm [dragon] (Su): Once per day, the witch can call upon the essence of the dragon to summon forth an energy storm of enormous power. This functions as the *fire storm* spell, using the witch's caster level, except that it deals damage of the witch's energy type and its duration is changed to concentration, up to 10 rounds.

Form of Spirit [ghost] (Su): The witch can become incorporeal and ghostly. This ability acts as the *ethereal jaunt* spell, using the witch's caster level. The witch can only use this ability once per day.

Jade Strider [jade] (Su): Once per day, the witch can strike the ground and cause the very earth to burst forth in a gigantic wave. This ability acts as the *world wave* (*) spell, using the witch's caster level.

Rain of Death [five elements] (Su): The witch can call upon the five elements to punish her opponents. With a full round action, the witch can summon a magical storm with a range of 400 feet and an area of a 360 foot radius storm cloud. Each round she continues to concentrate, the cloud generates additional effects as noted below. Each effect occurs on her turn.

2nd round: As the *sleet storm* spell, except that the duration is concentration, up to 9 rounds.

3rd round: As the *entangle* spell, except that the duration is concentration, up to 7 rounds, and creatures take 1 point of slashing damage each time they fail to save against the entangle or fail a check made to break free.

4th round: As the *earthquake* spell, except that the duration is concentration, up to 5 rounds, and the damage dealt (depending on the terrain) is only 2d4 (Reflex for half) points of bludgeoning damage per round.

5th round: As the *fire wall* spell, except that the duration is concentration, up to 3 rounds, and the damage dealt is only 2d6 points of fire damage (Reflex for half) per round.

6th round: As the *blade barrier* spell, except that the duration is concentration, 1 round, and damage dealt is 5d6 slashing damage (no save).

7th through 10th rounds: Each effect continues until its duration expires.

The witch must concentrate for the duration of this effect. If she is disrupted, the effect immediately ends. The witch can only use this ability once per day.

Patron Spells

Dragon: 2nd—*mage armor*, 4th—*resist energy*, 6th—*draconic reservoir* (*), 8th—*dragon's breath* (*), 10th—*spell resistance*, 12th—*form of the dragon I*, 14th—*form of the dragon II*, 16th—*form of the dragon III*, 18th—*wish*.

Five Elements: 2nd—*burning hands*, 4th—*wood shape*, 6th—*aqueous orb* (*), 8th—*command plants*, 10th—*passwall*, 12th—*fluid form* (*), 14th—*transmute metal to wood*, 16th—*repel metal or stone*, 18th—*meteor storm*.

Ghost: 2nd—*hide from undead*, 4th—*command undead*, 6th—*halt undead*, 8th—*death ward*, 10th—*raise dead*, 12th—*undeath to death*, 14th—*control undead*, 16th—*horrid wilting*, 18th—*true resurrection*.

Jade: 2nd—*stonefist*, 4th—*shatter*, 6th—*shifting sand* (*), 8th—*stoneskin*, 10th—*wall of stone*, 12th—*elemental body III* (earth only), 14th—*statue*, 16th—*earthquake*, 18th—*clashing rocks* (*).



CHAPTER 4: SKILLS & FEATS

"The superior man is distressed by his want of ability." – Kung Fu Tse

Skills in the Lands of the Jade Oath

This setting uses skills from the *Pathfinder® Roleplaying Game Core Rulebook™* with the addition of the Feng Shui skill and a host of new languages.

New Skill Feng Shui (Wisdom)

Feng Shui means "wind and water". This skill can be used to reduce stress, recover more quickly from injuries, cultivate *ch'i* energy, gain luck, intuit direction, sense unseen and unharmonious forces, and become more resilient against ill fortune. To use this skill the character must come to understand how the flow of energies, like *ch'i* or joss (luck), work and move through an environment. He determines the best place to rest or meditate, the best colors to wear, what numbers are the most fortunate, and how best to be harmonious to the flow of local energies. This skill may be used like Survival to intuit direction.

The list below summarizes tasks that can be accomplished from applying feng shui to rest:

Only one of these tasks may be accomplished per period of rest. This skill can benefit others besides the character with the skill. Add +2 to the DC per each extra character the benefit will apply to. If result is failure, but the character would succeed in using the skill at the original DC before adding to it for extra characters, then the check succeeds only for the skill user. Likewise, if it would benefit some, but not all extra characters, then that number of characters may benefit from the character's Feng Shui. For example, if the DC to gain a +1 luck bonus for you and 3 allies is 24, but you only roll a 21, you may still benefit two allies with this skill and yourself.

Retry: No. The character will not know if his Feng Shui check was successful until after resting. However, when using Feng Shui

DC	Task
10	Increase rate of healing when resting by treating the character as if he were 1 level higher than he is.
15	Gain +1 luck bonus to the next die roll made after gaining a full night's rest. Gain bonus to next saving throw against disease, poisons, spells, and spell-like abilities. Add +1 to the save DC of a <i>ch'i</i> ability the next time that ability is used. Reduce the amount of rest needed per day by 1 hour. (The recovery of spell slots still requires 8 hours of rest.)
20	Reduce the amount of rest needed per day by 2 hours. (The recovery of spell slots still requires 8 hours of rest.) Sense the presence of unseen enemies within a 10 foot radius of their exact position (within 60 feet of the character). If an opponent is using stealth the Fung Sui check is opposed by the relevant stealth check. Reduce the amount of rest needed per day by 3 hours. (The recovery of spell slots still requires 8 hours of rest.)
30	Reduce the amount of rest needed per day by 4 hours. (The recovery of spell slots still requires 8 hours of rest.)

to determine direction or to avoid getting lost, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation (like being lost in a maze) are not allowed.

Languages

There are a variety of languages in the lands of the Jade Oath. In fact, there are four common tongues spoken in the region; which one is known by characters starting with common is determined by which part of the lands of the Jade Oath the character came from. The following is a summary of the languages and their alphabets (Hanji is the written form of Yuxian and Kanji is the written form of Nihon):

Language	Alphabet
Ancient	Ancient
Aquan	Mu
Auran	Lung
Bakemono (Goblin)	Kanji
Celestial	Celestial
Dahren (Giant)	Hanji
Druidic	Druidic
Faen, Khmar	Faen
Faen, Lan	Faen
Faen, Srivi	Faen
Faen, Tai	Faen
Faen, Yuni	Faen
Garudan	Lung
Hushen, Northern	Qahngol
Ignan	Lung
Infernal	Infernal
Lung (Draconic)	Lung
Mandrasengali (South Common)	Mandrasengali
Mu (Elvish)	Mu
Nihon (East Common)	Kanji
Qahngol (Orcish)	Qahngol
Rhodin	Hanji
Rashida (Litorian)	Hanji
Sangool	Hanji & Sangool
Sylvan	Mu
Terran	Mu
Troll	Common (for that area)
Undercommon	Common (for that area)
Verrick	Verrick
Western	(West Common)
Western Hushen,	Southern Mandrasengali
Yuxian (North Common)	Hanji

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Arcane Focus

Many feats detailed in this chapter work either by maintaining or expending arcane focus.

Gain Arcane Focus: Merely having an arcane pool gives characters a special energy. Characters with an arcane pool can put that energy to work without actually paying a point cost—they can obtain arcane focus.

If you have an arcane pool, you can meditate to obtain arcane focus. Meditating is a full-round action that provokes attacks of opportunity.

When you have arcane focus, you can expend your focus on any single concentration check you make thereafter. When you expend your focus in this manner, your concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your concentration modifier is 15. You can also expend your focus to gain the benefit of an arcana feat—many arcana feats are activated in this way.

Once you have arcane focus, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in cases such as elves).

You may gain arcane focus only if you have 1 or more points available in your arcane pool. Expending your arcane focus to power a feat, class feature, or any other ability only powers a single effect. You cannot gain the benefit of multiple abilities that require expending your arcane focus once; each effect requires its own instance of expending arcane focus.

Ki Focus

Many feats detailed in this chapter, as well as many class abilities, work either by maintaining or expending *ki* focus.

Note: In the *Lands of the Jade Oath* *Ch'i* and *Ki* are interchangeable words referring to the same game mechanic, *Ch'i* is the cultural term of the mainland.

Gain Ki Focus: Merely having the ability to hold a reservoir of *ki* points in mind gives monks characters a special energy. Characters with a *ki* pool can put that energy to work without actually paying a *ki* point cost—they can become *ki* focused.

If you have a *ki* pool, you can meditate to become *ki* focused. Meditating is a full-round action that provokes attacks of opportunity.

When you are *ki* focused, you can expend your focus on any single concentration check you make thereafter. When you expend your focus in this manner, your concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your concentration modifier is 15. You can also expend your focus to gain the benefit of a *ki* feat—many *ki* feats are activated in this way.

Once you are *ki* focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in cases such as elves).

You may still gain *ki* focus only if you have 1 or more *ki* points available. Expending your *ki* focus to power a feat, class feature, or any other ability only powers a single effect. You cannot gain the benefit of multiple abilities that require expending your *ki* focus once; each effect requires its own instance of expending *ki* focus.



New Feats

Arcana Feats: Arcana feats are only available to characters and creatures with an arcane pool.

Because arcana feats are supernatural abilities, they cannot be disrupted in combat (as spells can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to spell resistance and cannot be dispelled; however, they do not function in areas where spells are suppressed, such as an antimagic field. Leaving such an area allows arcana feats to be used.

Many arcana feats can be used only when you have arcane focus; others require you to expend your arcane focus to gain their benefit. Expending your arcane focus does not require an action; it is part of another action (such as using a feat). When you expend your arcane focus, it applies only to the action for which you expended it. The feats the increase arcane pool points do not stack with the magus arcana arcane pool points.

Ki Feats: *Ki* feats are only available to characters and creatures with a *ki* pool.

Because *ki* feats are supernatural abilities, they cannot be disrupted in combat (as spells can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to spell resistance and cannot be dispelled; however, they do not function in areas where spells are suppressed, such as an antimagic field. Leaving such an area allows *ki* feats to be used.

Many *ki* feats can be used only when you are *ki* focused; others require you to expend your *ki* focus to gain their benefit. Expending your *ki* focus does not require an action; it is part of another action (such as using a feat). When you expend your *ki* focus, it applies only to the action for which you expended it.

The following feats from the *Pathfinder® Roleplaying Game Core Rulebook™* and the *Advanced Player's Guide™* should now be considered *ki* feats: Deep Drinker^{APG}, Extra *Ki*, and Fast Drinker^{APG}, Improved *Ki* Throw^{APG}, and *Ki* Throw^{APG}.

Chakra Feats: There is a subset of *ki* feats that called *chakra* feats that allow you to invest them with *ki* points. *Chakras* grant powers or enhanced abilities when invested with *ki* points. While a character is *ki* focused, all his *chakra* with invested *ki* points grant these powers or enhanced abilities. The character cannot benefit from any *chakra* if he is not *ki* focused.

A character can also expend his *ki* focus with a single *chakra* in order to gain a greater power or ability, but for a shorter period of time. When expending *ki* focus, the chosen *chakra* must have *ki* points invested. Only the chosen *chakra* provides special abilities and only the chosen *chakra* loses the expended *ki* points. Any *ki* points expended are lost for the day. You can invest a number of *ki* points into a *chakra* as shown in Table: *Chakra Capacity* (up to a maximum equal to your Wisdom bonus). Certain feats, prestige classes, and magic items can increase this capacity.

While *ki* focused, you can invest and reallocate *ki* into your *chakras* as a free action on your turn. Your *ki* remains where you have invested it until you reallocate it on a later turn. Any invested *ki* points remain where allocated, unless expended or reallocated.

Some *chakras* only provide a benefit or ability when they have *ki* invested and cannot provide any benefit when expending *ki* focus with them. Certain *chakras* only provide a benefit or special ability when expending *ki* focus. *Chakras* that only provide a benefit or special ability upon expending *ki* focus can be invested with *ki* prior

Character Level	Ki Point Capacity
1st - 4th	1
5th - 9th	2
10th - 14th	3
15th - 19th	4
20th+	5

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to expending their focus. The *ki* points in that *chakra* provide no benefit until expended.

Major Chakra: Each major *chakra* grants certain abilities. Like any other *chakra*, the major *chakra* can be invested with *ki*. However, Major *chakras* provide additional special abilities when the *ki* invested is aligned. All *ki* is balanced *ki* until you realign your *ki*. Realigning changes it from its balanced state to either a positive state, called yang, or to a negative state, called yin. As a swift action, you can realign all the *ki* within a single *chakra* while *ki* focused. Each turn, you may only realign your *ki* into a single type: yin or yang. Realigned points cannot be reallocated in the same turn. You can realign yin or yang *ki* points by realigning them into balanced *ki* points first.

Major *chakra* can have different types of aligned *ki* invested at one time, though the maximum *ki* point capacity of the *chakra* is still the same. For example, a 10th level sadhu can invest three points of *ki* into any *chakra*. He has access to one major *chakra*, which he can invest with a single point of yang-aligned *ki*, a single point of balanced *ki*, and a single point of yin-aligned *ki* at the same time, or any combination that does not exceed three points of *ki*.

Like expending the *ki* within a *chakra*, doing so for a major *chakra* with differently aligned *ki* expends all the points within that *chakra*, but only activates a single special ability.

Unless specified otherwise below, the sadhu's caster level for any major *chakra* ability is equal to his class level.

Air Chakra

The Anahata *chakra*, the “Unstruck Note”, is located just to the right of the physical heart. It is the middle *chakra* in the system of seven and as such is the integrator of opposites; male and female, mind and body, ego and unity, light and shadow, good and evil, life and death. This *chakra* governs respiration and promotes feelings of love, compassion, and a sense of peace and centeredness. It has power over charisma, balance, the element of air, and can also influence social acceptance and relationships.

The common symbol of this *chakra* is twelve petals of a red or white hue, while the center point is a smoky color. The color associated with harnessing this *chakra* is green. The sounds associated with harnessing this *chakra* are “Yam” and “Ay”. The somatic mudra for this *chakra* is pressing the pads of the middle fingers together. Those who harness this *chakra* focus on deep breathing.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Very Subtle Wind (Su): By subtly influencing the wind with his *ki*, the sadhu can enhance certain of his skills. While *ki* focused, the sadhu gains a +2 bonus to Acrobatics, Perception, and Sense Motive checks per point of *ki* invested.

Balanced Ki Expended – Subtle Charm (Sp): By expending his *ki* focus, the sadhu gains the use of the spell, charm monster, except that the duration is 10 minutes per point of balanced *ki* expended.

Yang Ki Focused – Life Against Death (Su): The sadhu knows that life cannot exist without death and death cannot be without life. He draws on this to fuel his battle against the dying of life. While *ki* focused and below 0 hit points, the sadhu gains a +2 morale bonus on melee attack rolls, melee damage rolls, and Fortitude saving throws for each point of yang-aligned *ki* invested.

Yang Ki Expended – Gale Force (Sp): The sadhu learns how to manipulate the winds through the use of this *chakra*. By expending his *ki* focus, the sadhu gains the use of the spell, telekinesis, except that the duration is 1 round per point of yang-aligned *ki* expended.

Yin Ki Focused – Very Subtle Conditioning (Su): While *ki* focused, the sadhu becomes immune to one of the following effects or conditions for each point of yin-aligned *ki* invested: diseases (except for supernatural and magical diseases), fear effects, fatigue (though he must still rest for 8 hours), blinding attacks, and deafening attacks. For every two points of yin-aligned *ki* invested the sadhu becomes immune to one of the following effects or conditions: exhaustion, paralysis, and daze effects. For every three points of yin-aligned *ki*: death from massive damage (only the need for making the saving throw), poisons, nausea, sickened, or stunning. Finally, for every four points of yin-aligned *ki* invested: ability score damage, energy drain, or negative energy effects. These temporary



immunities can be combined provided the cost is paid for each and that the sadhu has enough *ki* points.

Yin Ki Expended – Serene Presence (Su): By expending his *ki* focus as a free action that may be used out of turn when attacked, the sadhu uses the force of his presence, personality, compassion, and sense of peace to shield himself from an attack. The decision to use this ability must be made before damage is rolled. When the sadhu expends his *ki* focus, he can oppose any attack made against him with a Diplomacy check for the next round. If his Diplomacy check result meets or exceeds the attack roll, the attack misses regardless of the sadhu's Armor Class. For every point of yin-aligned *ki* beyond the first that he expends, the sadhu gains a +5 insight bonus to his Diplomacy check.

Brow Chakra

The Ajna *chakra*, “Command”, is often thought to be located in the brow region in the body of a humanoid, but is actually in the middle of the brain behind the brows. It is sometimes called the “third eye”, “square inch”, “ancestral cavity”, “heavenly heart”, or the “crystal palace”. This *chakra* relates to percipience, both the physical and intuitive means of perception. It governs the intellect, promotes seeing clearly and provides an understanding of the “big picture”. The brow *chakra* is a subtle consciousness center that serves as the central governing center of the other head *chakras*. It has power over intelligence, perception, light, electricity, divination, and understanding.

The colors associated with harnessing this *chakra* are indigo or white. The sounds to harness this *chakra* are “Om” and “Mmm”. The somatic mudra requires pressing the pads of the thumbs together. Those wishing to harness this *chakra* focus on internal sight, imagination, and the visualization of moving energy.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Percipient Sight (Su): The sadhu can see and hear nature spirits otherwise imperceptible to mortals (unless a spirit wishes to show itself). The character finds this ability disconcerting at first, because it makes him realize how pervasive spirits are: They are everywhere, all the time— although only rarely do they pay attention to the actions of mortals. Sadhus sometimes become alerted to danger when the nature spirits of an area are upset or absent. The range at which the sadhu can see these spirits is 5 feet per point of *ki* invested + 5 feet per point of Wisdom bonus (if any). The sadhu gains a +2 bonus to Perception checks per point of balanced *ki* invested.

Balanced Ki Expended – Clairaudience/Clairvoyance (Sp): The sadhu gains the ability to concentrate upon some locale and hear or see almost as if he were there. This functions as per the spell, clairaudience/clairvoyance, except that the range of this ability is 100 feet per point of *ki* expended.

Yang Ki Focused – Body of Light: The sadhu's body glows softly

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with the light of a torch, shedding illumination in a 10-foot radius plus 10 additional feet for each additional point of *ki* invested. If three or more points of *ki* are invested, when the sadhu comes into contact with any area of magical darkness, he dispels it if comes from a lower-level effect. The numbers of *ki* points invested are the equivalent spell level of this ability. If five or more points are invested into this ability, then the light generated is considered to be sunlight.

Yang Ki Expended – Third Eye (Su): As the sadhu develops his mind and ability with his *ki*, he learns to peer into the minds of others to untangle the thoughts and emotions that lurk there. The sadhu can sense the thoughts of others and use that information to guide his actions. By expending his *ki* focus, the sadhu can focus his attention upon one creature with an Intelligence of 6 or higher. The target of this ability makes a Will save (DC 10 + half the sadhu's level + his Wisdom modifier) to resist. On a failed save, the sadhu gains a +2 bonus on Sense Motive checks against the target per point of *ki* expended in this *chakra* for the duration of this ability. The sadhu can automatically detect the target's lies as he reads the target's intentions.

In combat, the sadhu gains an intuitive sense of his target's maneuvers and actions, gaining a +1 insight bonus per point of *ki* expended to attack and damage rolls against the target. The sadhu also gains a +1 insight bonus on saves against the target's spells, spell-like abilities, or supernatural abilities.

If the sadhu has expended 3 or more yang-aligned *ki* points in this *chakra*, he gains the ability to disrupt his target's efforts at any point during the duration. To do this, the sadhu makes a melee attack. Should this attack hit and deal damage, the target takes a -1 penalty per point of yang-aligned *ki* expended on all skill checks, attack rolls, and saves until the beginning of her next action. In short, the sadhu, anticipating his foe's actions, makes an attack that is timed to disrupt his opponent's plans.

The sadhu must see his target to use this ability. It lasts a number of rounds equal to the sadhu's Wisdom bonus + the number of yang-aligned *ki* points expended.

Yin Ki Focused – Lightning Strike: he sadhu strikes with the power of lightning. His fists, weapons, and ammunition charge with electricity. It is not harmful to the sadhu or his equipment. While *ki* focused, the sadhu can inflict +2 points of electrical damage with any melee attack for each point of *ki* currently invested into this ability the sadhu makes.

Yin Ki Expended – Chain of Lightning (Sp): The sadhu can unleash a ranged electrical touch attack that deals 1d6 points of damage +1d6 per additional *ki* point expended plus 1d6 per point of Wisdom bonus (if any). Targets may make a Reflex saving throw (DC 10 + half the sadhu's level + Wisdom modifier) to take half damage. This attack can strike at a total number of targets equal to the number of *ki* points spent. Each target may be up to 10 feet away from a previously struck target. With each additional target the damage decreases by -5 points and each additional target must be within 10 feet of the previously struck target. If at any point the attack misses a target in the, then any additional targets designated to be struck after that one cannot be struck by the chain of lightning either. The total range of the chain of lightning is 10 feet per class level. A 5th level sadhu's chain of lightning cannot progress beyond 50 feet. After the lightning travels that far, it cannot strike any more opponents regardless of the sadhu's expended of *ki* points.

Earth Chakra

This *chakra*, the Muladhara *chakra*, is located at the base of the spine and is the foundation of the *chakra* system within the humanoid body. It is related to survival instincts, material drive, and a connection to the physical plane. This *chakra* governs passion, prosperity, and security, while promoting dynamic presence, natural pleasure, controlled passions, and the divine within the physical body. Awakening this *chakra* means that the character has realized that one of the most complete forms of spirituality has nothing to do with rejecting the body, but rather that it is a vehicle for the transmutation of the body, mind, and spirit together. This *chakra* has power over constitution, health, the element of earth, material prosperity, personal presence, and passion.



The color associated with harnessing this *chakra* is red. The sounds associated with harnessing this *chakra* are "Lam" and "Oh". The somatic mudra of this *chakra* requires pressing the pads of the little fingers together. Those wishing to harness this *chakra* focus on moving slowly in order to feel all aspects of the body.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Earthly Resilience (Su): While *ki* focused, the sadhu gains 5 points of resistance to acid damage per point of balanced *ki* invested. He gains a +2 bonus to Heal checks per point of *ki* invested.

Balanced Ki Expended – Healing of Body (Su): By expending his *ki* focus, the sadhu can heal his own wounds. He heals 1d10 per balanced *ki* expended + his Wisdom bonus (if any) in hit points of damage.

Yang Ki Focused – Earthly Presence (Su): By tapping into this *chakra*, the sadhu learns to be confident in his body and in his presence amongst others. By investing yang-aligned *ki* into this *chakra*, the sadhu gains a +2 insight bonus on Bluff, Diplomacy, Handle Animal, and Perform checks for each point invested.

Yang Ki Expended – Healing of Others (Sp): By expending his *ki* focus and placing his hands upon the injured, the sadhu can heal the wounds of others. He heals 1d10 per yang-aligned *ki* expended + his Wisdom bonus (if any) in hit points of damage.

Yin Ki Focused – Armor of Earth (Su): As his skin takes on the hardness of stone, the sadhu gains a +1 natural armor bonus per point of yin-aligned *ki* invested.

Yin Ki Expended – Constitution Boost (Sp): The sadhu temporarily increases his Constitution score by 1 for every point of yin-aligned *ki* he expends. This ability lasts 10 minutes for every two class levels.

Fire Chakra

The Manipura *chakra*, or the "Place of Gems", is located along the spine behind the navel in the body of a humanoid. The power *chakra* is the seat of willpower and the drive for power. It governs will, autonomy, ego, self-definition, strength, metabolism and digestion, and the ability to influence the environment through personal power. This *chakra* promotes energy, effectiveness, spontaneity, and non-dominating power. It has power over strength, the element of fire, willpower, hunger, and accuracy.

The symbol of this *chakra* is often ten red petals with a downward pointing triangle. The color associated with harnessing this *chakra* is yellow-gold. The sounds associated are "Ram" and "Ah". The somatic mudra requires pressing the pads of the ring fingers together. Those wishing to harness this *chakra* focus on moving with a will and a purpose that energizes the limbs and torso.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Freedom From Death (Su): When reduced to the disabled condition, the sadhu may act normally without penalty or restriction to his actions.

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When reduced to the dying condition while *ki* focused, the sadhu automatically becomes stable and may continue to act normally on his turn. He may take a full action instead of being restricted to taking a single action each round. If the sadhu surpasses his Constitution score in negative hit points, he immediately dies. Each point of balanced *ki* invested adds 3 to the sadhu's Constitution score solely for the purpose of determining the how many negative hit points he can sustain before dying. Example: Han Su invests 3 points of *ki*. He has a Constitution of 14. When a demon strikes him, bringing him to -2 hit points, he has an effective Constitution of 23 for determining how many negative hit points he can sustain before he dies, but his hit points and other Con-based benefits do not increase.

If the number of *ki* points invested in this *chakra* should be reduced (whether voluntarily or involuntarily), the sadhu's effective Constitution score decreases by 3 per point lost. If the sadhu's current negative hit point total is at or below the newly adjusted Con, he immediately dies.

Balanced Ki Expended – Aura of Fire (Su): The sadhu can manifest an aura of flame to defend himself against the attacks of his foes. By expending his *ki* focus, the sadhu inflicts 1d6 points of damage on any creature striking him in melee or that performs a combat maneuver against him. This fiery aura lasts for a number of rounds equal to the number of *ki* points expended.

Yang Ki Focused – Strength Boost (Sp): The sadhu temporarily increases his Strength by 1 for every point of invested *ki*.

Yang Ki Expended – Fiery Strike (Su): The sadhu calls upon the power of fire that clears the way for new life when the old life is destroyed. He can surround his fists, feet, weapons, and ammunition in flame. It is not destructive to the sadhu or his equipment. For each point of *ki* the sadhu expends, he inflicts +1d6 points of fire damage with any and all of his attacks for 1 round.

Yin Ki Focused – Eschew Hunger (Ex): As long as the sadhu has one point of unexpended *ki*, he no longer needs to eat to survive. He refuses to let his body be bound to such requirements. To survive he needs only water and air to breathe. Unlike other uses of *ki*, the sadhu must have one point of unexpended *ki* available at the end of every day. If he expends it, which breaks with this routine, he feels hunger. If he has not eaten food within the last 3 days, he immediately starts to suffer from starvation and all associated ill effects.

If the sadhu invests 2 points of yin-aligned *ki* into this *chakra*, he no longer needs even water to survive. Other than air to breathe, the sadhu requires nothing.

Yin Ki Expended – Fire Lights the Way (Su): The sadhu strikes with the light of fire as his fists, feet, weapons, and ammunition burn with flames of inspiration. For each point of *ki* expended, the sadhu gains a +1 morale bonus to his attack rolls for a number of rounds equal to his Wisdom bonus (if any).

Soul Chakra

The Sahasrara *chakra* or “thousand petaled lotus” is at the crown point at the very top of the head. This crown *chakra* relates to consciousness as pure awareness. It is the connection to the greater world beyond, to a timeless, spaceless place of all-knowing. When developed, this *chakra* brings knowledge, wisdom, understanding, spiritual connection, and bliss. It governs thought, transcendent or cosmic consciousness, unity, universal identity, and is oriented to self-knowledge. It has power over all the elements and the formless supreme light of the mind and soul as well as magic.

The color associated with this *chakra* is violet or white. The sound is “Nnggg” (as in sing). The somatic mudra requires pressing the pads of the thumbs together. Those wishing to harness this *chakra* focus on a thousand petaled lotus, awareness of body, awareness of awareness, witnessing consciousness, and releasing attachment.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Still Mind (Ex): For each point of *ki* invested, the sadhu gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Balanced Ki Expended – Ki Soul Orb (Sp): The sadhu can gather his *ki* into a ball of energy that he can throw at his opponents. As a full round action, the sadhu delivers a ranged touch attack that



inflicts 1d8 points of force damage per each point *ki* expended + the sadhu's Wisdom modifier. This has a range of 10 feet per class level of the sadhu.

Yang Ki Focused – Will to Live (Su): The sadhu can summon an extraordinary drive and willpower to stay alive. When below 0 hit points, the sadhu gains a +2 morale bonus to Armor Class and Reflex saving throws for each point of *ki* invested.

Yang Ki Expended – Indomitable Soul (Su): Through sheer force of will the sadhu can endure the effects of tremendous damage. When he expends his *ki* focus, the sadhu can choose to take an immediate free action to delay the effect of a single attack, spell, or ability used against him. The damage or effect does not happen until the end of the sadhu's next round's action. The duration of this ability extends by 1 round for each additional point *ki* expended.

Yin Ki Focused – Adamantine Soul (Su): The sadhu additional spell resistance equal to 2 per point of *ki* invested.

Yin Ki Expended – Spelltwisting Soul (Su): With a powerful expenditure of *ki*, you turn a spell or spell-like ability back upon the caster. When targeted by a spell or spell-like ability, you can expend your *ki* focus as an immediate free action to reflect the spell or spell-like ability back upon the originating caster. This ability does not turn back area spells unless the sadhu is the center or target (example: fireball). The cost to reflect a spell or spell-like ability is 1 point of *ki* per two levels of a spell (round down, minimum one *ki*).

You may partially turn spells as well. For each two points of *ki* expended, subtract one from the spell level of the incoming spell. Divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be affected.

You must decide whether or not to expend your *ki* focus with this *chakra* after you have been hit by the attacking spell, but before any saving throws are rolled and before any effects are determined.

If you and the spellcaster both have active spell turning effects, they cancel each other out.

Sound Chakra

The Vishuddha *chakra*, or the communication *chakra*, is located in the throat and relates to communication and creativity. Through this *chakra* the world is experienced symbolically with vibration of the sounds of language. This *chakra* governs self-expression, spiritual drive, the ethereal, and the akashic memory. It has power over the energy of sound, language, communication, the ethereal, and the akashic memory.

The symbol that commonly depicts this *chakra* is sixteen smoke-colored petals with a sky-blue center. The color associated with harnessing this *chakra* is bright blue. The sounds associated with harnessing this *chakra* are “Ham” and “Eee”. The somatic mudra required to harness this presses the pads of the index fingers together. Those wishing to harness this *chakra* focus on moving with sound, feeling sound move the body, and releasing energy with sound.

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Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Collective Knowledge (Su): The sadhu can access knowledge from the collective memory. Each point of *ki* invested grants the sadhu a +2 insight bonus on all Knowledge skill checks.

Balanced Ki Expended – Contact Other Plane (Sp): The sadhu gains the ability to contact entities on other planes of existence to answer his questions. This functions as the spell, *contact other plane*, except that the sadhu can only ask one question per balanced *ki* expended.

Yang Ki Focused – Creature Creation (Sp): The sadhu gives life to a creature, or creatures, of his own creation. With a powerful shout, the sadhu creates a monster out of pure sonic energy and ambient *ki*. It appears where the sadhu designates and acts immediately, on the sadhu's turn. If the sadhu does not give it a command, it attacks his opponents to the best of its ability. The sadhu can communicate with it and can direct it not to attack, to attack particular enemies, or to perform other actions.

This functions as the spell, *summon nature's ally X*, where X is both the enumerator of the spell and the number of yang-aligned *ki* points that must be invested to create the creature and it cannot be used to create a creature with an elemental subtype. The creature, although composed of sonic energy, is nevertheless corporeal and solid. It is not real. It is a creation of magic. Alternately, the sadhu can create multiple creatures by investing separate amounts of yang-aligned *ki* points per creature created (i.e. A 10th level sadhu can create an eagle with *summon nature's ally I* and a giant spider with *summon nature's ally II* by investing 3 yang-aligned *ki* points, or he could create a monitor lizard with *summon nature's ally III* by investing 3 yang-aligned *ki* points). Use the statistics of the creature(s) of your choice, except for the following:

- Its type changes to construct (see page 307 of the Bestiary)
- It gains the sonic subtype (see sidebar below).
- It has no Intelligence score. If it has no opponents to attack and no commands to follow, it stands motionless.
- If it has more than 3 HD, it gains DR 5/magic. If it has more than 10 HD, it gains DR 10/magic.
- It inflicts additional sonic damage equal to its Hit Dice (maximum +10) with each attack.

Sonic Subtype

A creature with the sonic subtype has immunity to sonic damage.

The sadhu provokes an attack of opportunity on his turn in the round in which the creature(s) is created. He does not provoke attacks of opportunity on following rounds while maintaining this ability with his concentration. If he should expend or lose his *ki* focus, the creatures disappear. Once a creature is created, none of that *ki* energy can be reallocated or realigned, unless the sadhu wills the creature to disappear. At that point the sadhu can use those *ki* points as normal. When one of the sadhu's creatures dies, the sadhu loses any *ki* points that were invested to create the creature.

Yang Ki Expended – Sonic Kiai (Sp): By expending his *ki* focus, the sadhu can emit a sonic energy bolt from his mouth that blasts his enemies. This functions as the spell, *lightning bolt*, except that the damage inflicted is sonic. The sadhu's effective caster level equals to his sadhu level. Expending 1 point of yang-aligned *ki* with this *chakra* casts a diminished version of the spell that inflicts 1d4 points of damage per caster level (maximum 5d4). Expending 2 points of yang-aligned *ki* with this *chakra* casts the normal version of the spell. Expending 3 points of yang-aligned *ki* with this *chakra* casts a heightened version of the spell that has the additional effect that it knocks creatures prone and dazes them for 1 round.

Yin Ki Focused – Sonic Resilience (Su): The sadhu gains 5 points of resistance to sonic damage per point of yin-aligned *ki* invested. He gains a +2 bonus to Diplomacy and Perception checks per point of balanced *ki* invested.

Yin Ki Expended – Empty Body (Su): The sadhu may assume



an ethereal state for 1 round per yin-aligned *ki* point expended plus 1 additional round per point of Wisdom bonus (if any), as though using the spell *ethereality*.

Water Chakra

The Swadhisthana *chakra*, the “Self Abode” or “Own Abode” *chakra* is located in the lower back just above the genitals. This *chakra* relates to emotions, sensual drive, the element of water, and it connects us to others through feeling, desire, sensation, and movement. This *chakra* governs emotions and movement, while it promotes fluidity and grace, depth of feeling, fulfillment, and the ability to accept change. The water *chakra* has power over dexterity, movement, and the element of water.

The symbol of this *chakra* is six white petals with a crescent in the center. The color associated with harnessing this *chakra* is orange. The sounds required for this are “Vam” and “Ooo”. The somatic mudra presses the pads of the little fingers together. Those who harness this *chakra* often focus on moving fluidly, while taking notice of the sensations in their body and in their environment.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Fluid Freedom (Su): The sadhu gains the ability to breathe under water as long as he has at least a single point of balanced *ki* invested. The sadhu gains base swimming speed of 10 feet per point of balanced *ki* invested. He does not need to make a Swim check to swim normally. The sadhu gains a +2 insight bonus to Swim checks per point of balanced *ki* invested. He can always choose to take 10 on these checks, even when threatened or rushed. Provided he can swim in a straight line, the sadhu may use the run action.

Balanced Ki Expended – Fluid Mind (Sp): By expending his *ki* focus, the sadhu gains the ability to use telepathy, as the spell of the same name, with a duration of 1 round per sadhu level. The communication includes pictures, concepts, and emotions, so this ability is not strictly language dependent. The target creature must remain in sight.

Yang Ki Focused – Yang Prana (Su): For every point of yang-aligned *ki* invested, the sadhu increases his base movement rate by 5 feet. He also gains a +1 insight bonus to initiative for each point of yang-aligned *ki* invested.

Yang Ki Expended – Dexterity Boost (Sp): The sadhu temporarily increases his Dexterity by 1 for every point of yang-aligned *ki* expended. The duration is 5 minutes for every sadhu level.

Yin Ki Focused – Yin Prana (Su): The sadhu uses his animus to decrease the base movement rate by 5 feet and inflict a -1 penalty to initiative for every point of yin-aligned *ki* invested to those around him. The ability is a continuous burst with a 5 feet radius for every 5 sadhu levels. Targets may attempt a Will saving throw (DC 10 + half

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sadhu level + Wisdom modifier). Those who fail the saving throw drop in the initiative order by a number equal to the number of yin-aligned *ki* points invested. Once a creature has successfully saved against this ability, it cannot be affected by this sadhu's yin prana again for 24 hours. If it leaves the range of this ability, its movement, but not initiative, returns to normal.

Yin Ki Expended – Fog Cloud (Sp): By expending his *ki* focus, the sadhu disperses his yin-aligned *ki* into a concealing cloud. This ability functions as the spell, fog cloud, except that the duration is a number minutes equal to the number of yin-aligned *ki* expended.

New Feats Description

Ancestral Possession (General)

The spirit of one of your ancestors possessed you during a previous ceremony that invoked your ancestor's name. The ceremony brought forth the attentions of that ancestor's spirit, despite no intention to do so. The ancestral ghost occasionally takes control of your body to pursue certain goals at the DM's discretion.

When the ghost takes possession, his personality is in complete control, but your body does not change. He has a task to complete and he might or might not even know what that task is. When he completes that task, the ghost will leave you to your life. But probably not until he meddles enough to set you on what he perceives as the right path.

Prerequisites: Feng Shui or Knowledge (Religion) 2 ranks.

Benefit: Whenever you roll a natural 1 on a d20 for any skill check, ability check, attack roll, or saving throw, the ancestral ghost dwelling within you takes control of your body. There is a 50% chance that the disoriented ancestor does not know what is going on and will lose his action until next turn, and is therefore flatfooted.

Likewise, whenever the ancestral ghost possessing you rolls a natural 1 on a d20 check, attack, or save, you take control of your body back. If the ancestral ghost goes to sleep in your body, you regain control again upon awakening. Even though it is a ghost, it still inhabits your body and feels the body's need for sleep. If the ghost tries to deny sleep, it will begin to feel the effects from lack of sleep as normal.

When playing this ancestral ghost character, generate a new set of mental statistics (Intelligence, Wisdom, and Charisma) as per your campaign's character generation rules. Choose a class for your ancestral ghost character. He may be any class, except monk; for some reason unknown to mystics and scholars of the arcane, members of that class cannot possess or be possessed by their ancestors. The ancestral ghost is the same character level as you and progresses when you do. Select the ancestral ghost's skills and spend his skill points accordingly. New feats should be selected, if needed; however, if a feat of yours is a racial feat or is representative of a physical trait, it should remain as a feat for the ancestral ghost character as well. Saving throws need to be adjusted, but hit points remain the same as yours for the ancestral ghost character. Hero points are also a shared commodity.

If you are both spellcasters, you can only cast a given number of spells equal to your maximum listed for your class and exceptional ability scores. Since both of you draw from the same pool of mystical energy you cannot cast any extra spells per day that the ancestral ghost may have and vice versa. For example, if you can cast 1 2nd level spell per day and you have already done so and your ancestral ghost character can cast 2 2nd level spells per day, he must count one of those spell slots as having been used even though he did not use it. Conversely, if he can cast 2 2nd level spells per day and has already cast 1 or more today and you can cast only 1 per day, then you cannot cast any more today, even though you, technically, did not cast any 2nd level spells today. Both you and your ancestor may determine spells readied differently based on your individual classes and feats.

Animal Rapport (General)

As a shenxue with an animalistic spiritual aspect, you have a special bond with animals of your aspect type.

Prerequisites: Cha 13, Handle Animal 5, Shenxue only.

Benefit: The shenxue enjoys an empathic bond as long as the shenxue and the animal are within one mile of each other. The shenxue can understand the animal's basic, emotional messages: "danger," "safety," "food," or "water." The shenxue can send similar mental messages or information to the animal as well.

The shenxue's spiritual aspect determines what general types of animals a shenxue can have an empathic rapport with. Shenxue with a place or environment spiritual aspect (i.e. mountain, river, city, desert, forest, jungle, swamp, plains, ocean, etc.) can have this rapport with any animal that lives in, hunts in, or makes its lair in that place or environment. Shenxue with an element, energy, plant, or weather condition spiritual aspect (i.e. fire, snow, bamboo, storm, electricity, sonic, etc.) cannot take this feat. The DM can make an exception, i.e. the element of air could conceivably allow a shenxue to have this rapport with creatures naturally capable of flight or the element of earth could conceivably allow a shenxue to have this rapport with any animal that burrows or makes its lair under the ground. Animal-aspect shenxue can have this rapport with any other animal of the same general type, as indicated in the Animal Rapport table.

The shenxue may try to stop an animal of the appropriate type from attacking him or force it to flee from him by making a Handle Animal check (DC 10 + the animal's HD + animal's Charisma modifier). If the animal is not hostile, he can make a similar check to gain general information from it about the surroundings: "safe," "full of danger," "sparsely populated," "crowded," and so on.

To use this ability, the shenxue and the animal must be able to study each other, which mean that they must be within 30 feet of one another under normal visibility conditions.

The shenxue can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Table 4-4: Animal Rapport

Spiritual Aspect	Rapport with
Badger	All small mammals
Bat	All small mammals
Bear	All bears
Carp	All fish
Cat	All felines
Centipede	All insects
Crane	All birds
Crow	All birds
Deer	All cephalopods
Dog	All canines
Fox	All canines
Frog	All amphibians
Hare	All small mammals
Monkey	All primates
Panda	All bears
Rat	All small mammals
Scorpion	All arachnids
Shark	All fish
Snake	All reptiles
Spider	All arachnids
Turtle	All reptiles
Wasp	All insects
Weasel	All small mammals
Wolf	All canines



Animus Shield (Chakra)

Your *ki* solidifies as a protective barrier in the instant before the impact from an attack. You can use the animus, or aura, of your *ki* to block attacks from your enemies.

Prerequisites: Con 11, Wis 13

Benefit: While *ki* focused, you receive a +1 deflection bonus to AC for each point of *ki* infused.

By expending your *ki* focus, you can force your opponent to reroll a single attack roll. Use this feat at any time during the round as a free action, but *ki* points must already be invested. For each additional point of *ki* expended beyond the first, your opponent incurs a cumulative -1 circumstance penalty on his attack reroll.

You gain one point of *ki*.

Aligned Attack (Ki)

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil or law. Your choice must match one of your alignment components. Once you've made this alignment choice, it cannot be changed.

To use this feat, you must expend your *ki* focus. When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

Arcane Awakening (General)

Through intense study and meditation, you awaken a reservoir of primal arcane power within yourself.

Prerequisites: Arcane spellcaster level 1st, Int 13 or Cha 13 (depending on your key spellcasting modifier).

Benefit: You gain an arcane pool of 2 points and can obtain arcane focus and take arcana feats.

Arcane Body (Arcana)

Your arcane power reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each arcana feat you have (including this one). Whenever you take a new arcana feat, you gain 2 more hit points.

You add 1 point to your arcane pool.

Arcane Dodge (Arcana)

The arcane power you have makes you more proficient at dodging blows.

Prerequisites: Dex 13, Dodge.

Benefit: You must be arcane focused to use the feat. You receive a +1 dodge bonus to your AC. This bonus stacks with other dodge bonuses to AC. You may expend your arcane focus as an immediate action to increase this bonus to a +4 dodge bonus to your AC for a single attack made against you.

You add 1 point to your arcane pool.

Arcane Endowment (Arcana)

You endow your spells with more concentrated focus.

Benefit: To use this feat, you must expend your arcane focus. You add 1 to the save DC of a spell you cast.

You add 1 point to your arcane pool.

Arcane Meditation (Arcana)

You can focus your mind faster than normal, even under duress.

Prerequisites: Int 13 or Cha 13 (depending on your key spellcasting modifier), Knowledge (arcana) 4 ranks.

Benefit: You can take a move action to obtain arcane focus.

You add 1 point to your arcane pool.

Normal: A character without this feat must take a full-round action to obtain arcane focus.

Arcane Talent (Arcana)

You can use your arcane pool more times a day than most.



Ruishishen paragon with the Art of War feat

Prerequisites: Having an arcane pool.

Benefit: When you take this feat for the first time, you add 2 points to your arcane pool.

Special: You can take this feat multiple times. Its effects stack.

Armor of Shadows (Combat)

Through a day-long ceremony in a place of shadow, you bond with your armor and learn how to avoid attacks that would normally hit. You learn to shift movements and posture in subtle ways.

Prerequisites: Armor training class ability, Bonded Item (Armor), Feng Shui or Knowledge (Religion) 1 rank

Benefit: When the character wears his bonded suit of armor, he retains his armor bonus against touch attacks.

Normal: Touch attacks ignore armor bonuses.

Art of War (Combat)

By studying the scrolls of the great tiger generals and experiencing these conditions firsthand in battle, you learn of the effects that the terrain and weather can have on a battlefield.

Prerequisites: Principles of war class ability or a base attack bonus of +4 or better.

Benefit: Any time you receive a circumstance bonus in combat, you may increase that bonus by +1 to a maximum equal to your Wisdom bonus (minimum +1). You may not apply this bonus to an ally. This feat may only increase the highest available circumstance bonus at any one time.

Improved: You can take this feat a second time to apply its effects to the circumstance bonuses of your allies.

Bewitching Focus (Arcana)

Your power as a witch allows you to gain arcane focus in an instant.

Prerequisites: Witch level 4th.

Benefit: You can use a swift action to gain arcane focus after utilizing a hex. You may use this ability three times per day.

You add 1 point to your arcane pool.

Bewitching Recovery (General)

You instantly regain the use of a hex you have already used today.

Prerequisites: Witch level 1st.

Benefit: Once per day as a swift action, you can immediately gain

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a second use of a hex that you normally can only use once per day (or that targets a specific creature once per day).

Bewitching Rejuvenation (Arcana)

Your power as a witch allows you to gain arcane focus in an instant.

Prerequisites: Witch level 1st.

Benefit: As a swift action, you can gain a second use of a hex that you normally can only use once per day (or that targets a specific creature once per day) by expending your arcane focus and spending points from your arcane pool based on how powerful the hex is (see table below).

You add 1 point to your arcane pool.

Table 4-5: Bewitching Rejuvenation	
Hex Power Level	Points Spent from Arcane Pool to Recover
Hex	3
Major Hex	5
Grand Hex	7

Blood Fuel (Ki)

Blood can provide you with additional *ki* in an emergency, but at a price. You can expand your *ki* point total at the expense of your health.

Prerequisites: Con 13, Wis 13.

Benefit: Recover 2 *ki* points by taking 1 point of temporary ability burn damage to each of your three physical ability scores: Strength, Dexterity, and Constitution.

You can recover additional *ki* points for the same cost to Strength, Dexterity, and Constitution. These recovered points add to your *ki* point reserve as balanced *ki* points as if you had gained them by resting overnight and meditating.

You gain 1 point of *ki*.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own corporeal body.

Blood Salve (General)

After undergoing a special ceremony in the healing waters of a natural spring, the physical properties of your blood change. It becomes a natural healing salve for others.

Prerequisites: Mandragorans or Shenxue with plant aspect only; cannot have Toxic Blood; Feng Shui, Heal, or Knowledge (Religion) 1 rank

Benefit: Focus upon your blood with a meditative trance. If you apply it to another's wounds (by damaging yourself) it heals them. For every point of damage you inflict to yourself, you can heal 2 points of damage with a touch of your blood to another's wound. This ability is used when you consciously inflict damage to yourself for the express purpose of creating this healing salve. You can cause a maximum number of points of damage to yourself in the application of this ability equal to your Constitution score, or current hit points, whichever is lower.

Improved: You may take this feat twice. If you do, you heal 3 points of damage in another for every 1 point of damage you take.

Bonded Item (Combat)

A ceremony involving you and a particular item as the central figures ties you magically to the item.

Prerequisite: Feng Shui or Knowledge (Religion) 1 rank

Benefit: Any time you use the bonded item in its straightforward function, you gain a +1 luck bonus for the attempt. For example, if it is a weapon, you gain a +1 bonus to attack rolls with it. If it is a harness of armor or a shield, you enjoy a +1 bonus to Armor Class. If it is a lockpick, you gain a +1 bonus to use it.

If the item is lost or destroyed, the character must go through the ceremony again to bond with a new item (but the character need not take the feat again).

Buoyant Swimmer (General)

Due to your unique nature and physical composition, you are naturally buoyant, which makes you a good swimmer.

Prerequisites: Mandragorans or Shenxue with plant-like aspect only; Can be taken only by 1st Level characters.

Benefit: When making Swim checks to stay afloat, swim upwards or outward, you gain a +8 racial bonus. When swimming deeper or downwards or trying to stay underwater, you receive a -4 penalty to your Swim check. You receive a 20 ft. base Swim speed.

Charging Dragon (Chakra)

Harnessing your *ki* with a burst of speed, you gain the ability to charge in a crooked line and avoid terrain effects.

Prerequisites: Con 13, Dex 13, Wis 13, Speed of the Wind.

Benefit: While *ki* focused, you ignore difficult terrain penalties in a number of spaces equal to the number of *ki* points invested in this *chakra* feat.

By expending your *ki* focus with this *chakra* feat during a charge, you can make one turn of up to 90 degrees per *ki* point invested in this *chakra*. All other restrictions to charges still apply. For instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

You gain one point of *ki*.

Climbing Affinity (General)

Due to your unique nature and physical abilities, you are a naturally gifted climber.

Prerequisites: Mandragorans or Shenxue with aspects of climbing creatures only. Can be taken only by 1st Level characters.

Benefit: You have a base climb speed of 20 ft. You gain a +4 racial bonus on all Climb checks and may use either your Strength modifier or Dexterity modifier, whichever is higher. You must make a Climb check to climb any wall or slope with a DC of more than 0, but you always can choose to take 10 even if rushed or threatened while climbing. You climb at the given speed while climbing. If you choose an accelerated climb you move at double the given climb speed (or your base land speed, whichever is lower) and make a single Climb check at a -5 penalty. You cannot run while climbing. You retain your Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against you while climbing.

Special: Mandragorans or shenxue with extra, prehensile limbs that take this feat may keep their hands free while climbing, allowing them to fight and defend normally. While using these limbs, the mandragoran or shenxue can only carry a light load. Anything heavier negates the climb speed, but they do retain the +4 bonus to their Climb check. Panda shenxue receive this feat for free. Monkey totem warriors may select this feat as one of their bonus feats.

Craft Oath of Power (Craft)

You can make oaths so righteous and powerful that they imbue you with the power of destiny. Your oaths take on the qualities of magic to provide you with abilities to help you complete the oath.

Prerequisites: Feng Shui or Knowledge (Religion) 1 rank and see below.

Benefit: The character gains access to one or more of the oaths of power (see Chapter 8 – Magic & *Chi*) and the ability to create an oath of power and gains the Swear an Oath extraordinary ability.

Swear an Oath (Ex): You must always work toward fulfilling an oath. To swear an oath, you name—very specifically—a task you will accomplish in no more than one year's time. If the task is not completed in that time, or if conditions arise that indicate the failure of the oath, you lose all class abilities for one month. After that month, then you must swear an oath again (it can be the same oath). If you lose your class abilities three times you lose them forever. You cannot be tricked into thinking an oath is fulfilled when it is not, and no magical compulsion can force you to stop attempting to fulfill it. You gains a +4 luck bonus to Sense Motive and Perception checks against any attempt to fool you about part of an oath (giving you an imposter to protect when she has sworn to guard a person, for example). If you successfully fulfill your oath you must immediately swear a new one. If you do not, you lose all class abilities until you do—which means you could “retire” after fulfill-



ing an oath, then suddenly regain you powers, years later, when you swears a new oath. Oaths can be singular tasks (destroy Tower Xingyan) or ongoing (keep Yan Ying alive). Ongoing oaths can be renewed at the end of each year. An oath must be something measurable, so you know whether it has been fulfilled.

If Tower Xingyan still stands after one year, or if Yan Ying dies, you have clearly failed. If the tower lies in ruins or if Yan remains alive at the end of the year (never having died at any point during the year), the oaths were fulfilled and you are successful.

It is crucial that the you work out the details of your oath with the GM. The GM should make sure that the oath does not run counter to the direction of the campaign or prevent the character from taking part in planned adventures.

Dancing Prana Strike (*Chakra*)

Use your momentum, leverage, and *ki* in acrobatic displays of might and cunning to attack your opponents.

Prerequisites: Con 13, Dex 13, Wis 13, and either Skill Application, Skill Focus, or Skill Application with at least one of the following skills: Acrobatics, Climb, Perform (Dance), Ride, or Swim.

Benefit: Invest *ki* points into this *chakra* before making attack rolls. You may choose to subtract a number from all movement-based skill check rolls (Acrobatics, Climb, Fly, Ride, and Swim) and add it to all melee damage rolls. This number may not exceed twice the number of *ki* points invested. You must be *ki* focused and you must make a movement-based skill check in the same round. When moving through difficult terrain, you may walk or hustle through those spaces instead of suffering from hampered movement provided you successfully make the appropriate skill check (i.e. Acrobatics, Climb, etc.). You still cannot run or charge through difficult terrain.

If you expend your *ki* focus before an attack, you may instead double the bonus to damage from this feat.

You gain one point of *ki*.

Desert Flower (General)

You have a unique natural property like certain desert plants that allows you to retain water for an extended period of time. This grants you a measure of protection against extreme desert conditions.

Prerequisites: Mandragorans or Shenxue with plant-like aspect only.

Benefit: You can survive a number of days without water equal to your Constitution score before suffering ill effects. Mandragorans with this feat no longer suffer from a vulnerability to fire.

Enduring Ki (*Ki*)

Your skilled use of *ki* makes the effects of expending your *ki* focus last longer.

Prerequisites: Con 15, Wis 13, any two *ki* or *chakra* feats.

Benefit: When expending your *ki* focus, the *chakra* benefit lasts for an additional round. You can do this a number of times per day equal to your Wisdom bonus.

You gain one point of *ki*.

Expertise Chakra (*Chakra*)

By focusing *ki* on your defense for a time you can build it up for a powerful strike.

Prerequisites: Int 13, Str 13, Wis 13, Combat Expertise, Power Attack.

Benefit: Invest *ki* points into this *chakra* while *ki* focused and before making attack rolls for a round. You may then subtract a number from all melee attack rolls and add an equal amount to all melee damage rolls and to Armor Class for one round. This number may not exceed the number of *ki* points invested into this *chakra*. You may not use Combat Expertise or Power Attack feats in the same round that you use this feat.

Whenever the character's *ki* focus is expended with this *chakra* during an attack, you lose the above benefits, but gain a bonus equal to the number of *ki* points expended in this *chakra* on the next attack only.

You gain one point of *ki*.



A wandering dahren warrior with the Enduring Ki feat

Exploding Tiger Eye (*Ki*)

Your ranged attacks inflict damage on nearby opponents when the primary target falls from your attack.

Prerequisites: Wis 13, Point Blank Shot, Tiger Eye *Chakra*.

Benefit: When using your Tiger Eye *Chakra* feat to deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points, killing it, etc.), your excess damage against that creature is immediately applied against another creature of your choice within 5 ft. of the target creature. The attack roll that felled the first creature must be high enough to hit the second creature. Damage reduction and other special abilities apply as normal.

You gain one point of *ki*.

Exploding Tiger Fist (*Ki*)

You can charge your unarmed strike or natural weapon attacks with force that inflicts damage on nearby opponents when the primary target falls from your attack.

Prerequisites: Str 13, Wis 13, Tiger Fist *Chakra*, either Improved Unarmed Strike or a natural weapon.

Benefit: When using your Tiger Fist *Chakra* feat to drop a creature below 0 hit points, or kill it, etc.) your excess damage against that creature is immediately applied against another creature of your choice within 5 ft. of you or the target creature that just fell to your attack. The attack roll that felled the first creature must be enough to hit the second creature. Damage reduction and other special abilities apply as normal.

You gain one point of *ki*.

Exploding Tiger Weapon (*Ki*)

You charge your melee weapon attacks with force that inflicts damage on nearby opponents when the primary target falls from your attack.

Prerequisites: Str 13, Wis 13, Tiger Weapon *Chakra*.

Benefit: When using your Tiger Weapon *Chakra* feat to deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points, killing it, etc.), apply your excess damage another creature of your choice in the immediate vicinity (i.e. within 5 ft. of you or the target creature that just fell to your attack). The attack roll that felled the first creature must be high enough to hit the second creature. Damage reduction and other special abilities that can affect the amount of damage the creature ultimately takes apply as normal.

You gain one point of *ki*.

Extra Spiritual Aspect (General)

一國之非羽率折言約

Your ancestry involves more than one connection to the realm of the spirits, that has just manifested recently or through your adventures you have somehow acquired a strong connection to another spiritual aspect.

Prerequisites: Shenxue.

Benefit: Select a new shenxue spiritual aspect. You gain the aspect racial traits of both your old and new spiritual aspects; both aspects manifest simultaneously within you. You do not gain any penalties from your new aspect. If you should gain any racial or evolved levels after gaining this feat, you must decide which appropriate aspect is relevant for each class feature. Once decided this choice remains throughout your life and cannot be later altered.

Special: You can take this feat multiple times, choosing a new aspect each time.

Fertile Ki Flow (Ki)

Ki flows through you in an irregular fashion.

Prerequisites: Wis 13.

Benefit: Whenever you roll a natural 1 on an attack roll or a Concentration check, you gain 1 temporary point of ki. If you do not spend this ki point by the end of the current encounter, it is lost.

Flight of the Dragon (Chakra)

The character learns to channel his ki to provide the mystical ability of flight for brief periods.

Prerequisites: Wis 13, Footsteps of the Dragon.

Benefit: While ki focused with at least 2 points of ki in this chakra, the character can fly with perfect maneuverability a number of feet equal to his base movement once per round. The character must begin and end movement on a solid surface or he will fall.

Investing a single point of ki in this chakra is not enough to allow the character to fly. If 3 ki points are invested in this chakra, the character may perform a double move action while flying, but he must still end his movement on a solid surface. With 4 ki points invested, the character can stay aloft for the entire round until the beginning of his next turn; he must land before performing any more movement or other actions for that turn. If 5 ki points are invested, the character can stay aloft until he completes his actions in the second round, at which point he must land. This feat can be used only if the character is wearing light armor or no armor.

If the number of ki points invested in this chakra should be reduced (whether voluntarily or involuntarily) or the character loses his ki focus and the character's flight movement is not yet complete, he immediately falls.

You gain one point of ki.

Footsteps of the Dragon (Chakra)

Learn the mystical ability of focusing ki into reducing body weight to balance on tightropes, the narrow branches of a willow tree, or delicate china dishes. The character is so light that difficult climbs or jumps become easier.

Prerequisites: Wis 13.

Benefit: While ki focused with this chakra, the character may reduce his body weight by 90%. Items carried or worn do not reduce their weight. Gain a +2 insight bonus to Dexterity- and Strength-based skill checks per point of ki invested. Expending ki focus grants a +10 enhancement bonus to Dexterity- and Strength-based skill checks for each point of ki expended in this chakra for 1 round. If the character is encumbered, the bonus to Dexterity- and Strength-based skill checks is reduced to +1 per point of ki while ki focused or +5 per point of ki when he expends his ki focus.

You gain one point of ki.

Restrictions: This feat can be used only if the character is wearing light armor or no armor. If the character is heavily encumbered, he is incapable of using this feat.

Fortitude Chakra (Chakra)

You can use ki to resist effects that would adversely affect your health.

Prerequisites: Con 13, Wis 13, Great Fortitude.

Benefit: While maintaining your ki focus, you gain an insight bonus on Fortitude saves equal to the number of ki points invested

in this chakra.

Expending your ki focus grants you an insight bonus on Fortitude saves equal to twice the number of ki points expended. This lasts for a number of rounds equal to your Constitution bonus (minimum 1).

You gain one point of ki.

Gather the Dragon's Breath (Ki)

You can replenish your ki more quickly.

Prerequisites: Con 13, Wis 13.

Benefit: You can replenish a single ki point by meditating as a full-round action that invokes attacks of opportunity. You can use this ability a number of times per a day equal to your Wisdom modifier.

Normal: Characters can replenish their ki pool each morning after 8 hours of rest or meditation.

Ghostly Prana Strike (Chakra)

Your deadly strikes against incorporeal foes always find their mark.

Prerequisites: Wis 13, base attack bonus +3.

Benefit: When you make a melee attack or a ranged attack against an incorporeal creature, you infuse your weapon or natural weapon with your ki. It becomes briefly incorporeal as the attack is made. You make two rolls to check for the miss chance when attacking incorporeal creatures. If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature. For each point of ki invested beyond the first, you gain +1 points of damage against the incorporeal creature.

By expending your ki focus, you gain the benefits outlined above, except that the damage bonus is +1d6 points of damage against the incorporeal creature for every point of ki expended.

You gain one point of ki.

Gifted Omamori (Sutra)

Your generous nature rewards your efforts in the forging of omamori for others. You find the making of omamori less of a drain than other sutra casters do.

Prerequisites: Wisdom 13, Knowledge (religion) 2 ranks, Sutra Caster, and the ability to cast sutras as effective 2nd level spells.

Benefit: Once per day, when creating an omamori that you then give away to another to bear and benefit from, you do not have to count it against the number of sutras you can cast per day. You must create it at half the effective sutra level that you normally provide to your omamori. For example, if you are a 7th level sutra caster, normally able to create effective 3rd level spell sutras, then once per day, you can create an omamori that is an effective 1st level spell sutra. You then provide it to an ally; and the omamori does not count against the daily number of sutras that you can cast.

Grappling Head-Vines (General)

The mandragoran learns to use his head-vines in more tasks and instinctively grasps things with them.

Prerequisites: Mandragorans only, four or less head-vines, Prehensile Head-Vines.

Benefit: The mandragoran's head-vines now give a +4 circumstance bonus to Climb and Grapple checks (whether attacking or defending). Additionally, the mandragoran can use the head-vines to ready a potion or other small object without provoking an attack of opportunity.

Improved: Take this feat a second time to increase the bonus to +8 for Climb and Grapple checks.

Greater Arcane Endowment (Arcana)

You endow your spells with more concentrated focus.

Prerequisites: Arcane Endowment.

Benefit: When you use the Arcane Endowment feat, you add +2 to the save DC of the spell you cast instead of +1.

You add 1 point to your arcane pool.

Greater Chakra Capacity (Ki)

You are among the best of the best when it comes to investing ki into your chakras.



Prerequisites: Wis 13, Improved *Chakra* Capacity.

Benefit: You are considered to be 2 character levels higher than you are for the purposes of investing *ki* into a *chakra*. Now, you can invest a number of *ki* points into a *chakra* as shown in Table 4-6: Greater *Chakra* Capacity.

Normal: You can only invest 1 point of *ki* + 1 for every five character levels into any single *chakra*.

Greater *Ki* Capacity (*Ki*)

Character Level	<i>Ki</i> Point Capacity
1st - 2nd	1
3rd - 7th	2
8th - 12th	3
13th - 17th	4
18th - 20th	5

Your strong aptitude with *ki* increases your capacity to invest *ki* with a selected *chakra*.

Prerequisites: Wis 13.

Benefit: When performing your daily meditation, select one *chakra*. Your *ki* capacity for that *chakra* increases by 1 (up to a maximum number equal to your Wisdom bonus).

Special: A character can take this feat multiple times. Each time, you apply its effects to one additional *chakra* during your daily meditation. This feat cannot be applied more than once to the same *chakra*.

Greater Metarcane Pool (Arcana, Metamagic)

You can draw power from your arcane pool to empower your spells with multiple metamagic effects.

Prerequisites: Metarcane Pool, two other metamagic feats.

Benefit: This feat functions as the Metarcane Pool feat, except that you can now augment your spells with multiple metamagic feats. The number of points you must spend from your arcane pool is equal to the number of spell levels added by the metamagic feats plus the number of metamagic feats utilized plus one. For example, if you wanted to augment a spell with both the Silent Spell feat and the Still Spell feat, you would have to spend 5 points from your arcane pool.

You add 1 point to your arcane pool.

Hallucinogenic Pollen (General)

The mandragoran's pollen spores contain a hallucinogenic compound.

Prerequisites: Con 13, Mandragoran only.

Benefit: A number of times per day equal to the Constitution bonus, all creatures within range of the mandragoran's spore scent ability must make a Will save (DC 10 + half your mandragoran's character level + your Charisma modifier), or suffer a -2 penalty to all dice rolls as they suffer from debilitating hallucinations. This effect lasts a number of rounds equal to half the mandragoran's character level.

Healing *Chakra* (*Chakra*)

The character can channel *ki* to heal herself of physical abuse and damage.

Prerequisites: Con 13, Wis 13.

Benefit: To use this feat, you must expend your *ki* focus. Each point of *ki* expended heals 3 hit points, up to your current maximum hit points.

You gain one point of *ki*.

Heart of the Dragon (*Ki*)

Your ability with *ki* reinforces the vitality of your body.

Prerequisites: Wis 13.

Benefit: When you take this feat, you gain 2 hit points for each *ki* feat you have (including this one). Whenever you take a new *ki* feat, you gain 2 more hit points.

In addition, while *ki* focused, you gain +4 on saving throws against death effects as *ki*, the energy of life, infuses your body.

Hidden Dragon's Rage (*Ki*)

This technique, also known as the spirit bomb, allows you to impose an artificial limit upon your daily *ki* reservoir by withholding a certain amount of *ki* each day in return for a big payoff.

Prerequisites: Con 13, Wis 13, must have at least 2 points of *ki* available per day.

Benefit: To gain the benefits of this feat, the character must impose a limit on his daily use of *ki*. His *ki* reservoir is permanently reduced by 1; he can no longer use that *ki* point. In exchange, the character gains a temporary burst of increased *ki* points. The *ki* points increase by 1 *ki* point per 2 character levels, but they go away when the Hidden Dragon's Rage is over. (These extra *ki* points are not lost.) Hidden Dragon's Rage lasts for a number of rounds equal to the character's Wisdom modifier + 1 for every 3 levels the character has. The character may prematurely end use of the feat at any time during his turn as a free action. The character then loses the *ki* points he had gained. He becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Aside from becoming fatigued, the character suffers no penalties or drawbacks for having such a large amount of *ki* at one time.

Restriction: The character can unleash the Hidden Dragon's Rage once per day. A character can do it only during his action as a swift action, not in response to someone else's action.

Improved Align *Ki* (*Ki*)

You are so adept at aligning *ki* that you can align without having to balance it first.

Prerequisites: Wis 13, 10th-level sadhu.

Benefit: You can realign *ki* directly from yin to yang or yang to yin without having to realign *ki* into a state of balance first. In addition, you can realign two *chakras* simultaneously.

You gain one point of *ki*.

Improved *Chakra* Capacity (*Ki*)

You are so adept at channeling *ki* that you can invest more *ki* into your *chakras*.

Prerequisites: Wis 13.

Benefit: You are considered to be 1 character levels higher than you are for the purposes of investing *ki* into a *chakra*. Now, you can invest a number of *ki* points into a *chakra* as shown in Table: Improved *Chakra* Capacity.

Normal: You can only invest 1 point of *ki* + 1 for every five character levels you have into any single *chakra*.

Improved Footsteps of the Dragon (*Chakra*)

Character Level	<i>Ki</i> Point Capacity
1st - 3rd	1
4th - 8th	2
9th - 13th	3
14th - 18th	4
19th - 20th	5

Learn the mystical ability of focusing *ki* into reducing body weight to balance on tightropes, the narrow branches of a willow tree, or delicate china dishes. The character is so light that difficult climbs or jumps become easier.

Prerequisites: Wis 13, Footsteps of the Dragon.

Benefit: You may walk across a pool of calm water up to 10 feet per *ki* point invested. He may not stop on the water without immediately falling in. If he expends his *ki* focus or loses his focus while crossing the water, he will fall in. The character can reduce fall damage by a number of feet equal to the number of *ki* points invested x 5. If the character has the slow fall class ability, this feat stacks with its reduction.



You gain one point of *ki*.

Restrictions: This feat can be used only if the character is wearing light armor or no armor. If the character is heavily encumbered, he is incapable of using this feat.

Improved Kippup (General)

You know how to take a fall and how to recover from throw attacks.

Benefit: With a successful Acrobatics check against a DC of 20 + the opponent's Dexterity or Strength modifier (whichever is higher), the character does not take damage from being thrown.

Improved Lightning Step (Ki)

Call upon your inner power to move with an incredible swiftness that can surprise even the quickest of opponents.

Prerequisites: Wis 13, Lightning Step.

Benefit: Gain a 1 round temporary bonus to speed when using this ability that is equal to 5 feet per point of Wisdom bonus that you have.

You gain one point of *ki*.

Improved Raging Chakra (Chakra)

You use *ki* to harness your rage into a powerful force.

Prerequisites: Con 13, Wis 13, Raging *Chakra*, base attack bonus +1.

Benefit: Improved: You gain fast healing while using Raging *Chakra*. You regain a number of hit points at the end of your turn equal to the number of *ki* points expended in this *chakra*.

You gain one point of *ki*.

Improved White Hair of the Deadly Lotus (Chakra)

You can animate your extraordinarily long hair with your *ki*, treating it as a *chakra*, making it like another limb to you. It can even provide you with a longer than normal Reach as you learn to magically stretch your hair to reach a short distance away and make attacks, eventually even learning to manipulate objects with it.

Prerequisites: Wis 13, Dex 13, Improved Unarmed Strike, White Hair of the Deadly Lotus.

Benefit: You can use your hair to attack with a light weapon as if it was one of your hands (only light weapons, anything heavier incurs the -4 nonproficiency penalty to attack even if the character is proficient with the weapon) or to manipulate objects. You do so with with less dexterity (-4 penalty to use Craft, Disable Device, Escape Artist, Linguistics, and Sleight of Hand checks). You inflict lethal damage with unarmed strikes made by your hair and can now use the Hands as Weapons feat in conjunction with this feat. To make multiple attacks with weapons using your hair, you must have Multiweapon Fighting.

You gain one point of *ki*.

Item Activation Chakra (Chakra)

Your *ki* grants you a special insight into the workings of magic items.

Prerequisites: Wis 13, Knowledge (arcana) 1 rank.

Benefit: You must be *ki* focused to use this feat. For every 3 caster levels of the creator of the magic item, you can invest 1 *ki* point in order to activate a magic item as a move action rather than as a standard action. All of the *ki* invested in this *chakra* must remain invested the entire time the item is in use or this feat will not work.

Expending *ki* focus with this *chakra* allows you to activate a magic item as a swift action.

You gain one point of *ki*.

Jade Binding (General)

Demon hunters, priests, and certain others with mystical training in sutras bind infernals to the land itself with a mystical technique. Often, priests and shrine maidens tend locations where powerful creatures were bound in order to maintain the seals and to make sure that the powers of the creature are not abused by anyone.

Prerequisites: +10 BAB or the ability to cast 5th level spells; either Paper Talisman, Sutra, or the Know the Enemy class ability.

Benefit: You can bind certain creatures to a feature of the land. This can be any creature that is the focus of your Know the Enemy class ability and has the incorporeal subtype or outsider type. The

feature can be a huge tree or boulder, a hill, a cave, a lake, or other natural subject. It cannot be a Small or Medium sized feature and it cannot be something that can be carried or otherwise transported (except by magic or extraordinary means).

This natural feature serves as a prison for the infernal creature that you bind to it, identical to an iron flask, except as noted below and that it can only imprison the specified infernals or outsiders. The creature may resist by making a save; the DC is equal to 10 + half your character level + your Charisma modifier. It takes a full round to bind an infernal with this ability.

The materials used to bind the infernal creatures are 1,000 gp per HD of the target creature in jade and gold and an ofuda paper sealed and applied to the natural feature. Unlike an iron flask, this binding does not work with a special command word, but rather the prayers and sacrifices of those who wish to gain the assistance and favor of the creature bound within the jade binding. It takes at least ten minutes of prayer combined with a sacrifice of valuables or rich foodstuffs to invoke the bound infernal before it can appear. The infernal creature cannot be freed unless the binding ofuda seal is broken.

Special: Characters with the Sutra or Paper Talisman feats may learn this feat. They can only bind one type of infernal, chosen at the time they gain this feat, unless they also possess the Know the Enemy class ability.

Ki Awakened (General)

Through intense dedication, meditation, and study given over to the pursuit of physical and metaphysical perfection, the character awakens to the presence of *ki* in the world and within his own body. The character is proficient at using and shaping *ki* and can develop and channel his *ki* to perform amazing accomplishments normally attributed to magic.

Prerequisites: Wis 13.

Benefit: You gain a *ki* pool of 2 *ki* points and can take *ki* feats and *chakra* feats.

Ki Awareness (Chakra)

Using your *ki*, you notice things that you never perceived before.

Prerequisites: Wis 13, Perception 5 ranks.

Benefit: You gain Blindsight out to a range of 10 feet per point of *ki* invested. Expending your *ki* focus grants the Blindsight for a number of rounds equal to your Wisdom bonus.

You gain one point of *ki*.

Ki-Infused Organs (Chakra)

After learning a secret technique over the course of several weeks from a master martial artist, you can fill your internal organs with so much *ki* that you can move them within your body to mitigate harm.

Prerequisites: Con 13, Wis 13, base Fortitude save +6

Benefit: There is a 10% chance per *ki* point invested in this *chakra* that you negate a critical hit. You must be aware of the attack; this feat does not apply to damage taken from a sneak attack. You cannot stack the benefits of this feat with that of any other ability. If you succeed, your opponent rolls damage normally.

If you expend your *ki* focus, your chance to negate critical hits increases to 20% per *ki* point expended for a number of rounds equal to your Constitution bonus.

Your chance to negate critical hits never exceeds 90%.

You gain one point of *ki*.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

Ki Meditation (Ki)

You can focus your body, mind, and soul faster than normal, even under duress.

Prerequisites: Wis 13, Knowledge (religion) 4 ranks.

Benefit: You can take a move action to become *ki* focused.

Normal: A character without this feat must take a full-round action to become *ki* focused.

Ki Rejuvenation (Ki)



Your *ki* automatically heals you of your most grievous injuries, but at a price.

Prerequisites: Con 13, Wis 13, Healing *Chakra*.

Benefit: A character that is disabled or dying can automatically and immediately (free action) convert one *ki* point to two hit points, even if she is not *ki* focused. She cannot use these converted points to heal herself above 1 hp. The points used are determined just as if the character were affected by *ki* damage; the character has no choice which *ki* points will be used to save her life. This healing automatically stabilizes the character.

Ki Smite (Chakra)

You can charge your melee attacks with *ki*, making them into powerful kinetic blows with increasingly debilitating effects.

Prerequisites: Str 13, Wis 13.

Benefit: Expend your *ki* focus with a normal melee attack that successfully strikes a target. You force the target to make a successful Fortitude save (DC 10 + ½ your character level + your Wisdom bonus). If the save fails, the target suffers the damage from your attack plus one or more additional effects. For each point of *ki* expended, the target suffers +1 point of damage and is dazed for 1 round. For every 2 points of *ki* expended, the target is knocked back 5 feet (unless prohibited by terrain). If 3 or more *ki* points are expended, then the target is also knocked prone. The effects of this feat are cumulative.

You gain one point of *ki*.

Ki Spell Endowment (Chakra)

You can make your spells more difficult to resist by endowing them with *ki*.

Prerequisites: Wis 13, Knowledge (arcana) 1 rank, ability to cast spells.

Benefit: By expending your *ki* focus, add 1 to the save DC of your spell for each *ki* point expended at the time of casting the spell.

You gain one point of *ki*.

Ki Spell Penetration (Chakra)

Your spells are especially potent, breaking through spell resistance readily.

Prerequisites: Wis 13, Knowledge (arcana) 1 rank, ability to cast spells.

Benefit: Expend your *ki* focus. You get a +1 bonus on caster level checks or caster power checks made to overcome a creature's spell resistance per point of *ki* expended at the time of casting the spell.

You gain one point of *ki*.

Ki Sunder (Chakra)

You can sense the stress points on weapons and construction from the *ki* flowing through the environment.

Prerequisites: Str 13, Wis 13, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your *ki* focus. When strike at an opponent's weapon, you ignore two points of the weapon's Hardness (round down) for every *ki* point expended. The effects of this ability also apply to any magical enhancements possessed by the weapon that increase its hardness.

You gain one point of *ki*.

Special: You can sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the total Hardness (round down) when attacking that object.

Ki Void (General)

You are anathema to *ki*-using creatures and characters as you siphon away their innate reservoir of *ki*, nearly taking away their breath.

Prerequisites: Wis 15

Benefit: When a foe strikes you in melee combat, the foe immediately loses *ki* focus, if any. If you touch anyone with *ki* points, they lose 1 *ki* point per round they are in contact with you. They are allowed a Will saving throw (negates) each round (DC 10 + ½ your character level + your Wisdom bonus).

Special: You cannot take or use this feat if you have the ability to manipulate *ki* (if you have a *ki* pool).



Leopard Jump feat

Ki Warrior (Ki)

You can sense the stress points on others from the *ki* flowing through the environment.

Prerequisites: Str 13, Wis 13, Critical Focus.

Benefit: When you score a critical hit against an opponent, you gain 1 temporary point of *ki*. If you do not spend this *ki* point by the end of the current encounter, it is lost.

You gain one point of *ki*.

Kippup (General)

You know how to take a fall and how to recover from throw attacks.

Prerequisites: Dexterity 13, Acrobatics 3 ranks.

Benefit: If the character is thrown or knocked down to a prone position in melee combat, she immediately recovers and stands up as a free action, though she still takes damage (if any).

Leopard Jump (Chakra)

The character can channel *ki* in a burst of energy to make amazing jumps.

Prerequisites: Wis 13, Acrobatics 3 ranks.

Benefit: By maintaining your *ki* focus, you gain a +5 bonus on an Acrobatics check to jump per *ki* point invested in this *chakra*.

Expend your *ki* focus grants you a +10 bonus on an Acrobatics check to jump per *ki* point invested in this *chakra*.

You gain one point of *ki*.

Lightning Step (Ki)

Call upon your inner power to move with an incredible swiftness that can surprise even the quickest of opponents.

Prerequisites: Wis 13.

Benefit: A number of times per day equal to your Wisdom bonus, you gain a temporary bonus to your Initiative equal to your character level. This lasts for 1 round, but only while *ki* focused. You must declare your use of this ability at the beginning of your turn for the round. If your initiative total then exceeds an opponent, then he is flatfooted against your attack, and only your attack, until you act.

You gain one point of *ki*.

Living Cloth (Chakra)

Those who bond with their flowing robes or scarves or billowing cloaks find that they can animate the article of clothing with their *ki* and treat the bonded cloth as a *chakra*. The article of clothing becomes like a living part of the wearer and can magically stretch

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a short distance.

Prerequisites: Wis 13, Improved Unarmed Strike, Exotic Weapon Proficiency (whip).

Benefit: Strike and grasp with your clothing. While *ki* focused, you gain an extra 5 foot of reach for your unarmed attacks per point of *ki* invested. You do not threaten the area beyond your reach as a result of this feat. You are proficient with using your loose clothing as an unarmed attack in combat and, unless your living clothing is bound, you are always considered armed while *ki* focused. Your clothing is considered a light weapon.

Attacks with your clothing deal non-lethal damage. You suffer a cumulative -2 penalty to Strength- and Dexterity-based checks and attack rolls targeting creatures or objects for each 5 foot increment that you can reach with the clothing. You can use your living cloth to grasp and retrieve items, grapple, or to perform trip or disarm attempts, but you cannot wield weapons with it.

The Weapon Finesse feat allows you to apply your Dexterity modifier instead of your Strength modifier to attack rolls with this feat. You can initiate a grapple combat maneuver, but you suffer a -2 circumstance penalty when grappling with just your living cloth. When making a trip combat maneuver at reach with this feat, if you fail you cannot avoid being tripped if your target attempts to trip you. When using this feat, you get a +1 bonus on combat maneuver rolls made to disarm an opponent (including the roll to keep from being disarmed). Since the living cloth is infused by your *ki* it, it may heal damage just as you do. Any time you are healed it may heal just as much damage to itself.

Using this feat provokes an attack of opportunity, just as if you had used a ranged weapon.

You gain one point of *ki*.

Special: The Deflect Arrows and Snatch Arrows feats can be used with this feat.

Magic Resilience (General)

Your lifestyle involves conflict with magical creatures and beings of supernatural power, leading you to develop the ability to resist damage from magical power.

Prerequisites: The Demon Skin class ability or Damage Reduction class ability.

Benefit: Each time you are dealt damage from spell, spell-like ability or a supernatural ability, subtract 1 from the damage you take for every four character levels. Beginning at 20th level, any damage dealt by spell, spell-like ability or supernatural abilities are treated as subdual damage. This ability can reduce damage to 0 but not below 0.

Special: A demon hunter can select Magic Resilience as one of his demon hunter bonus feats.

Miasma (General)

After a ceremony in which you bathe in a cloud of poisonous gases, you increase the natural power of your toxic blood to release a poisonous gas when wounded.

Prerequisites: Toxic Blood, Mandragoran or Shenxue with plant-like aspect only, and must have immunity to poisons, Feng Shui or Knowledge (Religion) 1 rank.

Benefit: When you receive 10 or more points of damage from a slashing or piercing attack, you can release an acidic miasma of vapors that burns your opponents. The vapors inflict 1d6 points of acid damage for every 2 character levels. You are immune to the effects of your own miasma, but not the miasma of others. The area is a burst centered on you with a radius of 5 feet for every 3 character levels you have. The vapors do not follow you if you should move. This miasma dissipates after 1 round has passed. An opponent won't receive any damage unless he is still within the area at the beginning of your next turn.

Metarcane Pool (Arcana, Metamagic)

You can draw power from your arcane pool to empower your spells with metamagic.

Prerequisites: One metamagic feat.

Benefit: To use this feat, you must expend your arcane focus. As a swift action, you can add the effects an metamagic feat to a

spell you are about to cast by spending points from your arcane pool equal to the number of spell levels added by the metamagic feat plus one. For example, if you want to augment a spell with the Maximize Spell feat you must spend 4 points from your arcane pool, but if you want to augment a spell with the Silent Spell feat you only need to spend 2 points. You may use this ability whether you have to prepare spells every day or cast spells spontaneously. When augmenting a spell with this feat, you do not raise its effective spell level or DC to resist. You can only augment a spell with one metamagic feat at a time.

You add 1 point to your arcane pool.

Monkey's Highway (General)

Your travel through the upper reaches of the forest at a rate of speed like traveling on the ground.

Prerequisites: Acrobatics 5 ranks

Benefit: You can travel through the branches of trees in a forest or jungle and move at your base land speed or your base climb speed, whichever is faster. To do this, you must travel at least 20 feet above the ground. This ability will not work in light forests.

Mystical Fortitude (General)



You learn how to briefly harness your magical aptitude to overcome harm to your body.

Prerequisites: 1 or more levels in a spellcasting class, Improved Great Fortitude, Great Fortitude,

Benefit: A number of times per day equal to the highest level spell the character is inherently capable of casting, he may substitute his Spellcasting ability modifier as his modifier for Fortitude saving throws.

Normal: Fortitude saving throws must be made with a character's Constitution modifier.

Mystical Reflexes (General)

You learn to use your magical talent to react to dangerous situations with a momentary burst of supernatural speed.

Prerequisites: 1 or more levels in a spellcasting class, Improved Lightning Reflexes, Lightning Reflexes

Benefit: A number of times per day equal to the highest level spell the character is inherently capable of casting he may substitute his Spellcasting ability modifier as his modifier for Reflex saving throws.

Normal: Reflex saving throws must be made with a character's Dexterity modifier.

Mystical Will (General)

You learn to tap into your magical nature with a burst of mental resilience that can overcome external influences.

Prerequisites: 1 or more levels in a spellcasting class, Improved Iron Will, Iron Will

Benefit: A number of times per day equal to the highest level spell the character is inherently capable of casting, he may substi-

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tute his Spellcasting ability modifier as his modifier for Will saving throws.

Normal: Will saving throws must be made with a character's Wisdom modifier.

Oathborn Providence (General)

The universe temporarily provides what is needed for those who have sworn a mystically powerful oath.

Prerequisites: Swear an Oath extraordinary ability

Benefit: The universe temporarily bends to the will of a supernaturally powerful oath, allowing a needed item to appear after 1 minute of searching. The item cannot be magical or a specific object (such as the only key used to open a cell door), but may otherwise be any type of item that helps fulfill the character's goals. The item disappears 1d6 rounds after its purpose has been fulfilled, or until it is proved to be unnecessary or it just hasn't been used. This ability may be used once per day.

Ofuda Specialist (Sutra)

You are well-versed in a particular type of ofuda, making them more difficult to resist.

Prerequisites: Wisdom 13, Knowledge (religion) 2 ranks, and Sutra Caster

Benefit: Choose one type of ofuda: Charm, Punitive, or Warding. Your sutra caster level is considered to be 1 higher than normal for these type of ofudas that you cast. You gain a +1 bonus to any caster level checks you might have to make with ofudas of that type.

Special: You can take this feat multiple times. Each time you must choose a different type of ofuda.

Overgrown Head-Vines (General)

Mandratorans with this feat grow longer than normal head-vines, which can allow them to absorb more sunlight and which provide a longer reach.

Prerequisites: Mandratorans only.

Benefit: Absorb only six hours of sunlight to benefit from the healing light racial ability and spend two hours a day in sunlight instead of four before suffering from the detriments of light dependency.

Special: If the mandratoran also has the Prehensile Head-Vines feat, he gains a 10-foot reach with his head-vines.

Improved: If the mandratoran takes this feat a second time, he gains an extra 5 feet to the length of his head-vines.

Paper Talisman Spell (Metamagic)

After undergoing training in a ceremony involving with a another mage, you learn to cast certain spells on paper talismans with runic script.

Prerequisites: Feng Shui, Knowledge (Arcana) or Knowledge (Religion) 5 ranks, spellcaster.

Benefit: The spellcaster may create a paper talisman for any spell that requires a touch attack to gain the ability to make a ranged touch attack. (Spells that already require a ranged touch attack gain a +1 bonus to the spells save DC (if any) or a +2 damage bonus instead.) If enough paper talismans are prepared ahead of time, a spellcaster can use a full-attack action to throw a number of paper talismans per round. This requires a Concentration check (DC of 15 + the total spell level of the spells being cast). The total number of talismans equals the casters number of iterative attacks. If the character is being threatened during the use of this twin casting ability, then the DC is doubled.

Creating a paper talisman requires a full-round action and paper, ink, and brush or stylus (these items may be substituted by a resourceful character, if deemed suitable by the DM). A character can have a total number of paper talismans prepared and/or in existence at any given time equal to her caster level so long as it does not also exceed her number of spells readied. Doing this, however, ties up the spell slot on the paper talisman is cast and the spellcaster may not use that spell slot for the rest of the day. This means that the character need not create a paper talisman each time she casts them if she has already readied the one she wants to cast; thus avoiding the requirement of taking a full round just to create

a paper talisman, which she would have to attack with on the next round at the earliest. The character cannot attack creatures with a touch attack spell that are more than 30 feet away or that have total cover relative to the character. For spells that already have a ranged touch attack without the use of this feat normally, use the range in the spell's description. The spellcaster needs line of sight to hit a target with a paper talisman. The paper talisman mystically flies to strike the designated target creature when thrown.

Phoenix Eye (Chakra)

Utilizing your *ki* to guide your aim, you can strike your foe with a ranged weapon more accurately or even resolve your attack as a touch attack.

Prerequisites: Dex 13, Wis 13, base attack bonus +5, Point Blank Shot.

Benefit: Your ranged attack gains a +1 insight bonus to hit for every 2 *ki* points invested in this *chakra*.

By expending your *ki* focus with a ranged attack, you can resolve it as a ranged touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

You gain one point of *ki*.

Phoenix Fist (Chakra)

Use your *ki* to guide your blows to make an unarmed strike or use a natural weapon against your foe more accurately or as a touch attack.

Prerequisites: Str 13, Wis 13, base attack bonus +5, either Improved Unarmed Strike or a natural weapon.

Benefit: While maintaining *ki* focus, your unarmed strike or attacks with a natural weapon gains a +1 insight bonus to hit for every 2 *ki* points invested.

By expending your *ki* focus with a single unarmed strike or attack with a natural weapon, you can resolve it as a touch attack. You must decide to expend your *ki* focus prior to making the attack. If your attack misses, you still expend your *ki* focus and any *ki* points invested.

You gain one point of *ki*.

Phoenix Weapon (Chakra)

Ki guides your hand to strike your foe with a melee weapon more accurately or to resolve your attack as a touch attack.

Prerequisites: Str 13, Wis 13, base attack bonus +5, and Weapon Focus.

Benefit: While maintaining your *ki* focus, your melee weapon attack with which you have the Weapon Focus feat gains a +1 insight bonus to hit for every 2 *ki* points invested in this *chakra*.

By expending your *ki* focus with a single melee weapon attack, you resolve it as a melee touch attack. You must decide to use this feat prior to making the attack. If your attack misses, you still expend your *ki* focus and any *ki* points invested.

You gain one point of *ki*.

Poison Leaf Skin (General)

Some mandratorans exude a mildly poisonous irritant from their skin.

Prerequisites: Mandratorans or Shenxue with plant-like aspect only.

Benefit: You exude an itchy irritant that causes anyone touching him to receive a -1 penalty to all ability checks, skill checks and attack rolls for 24 hours. Grappling, throwing, unarmed strikes, natural weapon attacks (bite, claw, slam, etc.), touch attacks, and spells with a range of touch are all subject to this ability. This penalty can be avoided if the creature touching the mandratoran is immune to contact poisons or has protective clothing (i.e. gloves) and/or armor.

Potent Ki Focus (Ki)

Your *ki* can be more powerful when you expend your *ki* focus.

Prerequisites: Wis 13.

Benefit: Whenever you expend your *ki* focus, if you deal damage, you increase the size of the die type rolled by one step. For



example, if you have this feat and use Tiger Fist *Chakra*, when you expend your *ki* focus in an attack, you roll 1d10 instead of 1d8 for the damage.

Prehensile Head-Vines (General)

Mandratorans learn to use their head-vines to manipulate objects.

Prerequisites: Mandratoran only, four or less head-vines.

Benefit: The mandratoran may use head-vines to manipulate objects or to attack with as if they were one hand. Head-vines may also be used to grasp and retrieve items, grapple, or perform trip or disarm attempts. The Weapon Finesse feat applies Dexterity instead of the Strength modifier to attack rolls with this feat. On a failed trip attack with this feat, the mandratoran cannot avoid being tripped if their target attempts to trip back. Gain a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

Normal: Without this feat, the mandratoran may not manipulate objects with his head-vines or make attacks with them.

Special: This feat does not replace Multiweapon Fighting or Multiattack. The mandratoran can only use light weapons with his head-vines when using this feat, even if he also has Oversized Head-vines. For the purposes of prerequisites for Multiweapon Fighting, the head-vines may be considered as an extra pair of hands.

Raging Chakra (Chakra)

You use *ki* to harness your rage into a powerful force.

Prerequisites: Con 13, Wis 13, base attack bonus +1.

Benefit: You fly into a *ki*-empowered rage when you expend your *ki* focus. In a rage, you temporarily gain a bonus to Strength, Constitution, and Will saves, but you take a penalty to Armor Class as well. Your Strength and Constitution increase by +1 for each point of *ki* you expend in this *chakra*; your Will gains a bonus of +1 for every 2 points of *ki* you expend in this *chakra*. Every two points of increased Constitution raises your hit points by 2 points per level, but these hit points go away at the end of the Raging *Chakra* when your Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While using Raging *Chakra*, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), or any abilities that require patience or concentration such as gaining *ki* focus. Nor can you cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. You can use any feat you have except Expertise, *ki* feats, *chakra* feats, item creation feats, and metamagic feats. Raging *Chakra* lasts for a number of rounds equal to 3 + your (newly improved) Constitution modifier. You may prematurely end use of the feat. At the end, you lose the Raging *Chakra* modifiers and restrictions and become fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

You can use this feat only once per encounter and during your action, not in response to someone else's action.

You gain one point of *ki*.

Reflex Chakra (Chakra)

You can use *ki* to avoid harm.

Prerequisites: Dex 13, Wis 13, and Lightning Reflexes.

Benefit: You gain an insight bonus on Reflex saves equal to the number of *ki* points that you invest in this *chakra*.

Expending your *ki* focus grants you an insight bonus on Reflex saves equal to twice the number invested in the *chakra*. This lasts for a number of rounds equal to your Dexterity bonus.

You gain one point of *ki*.

Resilience of the Dragon (Chakra)

You can feel the forces of life invigorating you as *ki* helps you to overcome the inherent frailties of the physical body. Minor wounds heal quickly and even greater wounds soon heal.

Prerequisites: Con 13, Wis 13, Healing *Chakra*.

Benefit: You can convert 1 point of damage you receive per attack into non-lethal damage for each point of *ki* invested.

When you expend your *ki* focus, you receive 1 rank of fast healing

per point of *ki* expended. This lasts for a number of rounds equal to your character level.

You gain one point of *ki*.

Resistance Chakra (Chakra)

You align your *ki* with the elements and energies, allowing you to develop a harmonious resistance to these same energies.

Prerequisites: Con 13, Dex 13, Wis 13, and either Align *Ki* or Gather the Dragon's Breath.

Benefit: Every 2 points of balanced *ki* invested in this *chakra* provides a cumulative resistance of 5 to either earth elemental damage or sonic energy damage. Every 2 points of yang-aligned *ki* invested in this *chakra* provides a cumulative resistance of 5 against electricity, fire, or sonic energy type damage. Every 2 points of yin-aligned *ki* invested in this *chakra* provides a resistance of 5 against acid or cold damage. You can designate a different element or energy that you are resistant against each round as a free action, but only on your turn.

Expending your *ki* focus provides you with immunity to damage from certain elements and/or energies. This lasts for a number of rounds equal to the number of *ki* points expended. Balanced *ki* expended provides immunity against earth or sonic damage. Yang-aligned *ki* expended in this *chakra* provides immunity against air, electricity, or fire damage. Yin-aligned *ki* expended in this *chakra* provides immunity against acid, cold, or water damage.

You gain one point of *ki*.

Resolute Ki (Chakra)

You are proficient at using aligned *ki* to fight against detrimental effects. You can use yang-aligned *ki* to suppress the effects of poisons and diseases upon the body, while using yin-aligned *ki* to reach a sanguine state of mind that resists detrimental emotions.

Prerequisites: Con 13, Wis 13, Align *Ki*.

Benefit: When you are *ki* focused with yang-aligned *ki*, you receive a +2 to your saving throws against any poison or disease (including magical diseases) for each point invested. When you are *ki* focused with yin-aligned *ki*, you receive a +2 to your saving throws against any fear, despair, rage, or other emotion-based effect for each point invested.

Expending *ki* focus with yang-aligned *ki* grants immunity to diseases and poisons for a number of minutes equal to the number of points expended. Expending *ki* focus with yin-aligned *ki* grants immunity to any fear, despair, rage, or other emotion-based effect for a number of minutes equal to the number of points expended. Expending *ki* focus cannot dispel or purge any diseases or poisons already in the body. Likewise, it does not dispel any fear, rage, despair, or other emotion-based effects that the character may already be suffering from.

You gain one point of *ki*.

Restorative Chakra (Chakra)

You resist and heal ability damage rapidly with the expenditure of *ki*.

Prerequisites: Con 13, Wis 13

Benefit: You resist taking ability damage at a rate of 1 for every 2 *ki* points invested.

By expending your *ki* focus, you heal ability damage and ability burn damage more quickly than normal. You heal 1 ability point for every *ki* point expended.

You gain one point of *ki*.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

Run On All Fours (General)

Due to your affinity for your totem animal or animal spirit aspect, you are able to drop down onto all fours and move at a higher speed.

Prerequisites: Must be a Goushen (Sibeccai), Ruishishen (Litorian), Hushen, or have a four-legged totem or spirit aspect (such as the fox or hare), Run.

Benefit: Your base movement increases to 40 feet or by +10 ft. whichever is better, on all fours, provided you don't have anything in your hands. You can Run at your base speed $\times 5$.





An image representing the Resilience of the Dragon chakra feat

Speed of the Wind (Chakra)

The breath of the wind provides the vitality and force needed for your body to reach greater speeds.

Prerequisites: Wis 13.

Benefit: As long as you are *ki* focused and not wearing heavy armor or carrying a heavy load, you gain an insight bonus of 5 feet to your speed per point of *ki* invested in this *chakra*.

When you expend your *ki* focus and are not wearing heavy armor or carrying a heavy load, you gain an insight bonus of 15 feet to your base speed per *ki* point expended in this *chakra* for one round.

You gain one point of *ki*.

Spiritual Pressure (Chakra)

While *ki* focused, this technique causes your spiritual animus to forcibly weigh down on others and can even attack those around you by building up and releasing your *ki* animus in a sudden explosion of spiritual energy.

Prerequisites: Wis 13, any other *Chakra* or *Ki* feat.

Benefit: The character can cause any creature within range to move more slowly, treating all spaces as difficult terrain unless they can make a Will saving throw (DC 10 + half character level + Wisdom modifier). The range of this ability is a 5 foot radius for every point of *ki* the character has available in his total *ki* reservoir.

Expending your *ki* focus causes all creatures within range to suffer 1d6 points of force damage per point of *ki* expended, unless they can make a Will saving throw (DC 10 + half character level + Wisdom modifier); in which case, they suffer only half damage.

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You gain one point of *ki*.

Striking Dragon (Ki)

Your devastating blows can knock your opponents to the ground.

Prerequisites: Str 15, Wis 13, Power Attack, any *ki* feat that extends *ki* focus to inflict damage on an opponent.

Benefit: During any successful attack the character makes in which he expends his *ki* focus, the blow may knock the target creature prone. If the character hits a corporeal opponent the same size or smaller than himself while expending his *ki* focus, whether for this feat or for another, his opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking character's choice and fall prone. The character can only push the opponent in a straight line, and the opponent can't move closer to the character than the square it started in. If an obstacle prevents the move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent.

You gain one point of *ki*.

Sutra Caster (Sutra)

You are versed in the lore of sutras, the lessons and principles of your religion. You can write these sutras on sacred strips of paper, called *ofuda*, to ward away, bind, or even combat infernals and other threats. Some are used as talismans for luck, to temporarily provide magical insight, or to temporarily empower allies.

Prerequisites: Wisdom 13, Knowledge (religion) 2 ranks.

The character cannot be a follower or disciple of any of the Western religions in the setting and must be a follower of Buddhism, Taoist Daoism, Upanishadism, or an animist religion, such as shamanism, ancestor worship, or Kami-do.

Benefit: Characters create an *ofuda* by inscribing the mystic runes of a sutra, also called brilliant jade script, onto the strip of paper (*ofuda*), which they can then cast. A character begins knowing 1 sutra only. The character can acquire and learn more sutras equal to twice her Wisdom bonus (minimum of 1). If she belongs to a class that is considered to grant sutra caster levels she is limited to learning no more than half her total combined sutra caster levels, whichever is higher.

Special: Demon hunters of the Celestial Retribution tradition automatically receive sutra caster as a bonus feat at certain levels; they need not select it.

Demon hunters, inquisitors, oracles and paladins may substitute their Charisma bonus for use with this feat when casting a sutra instead of using their Wisdom bonus.

Tail of the Serpent (Talent)

Instead of legs, you have a long, sinuous tail like that of a great serpent. If you are naga, this serpentine tail is a sign to all who know that you were never human.

Prerequisites: Character level 1st only, Naga only or Shenxue with a snake-like aspect only.

Benefit: The sinuous movement of your tail allows you to move quicker; your base movement speed is now 40 feet. Due to your more predatory appearance and more natural reptilian scent, animals are much more nervous around you. You receive a -4 penalty to Wild Empathy checks, Handle Animals, but gain a +4 bonus to Acrobatics, Climb, and Swim skill checks. You receive a -6 penalty to Ride skill checks. Due to the extraordinary length of your coiled tail you now gain a +1 to grapple checks and a -1 to your AC as though you were size Large; however, you do not gain any of the other benefits or penalties of being size Large. For all other purposes you are considered to be Medium size.

Improved: Unlike other talents, the character can purchase a general feat as if taking it a second time. The character gains the Constrict universal monster ability (based damage 1d6 medium).

Special: The character can never take any feat that specifically involves a mount or the use of two legs.

Thorns of Fury (General)

You are different. Most mandragorans do not have thorns, but you do, just as certain non-sentient plants do. You may use these thorns with your unarmed strikes to cause aggravating wounds.



Prerequisites: Mandragoran or Shenxue with plant-like aspect only.

Benefit: Your unarmed strikes inflict an additional +1 hp (lethal damage only) with each strike. This additional damage also applies each round to anyone grappling or grappled by you. If you have Defensive Unarmed Strike, Mighty Unarmed Strike, or the Unarmed Strike class ability, your unarmed strikes can be considered piercing attacks as well as blunt damage attacks.

Thrashing Head-Vine Defense (General)

Mandragorans with prehensile head-vines are able to thrash them about, forming a wall of spinning head-vines that shield them from direct harm.

Prerequisites: Mandragoran only, Dex 13, Prehensile Head-Vines.

Benefit: The mandragoran gains a +2 bonus to his Armor Class, but is unable to use his head-vines for any other actions during the round. This bonus is cumulative with bonuses from fighting defensively.

Special: Anyone inside the Reach of the mandragoran's head-vines (if the mandragoran possesses the Overgrown Head-Vines feat) also receives this Armor Class bonus.

Tiger Eye Chakra (Chakra)

You can charge your ranged attacks with *ki*, giving them additional damage potential.

Prerequisites: Wis 13, Point Blank Shot.

Benefit: While *ki* focused, your ranged attacks deal an extra +1 point of damage per *ki* point invested.

Expend your *ki* focus with a single ranged attack to deal an extra +1d6 points of damage per *ki* point. You must decide to expend your *ki* focus prior to making an attack. If your attack misses, you still expend your *ki* focus and any *ki* points used.

You gain one point of *ki*.

Tiger Fist Chakra (Chakra)

You can charge your unarmed strike or natural weapon with *ki*, granting it additional damage potential.

Prerequisites: Str 13, Wis 13, either Improved Unarmed Strike or a natural weapon.

Benefit: Your unarmed strike or attack with a natural weapon deals an extra +1 point of damage per *ki* point invested in this *chakra*.

By expending your *ki* focus with a single unarmed strike or attack with a natural weapon, your attack deals an extra +1d6 points of damage per *ki* point expended. You must decide to expend your *ki* focus prior to making an attack. If your attack misses, you still expend your *ki* focus and any *ki* points used with this *chakra*.

You gain one point of *ki*.

Tiger Weapon Chakra (Chakra)

You can charge your melee weapon with *ki*, giving it additional damage potential.

Prerequisites: Str 13, Wis 13, Weapon Focus.

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Benefit: Your attack with a melee weapon deals an extra +1 point of damage per *ki* point invested in this *chakra*.

By expending your *ki* focus and attacking with a melee weapon with which you have the Weapon Focus feat, your attack deals an extra +1d6 points of damage per invested *ki* point expended. You must decide to expend your *ki* focus with this feat prior to making an attack. If your attack misses, you still expend your *ki* focus and any *ki* points.

You gain one point of *ki*.

Totem Empathy (General)

You are adept at changing the mood of creatures related to your totem.

Prerequisites: Lesser totem barbarian rage power, Cha 13.

Benefit: This feat works just like the druid's wild empathy, except that it only works with creatures related to your totem (all non-flying insects for the centipede totem, all pachyderms for the elephant totem, all equines for the horse totem, all non-communal insects for the mantis totem, all primates for the monkey totem, and all felines for the tiger totem). To use totem empathy, you must roll 1d20 plus your barbarian level plus your Cha modifier.

Totem Packmaster (General)

Creatures related to your totem feel drawn to your leadership.

Prerequisites: Totem Empathy, totem pact class ability, barbarian level 7th.

Benefit: This feat functions as the Leadership feat, except for the following: you substitute your totem pact animal companion for your cohort (its HD are affected by your level, and not by this feat), your number of followers by level is instead your number of followers by hit dice, and your followers can only be creatures related to your totem (see Totem Empathy feat).

Toxic Blood (General)

All mandragorans have a certain resistance to toxins and poisons, but your very body is poisonous.

Prerequisites: Mandragorans or Shenxue with plant-like aspect only; immunity to poisons through a class ability or some other ability.

Benefit: Your blood is poisonous to those who would use a bite attack against you. You inflict a single point of Constitution damage to an opponent who bites or swallows you (DC 10 + half your character level + your Constitution modifier) as part of its attack.

Vertical Prana (Chakra)

You can run on walls or other vertical surfaces for brief distances by gathering and holding your *ki* and using it to propel your movements to keep you temporarily free of gravity.

Prerequisites: Wis 13.

Benefit: While you are *ki* focused, you can traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. You can move up to 30 feet per point of *ki* invested. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate. Treat the wall as a normal floor for measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move within their threatened areas.

By expending your *ki* focus, you can end your movement on a vertical surface, but only by 5 feet above a horizontal surface for each *ki* point expended. By the end of your next turn, if you have not moved to a horizontal surface, you fall.

Alternately, by expending your *ki* focus you can move on a surface while upside down, with the same restrictions as when moving on a vertical surface: your movement must end on a horizontal surface.

You gain one point of *ki*.

Special: You can take other move actions moving along a wall; however, if you are prevented from completing your move, you fall. You can make an Acrobatics check to move through a threatened area along the wall to avoid attacks of opportunity.

Water Lily (General)

The mandragoran comes from a subspecies strain of his race that is able to convert the gases necessary for him to live from water. Certain plant-like or aquatic shenxue have this ability.

Prerequisites: Mandragorans or Shenxue with plant-like aspect only.

Benefit: The character no longer needs to breathe; he can exist underwater indefinitely. He gains a +4 competence bonus to any gas attacks that involve being inhaled.

White Hair of the Deadly Lotus (Chakra)

You can animate your extraordinarily long hair with your *ki*, treating it as a *chakra*, making it like another limb to you. It can even provide you with a longer than normal Reach as you learn to magically stretch your hair to reach a short distance away and make attacks, eventually even learning to manipulate objects with it.

Prerequisites: Wis 13, Dex 13, Improved Unarmed Strike, see Special.

Benefit: You can animate your hair to extend the Reach of your attacks. While *ki* focused, you gain an extra 5 foot of Reach for your unarmed attacks per point of *ki* invested, though you don't threaten the area into which you can make an attack beyond the 5 foot area closest to you as a result of this feat. You are proficient with using your hair as an unarmed attack in combat. Unless your hair is bound, you are always considered armed while *ki* focused (your hair is considered a light weapon). Your attacks with your hair may only deal non-lethal damage. For every attack, you suffer a cumulative -2 penalty to Strength- and Dexterity-based checks and attack rolls targeting creatures or objects up to 10 ft. or more away from you.

You can use your hair to grasp and retrieve items or perform combat maneuvers, but you cannot wield weapons with the hair. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with this feat. You can use the Agile Maneuvers feat in conjunction with this feat to use your Dexterity instead of Strength for initiating a combat maneuver when attack at reach. You suffer a -2 circumstance penalty to a grapple combat maneuver with just your hair no matter which modifier is used. When you fail to make a successful trip combat maneuver at reach with your hair, you cannot avoid being tripped by your target. You get a +1 bonus on combat maneuvers made to disarm an opponent (including the roll to keep from being disarmed if the attack fails should there be a weapon held by your hair with the improved version of this feat).

Using this feat provokes an attack of opportunity, just as if you had used a ranged weapon.

Expend your *ki* focus to attack many foes at once with your hair. When you perform the full-attack action, you can give up all regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach. It requires at least 1 point of *ki* just to expend your *ki* focus, but an additional 2 points of *ki* for each additional 5 ft. in Reach. For example, you can attack all foes within 5 ft. after expending your *ki* focus with 1 point of *ki* in this *chakra*, all foes within 10 ft. for 3 *ki* points, all foes within 15 ft. for 5 *ki* points, and all foes within 20 ft. for 7 *ki* points.

You gain one point of *ki*.

Special: You can only take this feat if your character has long hair. This feat does not replace the Multiweapon Fighting or Multiattack feats. To make additional attacks utilizing your hair, either one of those feats must be acquired separately. For the prerequisites of Multiweapon Fighting, your hair may be considered to be an extra hand. To make multiple unarmed strikes using your hair, you must have Multiattack.

Will Chakra (Chakra)

You can use *ki* to increase your willpower.

Prerequisites: Wis 13, Iron Will.

Benefit: While maintaining your *ki* focus, you gain an insight bonus on Will saves equal to the number of invested *ki* points.

Expend your *ki* focus grants you an insight bonus on Will saves equal to twice the number of *ki* points expended for a number of rounds equal to your Wisdom bonus.

You gain one point of *ki*.



CHAPTER 5: NEW & OPTIONAL RULES

Before enlightenment, chopping wood and carrying water. After enlightenment, chopping wood and carrying water. – Zen proverb

Playing in the Lands of the Jade Oath

This chapter discusses new game elements and the exclusion of other game elements. Topics include new Hero point uses, a new combat maneuver, and new zodiac rules to make roleplaying interesting.

New Uses for Hero Points

With the addition of *ch'i* and sutras, other game elements can provide a new synergy and make for a welcome addition. Characters that can gain *ch'i* focus can spend a Hero Point to expend their *ch'i* focus without spending any *ch'i* points. Sutra casters can use them to gain one extra sutra casting or to add +1d20 to their sutra casting check.

Hero points

Some of the signs below make reference to the spending of Hero points; if the DM does not use Hero points and still wants to use the Zodiac Signs optional rules, he can grant the character a single Hero Point once per day, that can only be used to activate the traits ability.

Optional Rules for Cinematic Combat

A well-known staple of kung-fu and wuxia movies is the use of improvised weapons to good effect and the effect of opponents being knocked down and around the battlefield, encouraging very dynamic and cinematic battles. The following optional rules suggest this flavor.

Improvised Weapon Rules for Everyone

This optional rule encourages the use of improvised weapons. You can allow for the use of an improvised weapon without penalty for any character or creature with a base attack bonus of at least +1 and the martial weapon proficiency.

Knockback Rules

For every 15 points of damage inflicted, the target can be knocked back 5 ft. Any target subtracts 5 ft. for every size category it is larger than the attacker. For example, if the target is Size Large and the attacker Size Small, it can ignore knockback if it takes 44 points of damage or less. A racial stability bonus due to a racial feature or four or more legs reduces knockback by 5 ft.

To knock back a target you must make a successful combat maneuver check (this does not provoke an attack of opportunity). Success means that the target is knocked back and knocked prone. A racial stability bonus applies to your opponent's CMD. Targets that have a stability bonus cannot be knocked prone, but can be knocked back.

If a target suffers from being knocked back, but can go no further due to an obstacle, then it stops. If the target suffers enough damage to both knock it back and to destroy the obstacle (apply the damage directly to the object), then the target breaks the obstacle and is knocked through it.

Throw Opponent

You can throw your opponent across the room once you are grappling them; a successful grapple check allows you to continue grappling the foe, and allows you to throw your opponent as part of the standard action spent to maintain the grapple. If your grapple check is successful, your target is thrown 5 feet. For every 5 by which your check exceeds your opponent's CMD you can throw



The zodiac moon

the target an additional 5 feet. You inflict damage to your target equal to a club of your size (1d6 for medium) plus strength modifier and they are knocked prone, but are no longer grappled. You can however choose to maintain your grapple by falling prone on your opponent though you throw him into square you currently occupy and deal an additional amount of damage equal to a club appropriate to your size (1d6 for medium). This damage can be either lethal or nonlethal. You can also attempt to throw your opponent into a secondary target requiring a ranged attack roll. If you do not have the Improved Grapple feat, Improvised Weapon feat, or Grab or a similar ability, you suffer a -4 non-proficiency penalty and provoke an attack of opportunity from both targets of your maneuver (you still provoke attacks of opportunity from all other foes for using a ranged weapon in melee). If the maneuver is successful, both targets suffer damage equal to a club appropriate for your size (1d6 for medium) plus your Strength modifier. If your grapple check exceeds the CMD of the target by 10 or more, your opponent must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Strength modifier) or suffer from Stunned condition for one round. If your grapple check fails by 10 or more, your opponent escapes your grapple and you fall prone in your current square.

Zodiac Signs (Traits)

Time in the Lands of the Jade Oath is measured by units of twelve signs, typically expressed as animals. No one knows the truth of how this came to be, though there are many stories and legends. These signs are used to measure the day as well as the years. The signs correspond to twelve two-hour cycles and appear in the same order as the annual cycle, beginning at midnight. The cycle starts with the rat, which is followed in turn by the ox, the tiger, the hare, the dragon, the snake, the horse, the sheep, the monkey, the rooster, the dog, and the boar.

These signs can quantify the traits an individual has when born under the influence of a particular sign. When assigning the signs this purpose, distinguish one from another by the addition of the five elemental permutations of being. They flow in the order of metal, water, wood, fire, and then earth. They are broken down even more by the determination of whether these signs are under the influence of the cosmic forces of yin and yang, making for ten different possibilities when combined with the elemental permutations of being.

According to the astrology of the region, an individual's personality is strongly influenced by the signs they were born under. Mainly this refers to the year; however, the hour of one's birth can have an influence. The elemental sign could be the primary influence rather than the traditional animal sign. Below are lists of the signs that can have an influence, both positive and negative, upon a

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character. This is an optional rule to encourage roleplaying with a game mechanic. It has a real bearing on the character's personality and on how the character can influence or be influenced by circumstances in play. Use it to help define the character. Choose just one zodiac attribute below. Players who do not wish to have a zodiac attribute need not select one.

Zodiac Bonus: When the character encounters this particular circumstance or situation, he gains a short-term benefit or bonus.

Zodiac Penalty: When the character encounters this particular circumstance or situation, he suffers this complication or short-term negative effect. As a general rule, the DM should apply a -4 to -8 penalty.

Boar



Those with this sign are sociable people with a comforting presence, but also tend to be too self-indulgent. They are often simple, hardworking, honest, understanding, patient, loyal, trusting, sturdy, sincere, calm, passionate, thoughtful, intelligent, overly reliant, gullible, fatalistic, and materialistic.

Zodiac Bonus: Others are comfortable near you because you make them feel safe. Your presence alone often eases their worries as long as you stay calm. When you spend a Hero Point, you cancel the effects of fear on yourself and any allies within 30 ft. for the rest of the current encounter.

Zodiac Penalty: You love to have a good time, which means that you like to eat, drink, and party too much. This can sometimes lead to you skipping out on your responsibilities and duties if you can find a better time to be had elsewhere. Once per day, the DM can force you to unwind, have a good time, relax, and generally let your guard down when you would normally be on guard and alert.

Dog



Always known for loyalty and reliability, those with this sign are the most trusted of individuals. They can also be too judgmental of others. They have a sense of justice and are honest, straightforward, intelligent, amiable, unpretentious, sociable, open-minded, idealistic, practical, affectionate, cynical, cold, pessimistic, lazy, stubborn, and quarrelsome.

Zodiac Bonus: You like to help others and strive to aid them accomplish their goals. When attempting to Aid Another, you grant a +4 bonus instead of the normal +2 bonus. You can spend a Hero Point to re-roll any failed Aid Another attempt. The new raw d20 roll must be better than the old one (reroll any that are not).

Zodiac Penalty: You are quick to judge and slow to change your opinion once your mind is made up. Too often, you tend to judge others on their appearance. A man dressed like a vagabond is clearly a vagabond, no matter how honorable or noble he may act. A woman wearing revealing clothing is clearly a lowborn courtesan of the streets and nothing more. Once per day, the DM assess penal-



Zodiac Temple

ties if you fail to jump to conclusions and to form an unsubstantiated opinion of someone you have just met.

Dragon



Those who have this powerful sign seem to be filled with a vitality and powerful will that can bring others to believe them capable of accomplishing anything. But they too frequently let this power go to their head. Often, they are self-assured, noble, stately, direct, dignified, magnanimous, passionate, decisive, vigorous, strong, generous, loyal, imperious, tyrannical, demanding, eccentric, grandiloquent, bombastic, prejudiced, dogmatic, overbearing, impetuous, and filled with energy.

Zodiac Bonus: Nothing in this world can keep you from what you desire. You can spend a Hero Point to prevent any of your opponents from spending a Hero Point or Hero points for the rest of the current encounter. You must do so before they spend their point and you must do it on your turn.

Zodiac Penalty: You are better than everyone else. To you, this is a fact. You have to let everyone else know this. After all, they are not as perceptive as you. Once per day, the DM can assess a penalty if you fail to show disdain or contempt for someone else (NPCs only).

Earth



Folk born under this sign are known to inspire others. They can also let their pride get the best of them. People with this sign are often reliable, prudent, stable, patient, militaristic, powerful, hardworking, ambitious, stubborn, disciplined, rigid, controlling, logical, and feel compelled by a sense of service and duty to others.

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Zodiac Bonus: Others are encouraged by your exploits, which spurs them on to do great achievements of their own. You constantly encourage others to find that inner spark of greatness that you know is there. At any time during a round, you can grant your Hero Point to any one ally who is within your line of sight. They must immediately spend that Hero Point. Unspent Hero Points return to you.

Zodiac Penalty: You become indignant towards others when they offer to help. If an offer of help or a gift ever feels the slightest bit like charity or pity, you will refuse it. Once per day, your DM can assess penalties if you accept an offer of aid.

Fire



Those who have this powerful sign seem to be filled with an energy and vitality that others want to emulate. They are often restless and reckless, and have leadership skills. Their traits include being dynamic, competitive, enterprising, adventurous, strong, single-minded, and having a good sense of humor.

Zodiac Bonus: Others are inspired to follow in your footsteps. You are an excellent leader and instructor who can teach and lead by example. Once per day, you can grant a number of allies equal to your Charisma bonus the ability to substitute your rank in a skill for theirs. Use for a single skill check of the same type. These allies must be within sight of you when you use this ability.

Zodiac Penalty: You lack the fear that normally prevents people from making foolish mistakes. You look courageous when confronted with a foul and hideous monster, but you can also find yourself unable to recognize the danger being outclassed. Once per day, your DM can assess penalties if you hesitate or worry when confronted with a potentially dangerous situation.

Horse



These folk are known to adaptable and cheerful, but can also be a little too talkative and trusting. Most are mentally and physically agile, hardworking, popular, quick-witted, earthy, perceptive, intelligent, astute, flexible, open-minded, fickle, anxious, rude, gullible, stubborn, and lack perseverance.

Zodiac Bonus: Your adaptable nature and lightning-quick mental agility allows you to keep your presence of mind in rapidly changing situations. You and you alone can never be caught flat-footed by an opponent who acts before you in the combat round sequence.

Zodiac Penalty: You are convinced that all people are basically good at heart and you have difficulty believing otherwise. The idea that someone you know and think of as a friend or ally could possibly lie, mislead, or betray you is simply too difficult to grasp. Once per day, the DM can assess penalties to checks when you interact with an NPC who is not actively trying to harm you.

Metal



Those with this sign are quiet, contained, and capable of understanding evil – perhaps a little too well. Once they decide they are in the right, they never doubt themselves. Many are reserved, respectful, sophisticated, unyielding, caring, determined, self-reliant, logical, tenacious, forceful, pleasure-seeking, and often place an emphasis on their need for personal space.

Zodiac Bonus: You know that in order to defeat evil, you must understand it. It is not pleasant, but you know how to think like the bad guy and predict his actions by putting yourself in his shoes. You can spend a Hero Point to learn what a villainous NPC or monster's next action is going to be. Once the DM tells you, he cannot change the action based on your actions.

Zodiac Penalty: For you, the ends always justify the means. In order to achieve a noble and just goal you will do whatever it takes, even if that action would be considered wrong by those who would otherwise support you. Once per day, when faced with a difficult choice, the DM can assess penalties if you listen to the advice of others (PCs or NPCs) or you take a less heavy-handed action.

Monkey



Having this birth sign can mean you often think ahead, but it might also mean that you are too boastful. Monkey sign folks are inquisitive, inventive, innovative, intellectual, improvisational, cunning, competitive, dignified, motivational, flexible, reckless, snobbish, jealous, suspicious, egotistical, and vain.

Zodiac Bonus: Some think you have extremely sharp senses, while others believe you to have a talent for magic. The truth is that you have a sense for knowing when trouble is coming your way. You can spend a Hero Point to activate this ability as a free action. The next time the DM is about to spring a trap or some sort of terrible surprise on you, he must provide you with some sort of clear warning or foreshadowing. You begin any encounters able to act. After you receive a warning, you can spend another Hero Point to reactivate this ability.

Zodiac Penalty: You can handle anything that comes your way; nothing is beyond you. If you wanted to, you could best any opponent; you just haven't had a reason to yet. Once per day, the DM can assess penalties if you act cautiously or fail to directly confront a foe or task.

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Ox



Ox people are strong and steady, never straying from their goals, whether good or bad. They are frequently hardworking, calm, dependable, methodical, patient, modest, logical, resolute, ambitious, tenacious, narrow-minded, materialistic, and demanding.

Zodiac Bonus: You cannot be distracted. You concentrate all your energies towards accomplishing a great deal with only a limited amount of resources. While you work towards this goal, the whole world seems to narrow to the goal before you. Once per day, you may make a Concentration check when making any other skill check.

Zodiac Penalty: You seldom change your mind. Once you set upon a course of action, you cannot be deterred. Attempts to convince you that you are wrong often fall on deaf ears. Once per day, your DM can assess penalties if you change your mind about a decision your character has made.

Rabbit



People with this sign are frequently cautious and compassionate. Rabbit folks are artistic, gracious, tender, sensitive, kind, self-assured, reserved, soft-spoken, amiable, elegant, astute, merciful, flexible, moody, detached, superficial, self-indulgent, lazy, and opportunistic.

Zodiac Bonus: Your plans are always very well thought out and you always have a backup plan ready if the first one should fail. Whenever you spend a Hero Point that adds +1d20, if you do not like the roll you got; you can re-roll it. However, you must accept the results of the second roll. Declare the use of this ability before the DM declares the success or failure of the first roll.

Zodiac Penalty: You don't like to hurt people. Whether you like your opponents to live with the knowledge that they were bested by you or whether you simply just have a soft spot way down inside, the result is the same - you are merciful. Once per day, the DM can assess penalties if you do not spare someone.

Rat



Rat folk are disciplined and quick of wit, but can become too easily enamored with personal gain and the acquisition of power. They are industrious, meticulous, forthright, systematic, charming, eloquent, charismatic, sociable, shrewd, manipulative, vindictive, selfish, obstinate, overly ambitious, ruthless, intolerant, and scheming.

Zodiac Bonus: Insults mean nothing to you; attempts to intimidate you never work; and attempts to seduce you from your path only serve to strengthen your resolve. You may spend a Hero Point to prevent any mind-altering affect from working on you, as well as becoming automatically able to resist any use of the Intimidate, Bluff, or Diplomacy skills for the duration of the encounter.

Zodiac Penalty: You crave the power that comes from controlling others. Wealth is nice, but it is only an instrument of power to command others. This ambition can lead you to take risky grabs for power. The DM can assess penalties to your checks when you are have a choice to make that looks like it would increase your power, even if the deal is risky.

Rooster



Those born of the rooster sign are often perceptive and precise. They are incapable of having a weak opinion about anything. Many are well-organized, neat, meticulous, decisive, punctual, conservative, overly critical, perfectionists, practical, scientific, responsible, egotistical, abrasive, and opinionated.

Zodiac Bonus: The devil is in the details and your eyes are drawn to them. You seldom overlook important clues. Finding them is second nature to you. Once per day, you can succeed automatically at any Perception or Sense Motive check.

Zodiac Penalty: For you the world is quite simple. What you like and believe in, you pursue as if you could not live without it. What you dislike and do not believe in, you hate with all you are. Once per day, the DM can assess penalties if you fail to defend one of your opinions, no matter how inappropriate the time and place.

Sheep



Sheep people are creative and gentle by nature, but they can often be indecisive. They are shy, sympathetic, mild-mannered, artistic, sincere, compassionate, understanding, moody, pessimistic, wise, and patient.

Zodiac Bonus: Your inspiration is incredibly active and may well be your best trait. You are often inspired by your surroundings, which can bring to mind new ideas, conclusions, and strings of thought that others find difficult to deduce on their own. When you spend a Hero Point, you get an idea from the DM. You tell the DM what it is that you need help with, and he must give you an idea to assist you with solving the problem. This may take the form of a hint or whatever the DM feels is appropriate.

Zodiac Penalty: You are known to hesitate at moments of dif-

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ficulty or when a timely decision is required - such as an enemy escaping while an ally faces impending peril. You are likely to be paralyzed with indecision. The DM can assess penalties to your actions, including reducing your initiative.

Snake



Those born under this sign of the snake are prudent and plan for the best time to strike. They can be too extravagant though. Many are opportunistic, wise, mystical, graceful, sensual, creative, elegant, shrewd, ambitious, calm, responsible, purposeful, hedonistic, and distrustful.

Zodiac Bonus: Some pursue their objectives with heedless abandon, but not you. You always carefully consider every action and step you take towards your objectives. Every move is deliberate and well-thought out. Whenever the DM spends a Hero point, you gain a Hero Point as long as you spend it during the current encounter.

Zodiac Penalty: The lap of luxury is where you like to be. Only the finest will do. You are never happy if you cannot stay in the finest establishments or dine with the finest food, drinks, and in the best of company. Once per day, the DM can assess penalties if you endure poor living conditions, friends or act without heed.

Tiger



Tiger folk are honorable and powerful, but can also have a terrible temper. They are unpredictable, impulsive, rebellious, passionate, sincere, vigorous, affectionate, restless, reckless, impatient, obstinate, and generous.

Zodiac Bonus: There are creatures that can inspire the greatest of terror in the hearts of men, but you are not one. Your courage in the face of such terrible creatures can predators think they are prey. You can spend a hero point to reflect a fear effect back on an opponent removing its affect upon you, This is a free action you can take even when it is not your turn, you can spend this Hero point before a saving throw if you know the effect is a fear effect. This ability does not protect your allies from being affected by fear effects. It does affect those immune to fear, though they gain a +4 to their saves.

Zodiac Penalty: Your temper is infamous. You are ready to fight at the slightest hint of an insult. Once per day, the DM can assess penalties if it looks like you might not lose your temper or might not fly into a rage at the slightest provocation.

Water



Folks born under this sign are intuitive and capable of deep thoughts. Their attention to their surroundings comes and goes like the tides, as they get caught up in their musings. They are flexible, secretive, charming, deceptive, compassionate, sensitive, compliant, eloquent, and intellectual.

Zodiac Bonus: Somehow, you head in the right direction to learn what you need to know. You occasionally just know things that you shouldn't and can deduce things that others would never have guessed. You don't always find the answer you are looking for, but you find it more often than not. The DM activates this ability by giving you a hint or other piece of information that can guide you where you need to go.

Zodiac Penalty: You have difficulty concentrating on the moment. At inappropriate times, your mind has a tendency to day-dream and drift from thought to thought in quick succession. Once per day, the DM can assess penalties to any Perception or Sense Motive check.

Wood



Wood people have a concern for the personal growth and health of others that helps them to make many friends as they explore their environment. They sometimes get a little too curious for their own good. They are generous, warm, cooperative, idealistic, ethical, and enthusiastic.

Zodiac Bonus: You make friends more easily than most. Because of your good-hearted and endearing nature, friends pop up just when you need them most. When you spend a Hero Point, you gain an NPC connection that can be an ally, informant, confidant, patron, servant, extended family, lover, or compatriot from the same organization as you. The DM determines which role the connection fills, under what circumstances the connection is met, and whether or not the connection lasts after the current story arc.

Zodiac Penalty: Your curiosity often gets the best of you. When you hear a loud noise, you must investigate it. Once per day, your DM can assess penalties if you avoid investigating something unusual, even if it looks like it might be too dangerous for you to handle.

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Folk born under the influence of a powerful yang sign are very lucky, but are often overly concerned with taking the correct and harmonious actions. This causes them to hesitate when confronted with doubt.

Zodiac Bonus: Good fortune follows you wherever you go. You do not suffer from the little moments of bad luck that seems to afflict others. You may re-roll one ability or skill check per encounter when the DC is 10 +1/2 your character level or less. You can do this only once for any given check and you must declare the use of this ability before the DM declares the success or failure of the first roll. Use the result of the second roll; you are lucky, but sometimes even the luckiest of folks have a bad day.

Zodiac Penalty: You are so concerned with doing the right thing that you doubt yourself when presented with a persuasive argument or piece of evidence. The DM can spend a Hero points to take away a standard action from you.

Those with an influential yin-aspected sign find that fortune does not favor them. Despite this, things always work out for them at the just the right moment before the final doom arrives.

Zodiac Bonus: Events come together at just the right moment. The floor gives out just as a rampaging monster from beyond the veil proves to be too tough for you to kill. The water pressure in the old cistern death trap proves to be too much for the ancient walls and the trap fails. Every prison you get held in has a planned escape attempt your first evening there. You may spend a Hero Point to gain a lucky escape to extract you and any allies from the current situation.

Zodiac Penalty: Luck and good fortune happen for other people, not you. Your luck isn't too bad; you wouldn't be alive now if it was terrible. But, you never seem to find the lucky break you need to live the kind of life you would like to have. Your DM can spend a Hero point to make you re-roll a successful ability check, skill check, saving throw, or attack roll.



Zodiac Circle beginning with Boar and Metal, ending with Rat and Water.

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CHAPTER 6: EQUIPMENT

"Weapons are the instruments of misfortune and should be resorted to only when unavoidable." – Sun Tzu

The Lands of the Jade Oath are full of beautiful, strange, and exotic creatures, places, and objects. This chapter presents a collection of the weapons, armor, clothing, goods, and services a character might need to purchase from the land's peoples, as well as their costs and a description of their use.

Money

Gold is the goal of many. The most common coin that heroes use is the gold piece (gp). In the Empire of Xianguo, a gold piece is called a Mandarin's coin or a "Mandarin." A skilled (but not exceptional) artisan can earn a gold piece a day. The gold piece is the standard unit of measure for wealth. **All new characters start with 5d4 × 10 gp, which they can use to buy gear.** The most prevalent coin among commoners is the silver piece (sp), or a "Scholar." A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp), also known as a "Peasant." Merchants and bankers recognize platinum pieces (pp), or "Imperials" which are each worth 10 gp. The standard coin weighs about a third of an ounce (50 coins equal 1 lb.).

Trade

In general, a character can sell off an item for half the price listed in this chapter. The tables that follow indicate full price.

Weapons

In most places, weapons are designed for ease of creation and practicality of use. In other areas, various weapon designs develop to meet certain philosophical criteria. Some weapons found in this chapter are simply renamed western weapons.

Here are new weapons, armor, and other equipment found in the Lands of the Jade Oath. Certain commonly found weapons detailed in *Pathfinder® Roleplaying Game Core Rulebook™* are (unless specifically mentioned otherwise) listed under those names for ease of reference:

Aiguchi: This *dagger* weapon from Nihonshu is without a guard for its handle.

Alamani: A Mandrasengali or Chorka *short sword*.

Bang: This weapon is effectively a *quarterstaff*.

Bi shou: Equivalent to a *dagger*.

Binnol: This weapon is a *flail* from Mandrasengal or Chokra.

Bokken: The Nihonshu use this weapon to train warriors in the use of the katana without making them use a lethal weapon. Treat this weapon as a *club* that can be used with any special ability requiring the use of a sword. A bokken can inflict non-lethal damage without the penalty to the attack roll.

Chu ko nu: A *repeating crossbow*.

Chui: This weapon is effectively a *mace*.

Daikyu: This Nihonshu *composite longbow* can be fired from horseback and the kneeling position. The nigiri, or grip, on the daikyu is slightly closer to the bottom - making the string pull in an asymmetrical manner. It varies in length from 5 to 8 feet long and it is bent at the ends to allow for greater power. Arrows for this bow are longer than those used for the western composite longbow.

Daikyu Signaling

When firing an arrow, the sound made by the string is quite distinctive. A bend shod in metal near the top of the bow allows the string to strike a portion of the shaft's length. Archers working together on the battlefield sometimes use this sound to coordinate.

Dao, Willow leaf sabre: The dao is a sword of classical shape and configuration that is used by warriors from all walks of life. Most refer to this sword as the marshal of all weapons. This light weapon has a little curve to its handle and blade. A wide variety of



martial arts teach the use of the dao as a traditional discipline, emphasizing training in coordination and dexterity. Treat this weapon as a *scimitar* that allows the wielder to take and use the Weapon Finesse feat.

Dao, Heavy willow leaf sabre: This larger and somewhat heavier version of the willow leaf sabre must be used two-handed. Though it looks different, the basic design is similar enough that this weapon is treated as a *falchion*.

Dao, Zhen ma: The "chop horse broad sword", also known as the "double-hand big sword", is a large sabre used primarily to hack off the legs of a horse to bring down a mounted opponent. This weapon often has the ring blade weapon template. Treat this weapon as a single-edged *bastard sword*.

Dun: This is a *shield*.

Fu: This weapon is effectively an *axe*.

Futamata-yari: This weapon from Nihonshu is like a *trident*.

Gan nu: Consider this as a repeating crossbow.

Gargaz: This weapon is effectively a *mace* from Mandrasengal or Chokra that can cause piercing damage due to several short, steel blades mounted on its head.

Ge: Equivalent to a long-handled *axe*.

Gong: This weapon is effectively a *longbow*.

Gong jian: Another form of a *composite longbow*.

Gwon: This weapon is effectively a *quarterstaff*.

Hu cha: The "tiger fork" is essentially a *trident* originally used to kill tigers. The wielder plants it in the ground as a tiger charges, impaling the animal on three sharpened prongs. The tiger fork quickly entered the arsenal of weapons used by martial artists. Performing lion dance troupes also wield it.

Jambiya: This weapon is effectively a *dagger* found in Mandrasengal, though it is originally from the lands to the west.

Ji: Equivalent to a *halberd*, the ji is light enough to use from horseback, like a lance. It has two curved, symmetrical, crescent-shaped blades topped by a spear blade affixed to a pole over five feet long. The points of the crescents face out with the edge along the concave part of the blades.

Jo: A Nihonshu wooden *club*.

Mao: This weapon is effectively a *spear*.

No-dachi: This weapon resembles the katana in shape, with a longer, thicker blade and a double-sized handle. Mounted warriors use the no-dachi in combat, as do those who want the reach to strike at cavalry. This weapon is effectively a *greatsword*.

Nu: A crossbow.

Qiang: This weapon is effectively a *spear*.

Quan: Equivalent to a *mace*.

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Weapon Translations from English

Below is a reverse translation of the weapons above from English to the names used for these weapons or their equivalents in the Lands of the Jade Oath:

Table 6-1: English-Jade Oath Dictionary

English Name	Jade Oath Name	English Name	Jade Oath Name
Axe	Fu; Ge; Yue	Longbow, Composite	Gong jian; Daikyu (Nihonshu)
Bastard Sword	Zhen ma dao	Mace, Heavy	Ba chui; Gargaz (Mandrasengal or Chokra)
Club	Jo (Nihonshu), Xiao bang	Mace, Light	Chui; Quan
Crossbow	Nu	Quarterstaff	Bang; Gwon
Crossbow, Repeating	Chu ko nu, Gan nu	Scimitar	Willow leaf dao; Tulwar (Mandrasengal or Chokra)
Dagger	Aiguchi (Nihonshu), Bi shou, Jambiya (Mandrasengal), Tanto (Nihonshu)	Shield	Dun
Falchion	Heavy willow leaf dao	Shortsword	Alamani (Mandrasengal or Chokra)
Flail	Binnol (Mandrasengal or Chokra)	Shortbow, Composite	Xiao gong; Yumi (Nihonshu)
Greatsword	No-dachi (Nihonshu)	Spear	Mao; Qiang
Halberd	Ji	Swordaxe	Kora (Ghurkhan)
Longbow	Gong	Trident	Hu cha; Futamata yari (Nihonshu)

Tanto: This Nihonshu weapon has a guard for its handle.

Tulwar: This weapon is a *scimitar* from Mandrasengal or Chokra.

Xiao bang: Another *club*.

Xiao gong: This weapon is effectively a *composite shortbow*.

Yue: Equivalent to an *axe*.

Yumi: This weapon is a *composite shortbow* from Nihonshu. Unlike its western counterpart, however, this bow's off-center handle makes the string into an asymmetrical pull for use on horseback. The arrows for this bow are also longer.

New Weapons

These represent the many diverse cultures and fighting philosophies found throughout the Lands of the Jade Oath. The new weapons presented here allow players to explore the range of exotic combat techniques available to characters.

Arrow, Armor piercing: These small-sized arrowheads penetrate armor, but inflict less damage as indicated on the table (minimum of 1 point). They gain a +2 circumstance bonus to attack rolls against an armored opponent.

Arrow, Forked: This arrow has a wide, crescent-bladed head that inflicts slashing damage; it is often used to cut things, such as ropes, armor cords, and banner strings.

Arrow, Pear head: These broad, blunt arrowheads inflict nonlethal damage with no penalty to attack rolls.

Arrow, Whistling: These hollow arrows have holes in the head that produce a distinctive, high-pitched, whistling noise as they travel through the air. They are useful as signaling devices on the battlefield, as distractions, and in hunting when trying to locate fallen prey. They are also sometimes stuffed with oil-soaked rags for use as fire arrows.

Arrow, Willow leaf: The willow leaf arrow has an especially broad head designed to cause greater injury as it tears through the flesh of lightly armored opponents. However, its broad cutting surface reduces its range and makes it less able to penetrate armor. These arrows gain a damage bonus (indicated on the table), suffer a -1 penalty to attack rolls against armored opponents, and halve the range increment.

Bagh-nakh: This weapon is a knife blade with a bladed hilt and individual finger spaces between the blades on the hilt.

Blowgun: A character can shoot needles through this long tube. Often, these needles are coated with poison. Blowguns are popular with assassins, kusa, and others who prize stealthy attacks.

Chakram: This weapon is a flat ring of steel about 1 ft. in diameter, with a sharpened, outer edge that is designed for throwing.

Chan zi dao: Its name means "cicada wing sword", but it is also called the heaven-and-earth blade. This flat, ovoid, metal bar, has two curved, single-edged sword blades at either end and is about 4 1/2 feet in total length. Two bladed hand guards in the shape of a crescent moon are equidistant from the center. The weapon is used similar to a quarterstaff, but with the hands positioned under the guards. The chan zi dao is a double weapon.

Chijiriki: A spear with a chain mounted to the opposite end of the shaft, this double weapon performs a variety of tasks. Besides the standard thrusting, the Chijiriki can wrap around a leg or other limb to make trip attacks, and is considered a trip weapon.

Dan kan dao: Also known as southern style short sabres, hu deh dao, lurong, baat jam do, wing chun knives, niu er jian dao (bull's ear sword), or as butterfly knives, this weapon originated from the chopping cleaver design of butcher knives. Nearly the length of a short sword, it has a three inches wide straight blade with one sharp edge that curves backwards. These weapons are usually used in pairs and are often attached to the large drum played at lion dance ceremonies. The top of the hilt turns forward so that the practitioner can flip the short sword around the thumb.

Darts, Blowgun: These darts are a little smaller than throwing darts and can be coated in poison.

Dart bracelet: This specialized brace carries 5 loaded darts. Wear it on the forearm with strings attached to rings that are worn on the fingers. With the twitch of a certain finger, you launch a single dart. The pneumatic and spring trigger mechanism in the bracelet will automatically reset, ready to fire the next dart. The dart bracelet adds 5 feet to the range increment of the darts it fires. It takes a standard action to load a single dart.

Fang tian hua ji: This resembles a thick, tri-bladed spear with a normal spearhead on the other end of the staff. Effective as both a thrusting and chopping weapon, this is a double weapon. The split head grants a +1 bonus (instead of the usual +2) on the user's opposed attack roll when attempting to disarm an opponent, including the roll to keep from being disarmed if they fail their disarm attempt.

Flying Guillotine: This 15-foot length of chain has what appears to be a chain-linked birdcage at the end. It is large enough to fit a Medium-sized humanoid head. Razor-sharp blades rim the bottom edge of the cage. They contract in a slicing motion when the wielder pulls the chain. This is a vicious ambush weapon attackers



Table 6-2.1: Weapons						
New Simple Weapons – Melee						
Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Small						
Bagh-nakh	10 gp	1d4	x3	-	1 lb.	S
Jitte*	1 gp	1d4	x2	-	2 lbs.	B
Kama	2 gp	1d6	x2	-	2 lbs.	S
Siangham	3 gp	1d6	x2	-	1 lb.	P
Large						
Kumade*	14 gp	1d4	x2	-	11 lbs.	P
Takujo	10 sp	1d6	x3	-	4 lbs	B
New Simple Weapons – Ranged						
Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Small						
Blowgun*	1 gp	1	x2	10 feet	2 lbs	P
Needles, Blowgun (20)	1 gp	-	-	-	-	-
Uchi-ne	6 sp	1d6	x2	15 feet	1/2 lb.	P
New Martial Weapons – Melee						
Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Small						
Kukri	8 gp	1d4	18-20/x2	10 feet	2 lbs.	S
Wakizashi	100 gp	1d6	19-20/x2	-	3 lbs.	S
Medium						
Dan kan dao	10 gp	1d6	x3	-	4 lbs	S
Jian	25 gp	2d4	19-20/x2	-	3 lbs.	P/S
Katana*	35 gp	1d10	19-20/x2	-	6 lbs.	S
Katar	8 gp	1d6	x3	-	4 lbs.	P
Parang	14 gp	1d6	19-20/x2	-	5 lbs.	P
Yin Yang Dagger Sword	8 gp	1d6/1d4	x2/x3	10 feet	3 lbs.	S/P
Large						
Fang tian hua ji *¥†	55 gp	1d8/1d6	x3	-	16 lbs.	P/S
Gwandao	25 gp	1d10	19-20/x2	-	20 lbs.	S
Jin qian chan	20 gp	1d8	x3	-	10 lbs.	S
Naginata*	10 gp	1d10	x3	-	10 lbs.	S
Tetsubo	25 gp	1d12	x3	-	15 lbs.	B
New Martial Weapons – Ranged						
Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Small						
Sprytebow						
Arrow, Armor piercing (10)	1 gp	1d4-1	x3	50 feet	1 lb.	P
Arrow, Forked (10)	1 gp	1d4	x3	50 feet	1 lb.	S
Arrow, Pear head § (10)	1 sp	1d4	x3	50 feet	1 lb.	B
Arrow, Whistling (10)	1 gp	1d4	x3	50 feet	1 lb.	P
Arrow, Willow leaf (10)	1 gp	1d4+2	x3	25 feet	1 lb.	P

* See weapon description for special rules

¥ If you ready an action to set this weapon against a charge you deal double damage

§ Nonlethal/Subdual damage

† Reach weapon

‡ Double weapon

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Weapons of the Jade Oath: The zhanmadao and a pair of hook swords.

usually slide over a target's head from above. The weapon does no damage until the blades are triggered. Using this weapon requires a standard attack action to hit a target and then a move-equivalent action to trigger the blades. Although the chain is kept in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Gwandao: This large halberd, named after the famous general that created it, has a heavy and broad curved blade with a heavy "cone" point located on the other end of the shaft that counterbalances the blade. The weapon builds strength in the forearms and wrists and is often used for conditioning by warriors in training. The "cone" can nail the weapon into the ground when mounting and dismounting a horse. The gwandao is a reach weapon that can be used as a double weapon. When using the gwandao as a double weapon, wielders do not threaten targets beyond 5 feet (with the blunt end dealing 1d6 points of bludgeoning damage). By shifting a hold on the weapon's shaft, it can be used freely against any target within reach, including adjacent ones.

If the weapon is enchanted, the shaft does not possess any of the bonuses associated with the weapon (such as flaming), but it does count as magic for the purposes of overcoming damage reduction.

Halberd, double: This is a halberd with a crescent halberd blade on both sides (not ends) of the pole. This allows the wielder some leeway in which direction to attack from, and makes the weapon more versatile. Like all halberds, the double halberd may be used to perform trip maneuvers.

Haru no okina: This three-section glaive has two long, wooden shafts connected to a third, shorter, wooden shaft. Each of the longer shafts ends in an axe-like blade like a small halberd. Place the short, middle shaft against the back, while twirling the longer shafts with each hand.

Hook sword: Also called a hu-tou-gou (tiger's head hooks) or shuang gao, this weapon is a hooked sword-like weapon often used in pairs. It has a crescent-shaped blade for a hand guard and a hook that curves forward on the end of the blade. The weapon's pommel has a dagger-like spike.

The hook sword grants a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

When used in pairs, both hook swords can be linked to increase the reach of one weapon by 5 ft., but it prohibits use of two-weapon

fighting feats and the weapon's parry bonus. With hook sword proficiency, it takes a free action to link the two swords; without proficiency it takes a move action. This grants a +2 bonus to disarm you to anyone making the attempt during the round the hook swords link together.

Jian: Known as the "gentleman of all weapons", this light, double-edged sword, has a straight and flexible blade, averaging between 2 1/2 feet to 3 feet in length. Either of its edges, and indeed its point, can be used in combat. Materials adorning these swords include gold, jade, silver, iron, oyster shells, or brass. The upper classes traditionally reserve the use of this weapon. It is considered the emblem of sages, invented by one of the first immortals, who forged his sword from gold found in the five sacred mountains. Many such weapons have supernatural qualities attributed to it (to chase away evil demons, slice through magic bindings, supernaturally sharp, would fight of its own accord on behalf of its master, etc.), making it a popular choice for kensai and mage blades. These swords may have poetic names pertaining to a specific hilt design or method of use. Techniques are brisk, agile, elegant, easy, graceful and natural in action. These movements are full of motion, stillness, hardness, and suppleness.

Characters may take the Weapon Finesse feat for the jian.

Jin qian chan: This unusual halberd, called the golden coin shovel, is a large weapon with a disc-shaped blade at one end. Designed specifically for use against spear or pronged weapons, its intricate head catches and breaks other long weapons. It provides a +2 bonus to disarm an enemy (including the opposed attack roll to avoid being disarmed if you fail to disarm your enemy).

Jitte: This 15 to 20 -inch long weapon consists of an iron or steel rod, a long hilt, and a square hook jutting from the rod at the hilt that acts as both a hand guard and as a tool for catching an opponent's weapon. It is often fitted with a guard (tsuba) and a scabbard. On the Nihonshu islands, use of the jitte is restricted to constables and other representatives of the law. Consequently, it is a symbol of authority and position there. Another version of this weapon, called a sai or chai, is a more fork-like version with two curving tines instead of the square hook of the jitte.

Whether it is a jitte or a sai, a character wielding one of these weapons gains a +2 bonus on opposed attack rolls when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed when a disarm attempt fails).

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Table 6-2.2: Weapons (continued)						
New Martial Weapons – Ranged (continued)						
Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Medium						
Shortbow						
Arrow, Armor Piercing (10)	1 gp	1d6-2	x3	60 feet	3 lbs.	P
Arrow, Forked (10)	1 gp	1d6	x3	60 feet	3 lbs.	S
Arrow, Pear head § (10)	1 sp	1d6	x3	60 feet	3 lbs.	B
Arrow, Whistling (10)	1 gp	1d6	x3	60 feet	3 lbs.	P
Arrow Willow leaf (10)	1 gp	1d6+2	x3	30 feet	3 lbs.	P
Shortbow, Composite						
Arrow, Armor Piercing (10)	1 gp	1d6-2	x3	60 feet	3 lbs.	P
Arrow, Forked (10)	1 gp	1d6	x3	60 feet	3 lbs.	S
Arrow, Pear head § (10)	1 sp	1d6	x3	60 feet	3 lbs.	B
Arrow, Whistling (10)	1 gp	1d6	x3	60 feet	3 lbs.	P
Arrow Willow leaf (10)	1 gp	1d6+2	x3	30 feet	3 lbs.	P
Large						
Longbow						
Arrow, Armor piercing (10)	1 gp	1d8-2	x3	100 feet	3 lbs.	P
Arrow, Forked (10)	1 gp	1d8	x3	100 feet	3 lbs.	S
Arrow, Pear head § (10)	1 sp	1d8	x3	100 feet	3 lbs.	B
Arrow, Whistling (10)	1 gp	1d8	x3	100 feet	3 lbs.	P
Arrow, Willow leaf (10)	1 gp	1d8+2	x3	50 feet	3 lbs.	P
Longbow, Composite						
Arrow, Armor piercing (10)	1 gp	1d8-2	x3	100 feet	3 lbs.	P
Arrow, Forked (10)	1 gp	1d8	x3	100 feet	3 lbs.	S
Arrow, Pear head § (10)	1 sp	1d8	x3	100 feet	3 lbs.	B
Arrow, Whistling (10)	1 gp	1d8	x3	100 feet	3 lbs.	P
Arrow, Willow leaf (10)	1 gp	1d8+2	x3	50 feet	3 lbs.	P
Huge						
Giant's Bow						
Arrow, Armor Piercing (10)	2 gp	2d6-2	x3	100 feet	6 lbs.	P
Arrow, Forked (10)	2 gp	2d6	x3	100 feet	6 lbs.	S
Arrow, Pear head § (10)	2 sp	2d6	x3	100 feet	6 lbs.	B
Arrow, Whistling (10)	2 gp	2d6	x3	100 feet	6 lbs.	P
Arrow Willow leaf (10)	2 gp	2d6+2	x3	50 feet	6 lbs.	P
New Exotic Weapons - Melee (Heavy)						
Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Small						
Ninja-to	10 gp	1d6	18-20/x2	-	4 lbs.	S
Medium						
Hook sword*	30 gp	1d8 or 1d6	x2	-	5 lbs.	P/S
Moonblade	20 gp	1d6	x2	-	4 lbs.	S
Pata	65 gp	1d8	19-20/x3	-	12 lbs.	P/S
Zi wu, Greater	12 gp	1d8	19-20/x2	-	5 lbs.	S

* See weapon description for special rules

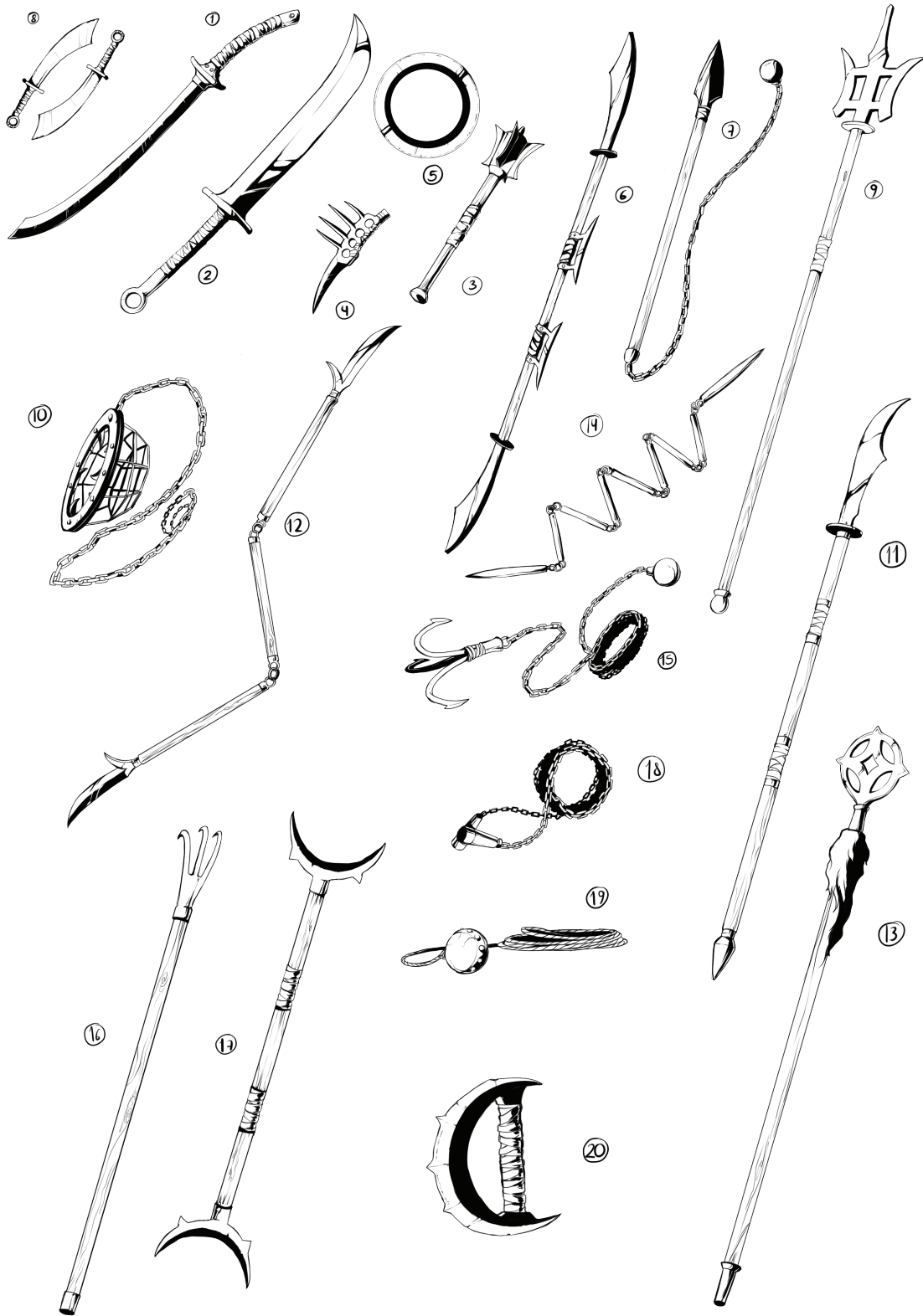
¥ If you ready an action to set this weapon against a charge you deal double damage

§ Nonlethal/Subdual damage

† Reach weapon

‡ Double weapon

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More Weapons of the Jade Oath: Dao, Heavy willow leaf sabre¹; Dao, Zhen ma²; Gargaz³; Bagh-nakh⁴; Chakram⁵; Chan zi dao⁶; Chi-jiriki⁷; Dan kan dao⁸; Fang tian hua ji⁹; Flying Guillotine¹⁰; Gwandao¹¹; Haru no okina¹²; Jin qian chan¹³; Jiu jie bien¹⁴; Kawanaga¹⁵; Kumade¹⁶; Lajatang¹⁷; Manrikigusari¹⁸; Meteor Hammer¹⁹; Moon blade²⁰

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Table 6-2.3: Weapons (continued)						
New Exotic Weapons - Melee (Heavy)						
Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Large						
Chan zi dao	120 gp	1d6/1d6	19-20/x2	-	10 lbs.	S
Chijiriki**	40 gp	1d8/1d6	x3/x2	-	15 lbs.	P/B
Haru no okina	120 gp	1d8/1d8	19-20/x2	-	15 lbs.	P/S
Lajatang	50 gp	1d6/1d6	x3	-	10 lbs.	S
Monk's spade	100 gp	1d8/1d8	x3	-	10 lbs.	P/S
Pudao	70 gp	2d6	x3	-	15 lbs.	S
Sang kauw, Bladed	95 gp	1d8/1d8	x3	-	10 lbs.	P
Sasumata*§	8 gp	1d4	x2	-	8 lbs.	B
Sode garami	14 gp	1d4	x2	-	13 lbs.	P
Three section staff	5 gp	1d6	19-20/x3	-	8 lbs.	B
Two section staff	5 gp	1d6	x3	-	8 lbs.	B
New Exotic Weapons - Melee (Agile)						
Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Small						
Kunai	3 sp	1d4	x3	10 feet	1 lb.	P
Shuanghuan	4 gp	1d6	x3	-	2 lbs.	S
Siangham	3 gp	1d6	x2	-	1 lb.	P
Tonfa	5 sp	1d6	x3	-	2 lbs.	B
Vajra	15 gp	1d6	x3	-	6 lbs.	P
War fan	30 gp	1d6	x3	-	3 lbs.	S
Zi wu, Lesser	6 gp	1d6	19-20/x2	10 feet	2 lbs.	S
Medium						
Jiu jie bien	15 gp	1d8	x2	-	4 lbs.	B
Kawanaga*	10 gp	1d3/1d3	x2	-	1 lb.	B/S
Manrikigusari	8 gp	1d6	x2	-	5 lbs.	B
Urumi	30 gp	1d6	19-20/x2	15 feet	5 lbs.	S
Large						
Halberd, Double**	60 gp	1d10	x3	-	15 lbs.	P/S
Kusarigama*	10 gp	1d4/1d6	x2	-	5 lbs.	B/S
New Exotic Weapons – Ranged						
Weapon	Price	Damage	Critical	Range Increment	Weight	Type
Tiny						
Mei far chen*	1 gp	1	x3	10 feet	1/10 lb.	P
Metsubishi*	5 gp	*	*	10 feet	1/10 lb.	*
Small						
Chakram	15 gp	1d4	x3	30 feet	2 lbs.	S
Dart bracelet*	100 gp	*	*	*	2 lbs.	P
Medium						
Flying guillotine	50 gp	1d8	18-20/x4	15 feet	5 lbs.	S
Meteor hammer	10 gp	1d8/1d8	x2	10 feet	14 lbs.	B

* See weapon description for special rules

† If you ready an action to set this weapon against a charge you deal double damage

§ Nonlethal/Subdual damage

† Reach weapon

‡ Double weapon

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Weapons of the Jade Oath: The qiang and a dao.

Jiu jie bien: This weapon set of four to nine chain-linked, short, iron bars has the last end sharpened to a point. It is easily concealed, such as beneath a sash or a scarf.

Kama: Originally a rice harvesting implement, the kama (called a Lian in the Empire), used singly or in pairs, can be employed to slash, hook, rake, chop, deflect and block. The kama has a short blade set perpendicular to a hardwood handle. It is the forerunner for weapons like the Kusari-gama. The kama is also a tool used to cut weeds and bring in the crop. Weapon smiths redesigned the farming tool to be a weapon. The weaponized version has a blade that runs through the curve of the normal farming tool all the way down into the handle, making it more durable with a bigger cutting edge.

The kama can be used to make trip attacks. If a character is tripped during his own trip attempt, he can drop the kama to avoid being tripped.

Katana: A weapon from the Nihonshu islands, the katana is a single-edged slightly curved blade ending in a chisel point. It is used with both hands, although some fighting styles (requiring the Exotic Weapon Proficiency feat) teach one-handed use. These weapons are either worn on the hip, blade down or tucked in the belt, blade up. The katana is usually one of two swords carried by samurai, the other sword being the wakizashi. The pair together is known as daisho, or 'long and short'. Few non-samurai may own one, usually acquired as a spoil of war, forged illegally, or taken from a fallen samurai. It is believed a great sword smith imbues his katanas with qualities beyond the physical; making these blades coveted weapons for potential mage blades. The price reflects that all katanas must be masterwork weapons.

Katar: A *katar* is a heavy-bladed punching dagger with a horizontal H-shaped hand grip, which places the blade perpendicular to the hand grip and above the user's knuckles. The double-edged blade is usually straight, although some are curved. The sides of the handgrip are used to block attacks. Some even have a "hooded" hand grip for added protection. These hooded katars provide a +1 deflection bonus to AC; however, this deflection bonus only applies against melee attacks. (See also pata below.) This weapon originates from the lands of Mandrasengal and Chokra.

Kawanaga: The kawanaga is a length of light chain with a bladed grappling hook at one end and a weight on the other. It is both a weapon and a tool. As a tool it is equivalent to 10 ft. of rope with a grappling hook at one end. It can be used for climbing with the grappling hook or it can be used as a trip weapon with either end. It can also be swung out to entangle an opponent or their weapon,

granting a +2 bonus on opposed attack rolls when attempting to trip, grapple, or disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent). It can also be used either as a double weapon or as a reach weapon. If used as a reach weapon, you can strike opponents that are up to 10 ft. away, but it does not threaten any spaces beyond 5 ft.; however, it can still strike at opponents who are adjacent to you.

A variation found in the empire of Xianguo, the fei zhua, is commonly known as the "flying claw", has a barbed claw shape for the bladed grappling hook. It often has barbs on the "palm" of the claw.

Kukri: As described in the *Pathfinder® Roleplaying Game Core Rulebook™*; in the Lands of the Jade Oath, primarily the warriors who hail from the kingdom of Ghurkhan employ it.

Kumade: Originally created to harvest rice and other crops, this has become a multi-purpose tool and weapon. It is essentially a barbed rake. It has a long wooden handle with a metal end. A series of sharply-curved hooks with one barb extend to a point without bending. It can be used for climbing by setting the metal bars in a crack, ledge, or sill and climbing up the pole.

A successful hit with this weapon allows for a free grapple check. With a successful grapple check the character can limit the movement of the entangled opponent by the length of the pole on the weapon (5 feet).

Kunai: This simple Nihonshu knife has a thin handle that ends with a ring that offers a balance and finger grip for throwing as well as other applications.

Kusarigama: Found in Nihonshu, this weapon combines a kama with a manrikigusari attached to the butt end of the handle, making it a double weapon. A character can switch between using it as a manrikigusari or a kama as a free action. It can be used as a reach weapon by throwing one of the ends toward an opponent up to 10 feet away or as a double weapon.

Lajatang: This weapon consists of a three to five foot shaft with a crescent blade at each end. A lajatang is a double weapon - a staff of wood with a long straight blade on either end. A creature using a lajatang in one hand, however, can't use it as a double weapon.

Manrikigusari: Also called a tamagusari, this chain with weights at both ends entraps opponents. It can be hurled like bolas, used as a reach weapon by throwing one of the ends toward an opponent up to 10 feet away, or used as a double weapon.

Mei far chen: Also known as plum flower needles (called fuki-mi-bari in Nihonshu) these little, metal, users conceal these needle darts in a small tube in the mouth to spit out at a target. They are often poisoned. Up to five needles can be arranged in the "flow-

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Guns of Jade

Firearms, rockets, cannons, mortars, and other weapons that use gunpowder or similar combustible and explosive materials do exist, though they are not common. Such weapons are exclusively the province of the militaries of the various kingdoms. They are legally available only to those in the military or to those who otherwise have special permission or licenses. Anyone found with military grade weapons without proper permission will certainly have a difficult time with the authorities. Firearms can be referenced in Pathfinder® Roleplaying Game: Ultimate Combat™.

er,” and each can be shot separately. Wielder’s can fire up to three mouth darts in one attack (all at the same target). Any Strength modifier to damage does not apply with mouth darts. The cost and weight are for the tube and 5 needle-darts.

Meteor Hammer: This weapon is 14 feet of rope with a heavy steel weight on either end. The meteor hammer is a reach weapon, but it can also be used as a trip weapon on foes within 10 feet because it can wrap around a leg or other limb. Characters may take the Weapon Finesse feat for this weapon.

Metsubishi: This small, wooden device blows a puff of irritating or blinding powder into an opponent’s face. It has a mouthpiece at one end, a round or square box with a hollowed out chamber for holding the powder, and a small tube at the other end. The metsubishi cannot inflict damage, and it has a maximum range of 10 feet. Common powders include ground pepper, powdered glass, nettles, ashes, and dust. It is often used by kusa for distraction and escape and by magistrates or constables when attempting to capture a suspect.

Monk’s spade: Traditionally, certain monastic sects carry shovels with them while travelling. They do this for two reasons: if they come upon a corpse they can properly bury it with proper rites, and the spade can serve as a weapon for self-defense against bandits. The monk’s spade is a double weapon and a trip weapon consisting of a three to five foot pole with a flat spade-like blade on one end and a smaller crescent-shaped blade fitted on the other.

Moon blade: Also called yue dao, this sword, made popular by yueren warriors, has a broad, single-edged, curved blade that is affixed to a crossbar grip with the forward edge of the blade curving outward from the hand gripping the blade’s crossbar grip. The grip does not allow anyone to wield the weapon two-handed.

When fighting defensively, the character gains a +1 parry bonus to AC; however, when using the total defense action the character gains a +2 bonus to AC. Using a moon blade in each hand (incurring the normal two-weapon fighting penalties) increases these bonuses to +2 and +3, respectively.

Naginata: The naginata is a polearm with a long wooden shaft and a curved, 3-foot long scimitar-like blade. This elegant and deadly slashing device is the traditional weapon of female warriors and samurai women. The samurai women of the Nihonshu islands typically master this weapon by the age of 18; consequently, the naginata is sometimes referred to as the “woman’s spear”. It is popular among military men for its combined ability to cut and thrust. Recent versions have handguards. Variations of this weapon include double-edged blades and blades set at a right angle to the main blade (jumon-ji naginata). The shafts of these weapons are frequently heavily lacquered and decorated with metal fittings.

The naginata is a reach weapon and can also be used as a double weapon (with the blunt end dealing 1d6 points of bludgeoning damage). You can shift your hold on the weapon’s shaft so that it can be used freely against any target within reach, including adjacent ones. As a double weapon you do not threaten targets beyond 5 feet. If the weapon is enchanted, the shaft does not possess any of the bonuses associated with the weapon (such as flaming), but it does count as magic for the purposes of overcoming damage reduction.

Ninja-to: This short, straight blade is made for its utility rather than for use as a weapon for prolonged combat. It is typically associated only with kusa from Nihonshu. Many qualities are associated with this weapon through the legendary stories of the kusa that use this weapon; however, like all things associated with the kusa, not all is as it appears. It is often made from cheap, low-quality metal or, if not, they are made from the broken, straight part of a samurai’s katana that was found lying on a battlefield. The short blade

also makes it easier to draw while worn on the back than a longer sword would be, especially while inside the typical low-ceiling Nihonshu homes. These blades and their scabbards often have numerous weapon templates added to them, such as the hollow scabbard and hidden compartment templates. Possession of this weapon is considered illegal in most areas as it is only associated with assassins in the eyes of the law.

It is often designed with a long handle and an oversized, sturdy handguard, called the tsuba, that can be used to step upon as an aid to climbing attempts, granting a +2 circumstance bonus to Climb checks.

Nunchaku: Called nunchaku in Nihonshu or shao zi gun in Xianguo, two 12 inch pieces of hardwood are joined together by either rope, horsehair, silk, leather, or a short chain between 1” to 5” long. This weapon was originally derived from a tool used by peasant threshers. It requires quite a bit of skill to use, as one handle is held firmly in order to twirl the second handle, adding momentum to the force of its impact. Older versions had eight sides, representing the eight trigrams of the I-Ching. Some variations exist where the one piece is somewhat longer than the other. These weapons are as described in *Pathfinder® Roleplaying Game Core Rulebook™*.

Parang: This heavy-bladed, single-edged, chopping weapon is commonly found in and around the archipelago islands, including Nihonshu. Many commoners use it for hunting, moving in the jungle and everyday chores.

Pata: The pata, or sword-gauntlet, is a double-edged, bladed weapon that hails from the lands of Mandrasengal and Chokra. It is similar to the katar and shortsword, though its design incorporates the blade into the gauntlet. Bracing the weapon along the forearm allows it to be a slashing weapon as well as a piercing weapon. It provides a +10 bonus on any roll to avoid being disarmed in combat. Anyone wearing a pata cannot use that hand to cast spells or employ skills. (You can still cast spells with somatic components, provided that your other hand is free.)

Pudao: This two handed chopping sword’s grip is nearly the same length as the blade. The wide handle allows easy shifting of stances, and the chopping blade can be quite brutal. These weapons are not practical for the battlefield, since they do not maneuver well in tight formation. (A wielder might accidentally strike an ally that gets too close. When anyone passes through the same space during the combat turn, the Pudao wielder incurs a -2 circumstance penalty to attack for their next round.)

Sang kauw: This weapon resembles a double-headed spear with a protective handle at the center of the haft. Protruding from the protective handle is a crescent-shaped blade. The one-handed sang kauw is a difficult weapon to master however it can parry or attack.

Sasumata: This two -pronged polearm captures opponents with minimal harm. Each prong has spikes and sharpened edges in order to prevent a captive from using their hands and arms, while inflicting minor damage. The curved prongs easily encircle a humanoid creature of medium size. It consists of a sturdy wooden shaft topped by a crescent-shaped blade.

A character wielding a sasumata who hits an opponent of his size or one size smaller can initiate a grapple as a free action without provoking an attack of opportunity. Once grappled, the opponent can be pulled or pushed where the wielder wishes, even to the ground, with an opposed grapple check. The sasumata gives a character a +2 circumstance bonus to grapple checks to initiate a grapple. When used to grapple mounted opponents, a pin removes them from their mounts instead.

Shuang huan: Also called wind-and-fire wheels, these stylized,



Double-Weapons, Reach Weapons, & Trip Weapons

Unless otherwise specified, all double weapons use the same rules:

You can use either head as the primary weapon; the other head is the off-hand weapon.

The wielder incurs two-weapon attack penalties. Treat this as if using a one-handed weapon and a light weapon.

When used single-handedly, you cannot use it as a double weapon.

The weapon grants a +2 bonus on any roll to disarm or avoid being disarmed, including the roll to keep from being disarmed if the disarm attempt fails.

Switching between using a double-weapon and using it one-handed is a swift action.

Trip Weapons

When tripped during your own trip attempt, you may drop the weapon to avoid being tripped.

You may use the weapon to make trip attempts up to the weapon's Reach.

Reach Weapons

You can use it to attack opponents 10 feet away, but not opponents who are adjacent to you, unless you are wielding as a double weapon (as a double-weapon) or the weapon's description says otherwise.

circular blades come in many different designs, all surrounding the hand. This weapon has significant compatibility with traditional barehanded martial arts. The blade is a complete and solid wheel-like circle of sharpened metal that has a small unsharpened area wrapped in leather that serves as a handle. The rest has bladed protrusions placed at evenly spaced intervals. A bladed guard just above the leather grip on the inside protects the hand and aids the grip on the weapon.

The shuang huan grants a +2 bonus on opposed attack rolls to avoid being disarmed. The Weapon Finesse feat can be used with this weapon.

Siangham: This weapon is as described in the *Pathfinder® Roleplaying Game Core Rulebook™*.

Sode garami: The sode garami, or sleeve entangler, is specialized to catch and entangle the clothing of an opponent without causing great harm. Normally made as a pole, it is a crossbar set with a large number of spikes and hooks. When used specifically to catch an opponent, the sode garami does no damage. Palace guards, magistrates, or city constables frequently carry this weapon.

When wielding a sode garami to capture a Small or Medium opponent, initiate a grapple check as a free action without provoking an attack of opportunity after making a melee touch attack. This attack does not work against opponents in heavy armor or against creatures that do not wear clothing. If the touch attack is successful, make an opposed grapple check, using the sode garami size modifier (+4 for a Large weapon). If you win the opposed check, you have a hold on the target, but you do not deal any damage. If you lose, you fail to start the grapple.

This weapon has reach, striking opponents 10 feet away, but you cannot use it against an adjacent opponent. When maintaining a grapple, unlike a normal grapple check, it holds your opponent 10 feet away from you. In a grapple, you do not have the option to damage or pin your opponent.

A sodegarami can also be used as a normal weapon, dealing the damage shown on the table, instead of entangling the opponent.

Takujo: Nihonshu monks and priests use these special staves while performing their exorcism rituals and spiritual ceremonies. A metal ring that bears other rings looped on either side of it tops the staff. These rings at the top of the staff chime lightly as they strike one another with every movement.

Tetsubo: The tetsubo is a devastatingly powerful great, iron-shod club that is wielded with two hands. It is composed of a long, wooden rod shaped into hexagonal or octagonal cross-sections and covered with ringed strips of studded iron or steel. This weapon requires a great deal of strength to use effectively.

Three section staff: The three sectional staff, or san jie gun, is constructed from three, roughly equal, pieces of wood (each about the length of the practitioner's arms) that are chained together with metal rings at their ends; making it much longer than a long staff.

The three section staff can be used as a reach weapon when held at one end and swung around or as a close-range weapon when two of the sections are held and used to strike or parry.

The three section staff is a double weapon. You fight with it as if fighting with two weapons, incurring all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon in your off-hand. You can use either end as the primary weapon with the other end as the off-hand weapon. You can shift your hold on the weapon's shaft so that it can be used freely against any target within reach, including targets within a 10 foot reach; however, when wielding the three section staff as a double weapon you do not threaten targets beyond 5 feet. Switching between the normal method of fighting with this weapon and using it as a double weapon is a free action, though only one method or the other can be used in a single round. A creature wielding this weapon in one hand, such as a large creature using a three section staff made for a medium creature, can't use it as a double weapon – only one end can be used in a given round.

The three section staff can be used as a reach weapon. You can use it to attack opponents 10 feet away, but not when you are using the three section staff as a double weapon.

Tonfa: Tonfa, called gwai in the empire, originated from an ordinary household utensil. It is a tapered handle for a mortar (or a hand mill) that is between 15 or 20 inches in length, with a short, perpendicular projecting side handle set about 6" from the thicker end. As a weapon used in wu shu training, it develops forearm and grip strength and teaches dexterity and awareness of arm and hand positioning. The main purpose of this weapon is defense. When properly using the wrist, the tonfa can also be powerful at attacking.

The tonfa can be wielded in such a way as to cover the user's forearm and act as a narrow shield. The character gains a +1 bonus to his AC when fighting defensively and a +2 bonus to AC when using the total defense action while using a tonfa. Using a tonfa in each hand (incurring the normal two-weapon fighting penalties) increases this bonus to +2 and +3, respectively.

Two section staff: The shao zi is the precursor to the three section staff and is used primarily as a staff, generating a strong percussive force at the end of the weapon when swung in combat. It is constructed from two, unequal, pieces of wood that are chained together with metal rings at their ends; making it much longer than a regular staff. The two section staff can be used as a reach weapon when held at one end and swung around. The two section staff can be used as a reach weapon to attack opponents 10 feet away.

Uchi-ne: This is a short, heavy javelin that looks like a miniature arrow. It can be thrown effectively for short distances or used in melee for thrusting and jabbing. They are often carried by soldiers on campaign or by Daimyo when travelling and are ornate in appearance. They can also be found stored in strategic locations such as near the doors or the beds of warriors in their homes.

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Urumi: The urumi is an exotic weapon from Mandrasenal and Chokra that consists of a sword hilt attached to roughly 15 feet of paper thin steel, which is often worn as a belt when not in use. When the urumi is uncoiled, its user must remain in near constant motion to keep the blade in the air. The thinness of the blade makes it very sharp, but since it must constantly stay in motion, the urumi does not benefit from the strength bonus, as most melee weapons do. It is treated as a ranged weapon with a maximum range of 15 feet and no range penalties. The urumi deals no damage to any creature wearing armor of at least +2 armor bonus, and does no damage to a creature with a +4 natural armor bonus. Because it can wrap around a leg or other limb, it may also be used to make trip attacks. Unlike most trip attacks if this attack is successful, it also inflicts damage as normal. If you are tripped during your own trip attempt, you can drop the urumi in order to avoid being tripped. The urumi is exceptionally difficult to use without training, and it confers an extra -4 penalty to all attacks made with it by one without Exotic weapons proficiency for the urumi. Due to the nature of the urumi, it has an exceptional chance of backlash. Should the total attack roll for the user of an urumi be 4 or less, a new attack roll must be made against the wielder, adding 10 to the wielder's Dexterity bonus as factored after armor penalties. Should this roll hit the wielder, they take damage as normal (unless their armor prevents this). The armor class bonus granted by an opponents shield is ignored by the urumi as the weapon can bypass the shield.

Vajra: The vajra is an ornamental symbol of the Buddhist faith held by monks and priests during their meditations. Vajra are small—about 6 inches to a foot in length—with sharp, claw-like tines on either end. In combat, these claws can be used to disarm, block, and strike opponents with deadly accuracy.

The vajra grants a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Wakizashi: This is a short sword with a slightly curved edge, similar in design and construction to the katana. It holds almost as important a place for a samurai as his katana. A samurai normally wears the wakizashi and the katana as a pair. This pair is known as daisho, or 'long and short'. Indeed, the wakizashi and katana are a sign of the samurai's status. Only samurai of the buke (warrior) caste are allowed to wear them both. In addition to its use in combat, the wakizashi is also used to commit the rare Seppuku ritual (ritual suicide). All wakizashi are masterwork weapons, and this is reflected in the price.

War fan: A traditional fan is made of paper or canvas and contains 9, 16, 20 or 24 bamboo ribs, and is carried in the sleeve or waistband. More expensive fans can be made with silk and lace brocades with ornamental jewels and/or gold filigree. This is not useful for blocking and striking in combat, but can be used as a tool for distraction as well as for striking pressure points redirecting blows from attackers or as an aid for wu shu locking techniques. The war fan, also known as a tie shan (in the empire) or gansen (in Nihonshu), is a weapon favored by noble ladies and not a few male courtiers as well as certain practitioners of wu shu and kunoichi (female kusa). Unlike the normal fan, the war fan is an actual weapon that has iron plates instead of wood and the top edges are sharp with metal spikes ending in razor sharp points, which can slash a target when the fan is opened or stab him when it is closed. This weapon requires amazing dexterity from its user and can be used with the Weapon Finesse feat. Disguised war fans are also made and are created with the same craftsmanship as a normal fan; however, these fans are 20 gp more expensive.

These weapons are often underestimated by opponents and are much easier to conceal than the normally more useful tessen. The first round a war fan is brought into melee, the wielder can make a Bluff check opposed by his target's Sense Motive check; if successful, the wielder gains a +4 circumstance bonus to all attack rolls with the war fan for 1 round.

Yin yang dagger sword: Despite the name, this weapon is a type of throwing axe with a spearhead at the end of the pommel. This weapon can make either slashing attacks or piercing attacks and is often used in pairs. It can be thrown, but the throwing attack will always be for slashing damage.

Zi wu, Greater: Zi wu, known as deer horn knives or meridian blades, are so named for their opposing crescent blades, one of which is the hand grip, that result in multiple points resembling antlers. These small blades are designed for use against multiple attackers, or any type of weapon. This weapon offers an advantage for use against a variety of weapons with its ability to use it for hooking and trapping weapons, granting a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent). This type of deer horn knife can also be used to assist in climbing, granting a +2 bonus to Climb checks. They come in a variety of configurations such as having three or four points or even points that re-curve, but these extra points do not offer any additional damage.

Zi wu, Lesser: This weapon is identical to its larger cousin of the same name, but is simply smaller and is capable of being thrown. This smaller blade also grants the +2 bonus on opposed attack rolls to disarm opponents (including the roll to avoid being disarmed if you fail to disarm your opponent). However, unlike its larger version, it is too small to offer any bonus to Climb checks.

New Weapon Templates

The new weapon templates presented below can be found in the Lands of the Jade Oath and even beyond its borders. Some may not be legal, depending on the laws of the kingdom you may find yourself in. Note: no weapon may have more than two templates, and contradictory templates cannot be added to the same weapon.

Blade Rings: These rings (usually 9) attach to the dorsal edge of slashing blade weapons, mainly swords. The rings catch an opponent's weapon, granting a bonus to parry and disarm attempts, and to distract. This template adds a +2 bonus on opposed attack rolls to disarm (including the roll to avoid being disarmed if you fail) as well as a +1 to parry with the weapon. Adding this template cannot increase a weapon's parry ability beyond +3, and it reduces its Hardness by 1 point.

Flexible Haft: Add this template to wooden weapons with a 10-foot or longer Reach. (The weapon is made of bamboo or some other extremely durable and tough wood that allows it to bend.) Once per round, the flexible haft adds a bonus to damage equal to the character's Dexterity bonus (this is in addition to any applicable Strength modifier). This weapon cannot have any template with the hollow or hidden descriptor.

Floating Counterweight: This weapon template adds more force to the weapon's momentum when swung. This weapon template requires the weapon to have a hollow central shaft and therefore must have a straight, central axis (examples include the jian, longsword, axe, etc.). Within this central, hollow chamber is a floating weight that can add force to the attack force of the weapon as it is swung. Most of the time the weight is iron, but it is sometimes made by filling the chamber partway with mercury. The extra force granted to the weapon results in increasing the damage die of the weapon by 1. For example, if the weapon normally does 1d6 points of damage – it does 1d8 now. This extra force comes with a price, though. Adding this template to a weapon can unbalance the way the weapon normally performs as it becomes more cumbersome and unwieldy and its structural integrity is compromised somewhat, causing the wielder to suffer a -1 to his initiative, reducing the parry score of the weapon by 1 point, and reducing the hardness of the weapon by 1 point.

Hidden Blade: This weapon template grants the weapon a hidden blade that can be released with a disguised switch. The chain is actually hidden in a hollow part of the weapon, such as in the haft or in the bottom of the pommel, allowing it to pass for a normal version of the weapon this template is applied to, though whatever weapon the blade is housed in must be large enough to handle having a hollow compartment to contain the blade and the spring mechanism that can release it. The type of damage the hidden blade can inflict is equivalent to a dagger for the size of humanoid the base weapon was made for. The first attack made with the hidden blade renders an opponent flat-footed if he fails to notice the chain hidden in the weapon (Spot check DC 20). Adding this template to a weapon can compromise its hardness, reducing the hardness of the weapon by 1 point. Also, because the weapon relies

on a spring mechanism to work from the inside of weapon actively being used in combat, it can occasionally have a tendency to jam when the switch is activated. This can happen on the natural roll of a 1, 2, 3, 4, or 5 during the attack roll made with the hidden blade on the first round it is deployed. If the hidden blade gets jammed and will not deploy properly, then the weapon can become unbalanced, meaning that the character will now fumble on the natural roll of a 1 or a 2 with this weapon. This weapon template is often illegal in most kingdoms and characters found to have a weapon with this template may have a difficult time explaining how they came to be in possession of it when questioned by the authorities.

Hidden Chain Extension: This template combines the concepts behind the hidden grapple chain and the telescoping haft, breaking the weapon down into component parts that are then hollowed out so that a length of chain can be put through the center of all those parts and then tightened, pulling all of the parts together into the shape of the now normal looking weapon. Upon releasing a switch, the chain allows the weapon to extend to a point with what appears to be a short length of chain linking all of the component parts of the weapon. The weapon is now capable of reaching opponents up to 10 feet away and inflict the same amount of damage, but can no longer attack adjacent opponents unless the character wielding the weapon takes a standard action to tighten up the chain again. The first round in which this ability activates grants the character a +2 circumstance bonus to hit a character who was previously unaware of the character's weapon having this weapon template. Subsequent rounds with this weapon do not grant this bonus. This weapon template does not make the weapon flexible enough to grapple with, but it does grant a +2 bonus on any roll to make disarm or trip attack (including the roll to avoid being disarmed if you fail to disarm your opponent). If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped. This template can only be added to slashing weapons that have an asymmetrical design along a central, straight axis (i.e. an axe or a scimitar would not work, but a longsword or sword-staff would). Adding this template to a weapon can unbalance the way the weapon normally handles and compromises its hardness, causing the wielder to reduce his damage with the weapon by -1 and reducing the hardness of the weapon by 1 point. Noticing the individual weapon segments of the weapon while in its standard configuration requires a DC 20 Spot check.

Hidden Compartment: This template grants the weapon a hidden compartment located on the haft or pommel that can contain anything the character desires, such as documents, darts, poison, or whatever else as long as it is small enough to fit into the compartment. Adding this template to a weapon can compromise the structural integrity of the weapon, reducing the hardness of the weapon by 1 point. Noticing the hidden compartment requires a DC 20 Spot check.

Hidden Grapple Chain: This weapon template combines the weapon with a length of hidden chain. The chain is actually hidden in a hollow end of the weapon, such as in the haft or in a large pommel, allowing it to pass for a normal version of the weapon this template is applied to, though whatever weapon the chain is housed in must be capable of having a hollow compartment to contain the chain. This weapon template grants a +2 bonus on grapple, disarm, and trip attacks. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped. The first attack made with the chain renders an opponent flat-footed if he fails to notice the chain hidden in the weapon (Spot check DC 20). Adding this template to a weapon can unbalance the way the weapon normally handles and compromises its hardness, causing the wielder to reduce his damage with the weapon by -1 and reducing the hardness of the weapon by 1 point.

Hollow Scabbard: This template is a modification to sword scabbards, usually short blades such as the ninja-to. The scabbard is designed as a trick scabbard for use with shorter blades, granting an extra 3 inches of length to the scabbard in order to accommodate a detachable bottom that acts as a secret compartment for storing items such as poisons, smoke bombs, flash powders, medicinal herbs, or other alchemical items. Removing this false compartment also meant making the scabbard hollow, which is useful

Table 6-3: Weapon Templates

Weapon Template	Price
Blade Rings	+20 gp
Flexible Haft	+10 gp
Floating Counterweight	+50 gp
Hidden Blade	+50 gp
Hidden Chain Extension	+50 gp
Hidden Compartment	+25 gp
Hidden Grapple Chain	+50 gp
Hollow Scabbard	+10 gp
Kusari Chain Attachment	+50 gp
Pressurized Compartment	+100 gp
Telescoping Haft	+50 gp
Three in One	+100 gp

for employing the scabbard to breathe through while under water. Noticing the hidden compartment in the scabbard requires a DC 20 Spot check.

Kusari Chain Attachment: This weapon template combines the weapon with a second weapon, the kusari, at the other end of a length of chain. The kusari is a hooked blade that is attached to the butt end of the handle of the base weapon this template is applied to, making it a double weapon. As such, it may be used as if the character were wielding a light weapon in his off hand to make two-weapon attacks. A character can switch between using it as a the base weapon or a kusari as a free action. The kusari end of the weapon can be used as a reach weapon by throwing that end of the weapon towards an opponent up to 10 feet away or as a double weapon (but not as both in the same round). The base weapon can only be used as the throwing end if it is a small weapon. As a double weapon, it may be used as if the character were wielding a light weapon in his off hand to make two-weapon attacks. This weapon template grants a +2 bonus on any roll to make disarm, grapple, or trip attacks when using the kusari (including the roll to avoid being disarmed if you fail to disarm your opponent). If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped. Adding this template to a weapon can unbalance the way the weapon normally performs as it becomes more cumbersome, causing the wielder to suffer a -2 to his initiative as well as reducing his damage with the weapon by -1.

Pressurized Compartment: This template grants the weapon a pressurized compartment located on the haft or pommel just below the blade (if it has a blade) that can contain a compound that will release smoke or a cloud of powder that will target the character's opponent. This template can only be applied to weapons that have wooden or metal hafts or pommels. The compartment will only contain and release only 1 dose of the chemical compound before needing to be reloaded. These compartments can also contain acid, though they require more delicate insulation that is more expensive. The effects of the compound that are released are determined by that chemical compound and are not determined by this template. When the attack is made with the contents of the pressurized compartment, it renders an opponent flat-footed if he fails to notice the hidden compartment in the weapon (Spot check DC 20). Adding this template to a weapon can unbalance the way the weapon normally handles and compromises its hardness, causing the wielder to reduce his damage with the weapon by -1 and reducing the hardness of the weapon by 1 point. This template can also be applied to armor with the same benefits and penalties, except of course the penalty to damage. Instead, the maximum Dexterity bonus of the armor is reduced by 1 as the armor becomes more restricted in movement due to the placement of the pressurized compartment. Also, this template will only work on lamellar, leather, or metal armors.

Telescoping Haft: This template can only be applied to weap-



Table 6-4: New Armor

Light Armor							
Armor	Price	Armor Bonus	Max. Dex. Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed	Weight
Jigap	15 gp	+2	+7	-	10%	20/30 feet	12 lbs

Table 6-5: New Shields

Shield	Price	Armor Bonus	Damage	Critical	Type	Skill Check Penalty	Arcane Failure Chance	Weight
Maru	7 gp	+2	1d6	x2	P	-2	15%	25 lbs.
Sainte	5 gp	+1	1d4	x2	P	-	5%	5 lbs.

ons that have a haft that can be extended. Instead of a normal haft, the weapon gains a hollow telescoping haft with a powerful spring to assist with extending it quickly after pressing the release switch; requiring only a free action to do so. Collapsing the weapon takes a standard action since it requires much more effort than extending it. The haft must be crafted from metal as a wooden haft is not durable enough for this template, even if the weapon is normally only crafted with a wooden haft, such as a spear, monk's spade, or naginata. Weapons with hafts longer than 10 feet in length cannot gain this template as they are much too unstable to be effective weapons and would easily break. Granting this template to a weapon means that it would reduce its hardness by 1 point. Noticing that the weapon, while in its fully extended configuration, is capable of collapsing requires a DC 20 Spot check.

Three in One: This template can only be applied to weapons that have a double-edged blades. This is a favorite modification for weapons with thick blades such as katars. Weapons with this template are designed with three blades that appear to be one, folded together, until a trigger in the hand grip is activated, opening the blades outward in a violent, reverse scissor-like motion. This can cause greater damage to a foe at a critical moment in the battle. The longer the blade is on the weapon that this template is applied to, the less effective this template is and the more fragile the weapon becomes.

Once per encounter, when a successful critical hit is made with this weapon, it can increase its critical multiplier by x1 (a x2 weapon becomes a x3 weapon, a x3 weapon becomes a x4 weapon, etc.) and for the rest of the encounter the parry bonus of the weapon increases by +1; however, for the rest of the encounter, the weapon is more unwieldy and off-balance, causing the wielder to reduce his damage with the weapon by -1. Also, the hardness of the weapon is permanently reduced by 1 point once this template is acquired, by 2 points if the weapon is Medium-sized or larger.

New Armor

Iron armor is expensive and heavy, thus full-bodied iron suits of armor are impractical in the Lands of the Jade Oath. Accordingly, many western-style metal armors are not common, especially on the island nations such as Nihonshu, Mu, or Nha Lao. Of the medium and heavy armors, brigandine, banded mail, breastplates, and scale mail (as described in the *Player's Handbook*) are the most commonly encountered armors.

Jigap: The sanesaram developed this unusual armor developed by the sanesaram. It is made with thick paper and layered for greater resistance to water damage. It is relatively easy to make, making it popular with pirates.

New Shields

In the empire of Xianguo, shields are called dunshu, but in the lands of Mandrasengal and Chokra, two different types of shield can be found:

Mardu: This heavy shield has two curving blades that project from the sides in opposite directions. The mardu may be used either as a shield or as a one-handed, martial weapon. Once it is used to attack with, it no longer grants a deflection bonus until the beginning of the character's turn on the next round.

Sainte: A sainte is a light, parrying shield with a blade at its pointed tip. The tip may be used as a one-handed, martial weapon.

Once it is used to attack with, it no longer grants a deflection bonus until the beginning of the character's turn on the next round.

New Equipment, Gadgets, and Alchemical Items

The new equipment presented below are all items found in the Lands of the Jade Oath.

Blood Cloth: This purple-hued gauze-like cloth is fabricated from the rare and unusual bloodleaf plant found in Mandrasengal. This plant seems to draw its chief sustenance from blood. This unusual property continues even in its death. The leaves of this plant can be made into this gauze-like cloth with the same properties. When applied to a bleeding wound, blood cloth acts as a bonding agent similar to glue, closing the wound and preventing further bleeding. Blood cloth heals 1d6 points of damage once applied and immediately halts the effects of abilities that inflict continuing damage due to bleeding, such as the Bloody Strike feat. This is an alchemical substance that does not detect as magic.

Blood Spark Elixir: This unusual elixir drains poisons and toxins from the body with immediate results. Once imbibed, the drinker finds that their entire body rocks with an intense spasm that incapacitates them for 1 round while the the elixir shoots throughout the blood stream like fire, removing all poisons and toxins from their system. They will no longer suffer any ill effects from those poisons or toxins, including ability damage; however, they are not healed of any damage that has already taken place. Because the elixir is so dramatically powerful, it inflicts 2d6 points of non-lethal damage to the imbiber. This is an alchemical substance that does not detect as magic.

Creaking Powder: One dose of this powder can be spread over a 10 square foot area. For the next 24 hours, any creature stepping upon that area makes creaking noises as if stepping upon an old wooden floor. This is an alchemical substance that does not detect as magic.

Dragon's Breath: This resembles a large block of soap; however, when submersed in water, it emits a dense and rapid moving fog that spills out into the air, following the winds and the contours of the land as it continues to grow in area and density. It will fill an area about half of a mile in diameter and obtain a height 20 feet from the ground (unless winds shape it). The fog moves slowly and appears to be a natural phenomena. This is an alchemical substance that does not detect as magic.

Dry Steel Thread: Also called, "invincible dancing death thread", this appears to be everyday, normal thread. It has a hardness of 10. It is not practical for clothing since the thread breaks down and dissolves once it gets wet, even from sweat or prolonged exposure to moisture in the air. It is extremely useful, however, having enough tensile strength to suspend as much as 500 lbs. from it before it will break, as long as it remains dry. Anyone dressed in clothes made from this thread that suddenly had a bucket of water emptied over them would find themselves without clothes within a single round. Stories tell of one of the more deviant and extravagant emperors who was so fascinated by this alchemical discovery that he enjoyed being entertained by beautiful dancers with clothes made from this thread. As he became more deranged, he began to shoot arrows at them as they danced until only 1 survived. This is an alchemical substance that does not detect as magic.

Flame Paste: This sticky substance can be applied to any surface. It is flammable and undetectable by scent or smell, though it



will not work as glue. It remains in place for 2d4 days before losing its potent, flammable quality. Open flames, heat or intense friction ignite it. When ignited, it burns for 1d6 points of damage and lasts 1d4 rounds. This is an alchemical substance that does not detect as magic.

Frost Glue: Within moments of contact with the air, this glue strongly adheres to whatever it touches and freezes, turning into ice. It causes 1d6 points of cold damage that bypasses hardness and damage reduction to any creature or object. It continues to inflict this damage for 1d4 rounds. Objects and creatures bound by this substance can break its grip on them only with fire. This is an alchemical substance that does not detect as magic.

Gunwater Bullet: This liquid variation on gunpowder is heavier than water, and more reliable than gunpowder. Water does not mix with or dilute it, meaning that gunpowder does not need to be kept dry. The only problem with this substance has been making weapons that could contain the water-like substance without it leaking or exploding. This has led to the creation of watertight ammunition and cartridge-type firearms. They are still highly experimental and used only by the wealthy and elite. Among those fortunate few, these bullets are in high demand. Gunwater is an alchemical substance that does not detect as magic.

Insulated Glove: Often used in conjunction with lightning slash oil, this glove protects against the effects of electricity thanks to a special combination of layered fabrics, including iron cloth, dry steel thread, and other special materials.

Invisible Ink: To use invisible ink requires three bottles of different substances; an ink-like substance, a white powder, and a clear liquid that smells of lemons. The resulting ink appears as normal until the white powder substance is applied, at which point the ink disappears. By apply ground herbs or other alchemicals before the white powder is applied, the message may be further hidden. The recipient must know what herb or mineral was added to the white powder in order to make the message visible again. When that herb or mineral is added to the lemon-smelling solution and gently dabbed on the paper, the message becomes visible again. This alchemical substance does not detect as magic.

Iron Butter Brittle: This paste is quite harmless unless applied to metal. It reduces the Hardness of any metal it comes into contact with by 5 points per dose. It works immediately on weakening the molecular bonds of the metal. One dose will cover an area of 1 square foot. This is an alchemical substance that does not detect as magic.

Iron Cloth Fan: This simple-looking fan is made from iron cloth. Iron cloth has the consistency and texture of thick linen, but when an electrical current shoots through it, it stiffens into whatever form it has been designed into. There are alchemists and armorsmiths still experimenting with making this into some sort of suit of armor, but have not yet found a safe method of doing so that wouldn't electrocute the wearer and still allow him to move without restriction, even if they could generate electricity with no difficulty. For now, however, certain mages enjoy using this fabric in the design of certain fans that they can then charge with one of their electrical spells in order to use it as an impromptu shield. Any electrical spell channeled into a fan made from this material will turn the fan into a light shield for a number of minutes equal to the level of the spell slot expended. Iron cloth is an alchemical substance and does not detect as magic.

Lightning Slash Oil: Apply this oily substance as a coating to objects and surfaces. It dries after 1 minute. A light coating lasts 1 hour, and inflicts 1d4 points of electrical damage to anything that applies friction to it during that hour. Any conductive material, such as metal weapons, will also channel that damage into objects or creatures in contact with it. (For this reason, the insulated glove was invented.) This is an alchemical substance that does not detect as magic.

Quake Powder: Press his powder onto soil or stone to cause an explosion of earth, inflicting 2d6 points of damage upon the creature or object that applied the pressure. This alchemical substance does not detect as magic.

Reishi: The technique used to create this "spiritual paper" for ofuda or reishi paper talismans is a trade secret amongst mages.

Table 6-6: New Equipment, Gadgets, and Alchemical Items		
Item	Price	Weight
Blood Cloth	50 gp	*
Blood Spark Elixir	100 gp	1 lb.
Creaking Powder	20 gp	*
Dragon's Breath	500 gp	1 1/2 lbs.
Dry Steel Thread, 100 ft.	100 gp	*
Flame Paste	30 gp	1 lb.
Frost Glue	30 gp	1 lb.
Gunwater Bullet	10 gp	1/10 lb.
Insulated Glove	20 gp	1 lb.
Invisible Ink	10 gp	*
Iron Butter Brittle	50 gp	1 lb.
Iron Cloth Fan	50 gp	1 lb.
Lightning Slash Oil	50 gp	1 lb.
Quake Powder	50 gp	1 lb.
Reishi	30 gp	*
Rope Ladder, 20 ft.	5 sp	15 lbs.
Sand Acid	50 gp	1 lb.
Thunder Elixir	50 gp	1 lb.
Vaulting Pole	5 sp	7 lbs.
Windshimmer Silk, 1 square ft.	100 gp	*

Made from a specific type of tree known to mages, it adds a +1 bonus to any attack or damage rolls.

Rope Ladder: This 20 ft. rope ladder has hooks on the end.

Sand Acid: When spread on the surface, this turns sand, soil, or stone into quicksand approximately 10 feet deep. The surface of the area looks the same as before. This effect is temporary. The area will return to its normal state of solidity within 1 hour. Any organic compounds or creatures trapped by this effect suffer as if they fell into quicksand and take 1 point of acid damage per round. The acidic quicksand causes no damage to inorganic compounds. Anything still within the area when these effects wear off will be trapped under the surface of the ground. Even though this is an alchemical substance, it does detect as magical (transmutation).

Thunder Elixir: When drank, this elixir causes a chemical reaction within the body. The imbiber belches with the power of supernatural force, causing 2d6 points of sonic damage to anyone within a 15 ft. cone from the point of origin. Anyone within a 30 ft. area around the imbiber also receives 1d4 points of sonic damage, including the imbiber, as his body is racked with sonic power at the moment of discharge. This alchemical substance does not detect as magic.

Vaulting Pole: This collapsible 6-foot pole can extend to 15 feet long, granting a +5 circumstance bonus to appropriate Jump checks.

Windshimmer Silk: This atypical silky cloth shimmers even in the darkest of night. It has unusual properties: it is fire resistant, fire retardant and it seems to draw air from the atmosphere. It can even filter some air from under water. These properties put this in very high demand. It can make powerful sails, be worn as fire retardant clothing, turn into luminescent clothing for the wealthy, assist with underwater diving, and many more uses. One square foot of this cloth worn as a mask can provide air for about 30 minutes under water. Sails made windshimmer silk move ships with great speed, even in the most dire of doldrums. It is even used in the construction of rare, flying vessels and other aerial inventions by enlightened scholars. However, it is difficult to make, is quite rare, is expensive, and only comes from the mystical island of Mu. This alchemical substance does detect as magical (transmutation).

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CHAPTER 7 - MAGIC & CH'I

When you are aware of all these things, a light and sensitive energy collects at your crown and space and time literally break apart. Usual becomes unreality, reality becomes unusual. Everything depends on this. It always has; it always will be. Name it, paint it, sing it if you must. But, trust it as silence; a blank canvas in the unnamed. It cannot die... neither can you. Lao Tzu

Magic in the Lands of the Jade Oath is ancient, sublime, and versatile. This sublime power keeps the evils of the land at bay, while simultaneously being the instrument of the lands suffering. It is the lifeblood of the universe and a byproduct of discovering enlightenment for those disciplined enough to discover the mysteries of the universe. This chapter introduces new spell templates for player characters using the magic system from *Monte Cook's Arcana Evolved* as well as new feat-based magic called ch'i, and sutra magic. New and darker secrets in the Lands of the Jade Oath, such as Dramojh Corruption, Taint, and more, will be available in the forthcoming *Secrets of the Jade Oath*.

CH'I

You will breathe with your skin. You will shine with every breath and quicken the way you lay, sit, stand, and walk. This is the true breathing that inspires and attracts true life. This is the true breathing that inspires and attracts the Tao source of life. Each breath is an illumination. There are many illuminations. - Lao Tzu

Ch'i, is breath; the mystical breath of the individual and the breath of the universe. It is the unifying force that binds all things in life and death. Ch'i comes from within and without the body. Breath is air from the environment, processed by the body, which is in turn controlled by the mind; a mind which cannot exist without a soul. Ch'i is not strictly a power that originates with any one of those three things, the body, mind, and soul, but rather the combination of all three working in unison. Most often, ch'i energy derives from a union of the body, the mind, and the soul interacting with the environment in the creation of breath. There are two aspects of ch'i; positive yang and negative yin. Ch'i works best when it is in balance; just as breath is composed of equal parts breathing in and breathing out.

Ch'i is also in the environment. It comes up from the earth to reinforce the power, strength, and leverage of the body, and comes down from the heavens to heighten awareness, focus devotion, and lift the body, mind, and soul. Many believe that ch'i is the true source of magic and that the dragons are the living embodiment of ch'i.

Awakening to Ch'i

Characters can gain access to a personal reservoir of ch'i points with the Ch'i Awakened feat. Anyone with a Wisdom score of 9 or less cannot manipulate ch'i.

Ch'i Focus

On a successful concentration check, a character can attain a state of focused unity between body, mind, and soul called ch'i fo-

cus. Once a character attains ch'i focus, he can retain it until he either expends his ch'i focus, becomes unconscious, his ch'i reservoir drops to 0, or he reaches his limit of time for maintaining his ch'i focus. You can maintain ch'i focus for a number of rounds equal to your Wisdom bonus (if any) + half your character level (minimum 1 round). When a character is ch'i focused, he can invest ch'i points into ch'i receptacles called chakra (see also Chapter Four: Skills and Feats).

Chakra

A chakra is a metaphysical receptacle for ch'i; usually for a specific purpose that directs ch'i in some manner or direction. Chakra can be abilities gained from certain class features, other feats the character may acquire, or certain magic items. Chakras grant powers or enhanced abilities when invested with ch'i points. While a character is ch'i focused, all his chakra with invested ch'i points grant these powers or enhanced abilities. The character cannot benefit from any chakra if he is not ch'i focused.

A character can also expend his ch'i focus with a single chakra in order to gain a greater power or ability, but for a shorter period of time. When expending ch'i focus, the chosen chakra must have ch'i points invested. Only the chosen chakra provides special abilities and only the chosen chakra loses the expended ch'i points. Any ch'i points expended are lost for the day. You can invest 1 point of ch'i + 1 point for every five character levels into any single chakra (up to a maximum equal to your Wisdom bonus). Certain feats, prestige classes, and magic items can increase this capacity.

While ch'i focused, you can invest and reallocate ch'i into your chakras as a free action on your turn. Your ch'i remains where you have invested it until you reallocate it on a later turn. Any invested ch'i points remain where allocated, unless expended or reallocated. Some chakras only provide a benefit or ability when they have ch'i invested and cannot provide any benefit when expending ch'i focus with them. Certain chakras only provide a benefit or special ability when expending ch'i focus. Chakras that only provide a benefit or special ability upon expending ch'i focus can be invested with ch'i prior to expending their focus. The ch'i points in that chakra provide no benefit until expended.

Resting

You must have a good night's rest (8 hours) and meditate for 1 hour every day in order to regenerate expended ch'i and maintain your ability to reallocate and invest ch'i points. If you do not, then any expended ch'i points do not regenerate and you reallocate ch'i points as a move action instead of as a free action while ch'i focused.

Ch'i and Spells

Spells can be invested with ch'i by expending a number of ch'i points for the day. A single ch'i point invested into a spell at the time of casting allows you to consider the spell cast as if you used a spell-like ability (allowing you to forego component use and avoid armor check penalties). If two ch'i points are invested in a spell at the time of casting, then the caster may cast it as a heightened spell without expending a higher level spell. (The caster must have access to the heightened level spell already.) The spellcaster must expend her ch'i focus to use her ch'i points this way.

A spell with a descriptor that is associated with yang or yin (see below) increases its save DC by the number of yang-aligned or yin-aligned ch'i points expended.

Ch'i Cheat Sheet

- *requires Ch'i Awakened Feat or class ability
- *gain a ch'i reservoir: one point for Ch'i Awakened, plus one point plus one point per two points of Wisdom and/or Constitution bonus
- *gain an additional ch'i point for each additional ch'i feat
- *must become chi focused to use ch'i (see Chi Focus and see Concentration, Chapter Four)
- *invest ch'i to power ch'i effects, including chakras (see Chapter Four)
- *lose and regain ch'i from the environment and effects
- *expend ch'i focus with an invested chakra to gain temporary powers and extra benefits
- *allocate ch'i between powers as a free action unless insufficiently rested (see Resting)





Sutra mage casting a variety of ofuda in the Lands of the Jade Oath.

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Losing Ch'i

Deduct ch'i lost from effects, environment, attacks and sources other than the character from any non-invested ch'i in the character's reservoir. If the entire loss in ch'i exceeds the reservoir, remove invested ch'i from a randomly determined chakra. Continue until you account for the entire loss of ch'i. The character loses his ch'i focus if he loses all ch'i points. He does not expend ch'i focus and no beneficial effect can take place.

Ch'i damage is temporary and recovers at a rate of 1point + 1 point per point of Constitution bonus per day (minimum 1); 2 + Constitution bonus with a full day of rest (minimum 2). Spells heal ch'i damage as if it was ability damage, but for every point of ability damage healed, characters recover 2 points of ch'i from such spells and effects.

Replenishing Ch'i

You can replenish your personal reservoir of ch'i points from the surrounding environment. You can do this a number of times per day equal to your Constitution bonus (minimum once per day), for an amount equal to your Wisdom bonus (if any). If you have no Wisdom bonus, then you cannot replenish your ch'i points. You must be ch'i focused to replenish ch'i.

Ch'i points gathered from the environment cannot exceed your total ch'i point reservoir. Ch'i recovered from the environment could possibly be aligned to yin or yang depending on where it is gathered.

Ch'i and the Environment

As breath draws from the air around us, so too does ch'i come from where we live. Ch'i is found in a wide variety of different locales and conditions. Some locations have a stronger amount of natural ch'i. Natural and wild environments always have higher ch'i than places where many creatures live or build up unnatural structures. Often this natural ch'i flows through a region like a river or stream. Just like a river, it may have branches that form their own path. These flows of natural ch'i are called dragon lines. Ch'i can also naturally align to either yin or yang. Each type is naturally attracted to certain locations.

Yin-aligned ch'i is commonly found in the desert during the night, graveyards, caves, underground, underwater, the ocean surface (though not in stormy or active weather), swamps, tundra, rain (long downpours, not thunderstorms), desolate or decaying areas found in nature, night, winter, and autumn.

Yang-aligned ch'i is commonly found in the desert during the day, gardens and fields of crops or rice paddies, mountain tops, in high trees (except willow trees), the ocean surface (in stormy or active weather), thunderstorms, jungles, wherever there is an abundance of fire, earthquakes, volcanoes, day, summer, and spring.

Balanced ch'i occurs in other locations such as rivers, waterfalls, forests, and plains. Urban locations vary a great deal in what type of ch'i might be found, but it is almost always less than the natural and wild areas of the world.

All of these locations and conditions are merely guidelines; the DM has the final say. Characters may try to gather ch'i from their

environment if they have the appropriate ability scores, feats, and/or class ability. When they do so, the DM describes what type of ch'i is in the area (if any) and how abundant the ch'i is in the immediate environment. Areas with an overabundance of ch'i can replenish a character's ch'i reservoir at a rate of 2 ch'i points per round. Areas with a moderate amount of ch'i can replenish a character's ch'i reservoir at a rate of 1 ch'i point per round. Low ch'i areas can replenish a character's ch'i reservoir at a rate of 1 ch'i point per 2 rounds. Desolate areas are completely devoid of ch'i and cannot replenish any ch'i.

Holy or unholy sites are an exception to these rules. These locations that are sacred or reprehensible to a religious sect always have an abundance of ch'i no matter where they are located.

Sutra Magic

"I paint the symbols heaven, earth, wind, water, mountain, fire, thunder, and lake. The ancient child asks, 'What do you see?' I see a circle of jade." - From the Tao te Ching

Sutras are sacred stories, prayers, or other lessons and expressions of the universe. They are often written on paper charms, called ofuda, in order to ward against, reveal, bind, or punish otherworldly creatures referred to as infernals (see Infernals side bar). Ofuda (with the proper sutras) sanctify places and can also be used as good luck charms. The power granted to an ofuda comes from the sutra written on it by its creator. The sutra is a universal truth expressed as a prayer; as such, sutras are tied to both the runes of creation and the Green.

Ofudas let sutras draw on the power of these universal forces to produce a variety of effects. It is not enough to simply know how to write a sutra to make its power work; one must also understand it and believe in its principles and in what it teaches before the power of the sutra will empower an ofuda. What's more is that not just any believer can find themselves with the ability to use a sutra. The power of the universe reveals itself only through the self. Even then, not many sutras can be learned or comprehended until one experiences life through the fullness of time and exposure to the world.

Sutras are used by those versed in the theological practices that gave rise to them. Over time, certain religions acquired the practice from others. In the Lands of the Jade Oath, these faiths are Bodhism, Taoshidaoism, Kami-do, Upanishandism, ancestor worship, animism, and shamanism. Sutras are a cosmic truth related to the Green, the power of runes, and the ch'i that flows through the world. Those who can perceive and tap into the power of the Green (druids and rangers), and their faith (clerics, inquisitors, monks, oracles and paladins) have the potential to learn sutras (see the Sutra Caster feat in the Sutra Feats section at the end of the document). Priests, monks, and other dedicated followers of the religions use sutras as a means to teach and learn the lessons of their faith. They ward off and even combat the malicious presence and activities of mischievous spirits and the antithesis of their faiths, the infernals.

Infernal creatures and spirits cannot create ofuda or cast sutras.

Learning Sutras

To begin learning sutras, a character must first take the Sutra Caster feat. A character may learn one sutra per two sutra caster levels, with a maximum number learned equal to twice her unenhanced Wisdom bonus (minimum of 1). The character does not learn bonus sutras due to a high ability score. The character does not automatically learn new sutras; she must find them, understand them, and finally, commit them to memory. The exceptions to this rule are feats or special class abilities (such as the demon hunter's and the contemplative monk's).

Sutra Caster Level

The sutra caster level is equal to the character's total levels in any sutra casting classes. For any levels in other classes, every 3 class levels counts as a single sutra caster level. Spellcasting classes count every 2 spellcaster levels as a single sutra caster level (see

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Infernals

Infernals are creatures not native to this world or otherwise naturally tied to it and whose presence in this world is not sanctioned by the Celestial Bureaucracy. This includes creatures that are descended from other infernals, like bakemono, but have since become native to this world. Creatures with the following types and subtypes are considered to be infernals:

- Aberration type
- Fey type
- Goblinoid subtype
- Incorporeal subtype
- Outsider type
- Undead type

Useful Names

Ghohei – A specially prepared staff consisting of a stick of wood with two strips of paper attached to it.

Misogi – a purification ritual

Ooharai – Exorcism

Ofuda – paper that carries a sutra

Norito – Shinto chant

Sutra – magical prayer or invocation

chart below). If multi-classed, then add the effective sutra caster levels from each of your classes together to determine your total effective caster level.

Effective Spell level

The effective spell level of a sutra is based on the character's sutra caster level (see chart below). The Save DC is 10 + effective spell level + the character's sutra casting ability score modifier (usually Wisdom). This is also important when casting a sutra defensively or in difficult circumstances. When adjudicating a concentration check for casting a sutra, use the effective spell level in place of the spell level when determining the Difficulty Class.

Daily Sutras

A character may cast a number of sutras per day equal to her Wisdom bonus. If the character has levels in a sutra casting class, then she adds +1 for every four levels in a sutra casting class. Having the Sutra Caster feat does not make the character a spellcaster.

Ofuda

Certain faiths, notably Kami-do and certain Bodhist sects, write sutras on strips of paper, wood, cloth, or metal to create an ofuda.

The ofuda holds no mystical power until a sutra is written on it. When writing a sutra onto an ofuda, it is inscribed with a series of mystic runes and symbols known as "brilliant jade script". The brilliant jade script is only part of a sutra, the part that defines it as to what type it is; a sort of prefix to a mystic formulae. When the sutra is spoken aloud at the moment the ofuda is cast, investing the power of the sutra into the ofuda, is when the mystical formulae of faith and universal truth becomes complete – awakening the true power of the sutra. Sutras written on ofuda come in three general types: charm, punitive, and warding.

Omamori can also bear either the descriptor of a charm or of a warding sutra.

Charm Ofuda

Most ofuda combat the menace of infernals or evil spirits, but charms can be used for good fortune and to provide blessings to both heroes and the common folk. Charm ofudas are empowered with sutras that grant special luck, insight, or abilities to those who carry them. These ofuda are always beneficial and are carried by those who benefit from their use. They usually have a single target and seldom have area effects. The person that both bears the ofuda and is designated by name on it is always the target. These are usually, but not always, carried by someone other than the caster and activated by the bearer. Some, like the fiery pearl sutras, are only activated by the caster. The power of the sutra's effect is determined by the effective spell level invested into the charm ofuda.

Count the sutra that is invested into the ofuda as if cast for the day when created. An individual who receives an ofuda at the time the caster casts the sutra is the only individual who can activate the ofuda from that moment on. Charm ofuda that bestow an immediate effect typically activate by burning them or activate with a spoken prayer that causes them to be consumed in a small, spontaneous combustion. Charm ofuda granted to someone else count against the caster's daily limit. Charm ofuda always have a duration

Table 7-1: Effective Sutra Caster Level

Character Level	Sutra Caster*	Arcane Spellcaster**	Non-Spellcaster
1st	1st	1st	1st
2nd	2nd	1st	1st
3rd	3rd	2nd	1st
4th	4th	2nd	2nd
5th	5th	3rd	2nd
6th	6th	3rd	2nd
7th	7th	4th	3rd
8th	8th	4th	3rd
9th	9th	5th	3rd
10th	10th	5th	4th
11th	11th	6th	4th
12th	12th	6th	4th
13th	13th	7th	5th
14th	14th	7th	5th
15th	15th	8th	5th
16th	16th	8th	6th
17th	17th	9th	6th
18th	18th	9th	6th
19th	19th	10th	7th
20th	20th	10th	7th

* Sutra caster classes include all classes with divine spellcasting, enlightened scholars and monks.

** Alchemists are included with arcane spellcasters for the purpose of determining your effective sutra caster level.

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of less than 24 hours. This type of sutra will not work if the bearer is an infernal creature.

Punitive Ofuda

These ofuda punish the infernals and spirits who invade the middle kingdom by causing them damage, pain, or even inflicting special conditions. These ofuda can temporarily bind infernals or spirits as detailed in their description. Use these ofuda directly against their targets. They can have either a single target or an area effect. Punitive ofuda are empowered with sutras that have an immediate effect upon an enemy, often causing damage to their targets or otherwise acting like evocations or immediate abjuration effects. They can also have the effect of paralyzing or controlling a singular creature.

Cast punitive ofuda as a standard action to harm an opponent, usually an infernal. They take effect immediately upon being cast and thrown, when they fly towards the intended target. The paper strips resist the strongest natural winds and even circumvent obstacles in their path on their way to strike their designated target. Single target punitive ofuda require a successful ranged or melee touch attack to hit and take effect (see the description). These ofuda never have a permanent duration.

Warding Ofuda

Warding ofuda keep evil spirits and infernals from the people, places, and things that bear them. They can bind infernals to them. Less often, these ofuda might keep something bound within a person or creature. Warding ofuda can defend against the attacks of infernals and sometimes offer protection against other mystical forces. These ofuda are defensive in nature, or keep something away, or confine things within the place or object to which it is attached. Some warding sutras act immediately, while others may not be activated until the target of the warding comes into contact with it or its area of effect.

Touch the ofuda to the surface, object, or creature that will serve as the center of the area of effect. Once touched to a surface and cast, it cannot be moved until its duration expires or it is dispelled. If a creature triggers more than one warding ofuda, only the most powerful one takes effect. The others are triggered, but have no effect.

Table 7-2: Effects of Sutra Caster Level

Sutra Caster Level	Effective Spell Level	Max Sutras Learned*
1st - 2nd	1st	1
3rd - 4th	2nd	2
5th - 6th	3rd	3
7th - 8th	4th	4
9th - 10th	5th	5
11th - 12th	6th	6
13th - 14th	7th	7
15th - 16th	8th	8
17th - 18th	9th	9
19th - 20th	9th	10

* Use this value or your unenhanced Wisdom modifier times two, whichever is lower.

Determine the most powerful by the effective spell level of the invested sutra. If the effective spell levels are the same, then the higher sutra caster level prevails. If the sutra caster levels are the same, then determine which caster has the higher sutra casting ability score (usually Wisdom). If the more powerful ofuda still cannot be determined, randomly determine which one takes effect first.

Omamori (Sutra subtype; Talisman Ofuda)

An omamori is a special subtype of ofuda that bears the enchantment written upon it for as long as the caster chooses to maintain it. Omamori means “honorable protector”. These sutra are always charm or warding ofuda. Punitive ofuda can never be an omamori. Omamori are usually held in a cloth amulet covering that encloses papers or pieces of wood with the sutra written on it. Omamori are considered magic items and count as either an amulet or ring for the purposes of determining the magic item body slot it occupies depending on where a bearer keeps it (i.e. tied to the neck, wrist, or even tied to a held or worn item). Omamori always last for 24

Design Decision: Sutra Magic

When I started to write this setting, I wanted to have the divine magic of the sutras and ofudas from the far east in order to do the setting justice; however, I needed something more than traditional D&D spellcasting or even the spellcasting from Monte Cook's *Arcana Evolved* to simulate it. In many of those stories from Asian myth and fantasy fiction, this form of magic is the specialty of monks and priests. They use it mainly against evil spirits, ghosts, and demons, but there are the occasional martial artists or other laymen that know some as well. I wanted to have this form of magic occupy the same niche in the Jade Oath setting as well as keep it in line with the spirit of *Arcana Evolved* wherein magic is more common than in most settings. In *Arcana Evolved* there is no distinction between divine and arcane magic, but this magic is clearly divine in flavor. I knew I would have to come up with something new. I was reluctant to create classes beyond the four new ones (demon hunter, enlightened scholar, kensai, and kusa) and the classes I was modifying from the core rules.

Then the answer struck me. Make the magic system based on feats and designate certain classes as more adept with it than others. This was a chance to make a form of magic that strayed from the traditional level-based magic system. For a time, I considered making the effectiveness based on skill checks, but that proved to be needlessly complex and cumbersome. Then, I considered linking it to the ch'i magic system that simulates ch'i powers from mythology and fiction. That too proved to be too complicated and really didn't have any flavorful reason for the two magic systems to be linked together. Ch'i and sutras are two different sources of magical power. In the end, I decided to make the sutra magic system power levels dependent on the effective sutra caster level. To a small degree it is also still dependent on the skills of the caster. The sutras are written so that they have the focus of their power devoted to combating evil spirits, demons, and the undead, while still being useful against other types of opponents.

Why not make Clerics and Wizards Sutra Casters?

You may have noticed that the monk and enlightened scholar are sutra casters. The classes that were designated as sutra casting classes were chosen to set the right flavor and atmosphere. In the case of certain suitable sutra casting classes, the boost in options with the addition of sutra magic to their class abilities makes them a more desirable option.

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hours. An omamori can be maintained by the sutra caster for as many days as he desires, but he must continue to maintain it every day. He must make the decision to maintain it every morning as he regains his allotted number of sutra castings per day. The caster need not concentrate on or touch an omamori again in order for it to continue working, as long as he has maintained it and it lasts. This type of sutra will not work if the bearer is an infernal creature.

Creating an Ofuda

Creating an ofuda requires two rounds and material components in the form of paper, ink, and brush or stylus (these materials may be substituted by a resourceful character, if they are deemed suitable by the DM). A character can have a total number of ofuda prepared and/or in effect at any given time equal to either her Knowledge (Religion) or Knowledge (Runes) skill rank, whichever is higher. This means that the character need not create an ofuda each time she casts them if she has already prepared the one she wants to cast. Ofuda do not activate until the caster properly casts the sutra into the ofuda (a standard action). Additionally, the ofuda prepared do not all have to be different; any number of those sutras written by the casting character's hand can be the same. Infernal and spirit creatures cannot create ofuda or cast sutras.

Sutra Format

Every sutra is described using a standard format. This section discusses that format, and the finer points of how sutras and the ofudas they are written on work.

Name: This is the name by which characters know the sutra.

Descriptors: First is the type of sutra. Any applicable descriptors—terms such as “sonic” or “fire” that quantify a sutra’s effect—are listed next [in brackets].

Sutra Type: Charm, Punitive, and Warding. The sutra might also be of the Talisman subtype.

Descriptors: Acid, air, cold, curse, darkness, dragon, earth, electricity, fear, fire, force, giant, language-dependent, light, mind-affecting, negative energy, metal, plant, positive energy, sonic, teleportation, truename, water, and wood.

Casting Time: The time required to cast a sutra (see below).

Range: The maximum distance from the character at which the sutra can affect its target.

Target or Targets/Effect/Area: This entry lists the number of creatures, dimensions, volume, or weight the sutra affects. The entry starts with one of three headings: “Target,” “Effect,” or “Area.” If the target of a sutra is “You,” the caster does not receive a saving throw, and spell resistance does not apply. (These sutra descriptions omit the “Saving Throw” and “Spell Resistance” parameters.)

Duration: How long the sutra lasts (see below).

Saving Throw: Whether a sutra allows a saving throw, the type of saving throw, and the effect of a successful saving throw.

Spell Resistance: Whether targets resist this sutra with spell resistance (SR), a special defensive ability.

Descriptive Text: This portion of the sutra description details what the sutra does and how it works.

Casting an Ofuda

To cast a prepared ofuda requires a standard action. The character needs to say a prayer over the ofuda and make a concentration check – provided the situation warrants it – while the caster calls upon the sutra that will empower the ofuda. Casting the sutra requires 5 components; being in the right state of mind is the mental component, reciting the sutra is the verbal component, using the ofuda is both the material and focus component, and touching it or throwing it at its target is the somatic component. Additionally, the character must concentrate to cast a sutra just as a spellcaster must concentrate during the casting of a spell. See below for details. If the character should ever fail her concentration check, then she fails to cast the ofuda. Unsuccessfully cast sutras do not count against the remaining number the character can cast that day, but failure to cast a sutra does consume the ofuda it was written on.

Table 7-3: Cast Sutra Rate of Recovery

Effective Spell Level	Rate of Recovery
1	Add Constitution modifier (if any)
2	Add Constitution modifier (if any) + 3
3	Add Constitution modifier (if any) + 6
4	Add Constitution modifier (if any) + 9
5	Add Constitution modifier (if any) + 12
6	Add Constitution modifier (if any) + 15; heal 1 point of ability damage
7	Add Constitution modifier (if any) + 20; heal 2 points of ability damage
8	Add Constitution modifier (if any) + 25; heal 3 points of ability damage
9	Add Constitution modifier (if any) + 30; heal 4 points of ability damage

Casting Time

The casting times for sutras work like a spell or spell-like ability.

Range

A sutra’s range indicates how far from the character it can reach, as defined on the “Range” line. The range works in the same manner as that of any spell or spell-like ability. A sutra with range “Touch” only requires a touch attack (see Touch Sutras below).

Aiming an Ofuda

Aiming an ofuda requires a ranged touch attack with the following exceptions. Ofudas can strike incorporeal creatures that are considered to be infernals or spirits. Unless specified otherwise, sutras cast against creatures that are not infernals or spirits do only half damage before saving throws (halved again if saving throws are successful). Non-infernal and non-spirit creatures receive a +5 bonus on saving throws against sutras. Undead with Turn Resistance that are aware of the attack can add it to their touch attack AC to dodge the ofuda; they may also add their Turn Resistance to any saving throw to resist the effects of the sutra. This represents their resistance to the divine power of the sutra as the imbalanced nature of their ch'i repels it.

Line of Effect

When thrown, an ofuda mystically flies to strike its target. The character must have a clear line of effect to any target or to any space in which she wishes to create an effect. This works the same as for any spell or spell-like ability that requires a line of effect.

Saving Throw

Most harmful sutras allow an affected creature to make a saving throw to avoid some or all of the effect. The “Saving Throw” line defines the type of saving throw the sutra allows (if any) and describes how saving throws against the sutra work. This works the same as with any spell or spell-like ability and applies equally well to saving throws made for items.

Spell Resistance

Spell resistance applies to sutras, so a caster must succeed on a caster level check to overcome the spell resistance of the target creature. Sutras have an effective caster level equal to the caster’s sutra caster level.

The Sutra’s Result

Once the character knows which creatures, objects or areas are affected, and whether successful saving throws (if any) were made, she can apply the sutra results. Many sutras affect particular sorts of creatures, such as infernals.

Duration

Duration for sutras vary. They may use the same increments as



spells, or they may use variable increments called Time Units (see chart below). The duration for a sutra using Time Units add the sutra's effective spell level plus the character's casting ability score modifier (usually Wisdom) and multiply it by the Time Unit appropriate for their sutra caster level. For example, a 7th level monk with a Wisdom modifier of +3 would cast a Grounding Charm for 6 minutes (effective spell level is 4 + 3 from the sutra casting ability score modifier times).

Casters determine some durations by effective spell level at the time the sutra is cast. Punitive sutras typically have a short or instantaneous duration. Warding and charm ofuda have a longer duration, sometimes just short of a day in length. Omamori last as long as the caster expends the required daily castings of his sutras to maintain them, though he need not concentrate on the omamori afterward.

Sutra Caster Level	Sutra Duration (Time Units)
1st - 6th	rounds
7th - 12th	minutes
13th - 18th	10 minute increments
19th - 20th	hours

Touch Sutras and Holding the Charge

If the character doesn't discharge a touch sutra on the round she casts it, she can hold the discharge (called "hold the charge") indefinitely. If the character touches anything with her hand or an ofuda while holding a charge, the sutra discharges. If the character casts another sutra, the touch sutra dissipates. This works just like using a touch spell, except that the sutra charge is contained within the ofuda it is cast upon and not within the caster himself. It is possible to disarm the caster if it can be done without touching the ofuda directly. The creature making the disarm attempt will activate the sutra and suffer any effects generated by that sutra if they fail a disarm attempt. The caster cannot give the sutra to another to activate it. As soon as the caster releases the sutra or ofuda for any reason prior to touching it to a target, then the power contained within immediately dissipates.

Caster Level Checks

Some sutras may require the caster to overcome some force—usually another sutra, spell, or caster. Caster level checks work the same for sutra casters as they do for spellcasters. Use the sutra caster level when determining the result of a caster level check.

Concentration

Casting a sutra is similar to casting a spell, though how powerful the sutra is depends upon the sutra's effective spell level. If the character is threatened while casting the sutra, she may cast defensively. Sutra casters suffer from the same penalties that spellcasters do when making Concentration checks. Use the effective spell level in place of spell level when determining the DC for any Concentration checks.

Evil Descriptor Option:

If a target creature has the Evil subtype, the blessed energy of the sutra burns into its vile flesh. It takes a number of points in sacred damage equal to the caster's sutra casting ability modifier every round after the first that a sutra affects it (such as Celestial Bindings).

Good Descriptor Option:

Any Good subtype creature heals from a positive energy sutra used on it.

Truenames

Like certain spells, some sutras have special effects that occur if the caster knows the target's truename. Other sutras require the use of the target's truename. Anytime a sutra-caster incorporates a target's truename, the saving throw DC (if any) for the sutra increases by +1. Furthermore, incorporating the truename of the intended target into the making of the ofuda grants a +2 insight bonus to any Concentration check made to cast the sutra. That particular ofuda can only be used against the intended target whose truename is written on it.

Counterspelling and Dispel

Sutras cannot be counterspelled; however, sutra effects with ongoing durations can be dispelled normally using *dispel magic*. Use the sutra caster level as the spellcaster level for the caster level check.

Ofuda as Magic Items

Ofuda created by a sutra caster with an appropriate item creation feat (any except that ofuda can never be crafted as arms or armor) can create longer lasting effects. Creating an ofuda as a magic item does not count against the sutra caster's daily limit of sutras. When creating ofuda with item creation feats, the following exceptions apply: Ofuda always have the x2 item creation modifier. Punitive ofuda can never be made as a constant item. Treat the sutra caster level as the spellcaster level for the purposes of creating and pricing the item. The effective spell level equals the spell level for the purposes of creating and pricing the item.

Positive Energy Sutras

Sutras that deal positive energy damage heal creatures with the Positive Energy Subtype.

Sutra Ability Score

Usually this is the character's Wisdom bonus, but the inquisitor, oracle, paladin and demon hunter (forthcoming) classes use Charisma.

Sutras

Celestial Bindings

Punitive

Casting Time: 1 standard action

Range: close (25 ft. + 5 ft./2 sutra caster levels)

Target: one creature

Duration: 1 round/effective spell level or discharged (D)

Saving Throw: Reflex negates; **Spell Resistance:** no

Descriptive Text: This ofuda multiplies into many separate papers just before it strikes. As they strike, the papers grow longer, thicker, and stronger while they wrap around the target. The target is entangled and can't move from its space (anchored). Those that fail their save must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the sutra.

This sutra has duration in rounds equal to its effective spell level.

Celestial Blades

Punitive

Casting Time: 1 standard action

Range: 60 ft.

Area: cone-shaped burst

Duration: instantaneous

Saving Throw: Reflex half; **Spell Resistance:** no

Descriptive Text: The paper of the ofuda becomes as rigid as steel and multiplies into a storm of blades as the paper flies out in a 60 ft. cone to strike at the infernals within the area. The knife-like edges of the multiplying papers inflict 1d6 points of damage per effective spell level + sutra casting ability modifier to all infernals. Any creature in that makes a successful Reflex saving throw takes only half damage (Save DC is equal to 10 + effective spell level + the sutra



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When preparing an ofuda, the caster should pay careful attention to the kanji used

casting ability modifier of the caster). Creatures resistant to piercing and slashing weapons are resistant to the effects of this sutra. Any characters casting this ofuda against infernal creatures on their favored enemy list can re-roll 1s and 2s when calculating damage. If the caster so chooses, the celestial blades fly around a number of allied creatures caught within the area of effect, leaving them unharmed. The caster may choose a number of allies equal to the caster's sutra casting ability score modifier.

Celestial Flame

Punitive [Cold, Fire, Mind-affecting]

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./sutra caster level)

Target: one creature

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes

Descriptive Text: This ofuda flies towards its target, shrouded in blue flames. It burns with an icy, divine fire. The attack deals energy damage equal to 1d8 per effective spell level + sutra casting ability modifier. It forces the target to relive the memories of the pain it inflicted on others from the point of view of its victims. Because damage from this sutra counts as both fire and cold energy damage, it can overcome energy resistance to one of these energy types, but not both. This damage is also a mind-affecting effect; the damage is negated if the target is immune to mind-affecting effects. If the target has a bonus to save against mind-affecting effects, treat the bonus as damage reduction against this sutra. For example, a creature with a +2 to save against mind-affecting effects is treated as having damage reduction 2/- against this sutra.

Celestial Fury

Punitive [Electricity]

Casting Time: 1 standard action

Range: close (25 ft. + 5 ft./2 sutra caster levels)

Area: spread (5 ft + 5 ft/5 sutra caster levels radius)

Duration: instantaneous

Saving Throw: Reflex half; **Spell Resistance:** yes

Descriptive Text: This ofuda shoots up into the air above the head of the caster and explodes into a ball of divine, blue, electrical energy. The screaming thunder of the heavens strikes a number of designated targets within its radius. The maximum number of creatures within the sutra's area of effect is equal to the caster's sutra casting ability modifier. The radius is 5 feet plus an additional 5 feet for every 5 sutra casting levels. Those hit by this ofuda receive electrical damage equal to 1d6 per effective spell level + sutra casting ability score modifier.

Charm of Recovery

Charm [Positive energy]

Casting Time: 1 minute

Range: touch

Target: one creature

Duration: 24 hours

Saving Throw: none; **Spell Resistance:** no

Descriptive Text: This sutra increases the bearer's rate of recovery for a single day's rest based on the *charm of recovery's* effective spell level as indicated on the table below. This sutra will heal hit points and, at higher levels, ability damage. The bearer adds the indicated bonus to his level to determine his rate of recovery when resting.

Fiery Pearl of the Perceptive

Charm [Light]

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: none; **Spell Resistance:** no

Descriptive Text: Also, known as the "Pearl of Wisdom", this ofuda transforms into a fiery pearl that floats near the head of the caster, always moving with the creator. It, grants the caster the abilities

of the Sense the Unseen feat. Furthermore, it casts a blue light in the equivalent radius of a torch (20 feet). At higher caster levels, this sutra grants the caster additional abilities as indicated on the table below. These abilities are cumulative. Treat *see invisibility* as a spellcaster of the sutra caster level. Also granted is a temporary insight bonus to Wisdom that can be gained by higher level casters (this bonus is non-cumulative – i.e. grant the higher bonus rather than adding them together).

This sutra has a duration measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier.

Sutra Caster Level	Ability Granted
1st - 5th	Blind-Fight feat, 20 ft. radius light
6th - 20th	see invisibility
11th - 15th	+2 enhancement bonus to Wisdom
16th - 20th	+4 enhancement bonus to Wisdom

Fiery Pearl of Truth

Charm [Light]

Casting Time: 1 round

Range: personal

Target: you

Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: none; **Spell Resistance:** no

Descriptive Text: This ofuda transforms into a fiery pearl that floats near the head of the caster, always remaining the same distance and moving with the caster, granting the caster the abilities of the *see invisibility* spell as a spellcaster of her sutra caster level. Furthermore, it casts light as per the *daylight* spell for the equivalent radius of a torch (20 feet).

This sutra has a duration measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier.

Fire Charm

Charm [Fire]

Casting Time: 1 standard action

Range: touch

Target: one creature

Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: none; **Spell Resistance:** no

Descriptive Text: The paper of this ofuda sticks to the body of the bearer to provide protection against fire. This charm bestows 5 points of fire resistance +1 fire resistance for every sutra caster level. *Fire charms* created by characters with a sutra caster level of 20th or higher provide immunity to fire.

This sutra has a duration measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier.

Flames of Jade

Punitive [Positive energy]

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./sutra caster level)

Target: one creature

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** yes

Descriptive Text: Enchant the ofuda with this sutra. It flies toward its target shrouded in the jade-green flames of the Green, burning with the pain of overflowing life.

This attack deals positive energy damage to its target equal to 1d8 per effective spell level + sutra casting ability modifier. Reroll all 1s and 2s rolled for damage against undead.

Ghostflame Retribution

Warding [Fire, Incorporeal, Positive energy]

Casting Time: 1 standard action

Range: see text

Target: see text

Duration: 1 round/effective spell level or discharged (D)

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Saving Throw: Reflex half; **Spell Resistance:** yes

Descriptive Text: During the duration of this sutra, if struck by a creature in melee, ghostly green flames shoot out from the point of impact to envelop the attacking creature with the power of the Green. The green flame burns the creature with intense, positive energy that deals 1d6 fire and positive energy damage per effective spell level + sutra casting ability score modifier. Any enemies within 5 feet of the discharge suffer fire and positive energy damage equal to the caster's sutra casting ability score modifier. These flames inflict this damage through obstacles and cover without damaging nonliving materials or constructs. Reroll all 1s and 2s rolled for damage against undead. Any creature that is not an infernal or a spirit suffers only half damage (minimum 1), whether they are the primary or secondary targets of this sutra. Because damage from this sutra counts as both fire and positive energy damage, it can overcome energy resistance to one of these energy types, but not both.

This sutra has a duration in rounds equal to its effective spell level.

Good Joss

Charm [Positive energy]

Casting Time: 1 standard action

Range: touch

Target: one creature

Duration: 1 round/effective spell level or discharged (D)

Saving Throw: none; **Spell Resistance:** no

Descriptive Text: The bearer of this sutra receives a +1 luck bonus with an additional +1 per 5 sutra caster levels. At the time the ofuda is crafted, determine one type of d20 roll. Apply the bonus to those rolls. The bonus can be applied to attack rolls, saving throws, skill checks, or ability checks. Unlike other ofuda, this one can be activated only by the bearer; even if the bearer is not a sutra caster. Activating this sutra requires a standard action by the bearer.

This sutra has a duration in rounds equal to its effective spell level.

Grounding Charm

Punitive

Casting Time: 1 round

Range: touch **Target:** one creature (see below)

Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: Will negates; **Spell Resistance:** yes

Descriptive Text: When the caster touches the paper of the ofuda to the target, the ofuda holds the target immobile as though he were affected by paralysis. This sutra is a paralysis effect that uses positive energy to ground outsider and undead targets in one place. At 10th level, it affects any goblinoid or fey creature. At 19th level, the sutra can affect any creature.

Duration for this sutra is measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier; though target creatures are entitled to a new save every hour.

Heaven's Fury

Punitive [Electricity]

Casting Time: 1 standard action

Range: medium (100 ft. + 10 ft./sutra caster level)

Area: line 5 feet wide, 10 feet long per sutra caster level

Duration: instantaneous

Saving Throw: Reflex half; **Spell Resistance:** yes

Descriptive Text: This ofuda flies at its targets with the divine scream of thunderous wrath. The ofuda turns into a bolt of lightning. All creatures within the line of its attack receive electric damage equal to 1d6 per effective spell level + sutra casting ability modifier.

Paper Armor

Warding

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: none; **Spell Resistance:** no

Descriptive Text: The paper of the ofuda grows to wrap around the body of the caster to provide armor. The character gains Damage Reduction 1/- with an additional +1/- per 3 sutra caster levels against infernals. Against non-infernals, the bearer of the ofuda gains Damage Reduction 1/- plus 1/- per 6/- sutra caster levels.

Duration for this sutra is measured in Time Units equal to the effective spell level plus the sutra caster's sutra ability modifier.

Paper Shields

Warding

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: none; **Spell Resistance:** no

Descriptive Text: The paper of the ofuda multiplies. The individual sheets hover about the caster to act as miniature shields that protect the caster against ranged attacks. This ofuda grants a deflection bonus to AC of +1 against ranged attacks with an additional +1 granted for every four caster levels. Against melee attacks, this sutra grants a deflection bonus to AC of +1 with an additional +1 per every eight caster levels.

Duration for this sutra is measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier.

Roar of Heaven

Punitive [Sonic]

Casting Time: 1 standard action

Range: close (25 ft. + 5 ft./2 sutra caster levels)

Target: one creature per point of sutra caster ability score modifier

Area: spread (5 ft + 5 ft/5 sutra caster levels radius)

Duration: instantaneous

Saving Throw: Fortitude half; **Spell Resistance:** yes

Descriptive Text: This ofuda disappears with the screaming thunder of the heavens and generates a shockwave that strikes all designated targets within its radius. The radius is 5 feet plus an additional 5 feet for every 5 sutra caster levels the character has. Those hit by this ofuda receive 1d6 sonic damage per effective spell level. Furthermore, all targets are knocked back 5 ft. for each point of the caster's sutra casting ability modifier and knocked prone. With a successful Fortitude save, targets are not knocked prone or knocked back. If a target is knocked back further than it can be moved, then it suffers 1d4 points of impact damage for each 5 ft. increment it could not move.

Targeting Ofuda

Warding

Casting Time: 1 standard action

Range: long (400 ft. + 40 ft. per sutra caster level)

Target: one creature

Duration: 1 round per effective spell level

Saving Throw: none; **Spell Resistance:** yes

Descriptive Text: The ofuda flies off and attaches to the target to actually help guide attacks on the target with magical ch'i energy. It grants a +1 insight bonus to attack to any creature attacking the target of this ofuda. Against infernals, attackers gain an additional +1 for every four sutra caster levels. Against other creatures, attackers gain an additional +1 for every eight sutra caster levels. This sutra is only half as effective against any non-infernal creature targeted by this sutra (minimum attack bonus of +1). This sutra lasts for a number of rounds equal to its effective spell level; the caster may voluntarily dismiss it as a free action.

Ward Against the Infernal

Warding

Casting Time: 1 round

Range: see text

Area: see text



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Sutra duel

Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: none; **Spell Resistance:** yes

Descriptive Text: The ofuda glows a deep red whenever an infernal approaches within 30 ft. of the ofuda. The power of the sutra holds any infernal at bay as long as the creature has less hit dice than the caster's character level. The caster need not hold the ofuda after activation, unless he does not have a Charisma bonus. He must remain within 30' from the ofuda, or it will immediately cease working. Infernals affected by this sutra cannot approach the ofuda and must stay outside their Reach.

Duration for this sutra is measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier. For example, a 7th level contemplative monk with a Wisdom bonus of +3 that casts this sutra would cast it for 6 minutes (effective spell level is 4 + 3 from the sutra casting ability score modifier).

New Spells

Detect Infernals

School divination; **Level** cleric 1, demon hunter 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF (scale of an imp or quasis)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/ level (D)

Saving Throw none; **Spell Resistance** no

You can detect the aura that surrounds infernal creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of infernal auras.

2nd Round: Number of infernal auras in the area and the strength of the strongest infernal aura present. If you are of good alignment, and the strongest infernal aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each infernal aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an infernal aura is determined by the HD of the infernal creature, as given on the table below.

Lingering Aura: An infernal aura lingers after its original source is destroyed. If *detect infernals* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.

Each round, you can turn to detect infernals in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Creating New Sutas

If a DM or player wishes to create a new sutra for an ofuda, three key points to remember when creating sutras is that they should be primarily useful against infernals and spirits, all sutras should be made to be useful at all levels, and that it should be equivalent in power to spells of its effective spell level. Scaling the damage, duration and its primary effects are the primary means of accomplishing this.

The first step is to decide its type: punitive, charm, or warding. Warding ofuda are usually meant to be set up for use later – a trap or a defensive field or ability. These are almost never offensive. Punitive ofuda are always offensive and take effect right away, usually targeting only creatures; specifically infernals and/or spirits. The effectiveness and general power level of a sutra is based on the effective spell level that is derived from the sutra caster level of its caster. The effective caster level is often used to determine one aspect of the sutra's variables at the time of casting; usually damage or duration. Other variables are decided by the sutra caster level of its caster and/or the caster's sutra ability modifier.

Damage

If the sutra inflicts damage, how much damage the sutra causes should always be the variable determined by the effective spell level. Charm ofuda never inflict damage.

Punitive ofuda that target a specific target with a melee touch attack should inflict damage equal to 1d8 per effective spell level + sutra ability modifier. Punitive ofuda that target a specific target with a ranged touch attack inflict damage equal to 1d6 per effective spell level + sutra ability modifier. Punitive ofuda that inflict damage to all targets within an area, but allow a saving throw for partial damage should inflict damage equal to 1d8 per effective spell level + sutra ability modifier. Punitive ofuda that inflict damage to all targets within an area, but do not allow a saving throw for partial damage should inflict damage equal to 1d4 per effective spell level + sutra ability score modifier.

Warding ofuda only inflict damage when certain conditions are met. Warding ofuda that inflict damage upon an area should inflict damage equal to 1d6 per effective spell level + sutra ability score modifier. Warding ofuda that can inflict damage on only one, specific target should inflict damage equal to 1d8 per effective spell level + sutra ability score modifier.

A higher die of damage may be used to affect only a certain type of opponent or has some other type of restriction (such as when used against infernals), but damage against other creatures should be two steps lower than that damage or even nonexistent. (For example, an area-effect attack that inflicts 1d8 against all infernals in the area of effect, but only inflicts 1d4 or just half damage against all other creatures in the area.)

Duration

If damage is not an effect, then duration is the best variable to use. If the duration should be short because the sutra would be too powerful with a long duration, then give the sutra a duration in rounds equal to its effective spell level. Otherwise, use Time Units (see above) plus the sutra caster's ability score modifier.

Saving Throws

All saving throw Difficulty Classes to avoid or reduce the effects of a sutra are 10 + effective spell level + the sutra caster's sutra casting ability modifier.

These are only the broadest of guidelines. Use the existing sutras as examples.



Magic Circle against Infernals

School abjuration; **Level** cleric 3, demon hunter 3, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a 3-ft.-diameter circle of powdered silver)

Range touch

Area 10-ft.-radius emanation from touched creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

All creatures within the area gain the effects of a *protection from infernals* spell, and infernal summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from infernals*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against infernals* can be focused inward rather than outward. When focused inward, the spell binds a non-infernal called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from infernals* spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar*

binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with protection from infernals and vice versa.

Protection from Infernals

School abjuration; **Level** cleric 1, demon hunter 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

This spell wards a creature from attacks by infernals, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by infernals.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by infernals.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not infernals are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Sword of the Heavens

School evocation; **Level** demon hunter 4

Casting Time 1 standard action

Components V, S

Range touch

Target melee weapon touched

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell allows you to channel celestial power into your sword, or any other melee weapon you choose. The weapon acts as a +5 *infernal bane* weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against infernal opponents). It also emits a *magic circle against infernals* effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *sword of the heavens* at a time.

If this spell is cast on a magic weapon, the powers of the spell supercede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with bless weapon or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

HD	Strength	Lingering Aura Duration
1 or lower	Faint	1d6 rounds
2–4	Moderate	1d6 minutes
5–10	Strong	1d6 × 10 minutes
11 or higher	Overwhelming	1d6 days



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