

VERANTHEA CODEX

ADVENTURER'S HANDBOOK



DATHFINDER
ROLEPLAYING GAME COMPATIBLE

MIKE MYLER

ROGUE GENIUS GAMES

VERANTHEA CODEX

ADVENTURER'S HANDBOOK

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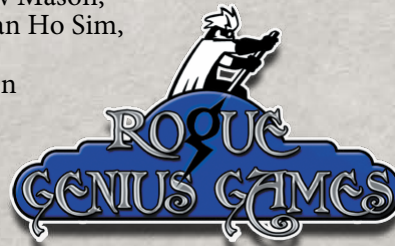
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Rules elements with the superscript [™] refer to the official guide to technology published for the *Pathfinder Roleplaying Game*, the rules from which can be found online in the Pathfinder Reference Document (www.paizo.com/prd). Other superscript references refer to the following titles:

- GMG—*Pathfinder Roleplaying Game: Gamemastery Guide*
- MA—*Pathfinder Roleplaying Game: Mythic Adventures*
- OA—*Pathfinder Roleplaying Game: Occult Adventures*
- UCA—*Pathfinder Roleplaying Game: Ultimate Campaign*
- UM—*Pathfinder Roleplaying Game: Ultimate Magic*



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CHAPTER 1: A RADICAL WORLD

While Veranthea can be a fun place for a group concerned with the minutiae of gaming (“I’ve got flint, a lantern, 10 days dry rations, seven candles, a climber’s kit, a bird cage...”), we’ve stacked the world to encourage “big games”. Struggles should be epic, intrigue should be devious, and players should feel not only that the world is dynamic, but that the face of Veranthea (or a part of it) could be changed by any adventure.

GRETHADNIS *Sword, Sorcery, and Steampunk*

The divine treat Grethadnis as their playground, overseeing things from afar while holding the *Conxecron* every century to ensure that civilization progresses amicably. This progress has led to a renaissance on the Fair Continent, and the possibility of crossing the impassable Doryhanna and Euphos Oceans has emerged just as barbaric savages gain a foothold in the southwest. Led by a powerful ogress-magi, the Red Fists are amassing an army that challenges all of the Kind Folk of the realm thanks to cantankerous but deadly firearms manufactured by goblin tinkers.

URETHIEL *High Fantasy Wuxia*

Immortals oversee Urethiel as well, but they are empowered mortals—not gods. Challenging the gods themselves, they ensure that the traditions of the dynasties persist in the face of the evolving world. Every denizen from Urethiel is unique, each naturally attuned or anathema to magic. A few are even immune to arcane and divine power entirely—or capable of channeling it like a spirit of magic itself. Technology has fallen by the wayside in the face of this enchanted realm, but in its stead the study of magic has evolved considerably. Masters of Kowah-Terasa call forth the powers of their ancestors to dangerous effect, and practitioners of Ju-Wai Shu literally tear reality apart as they master their mystical powers, all as the clans bicker and the Unwanted Folk cast a wary eye onto the dynasties.

TRECTOYRI *Dieselpunk Monsters*

The darker gods manipulated their brethren, overseeing the triumph of the Unwanted Folk on this landmass, tearing down civilizations overnight. In the chaos that followed most Kind Folk found themselves enslaved, and on their backs the technology of Trectoyri advanced considerably. Rather than attempt to cross the Doryhanna or Euphos Oceans by boat, their goblin engineers have developed dependable flying craft instead, stripping the continent of nearly all natural resources in the process. The despicable leaders of Goblinvania greedily prepare to pounce upon the rest of the world, and should they fail, dangers from below are prepared to ascend to rule the ruined Crescent Continent.

FOREVER DARK *Western Underworld*

Strange, horrifying things brew beneath the surface of the planet as the Nightmare Gods quietly carry out a plan they began in the infancy of the world. Unless stopped, they could send all of Veranthea into a seething cauldron of chaos and destruction before consuming it in a catastrophic attempt to fell the all god, Verahnus.

THE 5TH WORLD *Aquatechnological Terrors*

Unbeknownst to virtually all other Verantheans, the ocean beds of the planet are home to the last remnants of the trekth: massive, towering cities cutting furrows through the sand and into the rock beneath, scarring the world. These colossal mysterious monstrosities’ purpose is not known and the few who are aware of them are terrified of what they portend—to witness one is to invite death—and spend their lives warning others to no avail, drinking themselves to death, or rapidly accruing wealth, soldiers, and power in an effort to retain any sense of security knowing these horrors exist.

THE VEIL *Nautical Tesseract*

The far north of Veranthea’s oceans is a great screaming maelstrom sighted only occasionally by sailors, a twisting wall of wind that stretches beyond comprehension. Typically this phenomena is mistaken for a preternatural storm or some unknown arcane happening, a hazard best avoided (no captain worth their salt would send their men to certain death in the waves). Not all ships are so fortunate however and those who bear witness to the monstrous storm are often already within the clutches of strange tides, mysterious shifting stars, and foul currents that work to bring unfortunate vessels into the turbulent waters of The Veil and the reach of its alien or mechanized masters.





DORTHANNA OCEAN

URETHIEL

GRETHADNIS

GORALTHOR OCEAN

OMINARA

EUPHOS OCEAN

TRECTOYRI

Veyranthea

DISTANCE BETWEEN LANDMASSES IS NOT TO SCALE
CARTOGRAPHY BY JUSTIN ANDREW MASON



YEARS	HISTORY
2,000 BV–1 BV	The Trekth Empire rules over the three great continents of Veranthea. Primitive “Kind Folk” and “Unwanted Folk” live in terror of their mysterious ways, enslaved by the technologically advanced progenitors.
0 AV–99 AV	The Trekth mysteriously disappear when Verahnus begets the pantheon of Veranthea through his deific dreams. The gods explore the world, finding themselves and leaving their mark upon the realms.
100 AV–199 AV <i>The War of the Gods</i>	After a century of wandering Veranthea, the pantheon comes to blows. The War of the Gods rages across the world, though its effects are seen and felt mostly in Grethadnis and Urethiel.
200 AV–299 AV <i>Conxecron I,</i> <i>The Jabberwar</i>	To bring an end to the War of the Gods, the Radical Pantheon holds the first <i>Conxecron</i> . Each deity swears to peacefully convene to discuss the state of Veranthea every century to ensure that Verahnus remains asleep.
300 AV–399 AV <i>Conxecron II,</i> <i>Matilondo Turns</i>	The gods stage minor interventions against the jabberwocks in Grethadnis and impart scant divine knowledge to some in Urethiel and Trectoyri. As commerce on Veranthea begins to take root, Matilondo—always keen to find a profit—begins communicating with the Nightmare Gods. The Divine Wordsmith increases his power through a corrupted pact that turns him wholly evil, an agent for the Nightmare Gods in the conflicts of the divine.
400 AV–499 AV <i>Conxecron III,</i> <i>The Scarring,</i> <i>Unwanted Revenge,</i> <i>Sea God’s Smite</i>	The gods take a larger role in the Jabberwar, attempting to stall the jabberwocks in Grethadnis, and teasing more knowledge of artifice to the gnomes in Trectoyri. Then in 424 AV, someone desecrates a Grethadnis temple dedicated to Wealbrems, the sea god of vengeance. The Divine Torrent prepares to flood the continent only to be stopped by the fire god, Herastreus. Before the conflict spills out of control, Arcanulus appears between them and strikes the ground, creating Nethys’ Scar in Grethadnis and shattering the peak of Mount Nestraka in Urethiel, forever changing both continents. Tristanaleus, Smastrik, and Elaith manipulate their followers in Trectoyri and stage the Unwanted Revenge. The gods realize this duplicity and are irate with one another; Wealbrems turns the oceans into seething tempests for hundreds of years. Travel between continents on the water becomes virtually impossible and the storms foil all but the most powerful (9th-level) mortal magic.
500 AV–599 AV <i>Conxecron IV,</i> <i>Radross Purge,</i> <i>The Wizard Ascends</i>	Attempting to mitigate the wild magic pouring out of Nethys’ Scar, the deities forge the <i>Polydracte</i> . In 546 AV, Matilondo convinces Andraletha to physically appear between the murderous armies of the Radross Empire a small gnome settlement nestled against the Grondov Mountains—Kerai. The Shield Maiden brings an end to the Radross Purge. Yawvil, a potent mage from Grethadnis, uses the power of countless magical items to ascend to a higher state of being that rivals the gods themselves.
600 AV–699 AV <i>Conxecron V,</i> <i>The Uchoyo Decree,</i> <i>The Elven Eclipse</i>	The gods are furious that a mortal has ascended by design. They attempt to strip Yawvil of his power—and fail. Through the Uchoyo Decree, the deities ensure that no mortal may again utilize items of power this way. Arenathi and His Golden Personage of Fortitude come to blows marking the first instance of a human (granted, a Forsaken) standing against a god and surviving. Elven refugees from Trectoyri enact a powerful ritual while attempting to cross the oceans, transforming into aquatic elves who disappear beneath the waves for decades. Distracted by this anomaly, Andraletha reacts only quickly enough to shield some of her children from the supernatural eclipse outside of the Arajakata Woods and Korokah Forest. All elves who see it immediately fall asleep; many (often the most avaricious and malicious) are drown when they awaken.
700 AV–799 AV <i>Conxecron VI,</i> <i>Realms Abandoned</i>	Elven high mages use the <i>Conxecron</i> to enact complex rituals that change the face of Trectoyri and instantly forge powerful artifacts. Most of the gods are deeply offended, completely abandoning the peoples of that continent. After seeing the danger presented by His Golden Personage of Fortitude and the other Forsaken, most of the gods agree to abandon Urethiel for a time as well. The elemental deities refuse, unwilling to leave their many followers there powerless, though they take great precautions when revealing their presence there.
800 AV–999 AV <i>Conxecron VII</i>	The gods play a small part in leading an adventuring group to a temple of the Rand Kai, alerting some to the re-awakening of a powerful demon and bringing to light a conflict—and danger—as serious as the Trekth once were. One of the few remaining jabberwock rulers inspires an umbrage with Elaith; the God of War slaughters it, leaving only one of the reptilian overlords alive on the continent of Grethadnis, setting the stage for an orc-led uprising.
1,000 AV–1,046 AV (current date) <i>Conxecron IX,</i> <i>Sanity Sickness</i>	Wealbrems is convinced by the other gods to let his rage at mortals dissipate, and over the next 50 years, the oceans become again traversable, though only by the most talented sailors. Strange psionic powers that the gods cannot account for (save Matilondo, who of course, says nothing) begin to spread across the continents of Veranthea. Unable to stop it, the gods blanket Veranthea in a subtle effect, making these powers of the mind obvious to all, and disrupting their potency.

GM NOTE: This is an optional event, and should your campaign be disrupted by Goblinvanian war efforts, the meddling of the Fair Folk’s kingdoms, or the intrigue of the clans, feel free to ignore (or prolong) the end of the *Sea God’s Smite*.

ADVENTURING IN VERANTHEA

There are countless options for players in Veranthea (many contained within this book; pages 86–141), both mechanically and otherwise. There are suggestions below for what races, classes or themes fit best in the various locales of the world, but Veranthea is a tumultuous place and these are *only* suggestions—it's strongly encouraged that players and the GM work together to craft PCs, making awesome origin stories that incorporate the many plot seeds woven throughout this tome. There is no reason wild magic couldn't inexplicably transport a shokusei notoko from the Jungles of Zerrah to the Free Isle of Ominara, or a surprisingly fast and long dormant section of the Forever Dark's vehoro whisking away a half-doppelganger and spelunking Trectoyri witch doctor to Grethadnis' Duranteen Mountains—and of course the *soulwells* are known to instantly transport those who stumble upon them unexpectedly across the world!

Kind Folk and Unwanted Folk

These two terms are used frequently throughout the *Veranthea Codex*. Generally speaking, the Kind Folk are dwarves, elves, gnomes, halflings, humans, half-elves, and other less common races who could feasibly pass as human without too much trouble. The Unwanted Folk include most intelligent, monstrous races, including but not limited to: goblins, orcs, tengu, hobgoblins and kobolds. If you need a disguise kit to pass as human, chances are good you're an Unwanted Folk.

To a lesser extent, Veranthea also plays host to Horror People: entirely inhuman creatures like abberations, serpent folk, or grindylows, though they are quite uncommon (to the point where some don't even believe in them) outside of the Forever Dark.

GRETHADNIS

Grethadnis is the land of swords, sorcery, and steampunk, making it ideal of campaigns of medieval heroism that feature dungeon-delving, small-scale politics, hunting monsters, and looming war.

Of all the continents in Veranthea, Grethadnis is by and far the most tolerant place. Though the monstrous hordes of the Red Fists are beginning to stir and Boris' influence spreads, so long as a person remains respectful and civilized, they can go about their business in relative peace, wherever they are—save for local aggressions (see the Grethadnis chapter).

- **Kind or Unwanted:** Choose a side in the brewing conflict, and further your agenda, manipulating the battle lines of the continent to your favor before waging war as important agents of any of the major kingdoms of Grethadnis—or beyond.
- **Dawn of Chaos:** War is afoot! Travel the continent averting disasters or performing sabotage—for the right price, and try to ride out what will go down in history as an epic age of conflict. True heroes will save all whom they can, but for the unethical and ambitious adventurer, war can turn quite a profit indeed.
- **Grualroth's Rot:** One of the greatest enemies to ever threaten Grethadnis has begun to stir once more, sewing seeds of evil across the Fair Continent!

Common PC Races: Drow, Dwarves, Elves, Fetchlings, Feylves (pages 103–109), Gnomes, Goblins* (page 86), Half-Elves, Half-Orcs, Halflings, Humans, Ifrits, Mongrelfolk (page 120–124), Orcs, Pantako (page 125–129), Ratfolk, Undines, Vanaras



URETHIEL

Urethiel is the realm of tradition and wuxia, where high-fantasy campaigns have parties help disenfranchised peasants, hunt down oni and their enchanted beasts, weave intrigue among clans and dynasties, and confront ancient, immortal powers.

The Enchanted Continent is shackled to its tumultuous history, overflowing with magic wielded by both its peoples and the land itself. A recent, precarious balance has been reached between the Kind Folk and the Unwanted Folk, and though old misgivings persist, the humans that dominate half of the continent live alongside the other races in an uneasy peace. Conflict still brews just beneath the surface—Hesstrickia mobilizes their efforts to burn the tongue of the dynasties from the pages of history, Fordhatta crumbles beneath the notice of its ruler, and dangers from both afar and below poise themselves to throw Urethiel into chaos.

- **Deny the Immortals:** Three Forsaken have manipulated the events of the Enchanted Continent for centuries—work to disrupt their plans and allow the peoples of Urethiel to once more forge their own destinies!
- **Dynasty Anew:** Claim a lordship for yourself or in the name of another and establish your own line of power among the noble houses of Urethiel. Vie alongside them for control in the dynasties, and write your own chapter of history.
- **Maintaining the Balance:** Urethiel's delicate balance is being thrown askew—focus on averting disaster, and ensure that a golden age of prosperity emerges from the tumultuous events beneath the continent's veneer of calm.

Common PC Races: Aasimars, Dengu (pages 95–96), Dhampirs, Dragonii (pages 99–102), Dwarves, Elves, Griplis, Half-Elves, Hobgoblins, Humans, Kitsune, Oreads, Pengu (pages 97–98), Ratfolk, Samsarans, Shokusei Notoko (page 130–136), Strix* (page 86), Sylphs, Tengu, Tieflings

EUPHOS OCEAN



GRETHADNIS

DORYHANNA OCEAN



GAMDOSI

SEKARIDAN
Mount Makuriyama

LEWASRENBI'S LAMENT

YU WALI
DIAM WA
TE KELAPAN

Triple Peaks
of Wunai

FORDHATTHA

LENIS-TA
Shadow Woods of Thelai
CRENT-SIRA

RUKHARR
HESSTRICKIA

BAHRAN TAYL

BUSLETINN

POISOKO

ZHANG XIN

PREALANT

PATHARAN

VERENTAI

NERAKA

ZAHN

TRAK-TIRO
MENDRAK-TA

JERENTOK

PAMA

Lake
Drai Kahn

Mount Nestraka

TIAN-TI ANG
JAI-REY TEN

NOKADA

ARCANALUS'
WELL

HEI SHI

Forest of Spires

KAKORR

OISHO

Korelli
Swamps

Kooley'Ha
Plains

DAO EN KO

KATAKOTA

BUN-YAO

AULDWIN

GALONA

GAO FENG

FENGHUANG

UPAREN

Forest of Poihtan

KYOKUSHI

Valley
of the
Shrapnel

Jungles
of Zerrah
TIRROWOK

KAIHUAN

URETHIEL

TRECTOYRI

Trectoyri is its home to the widest range of peoples (and ‘people’), while also laying claim to near-modern era technology. Strange or even villainous campaigns are the norm here, whether resolving disputes between monstrous lords, carving out a profit in cutthroat markets, or simply annihilating one’s enemies.

In many ways the Monstrous Continent is like the world of today—though a lot more ecologically unsound and prone to taking slaves. Depending on where you are, vehicles can be common, bureaucratic drudgery may be the order of the day, or mania the right state of mind; the only real constant is the diversity of its monstrous denizens. Trectoyri’s populace are monsters you would normally expect to be terrorizing the countryside, which can lead to some very interesting adventures (page 79 in Chapter 3).

- **Atypical Oddities:** As truly strange creatures—perhaps dragons (page 80) or Horror People. You seek to remain under the radar of Goblinvania, but is it so you can build an empire of their own, or topple what already exists to revel in the glory of its destruction?
- **Slave or Master:** Whether tasked with unruly slaves or on the road to liberty yourself, you’re poised on the brink of one of the most charged conflicts on the continent, and every faction on Trectoyri has an opinion on whether you should succeed...or fail.
- **Wartorn Adventure:** As soldiers of Goblinvania or saboteurs from Ominara, your goal is to hasten or end the monstrous army’s effort to spread across Veranthea.

Common PC Races: Gnolls, Goblins* (page 86), Half-Orcs, Hobgoblins, Lizardfolk, Ogre, Orc, Ratfolk, Sahuagin, Troll; truly monstrous PCs are also encouraged (page 79), and Kind Folk are common on Ominara.

CONSCRIPT BADGE

Aura none; **CL** 3rd

Slot none; **Price** 500 gp; **Weight** —

DESCRIPTION

A *conscript’s badge* is a silver trinket about 2 inches across that marks the wearer’s rank in the Conscript Army of Ominara. As a free action, the wearer is able to transform its appearance to or from its original form and any other simple metal object of similar size (such as a buckle, mirror, a fork, or even a dagger for a Small-sized character). A *conscript stamper* (a magical item keyed to and usable by only one creature) is required to change the rank the *conscript badge* depicts, though a DC 35 Spellcraft check can create the same effect. All *conscript badges* of one particular rank correspond to the same keyword that forces the badge to return to its original shape when uttered within 20 feet.

CONSTRUCTION

Requirements Craft Wondrous Items, Spellcraft 15 ranks, *magic aura, prestidigitation*; **Cost** 250 gp

Table 1-1: Conscript Rankings

Ranking	Average PC Level	Command Over	Conscript Medic Benefits	Conscript Resources
Alpha	1st–4th	—	healing 1/day, access to tinctures	Rest at Freateries, ½ cost for mundane equipment valued at 50 gp/level or less
Beta	5th–8th	Alphas	healing 3/day; additional 50% off tinctures	Free mundane equipment repair, access to conscript safe houses (Ominara)
Delta	9th–12th	Alphas, Betas	Unlimited healing; half price for all curatives	Masterwork items, conscript safe houses (Trectoyri), conscript badge keywords (Beta-level), Beta-level conscript stamper
Gamma	12th–16th	Alphas, Betas, Deltas, citizens	Unlimited healing; free curatives	½ cost for Minor wondrous items, conscript badge keywords (Delta-level), Delta-level conscript stamper
Duco	17th–20th	All (except Ducos)	Unlimited healing; free curatives, may commandeer medic	Unlimited access to the Conscript Armory, conscript badge keywords (all), Gamma-level conscript stamper

ARMY OF THE FREE

On the Free Isle of Ominara in Trectoyri a militant way of life has emerged among the Kind Folk resisting Goblinvania’s advance.

Conscription: With the ever-present danger of the Unwanted Folk to the south, each citizen of the Free Isle is conscripted into service to protect the territory once they’ve come of age (typically their late teens, but this varies by race). These conscripts are given free choice of a wide range of militant groups who serve to protect Ominara in their own ways, and encouraged to travel to other settlements so as to find the best fit for their particular talents. All conscripts wear a badge marking their group (as well as their rank), which grants them access to state-sponsored services (see Table 1-1: Conscript Rankings) and, typically, beneficial treatment from the population at large.

Alpha conscripts are tasked by their superiors, or deal with problems that citizens bring to the attention of the Conscript Army’s many bounty boards.

Beta conscripts have more flexibility in their orders, given leave to resolve problems in a given territory as they see fit.

Delta conscripts have swift access to their superiors and are entrusted with operating on the mainland of Trectoyri, performing liberty raids.

Gamma conscripts have a crew of conscripts they marshal in the field; they sometimes work behind enemy lines in the heart of Monstrous Folk territory.

Duco conscripts have complete freedom to act as they see fit and work directly with city-state governors, though missions away from Ominara are heavily scrutinized (a captured Duco-level conscript is an enormous security risk).

Conscript Medics: At every station where conscripts are trained, medics of all sorts are retained to heal any injuries of Ominara’s atypical army. Conscripts below 50% of their maximum hit points can request and receive up to two cure spells (the medics vary widely in experience and methods, but all are capable of casting at least *cure moderate wounds* and *cure light wounds*) for free. Additional healing—in the form of healing tinctures—can be purchased at a discount (half the normal listed cost for a potion) but must be used immediately (within 1d6+1 minutes) before they lose potency.

Conscript Resources: PCs in Ominara begin at half the normal starting character wealth, but have access to equipment, healing, housing, and various other benefits that improve as they gain experience. The city-states provide these to conscripts as they are available, but their accessibility is at the GM’s discretion.

Conscript Safe Houses: The military operates numerous safe houses across both Ominara and even Trectoyri. Gamma-ranked conscripts know the addresses of all safe houses on Ominara itself, while the locations of the safe houses across the Mirri Sea are guarded exclusively by Duco-ranked conscripts.

GORALTHOR OCEAN

Dirus Strait

BLUDSPAHN COVE
HEARTH
TAKER'S LANDING

CAPE OF THE BEREFT

Umber River Delta

XYRTH BOGS

XYRTH WETLANDS CHEMICAL ENHANCEMENT SITE

MIRRI SEA

Peaks of Regret & Sorrow

GOBLINVANIA

HERMITAGE

The Slave Fields

KNOCKHEAD

ENCLAVE

POTPOURRI

GRAVELBITER MEMORIAL AIR BASE

SILT

FFS LEAKY BUCKET

Lake Xylo

LONGSHANKS

BERETHIALSA

ELVEN RUINS OF IOMEN

SRENDATH FORESTS

DURKHON BADLANDS

THE RUST

FILTHTON

HURRAL HILLS

SPRITWEIL

WHE'LLNAGUIAN

TAHZ

HULLIT

END OF THE LINE

DREKSLEDGE

The Synapse

IKA GLADE

Mountains of Drathfire

BINNENRUFF

TRECTOYRI

EUPHOS OCEAN

FOREVER DARK

The Forever Dark is an isolated frontier comprised of endless tunnels and massive caverns beneath the surface of Veranthea, plagued by creatures beyond the true comprehension of mortal minds. Psionic, frightful, or hardcore survival campaigns are the sorts that lend themselves best to the Forever Dark, whether adventurers are discovering lost technological artifacts, saving the world from incomprehensible beasts, or simply surviving.

Most people find it better to simply *not* be here, while those that do eke out an existence using whatever advanced technology they can salvage (and figure out how to work). It's rare for an encounter down here not to end in bloodshed—or worse—as mad grifters, merciless bandits, and paranoid explorers are the only other wanderers that are likely to communicate at all before resorting to violence.

- **Collector Cultists:** An order of adventurers has arisen, one that remains above the petty allegiances of the surface world. As members of this devoted order, you search throughout the Forever Dark for pages of the *Lexicon*, using the Vehoro to follow up on leads across the planet.
- **Madness Incarnate:** The Nightmare Gods hold great sway over the interior of Veranthea and you are either their agents, bent on bringing their terrifying deities to the heights power, or determined to stop one of these insane prophecies from reaching fruition.
- **The Shattered Prison:** It is said that beneath even the Forever Dark lurks the prison in which the Nightmare Gods were once held. You might be searching for it to lock them away—or prevent such a thing from happening—but find the dark entities' power and influence only strengthens the deeper one climbs.

Common PC Races: Dhampirs, Duergar, Dwarves, Gnomes, Half-Doppelgangers (pages 110–114), Humans, Kobolds, Leugho (page pages 115–119), Mongrelfolk (page 120–124), Pantako (page 125–129), Ratfolk, Svirfneblin



COLLECTORS — FOLLOWERS OF THE LEXICON

Quasi-religious cabal of artifact collectors



Veranthea is littered with relics of lost and forgotten civilizations, be they remnants of the Kind Folk discarded after *the War of the Ends*, Trekth machines abandoned when they vanished, or stranger things so old that even their names have been forgotten. These oddities and ruins whisper the secrets of prosperous and powerful people lost to the sands of time—at least, to those patient enough to listen.

These truest adherents are those greediest for the secrets buried in Veranthea's past: the Collectors. They travel Veranthea chasing down every trail that might lead to another big discovery of forgotten technology, or most zealously, a page from the *Lexicon* itself. By far the greatest lost work ever uncovered by the Collectors, its reassembly has become central to their organization—a book so great that its individual, scattered folios each hold enough power to alter the course of history. How many pages there are remains a mystery, and estimates range from dozens to hundreds.

Despite its importance, the *Lexicon* is a source of great division amongst the Collectors. The majority of the cabal, called the Preservationists, see the book as a divine relic, remnants of the god who originally created the world (or, some believe, the consciousness of Verahnus himself). Led by the Enlightened and Keeper Marvon (LN Male chosen morlock psion 18), these scholars and theorists believe that by reassembling the *Lexicon*, the god will be reborn, the world will be remade in the image of the creator, and they will ascend to its side as divine servants.

Somewhat recently, the discovery of the thirteenth known page of the *Lexicon*, the *Page of Deities*, has led to the founding of a new branch of Collectors: the Developers. These cultists believe not that the book itself is divine, but that it is instead the penultimate work of some ascended race, and in its reassembly they are taking the steps towards godhood themselves (or at least, a similar higher state of being). Led by the Mistress of the Artifacts (LN Female chosen morlock wilder 8/chemist [scientific innovator] 10), they embrace the technology they believe *the Lexicon* to be, implanting a number of devices just under their skin that visibly mark them apart from both the Preservationists and the world at large.

While the two groups do not always see eye to eye, this marking draws the ire of the Preservationists in particular—for the Collectors are jealously protective of their secrets. They live and work in the shadows of Trec-toyri (as well as to a lesser extent, albeit more public, in Grethadnis and Urethiel) both to guard their knowledge against other adherents of lore, but also to protect the identities of their members.

Aspirants to their order must willingly set aside the racial and political strifes that have long dominated

Collector [General]

A mysterious organization has reached out to you, seeking your talents for enigmatic tasks: you have now undergone their strange rites of passage and are one of their cabal.

Benefit: You know the hidden symbols, ciphers, and secret language of the Collectors (Lexial). Using this knowledge you are able to locate safe houses in hostile settlements, identify other Collectors, and communicate silently with them (so long as you can see one another). When you reach 6th level, the Collectors pay for you to receive surgery for a kalēktara implant. This esoteric contraption grows with its user and as a creature gains experience, the kalēktara implant itself improves. At 6th level an implanted creature can detect other creatures with kalēktara implant within HD x 10 ft. and communicate with them telepathically through. The range of this ability increases to HD x 100 ft. at 12th level and to HD x 250 ft. at 18th level.

the surface of Veranthea's continents and accept that their cause is greater than that. Kind Folk, Unwanted Folk, and even Horror People are welcome additions to their group so long as they prove themselves useful and swear upon the *Page of Truth* not to reveal the secrets of the Collectors to outsiders. In return these members gain access to a number of fastidiously maintained neutral zones throughout Veranthea (often deep underground), and occasionally even use of reverse-engineered Trekth technology.

How much of this technology they have accumulated and how many pages of the *Lexicon* have actually been discovered is a secret kept closely to their leaders, the Enlightened. This reclusive order keeps their identities largely secret from other members of the cabal, revealing themselves only when required and often not in a recognizable guise. Some say that Keeper Marvon and the Mistress of the Artifacts do not know the true identities of the Enlightened, recognizing them only through coded messages passed through the group's secret language, using all three of Lexial's different written alphabets in tandem.

PAGE OF TRUTH

Aura strong divination; **CL** 21st

Slot —; **Weight** —

Dense writing atop layers of complex diagrams that redraw themselves of their own accord fill both sides of this page.

A piece of the *Lexicon*, the *Page of Truth* is capable of interpreting or even manipulating the motives of anyone near it. Any creature able to see the *Page of Truth* is alerted when a lie is told within 100 ft. of the artifact (as *detect lies*; no save) as the writing on the page rearranges to reveal the precise nature of mistruths said (this does not reveal what the lie conceals—only the lie itself).

Touching the *Page of Truth* grants a +10 circumstance bonus to Diplomacy checks, but makes a creature completely unwilling to deceive another creature.

Finally, the *Page of Truth* has a presence anathema to chaos. Chaotic creatures in contact with the artifact gain one permanent negative level that disappears the instant the page is removed from sight. There is no other way to remove this negative level and it returns every time the creature is within sight of the *Page of Truth*.

DESTRUCTION

The *Page of Truth* must be reunited with its counterpart, the *Page of Lies*. While touching, a creature who has never told a lie must tear the pages in half, destroying both.

Strangest of all is that none of the Enlightened are human, but morlocks—pale white humanoids with enormous black eyes, clawed appendages, and a dubious reputation. They have a faint memory of retreating underground when the Trekth came to conquer, but they were another people then from another time; some of their race regressed, becoming little more than beasts, but those who would become Enlightened spent generations philosophizing and reflecting. Though they are indistinguishable at a glance from their bestial kin, these creatures stand with more regal bearing, their eyes aglow with guile and psionic power held within.

The Enlightened are keepers of both of the pages of the *Lexicon* itself, as well as the Central Vault. Within this sacred site the greatest treasures and knowledge of the Collectors is kept hidden away, and it is said that the contents are so valuable that no more than five members of the order know the location of the Central Vault at any time. Attempts made by outsiders to discern its location are countered with extreme prejudice, and even members of their order are not immune to this retaliation—the last attempt of a common member to divine its location resulted in the destruction of a Collector safehouse in Goblinvian, as well as several city blocks in every direction.

Despite their secrecy the Collectors do their best to maintain a network of alliances throughout Veranthea. In particular they finance and support countless adventuring parties to maintain expeditions of all kinds, consistently encouraging groups courageous enough to brave the Forever Dark, even if only its highest passageways. The cabal do not always reveal the true nature of these missions, or even their true identities, often posing as art dealers, historians,

or minor nobility to guide the intrepid where they need to be sent.

Their longest standing alliance is with a much more militaristic group, one with a similar obsession about the Forever Dark: the Dragonminded. They consider the subterranean lawmen somewhat too zealous, but the alliance serves both groups' interests—Dragonminded pass along any information they discover that might lead to the discovery of a new page of the *Lexicon*, and in turn the Collectors provide financial assistance and sometimes even take up arms to help destroy particularly dangerous creatures.



THE VEIL

Ensnared by the perpetual storm and battered on strange black reefs, anyone that enters The Veil (usually because of a tempest wrecking their vessel) find themselves entrapped in a dizzying array of odd geometries, seafaring escapades and deep, dark horrors from which there is no escape.

The Veil is a vast region of nautical adventure, intrigue, horror, and mystery. Behind the mysterious storms is an isolated world far from what it appears to be on its surface. Whether aligning with a number of factions or joining a pirate crew, ultimately adventurers will find themselves face to face with an alien horror that will try to contain its greatest mistake—and its greatest enemy—at any cost.

- **Grand Lich of Alterra:** A powerful biomancer from a distant world, the extraterrestrial undead H'gal maintains The Veil as a prison for The Great Crawth, a mechanical monstrosity that was once his powerful, sentient forge. Within his wall of storm and wind he engages in a constant arms race to ensure that his powerful creation can never escape.
- **The Great Crawth:** What began as a tool for H'gal has become a monumental factory imbued with artificial intelligence that has tinkered away the centuries under the sand, perfecting its clockwork mind as well as its many servants. The alterran lich will burn Veranthea to prevent it from breaking free, and escape is its foremost constant thought. Courageous adventurers might easily tip the scale to reinforce its prison or help it flee, either by crushing its dangerous power forever or by helping the Great Crawth thwart the greatest cage Veranthea has ever seen.
- **The Last Irrational:** One of first of the rumored Puppetmen (subversive clockwork soldiers of the Crawth designed to unmake the nautical prison), The Last Irrational was severely damaged in his attempts to cross the barrier back into Veranthea. Mad, sadistic, and with a penchant for the dramatic, he has become a powerful force of chaos within The Veil, as are the armies of disguised robot pirates at his command.

Common PC Races: Humans are the most common race in The Veil but all of Veranthea's races appear here in equal parts, including the otherwise rarely seen Alterrans (pages 87–93).



VERANTHEA'S RACES AND NATURE VS. NURTURE

While *many* of the drow are evil and the majority of sun gryphons are good, Veranthea is not dominated by so stark a contrast that they *must* be these things. There are plenty of heroic, crusading dark elves as well, and malevolent sun gryphons of ill intent are legendary villains! Ultimately, nurture is more important than nature to both PCs and NPCs no matter their locale, and the cultures of Veranthea that are oppressive based on race are still filled by peoples aware of the importance individualism plays in the world.

CHAPTER 2: THE RADICAL PANTHEON

Legends claim that in the dawn of time and existence there was nothing but Verahnus; he explored all that was but found only himself. Eventually the True God rested and from his dreams the pantheon was born, three beings of creation: Arcanalus, Tristanaelus and Aleana, who in turn wrought the gods and races of Veranthea. These energies beckoned three great and terrible nightmares from the cosmos – Grelthanok, Castril, and Vanesprelt – drawn to the evil and chaos in Verahnus’ being.

Arcanalus grabbed at the sinews of power stemming from Verahnus’ hands and wrought the four gods of the elements – Wealbrems, Herastreas, Arenathi, and Earmenta – to be used as primal weapons in his assault on the Impossible Grelthanok.

Tristanaleus slipped into the shadows around Verahnus’ sleeping form, and from the sustenance he found within them formed the gods Dreksler, Matilondo, and Elaith, tinged by Aleana’s light and made whole to do battle against the Alien Castril.

Aleana emerged from Verahnus’ heart and from her sprang the gods of the smallest and fairest races: Stephanilesia of the Little Folk, Smastrik of the Unwanted Folk, and Andraletha of the Common Folk. They defended the slumbering Verahnus from the Unspeakable Vanesprelt.

Beyond these gods, the scattered essence of Verahnus’ dreams transformed themselves into other entities (each divine in their own right) who would become pawns and players in the War of the Gods a century later; a conflict unlike any seen until *the Scarring*. This war is brought to an end by the first *Conxecron*, the Court of the Gods, where all gods agree to use only mortals as their tools to shape Veranthea. Every century since, the pantheon has gathered to debate the status of mortals, make peace, form treaties, and – rarely – demand justice from the Great Sleeper.

By the turn of the millennium other powerful entities have emerged: demons, immortalized humans, mutated liches, impossible machines, and more. These demigods hold great influence both above and below Veranthea’s surface, some even able to grant divine powers to their followers.

DANGERS OF THE NIGHTMARE GODS

Only the most dedicated religious scholars are aware that the Nightmare Gods are not dead as most believe them to be, but living on in the shadows of the cosmos (Skill Focus: Knowledge [religion]). They hide this dangerous secret with their lives for to even speak the names of the Nightmare Gods can distort reality and bear their attentions upon you. Spawned from madness and all the sins of existence, these ancient beings epitomize all that mortals abhor and must remain deep in the shadows of reality in order to avoid detection by the children of Verahnus. Their mere presence dramatically warps space and time (sometimes permanently), almost always destroying the minds of any being who hears, sees, or otherwise senses them (Fort DC 18 or blind/deafened, Will DC 23 or gain a randomly determined insanity after 1 minute).

Deep in the bowels of Veranthea in the Forever Dark, the Nightmare Gods spawned races of their own – the Horror People – who wait impatiently to be freed. Among their progeny are aberrations, serpent folk, grindylows, troglodytes, strangely intelligent akata, destrachan, gugs, and more, each led by one of the Nightmare God’s chosen. In the darkness beneath the surface they have grown in strength and created an alliance with the psionically touched svirfneblin of Trectoyri, amassing power in a bid to conquer the world for the Nightmare Gods when the time is right.

VERAHNUS DEATH

ALEANA ARCANALUS TRISTANAELUS

Andraletha

ARENATHI

Dreksler

SMASTRIK

EARKENTA

ELAITH

STEPHANILESIA

HERASTREAS

Matilondo

WEALBREMS

Vanesprelt

GRELTHANOK

CASTRIL

VERAHNUS

THE VASTNESS OF VERANTHEA IS TESTAMENT TO THE POWER OF THE TRUE GOD. HE EXISTS IN ALL THINGS, IN A STATE OF WAKEFUL SLEEP TO REACH DIVINE PEACE IN REST, ACTING TO THE UTMOST WHEN STIRRED. IT IS THIS PEACE WE SEEK, THROUGH DEVOTION AND A FULFILLING LIFE.

—BERCEUSE OF TRUTH

THE ALL GOD, THE GREAT SLEEPER, THE TRUE GOD

God of the Gods, Existence, and the Cosmos

Alignment LN

Domains Death, Repose

Favored Weapons quarterstaff

Centers of Worship ubiquitous;

Amaroke, Yawvil's Realm

Race human

The True God, creator and servitor of the cosmos, Verahnus is the divine spark from which all life began. It is rare that he diverts his attention away from the maintenance of reality, but on the few occasions he has appeared—usually at the precipice of a massive event that plays a role in the whole of Veranthea—he is always dressed as an older human man with a meticulously kept white beard, spectacles, a bowler hat, wearing a simple suit, carrying a gnarled walking staff and a gold watch. Few pay homage to the Sleeping God, for while he empowers worshipers, they are never truly in contact with their deity.

Verahnus is often seen as uncaring or apathetic, but these narrow perceptions of the True God fail to appreciate his incredible divine foresight. The Allgod acts subtly with both means and purposes that are often not borne out until centuries or even millennia later. Only his most devout and insightful priests ever come to garner any understanding of Verahnus' machinations, carefully using divination to craft meticulous prophecies that their orders fervently work to uphold.

The Church

Devotion to Verahnus is almost perfunctory and the Allgod accepts worship almost by default. Most of his congregation are apathetic to the gods or simply ill-informed, and more common folk place their faith in him than any other deity. Many of his followers are spiteful as well, indifferent to the other gods and hopeful the Great Sleeper will awaken to rein in his tumultuous offspring.

Priests of Verahnus are very loosely affiliated with one another, enforcing little change in the hierarchy of power among them other than that wrought by time. There is little division in belief within the Allgod's religion and it's rumored that the rules



adhered to by his worshipers have not changed since their inception. On the rare occasion that scandal occurs within the church, order remains paramount and there is no bottom to the holy coffer when it comes to maintaining the appearance of normalcy.

Temples and Shrines

Temples to Verahnus are not as ostentatious or magnificent as those of his children. What the Allgod's houses of worship lack in grandeur, however, they make up for in number—shrines to the True God are far and away the most commonly found in Veranthea, regardless of where one looks.

A Priest's Role

Verahnus' followers seek to maintain peace and order above all other things. To a devotee of the Great Sleeper, there is no better life than one lived out quietly and without great disturbance—no war, no rebellion, no murder, no chaos—only a dependable routine. Priests of the Allgod are beholden to embolden peace wherever they dwell, working with whomever has authority to ensure the most pleasant living conditions possible.

Adventurers

As a deity fully devoted to law and the comforts of a stable life, he and his priests do not strongly encourage agents of change. That said, they certainly find reasons enough to employ adventurers when one of the Great Sleeper's prophecies requires

PALADINS OF PEACE

Though Verahnus sleeps eternal, the power of the Allgod still reaches to divine agents that enact his will upon the world. Unlike normal paladins however, those that follow the True God do so act with a far more lenient attitude toward morality than other holy knights. A paladin of Verahnus must remain lawful neutral at all times—should they stray too far towards good or evil, the Great Sleeper wakes just long enough to strip them of their powers until they find the path to divine peace once again. A Verahnus paladin upholds the following creed:

- Rebellion and oppression are equally contemptible, and I am an agent against both violent upheaval and violent governance. Disrupting the flow of society and denying the peace of order is as sinful as murder.
- The law is beholden above all else—without the law we are all lost, and I am the upholder of the creeds of agreement in Veranthea.
- Nothing is above the law, even the gods. I will pursue the agents of chaos until the end of my days.

NOTE: A Verahnus paladin has smite chaos and all of their abilities that specifically target evil effect chaos instead.

encouragement or when events need nudged in the right direction.

Clothing

Verahnus' faithful dress comfortably and in drab blues and grays. As the deity of the common folk, precious metals, jewels, and other resplendent ornamentation are never worked into the ceremonial items of the Great Sleeper and his holy symbols are crafted from pewter and copper.

Holy Texts

There are numerous prophetic books devoted to disentangling the fateful machinations of Verahnus, and even the poorest shrines and most disparate churches boast one or more scriptures of the Allgod.

Bercause of Truth: This holy text details all of the most important core beliefs of Verahnus' followers, espousing adherence to authority and the creed of a peaceful life bereft of conflict. These are largely told through parables regarding the True God's creation of the world, liturgical hymns, and rituals that can be easily performed with minimal effort or rare components.

Pathways of Divine Peace: The second most common divine text of Verahnus has wisdoms of trades within it, glorifying dependable and routine ways of life. It celebrates farmers, hunters, smiths, woodworkers, and all of the other agrarian professions, explaining the best ways to live a fulfilling, peaceful life through hard work.

Holidays

Verahnus has only one holiday, an annual observance to commemorate his creation of the world.

Dimiranthea: This celebration occurs on the final day of Gretheadnis' winter season, marking the passing of a year and the beginning of a new one. All work on this day is suspended and after a special religious service at noon (allowing for everyone to sleep well past when they would normally wake), Verahnus' shrines host feasts as bountiful as their orders can muster. In the settlements around these churches, all excessive noise after the setting of the sun is strongly discouraged and considered to be an assault on the church itself.

Aphorisms

The sayings and creeds of the True God are as common as his followers, heard in markets and taverns all over Veranthea.

Live To Work, Work To Live. Often said by farmers tilling the fields or craftsman working well past the hours of daylight, this tennet persuades workers to toil as hard as possible, reveling in their efforts as the valued experience of a fulfilling life.

Peace Through Belief. A common phrase spoken as both a greeting and farewell, this expression solidifies the church's philosophy more than any other through its ubiquity and encourages the good will espoused by his followers at every turn.

Relations with Other Gods

The other gods of Veranthea do their best to avoid garnering Verahnus' attentions, engaging with their peers every century in the *Conxecron* to achieve a level of peace that does not awaken the Great Sleeper.

Realm

Verahnus holds sway over a large swathe of the Astral Plane, resting in peaceful sleep atop an enormous mountain surrounded by ethereal tempests. Only dreaming creatures can enter into his plane without the Great Sleeper's permission, and even then only the most powerful magics or individuals can garner his wakeful attention.

OBEDIENCE

You must be handling an instrument of measurement of some kind while pointing your gaze to the skies and reciting a prayer to Verahnus.

DEATH

ALL JOURNEYS COME TO AN END.
—LIBRIS MORTIS

DIVINE TERMINATOR, EXTINGCTOR, GRIM REAPER

God of Death

Alignment N

Domains Death, Liberation, Repose, Void

Favored Weapons scythe

Centers of Worship Forever Dark

Race trekth, undead, zyxxyz

Though it was weakened greatly by *the Scarring*, Death still rules over the Dynasties of the Dead beneath Urethiel but also the very cycle of souls itself, guiding the balance of life and undeath in Veranthea by leading the kingdoms below to greatness matching the achievements of the human dynasties in the world above. To this end it holds court with psychopomps that guide the dead and the living alike (though mostly the dead) to their proper rest should they resist the pull of the Wheels of Wunai. While it is often depicted in various forms matching a culture's race or beliefs, the true incarnation of Death is a terrifying three-headed titan—its body and central head are formed from an enormous skeleton of a humanoid, the other two heads an astral zyxxyz and insubstantial trekth (entities few know how to correctly interpret).

Death is an elemental force in Veranthea more potent than the Primal Gods and before the coming of the Forsaken in Urethiel, the only entity on equal footing with Verahnus. Despite this blow to its power the Divine Terminator is still a force to be reckoned with, claiming the lives of mortals across the world. There is no subtlety to the Grim Reaper's behavior—when it moves to claim a soul very little can stop it and its single-minded purpose only allows for the most deft and clever mortals to escape its reach. Those with unfulfilled destinies or an essence too greatly in conflict are reincarnated in the underdynasties as Death's servants, making them both a mirror of Urethiel but also creating a place of great turmoil—there are many among them with grand fates waiting to be fulfilled, for good or ill. In the interim they track down the few mortals that elude the Extingtor, only concluding their business on Veranthea after earning its favor.



[Signature]

DEATH ANTIPALADINS

As an eternal and fundamental force Death has countless warriors that fight in its name, cutting short the mortal coil of Verantheans all over the planet. To these unholy knights there is no greater gift or more important task than propagating death across the realms, and when one of them has chosen a life to take, almost nothing is able to stop their profane quest of murder to save the target. Death antipaladins uphold the following creeds:

- Death is the final release and the Grim Reaper's gift to all mortals – I am the gift giver.
- No life is so great that it might escape Death's embrace and the few that do are my nemeses.
- The only life I protect is my own for I am a reaper of Veranthea's souls and without the cull it is doomed.

The Church

On the continents it is difficult to find a church devoted to Death outside of mausoleums and charnel houses, but faith in the Divine Terminator is far stronger beneath Veranthea's surface. The passing of life is an important event that all ultimately must pay respect to (save for the Forsaken of Urethiel) and it is rare for a settlement to be completely bereft of one of the Extinctors' holy symbols and somber priests.

Proper followers of Death – keepers of crypts, morticians, necromancers, nihilists, and undead – are usually an essential part of civilization. The hierarchy of the Grim Reaper's religion is simple to understand and verify, with the oldest priests carrying the most authority (dwarves and elves are the clergy holding the most prominent positions). Everyone shows due respect to these drab holy men and women, trusting that their expertise will see relatives and friends pass on to an afterlife with their patron god.

Temples and Shrines

Death's houses of worship are austere and simple stone buildings weathered by the ages but unyielding all the same, typically located near the edge of a settlement or even outside of its borders. The names of every corpse to receive funerary rites from a church of the Extinctors is chiseled along its walls and its priesthood constantly build additions to their temples, creating vast mausoleums that grow larger each year.

A Priest's Role

The Divine Terminator's clergy bless the bodies of the dead, enacting rituals that guide unencumbered souls to the Wheels of Wunai to be processed. Those who go without the holy touch of Death's priests are said to suffer greater scrutiny in the wellhouse of souls, especially if they blasphemed the Grim Reaper's name during life (earning the pursuit of death antipaladins).

Adventurers

Death and its clergy are ambivalent towards adventurers, save for those that escape its grasp too many times. These individuals eventually become prey for death antipaladins, hunted by orders of unholy knights until their mortal coil shuffles off.

Clothing

Worshippers and clergy of the Grim Reaper dress in drab black hooded robes that emulate their patron's.

Holy Texts

One book is required in the libraries of Death's priests.

Libris Mortis: This leatherbound tome is filled with black pages and gray script that details the importance of Death, rituals to bless the recently deceased, and parables to soften the blow of life's finality.

Holidays

Death's worshippers do not celebrate holidays.

Aphorisms

Expressions from the other gods are common parlance but none are more frequently heard than the platitudes surrounding mortality personified.

Death Comes For Us All. Shouted during suicidal battle charges as both an emboldening statement and threat, this truism holds for nearly all Verantheans.

Nobody Gets Out Alive. Life is for the living: death is almost always at the end of one's story.

The End Of Each Journey Begets A New One. This important saying reinforces the cycle of life in Veranthea and assures the morose relatives of the recently deceased that their kin's soul is (usually) bound for greater realms than those of mortals.

Relations with Other Gods

Weakened as it is Death still strikes fear into the hearts of all the deities other than Verahnus, including the fell Nightmare Gods, and all begrudgingly respect the Divine Terminator and its importance in the cycle of life. Some (like Aleana and Dreksler) are wary of the Extinctors and what it represents while others (such as Elaith and Tristanaleus) work to earn its favor against their enemies.

Realm

Death lairs below the idyllic lands of the human dynasties in a cavernous expanse filled with the empires of the past and manned by the Divine Terminator's grim servants, sitting upon a throne made from the bones of thousands of life-grubbing traitors inside of an alabaster palace.

OBEDIENCE

You must be palming the remains of a dead creature and self-inflicting light pain while praying to Death.

ARCANALUS

THOUGH WE MAY NOT ALWAYS SEE IT, SHROUDED AS WE ARE BY THE MORTAL VEIL, ALL THINGS IN VERANTHEA ARE IN A STATE OF BALANCE. FOR EVERY GOOD ACT THERE IS AN EVIL ACT, FOR EVERY FIRE THERE IS A CHILL WIND, FOR EVERY DIVINE EXPRESSION OF MAGIC THERE IS A MAGE MANIPULATING THE ARCANES OR AN ENGINEER TESTING THE BOUNDARIES OF NATURE—AND THUS VERANTHEA PERSISTS.

—TREATISE OF BALANCE

THE BALANCED GOD, EVERYGOD

God of Knowledge, Magic, Mongrelmen, and Nature

Alignment N

Domains Animal, Knowledge, Magic, Plant

Favored Weapons dire flail

Centers of Worship Amaroque, Fenghuang, Griffon's Spur, Grondov Mountains, Jerentok, Korokah Forest, Lethis, Nethys' Scar, Quaestus, Srendath Forests, Tahz, Yawvil's Realm

Race mongrelman

Arcanalus is composed of every aspect of magic and nature simultaneously, both knowing all and being all at the same time. His/her entire existence is one of balance—she/he lords over the elements, all arcana, and nature itself. No god is more attuned to Veranthea than Arcanalus, and none more devoted to its well-being. His/her views of evil and good are entirely unlike the other gods—she/he respects that both must exist for the sake of all. It does not matter to her/him whether or not evil or good prevails, only that both exist. To describe Arcanalus is an exercise in futility; he/she is constantly morphing between the forms of beasts, elementals, and a being of pure magic (as well as all of the other races, though mongrelmen are attributed as the most common shape the god takes). She/he always wields a dire flail, one side harboring the power of the elements and the other pure arcana, good, and evil.

The Everygod is looked upon with equal parts fear, reverence, and awe; of all Verahnus' offspring, he/she is nearest to him in both importance and power. With her/his nearly total omniscience and critical task—maintaining balance in a world fraught with powerful entities—he/she is among the most active of the radical pantheon, and the touch of the Balanced God can be seen all over Veranthea. Her/his presence is most heavily felt in Urethiel and Grethadnis; *The Scarring* left the Enchanted Continent's denizens forever intertwined with both arcane and divine power (or alienated from them) and the Fair Continent has long bled wild magic from Nethys' Scar. Historically Arcanalus' tending of Veranthea has been direct and forceful, but as the years pass at



each
Conxecron
the other
deities have
urged the Balanced God
to be far subtler and to
impact the world through
many lesser agents as op-
posed to grand gestures.
After a millennium the
Everygod has become a
rare sight, instead directing
and empowering his/her
followers by the thousands
to perform countless minute
tasks that maintain Veranthea's
equilibrium—for every tree
felled one is planted, for
every murder there is a
conception, and for every
mystery there is an answer.

The Church

Arcanalus' presence on the world of Veranthea has been so constant and pivotal that her/his followers can be found all across the planet, and though they range in power and prominence, he/she has some of the most influential and potent devotees. The importance of the elements, magic, and nature are as omnipresent as the Balanced God and so in virtually all

major settlements one can find a sizable contingent of her/his believers.

All roles of society find resonance in the church of the Everygod, but the most common of his/her flock are druids, magi, mongrelmen, rangers, sorcerers, and wizards. These are frequently also those found among her/his priesthood, which has a hierarchy that spans the length of all religious aspects of life; every position has a counterweight somewhere else in the organization. For each minister or priest made to regulate a church or shrine's coffer, there is one devoted to doling it out in charitable acts or spending gold to see acts of natural balance enacted, and this carries true throughout all functionaries of the religion.

Temples and Shrines

Houses of worship to the Everygod vary widely in magnificence and size, but they are always architecturally elegant—balanced in both form and function, marked as unique by their nature as much as livery and ornamentation. Within a devoted follower can acquire both arcane and divine reagents, and disciples of nature can find succor in the intertwining natural order instilled in all of her/his shrines to reach some level of inner peace in even the most populated and civilized settlements.

A Priest's Role

There is no greater or more important task for the followers of Arcanalus than to maintain balance in the world, and they do so through direct missives and divinations with the Everygod to ensure they do not damage the tapestry of reality that he/she so carefully tends. Acting as direct agents of their deity, her/his priests have aided rebellions, opposed revolutions, burned down forests, seeded and grown groves of trees, smashed reservoirs, and built dams—the nature and purpose of their duties frequently change depending on what the Balanced God requires.

Adventurers

Arcanalus and his/her worshipers are generally encouraging of adventurers, using them both as a tool to mend the firmament of existence and as a means of testing its strength. With how active the Balanced God is on Veranthea, it is extremely common for adventurers to seek out his order in search of profitable quests or in pursuit of powerful items. Of course not all explorers and mercenaries are viewed favorably by the Everygod and her/his followers, and any band that proves too disruptive to Veranthea eventually finds a bounty placed on their heads by his/her church.

Clothing

Much like the insightful architecture of her/his churches and shrines, the flock of Arcanalus dress themselves with an almost divine sense of balance. The palette of what they wear is never at odds but always representative of all of the four major elements of both magic and nature, reflective of that follower's station within the religion; only the highest ranking officials wear the full panoply of colors.

Holy Texts

Every major school of thought regarding the arcane, divine, or natural order of the world has at least a small text directly evaluating its merits or flaws, as well as one with an oppositional viewpoint. Two tomes in particular are extremely prominent and found within virtually every church to the Balanced God, and though their detractor volumes exist they are not nearly as popular.

Cyclicus Naturii: This oak- or maple-bound text is particularly large due to the thick parchment within, but also because it details all of the most commonly known biological processes of nature—metamorphoses, the water cycle, and basic facts about nature are explained within through fables of the Everygod and his/her agent's deeds on Veranthea.

Treatise of Balance: Far more philosophical than its other popular counterpart, this holy text focuses on the ephemeral aspects of Arcanalus and the purpose of her/his mission to maintain balance. Whereas the Cyclicus Naturii defines how the Balanced God's will is perpetually felt across Veranthea, the Treatise of Balance explores why.

Holidays

Arcanalus has two holidays each year, each marking the passage of one season into another.

Chikhalidwe: At the end of fall as winter sets in the druids, rangers, and other nature-oriented followers of Arcanalus gather at his/her churches and shrines to commemorate the Everygod's place in the natural order. After a week of fasting on the eve of the autumn solstice a great feast is summoned and shared with everyone nearby, devotee and nonbelievers alike. On the actual holiday beasts are paraded through towns and their populace are educated on how best to treat wild animals, as well as the dangers of disrespecting nature.

Matsenga: The evening of the summer solstice is a source of great delight for many Verantheans—magicians (both arcane and divine) flock to the Balanced God's houses of worship to create grandiose displays of power to garner the prestige of their peers and perhaps earn Arcanalus' blessing. Impressive conjurations, incredible illusions, masterful evocations, and all manner of spells are

employed to fantastic effect, making these holidays an opportune time for spellcasters to reveal a newly crafted incantation or ritual.

Aphorisms

The Everygod's sayings are a constant in most settlements, well known by farmer and mage alike.

Balance, Balance, Balance. In the face of humility-lacking joy or overwhelming grief, this phrase is frequently shared among acquaintances and friends—a reminder that all things come to pass in equal measure.

Respect Without and Within. This expression prompts Verantheans to remember that to show respect to others but lack it for oneself is a disservice to all.

Relations with Other Gods

As the most powerful deity beneath Verahnus, Arcanulus is held in contempt or caution by the other gods of Veranthea but none dare to disrespect her/him and all acknowledge his prominence and importance. At the *Conxecron* he is the central figure, master arbiter, and figurehead of the Primal Gods.

Realm

The demiplane of existence that Arcanulus calls home, Vyakula, sits at the intersection of all four elemental planes and is as mutable and morphic as he/she is. Depending on a traveler's location or timing, they can find themselves in a part of her/his realm with planar traits matching one of the following (which changes after 1d100 minutes; roll 1d10 to determine which plane): Abaddon, negative energy plane, Nirvana, Plane of Air, Plane of Earth, Plane of Fire, Plane of Water, positive energy plane, Purgatory, Utopia.

OBEDIENCE

Prayers to Arcanulus are made in a wide variety of ways but aside from rituals undertaken during holidays, the clergy of the Everygod encourage her/his followers to worship her/him in a different manner every time they choose to express their devotion. Burning items, casting them off into large bodies of water, and otherwise releasing materials back into the natural cycle of life are the most common rites of obedience to Arcanulus.

THE WORSHIP OF NATURE

Worshipping the Primal Gods is not an act solely the purvey of devout followers and though they may not know it many druids, rangers, and others that revere the natural world pay service to Arcanulus, Arenathi, Earkenta, Herastreas, and Wealbrens. The elemental arm of the Radical Pantheon were first formed by the dreaming mind of Verahnus but their essence existed even before that and the aspects of nature they represent were deified long ago, suffused in their minds as ancient primordial memories. While the Primal Gods have enjoyed clergies with traditions and rites paying them proper homage since their formation into sentient entities, they inherently recognize acts of sacrifice or reverence toward their elements.

- Arcanulus usually does not deign to notice small acts of devotion to the concepts of nature or magic, only doing so when one great ritual to each occurs at the exact same time in two distant locations. These occurrences are rare indeed and historically are the most reliable way to gain the Anygod's attentions.
- Arenathi encourages worship of the air, usually responding with a material anomaly in the form of a strangely-colored gust of wind or mischievous zephyr.
- Earkenta is the most benevolent of the Primal Gods but she has a distaste for most rituals to honor her element, only looking upon the most ancient practices as acceptable forms of tribute (bestowing gemstones to those properly undertaking truly reverential displays).
- Herastreas tries to use the opportunity offered by the adoration of fire to educate those performing the unrefined act of devotion, offering them knowledge displayed in the flames to lead them to enlightenment.
- Wealbrens is as accepting of misguided followers as he is his own clergy, though anyone deliberately seeking his attentions should beware the ire they are likely to rise from the Vengeful God.

ARENATHI

THE WINDS OF CHANGE ARE FICKLE AND THIN, BUT WITH HER TUNE THE GALE RUSHES IN, AND THOUGH DESTRUCTION MIGHT LAY IN HER WAKE, THE GUSTS OF HER TRICKERY AND MISCHIEF MAY JUST UPSET FATE.

—*DECEPTIO DIVINATUS*

PRIMAL GOD OF AIR, THE DIVINE REVOLUTIONARY, TRAVELER'S GOD

God of Air, Revolution, Travel, and Trickery

Alignment CE

Domains Air, Chaos, Evil, Liberation

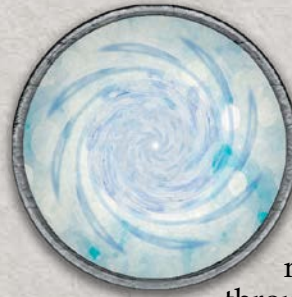
Favored Weapons blowgun

Centers of Worship Arajakata Woods,

Griffon's Spur, Mount Makuriyama,

Peaks of Regret and Sorrow, Slave Fields

Race sylph

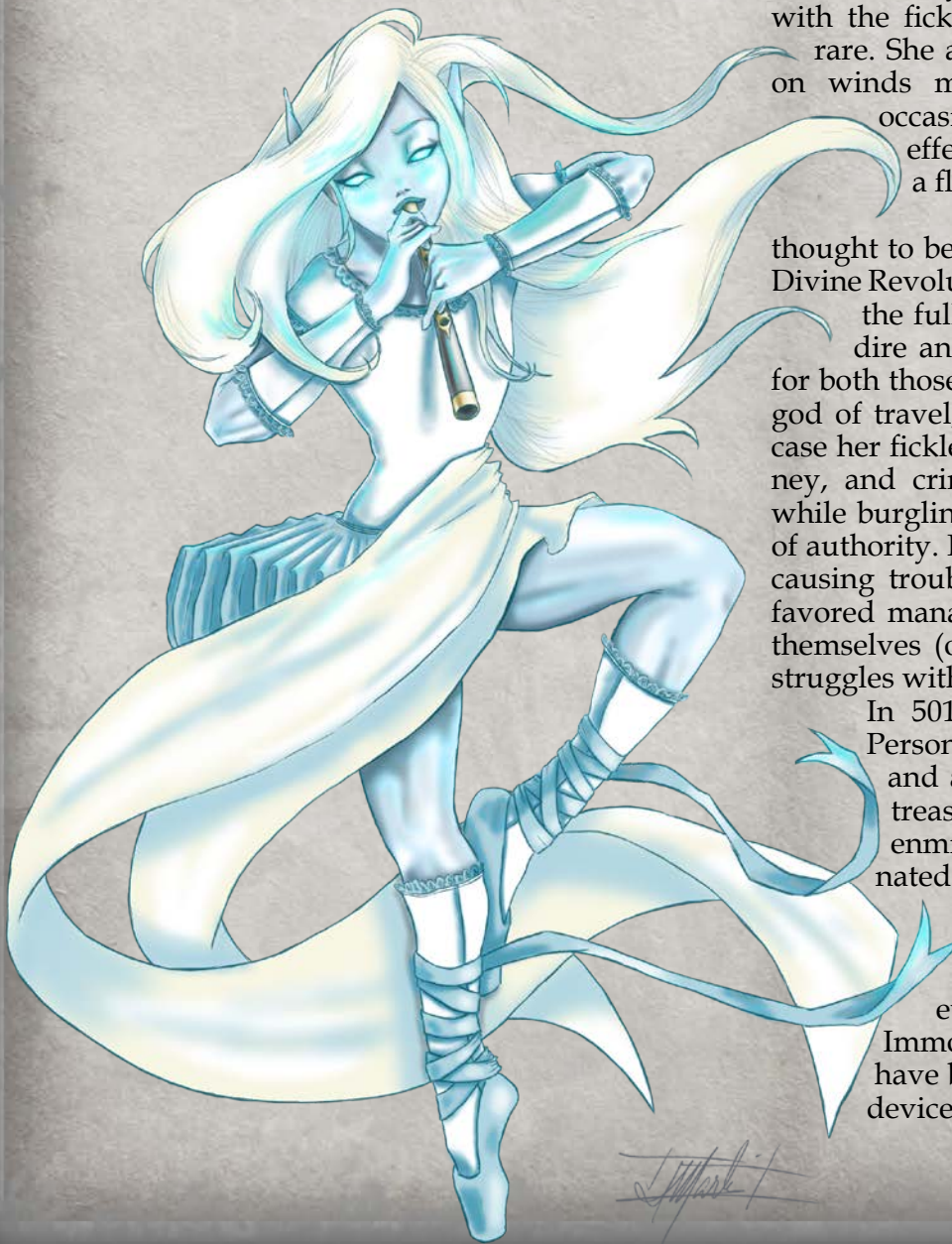


The goddess of the sylph is constantly traveling across the breezes between forests, deserts, and oceans, around the mountainous peaks, and through Veranthea's canyons,

interfering with whatever she sees fit in an effort to entertain herself. As her whims change, Arenathi enchants those she happens upon, aids those that have become trapped, summons horrendous beasts to fight in battles on either or both sides, or simply destroys at random—mortals lucky enough to survive a direct encounter with the fickle goddess and live to tell the tale are rare. She always appears as a sylph child dancing on winds moving faster than even dragons fly, occasionally firing lightning or other magical effects from an ornate blowgun disguised as a flute.

Calling upon Arenathi is generally not thought to be a wise decision for any Veranthean; the Divine Revolutionary may indeed render some aid, but the full repercussions of her actions often have dire and (seemingly) unintended consequences for both those she helps and those she hinders. As the god of travel, however, many pay her tribute just in case her fickle attentions fall onto them during a journey, and criminals everywhere pay her lip service while burgling, conning, or scheming under the yoke of authority. Her most faithful devotees are constantly causing trouble wherever they go, though her most favored manage to do so without ever indemnifying themselves (often the source of local political power struggles without ever revealing their influence).

In 501 AV she happened upon His Golden Personage of Fortitude in northwest Urethiel and after a spectacular battle, lost one of her treasured blowgun-flutes. Since then her enmity for the Enchanted Continent has resonated from Sekaridan on Mount Makuriyama, where the descendants of her curse upon the realm dwell—sylph that travel into the mainland to cause havoc and chaos everywhere they travel. Unsettled by the Immortal Master's prowess, the other gods have been inspired to leave Urethiel to its own devices, stoking the fires of Arenathi's scorn.



Stylized signature

REBELLIOUS ANTIPALADINS

Antipaladins of Arenathi are strongly encouraged by the Traveler's God and are often prompted to become scions of change through subtle machinations, though more than a few claim to have been recruited by the deity herself. These unholy knights become spearheads in revolutions all over Veranthea, encouraging rebellion for the sake of it. An Arenathi antipaladin upholds the following creed:

- The order of old must be wiped clean by the fury of the future, and I am the gust of change.
- Upon the path of destiny there can be no obstacle too great; I am the warden of the roads, clearing away the detritus of the past.
- No law was made that cannot be broken, and I am beholden to none.
- Truth shines brightest in the tempest of rebellion and I am the gale that powers the storm of revolution, be it from tyranny or utopia.

The Church

Proper houses of worship dedicated to Arenathi are conspicuously far from one another, located in disparate places on long routes or a few key cities that thrive on trade. Shrines to the Traveler's God are quite common however and depending on how dangerous a region is, might be found on every crossroads in Grethadnis or Trectoyri (or in a few key places, Urethiel). Hidden churches devoted to the Divine Revolutionary are surprisingly robust and sometimes even earn her direct blessing, but when outed it isn't long before the duplicitous intrigues maintained by its priesthood bring these damned institutions to ruin.

Anarchists, rebels, and sylph openly worship Arenathi, calling on the Primal God of Air to initiate the sweeping winds of change on Veranthea. These are relatively few, however, and many of her devotees worship the trickster deity in secret—thieves, merchants, ship captains, and mercenaries. It is these followers that make up her priesthood, maintaining loose affiliations between varying schools of the religion to create webs of supply lines that support various rebellious efforts. Much to the Divine Revolutionary's delight, these sects sometimes supply one another's conflict and she can spend days entertaining herself with the gradual realization on each side that they are each other's ally, sisters slaying brothers.

Temples and Shrines

The relatively few prominent churches of the Primal God of Air largely extoll her attributes as a deity of nature, made of sweeping archways and vaulted

ceilings constantly swirling with gusts of wind. Shrines to the Traveler's God resemble wind chimes dotted with valuable gems and ornamentations of precious metals (which when stolen are aggressively retrieved by air elementals or invisible stalkers). Arenathi's secret churches are subtle and hard to detect, ranging from farmhouses to taverns to dungeon cells, but are adorned with ingeniously hidden symbology of revolution and deceit.

A Priest's Role

Priests of Arenathi are beholden to revolution, supporting rebels whenever possible with whatever means are at their disposal. Those that tend to a public house of worship are mostly functionaries to accept tithes by fearful travelers but the heads of secret churches are crucial to insurrections, either acting as tactical liaisons, participating in the fighting themselves, or supplying arms and munitions.

Adventurers

Arenathi is extremely fond of adventurers and well known for it, though her attentions may not always be wanted as encounters with her usually come to an unpleasant end. The Divine Revolutionary's clergy frequently seek out adventurers to take on secret missions however, and those who succeed at enough tasks of rebellion can earn her favor (ensuring any meetings with the Primal God of Air end for the better rather than the worse).

Clothing

The public priesthood of Arenathi wear long, flowing white robes and scarves that emulate the dressings of their deity. Her secret clergy wear symbols of devotion under their clothing and in other hidden spots on their person, but share the preference for long lengths of fabric.

Holy Texts

The holy texts of the Divine Revolutionary are surprisingly ordered and while there are multitudes of volumes with their own particular differences, all focus on one of three subjects: deception, insurrection, or travel.

Deceptio Divinatus: Arenathi's directives on how to best trick others (followers and disbelievers alike), methods for evading authorities, and behaviors least likely to raise suspicion are all detailed within this tome.

Rebel's Handbook: The Divine Revolutionary's priests are continually updating these books with new ways to wage subversive war, fight institutional authority, supply fighters under the watchful eye of an establishment, and spread

propaganda to embolden a populace.

Winds of Travel: Tricks to lighten one's load while journeying on the road, how not to get lost in the wilderness, and survival tips for all sorts of environments are told through this holy text's fables.

Holidays

Arenathi has only one holiday, falling on the third week after the first seasonal snow in Urethiel's northern human dynasty of Fordhatta.

Pemberontekan: The sylph of Sekaridan and hobgoblins of Hesstrickia are the only creatures on the Enchanted Continent to celebrate the activation of Arenathi's malediction on Urethiel in 760 when the northern citizens of Fordhatta belched forth lightning and wind elementals (leading to the sylph on Mount Makuriyama and providing the chaos needed for the founding of the hobgoblin nation). Rapid melodies fill the air on Pemberontekan and the wine flows freely as celebrants engage in unarmed fights to resolve their yearly differences outside of the established rules of law.

Aphorisms

The Traveler God's adages are commonly heard in taverns and waystations all across Veranthea (though not very frequently in Urethiel).

Fate's Fickle Winds: The nature of existence is fraught by change, sometimes as rapid and sudden as a tempest.

Revolution Is The Future: Progress can only be made by abandoning the past to embrace the future.

Relations with Other Gods

None of the other gods are very fond of Arenathi, and Earkenta in particular holds her in great contempt. At the *Conxecron* she is usually a voice of discontent and discord, attempting to pit the other deities against one another for her own amusement.

Realm

Arenathi lives on the Plane of Air in a cloud castle surrounded by a massive tempest fraught with winds that range from 60 to 300 miles per hour.

OBEDIENCE

Properly praying to Arenathi is a simple matter but not easily done – the Divine Revolutionary requires sacrifice of some kind from her followers whether that be the life of a non-believer, a relic of another god, or something of considerable value (either commercial or sentimental). Moreover the offering must be done from a very great height so that whatever is cast away spends as much time falling through the sky as possible, causing a great number of her faithful to live on mountaintops or other high elevations.

NEW MATERIAL: Nath

This extremely rare material is as hard as steel but light as air, sometimes found floating on the winds themselves. A few scattered investigations have posited that nath is made by Arenathi's divine touch on an item thrown away for sacrifice, and the scientists of both Grethadnis and Trectoyri have no better explanation for the curious substance (which is almost never found in the Forever Dark, lending more credence to that theory).

Nath armor costs four times as much as masterwork armor of that type, but it takes longer to make than ordinary armor of that type (quadruple all Craft results). Nath weapons cost six times as much as masterwork weapons of that type but do not take longer to produce – almost as if the material thirsts to shed blood. Other types of items cost ten times as much as masterwork items of that type.

Nath armor reduces an object's weight by 95% but its most powerful properties only manifest when magic is infused within it. On a successful critical hit with an enchanted weapon made of nath or when a creature wearing enchanted nath armor is struck by a critical hit, roll 1d20: on a 1 a random effect from the [Wild Magic Table](#)^{GMG} is triggered, and on a 20 a random effect from the [rod of wonder](#) is triggered (if the following result is inapplicable, such as one requiring a spell to be cast, roll again).



EARKENTA

THE STONES ARE UNYIELDING, THE ROCK IMMUNE FROM TIME. NOTHING CAN ENDURE LONGER OR BETTER SURVIVE THE RAVAGES OF THE AGES; CHANGES WROUGHT TO IT ARE SLOW AND DONE WITH THE CARE OF A MILLION BRUSHSTROKES.

—SAMPRADAYA POTA

PRIMAL GOD OF EARTH, THE EARTH HEALER

God of Dwarves, Earth, Stability, and Tradition

Alignment LG

Domains Community, Earth, Good, Healing, Law

Favored Weapons earthbreaker

Centers of Worship Duranteen Mountains, Griffon's Spur, Grondov Mountains, Kakorr, Radross Empire, Trak-Tiro

Race dwarf

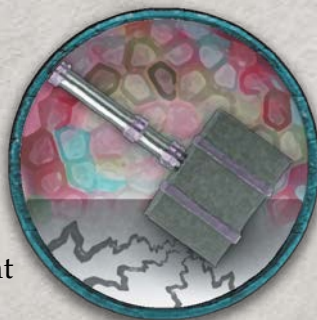
The longest lasting dynasties worship Earkenta for her place in tradition. Other than Arcanulus, there is no god who respects the cycle of life more than the Earth Healer — in the *Conxecron* she oversees the proceedings and performs most of the ancient rites. With each year that passes, on the Twelfth Day of Tanter she appears at Nethys' Scar to heal a portion of the land, gradually closing the supernatural wound. Original depictions of her feature countless arms and no real head, but as more worshippers follow her, Earkenta's guise has changed to that of a dwarven woman roughly carved from many types of stone, carrying a massive hammer that reorges the ground wherever it strikes.

Emperors and monarchs join countless dwarves in solemn worship of Earkenta, but virtually everyone recognizes her place in the Veranthean pantheon. The Primal God of Earth is respected for her divine sense of justice and fairness, as well as her poignant in action, following through every gesture and utilizing her deific powers to exacting effect with incredible precision. Her many followers pay tribute to the Earth Healer by upholding the cultural traditions and the practices of their forefathers, refining their sense of community and clarity of law in so doing.

The Church

The Earth Healer enjoys a greater popularity in Veranthea than any other Primal God, held in some reverence by even the peoples of Urethiel for her place as the deity of tradition. All settlements with an established authority (such as a royal family or dynasty) possess a church or shrine dedicated to Earkenta. These houses of worship tend to be quite old (her clergy are strongly discouraged from demolishing one of her churches to build anew) and central to the town or city they are located within, filled with pictorial histories of the surrounding realm.

It is no surprise that dwarves, geomancers, monks, and traditionalists of all ilks count themselves among the Primal God of Earth's flock. The hierarchy of Earkenta's church is as unyielding as a mountain and any



Mark

high-ranking member has gone through exactly the same process of ascension as their predecessor. Her clergy follow their orders to the letter, trusting in the ages old chain of command established by their ancestors and that the lessons of the past are the most valuable to learn.

Temples and Shrines

The churches and shrines of Earkenta are often reflective of where they are located, incorporating the oldest style of architecture common to the region. Within are always a wide assortment of gems and jewels (some valuable, some not) that create the foundations of the structure. The Earth Healer's houses of worship often double as houses of law, and these buildings are made of a judge's plinth of solid ruby before which all disputes are heard by the community before justice is dispensed.

A Priest's Role

Earkenta's clergy are dedicated to upholding the traditions of the past and ensuring the rule of law, actions intended to foster a sense of community among her followers. The dwarven deity's priests adhere to the tenets of the Sampradaya Pota to ensure that the Earth Healer's will is enacted correctly, and otherwise work to protect the populace at large

PALADINS OF TRADITION

The Primal God of Earth has many paladin followers, largely traditionally-minded dwarves with a penchant for lawful conduct. All of her holy knights are dedicated to extending the prestige and historical significance of their peoples, working to bring order to places consumed by chaos or untamed wilderness. Earkenta encourages the practice of divine warriors establishing commandries and without fail, she appears to commemorate the oldest member of one of these martial orders every two hundred years, gifting her groups of holy knights with an armament to aid their missions of posterity. An Earkenta paladin upholds the following creed:

- Our histories are best known and no mystery of the past will escape me with ease.
- Tyranny and evil are the only reasons to upend rule—I am an agent of order that stanches the bloodshed of change.
- I am behold to the laws of my people and the laws of the lands where I tread.
- The whole of the community is my body, and I am its right hand; the body might live without the hand, but the hand dies without the body.

from the fickle doings of Arenathi or the Nightmare Gods.

Adventurers

The Primal God of Fire's worshipers disapprove of and encourage adventurers in equal measure; though the aid of explorers and mercenaries can be crucial at times, they are often disruptive to orderly peace. Her clergy often hires adventurers on behalf of the community, however, when local guards are inadequate for meeting out justice.

Clothing

Lower functionaries of the Earth Healer's religion wear the traditional garb of their people. Higher ranking clergy of Earkenta are known to dress in suits of armor made from gemstone, though earning one of these prized armaments requires a level of devotion rarely met by non-dwarves.

Holy Texts

Earkenta has only one holy text: the Sampradaya Pota.

Sampradaya Pota: This thick tome is made of impervious crystal and bound between massive jewels. Its pages are incredibly thin but similarly sturdy and magically change, sprouting a new page every few years. All copies of the Sampradaya Pota read precisely the same, updated through divine power and inexplicably linked together. When one is stolen, owners of the other volumes know precisely whom the thief is and where they tread, the information shared to them on a ruby red page that appears at the end of the text.

Holidays

The followers of the Primal God of Earth fastidiously celebrate all of the holidays of the local culture, but only one dedicated to Earkenta.

Dastur: On the twelfth day of Tanter (the coldest month of the year in Grethadnis), thousands of the Earth Healer's followers gather at Nethys' Scar's northern tip to witness Earkenta herself appear to close part of the massive rent across the Fair Continent. Fasting occurs for the duration of a follower's journey to the site, and as she brings her hammer down on the firmament all of her adherents begin a long, slow melodic dirge that they sing until the end of her task. Afterward a great session of drinking is held, and as the sun sets a feast begins and lasts until the sun rises.

Aphorisms

Earkenta's axioms are as old as the lands of Veranthea and just as pervasive, written onto monuments across the world.

Ignore History To Repeat It. This saying is a reminder to the Earth Healer's followers of the significance of remembering the events of the past.

Perceive All Sides of the Gem. A sense of community cannot be had without recognizing all the elements of that community, and Earkenta's worshipers take care to appreciate all sides of an argument brought before the body politic.

Relations with Other Gods

The Primal God of Earth is the recorder of the *Conxecron*, keeping precise records on every nuanced gesture and word at the divine summit. This makes her quite popular with the other good-aligned and lawful gods of the pantheon, but she is despised by her chaotic and evil counterparts.

Realm

The Earth Healer lives in a fortress of gemstone on the Plane of Earth. Only those deeply familiar with the Sampradaya Pota have any chance of discerning how to navigate the labyrinthine walls that surround her home, but devoted worshipers that find her hall receive powerful boons for their faith.

OBEDIENCE

Prayers to Earkenta are always encouraged to be traditional. For clergies that are unable to access the historical documents that explain the time-honored rites of her worship, the Earth Healer subconsciously urges her followers to continue to show their devotion in the same manner they first did down to the smallest details—if possible they should be done wearing the same type of garments if not the exact same garments, in the same place they were first spoken, and at the same time of day. New rites of tradition are not refused outright but only truly accepted when they are also commemorating an act of great healing, salvation, or pride for the dwarves that put their faith into Earkenta. She often appears to celebrate these rare occasions alongside her followers and as a way to foster their devotion the Primal God of Earth returns to sites where these ceremonies are properly and fastidiously practiced.

NEW MATERIAL: Kenta

The Earth Healer has been known to gift those truly devoted to her (often on important anniversaries of ancient traditions) with a sliver of her essence, cleaved from nothing less than her physical form. This divine material resembles Earkenta's exterior, a kaleidoscope of dark or rubied gemstone markedly different from naturally occurring jewels. Possession of kenta is often considered to be a great honor and dwarves revere every instance of the material (so long as it has not been blasphemously formed into something opposed to their beliefs), sometimes trading all of their wealth in exchange for a bit of the Primal God of Earth's shed material form.

As a result any armor, items, or weapons made from kenta are prohibitively expensive. The dense nature of the material also causes equipment made from it to weigh three times as much as normal, though curiously when worn, held, or wielded by dwarves this increased weight does not apply.

A creature openly possessing equipment made from kenta gains a cumulative +1 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves.

The hardness of an item made from kenta is doubled (minimum of 5). When struck, the hardness of a one-handed weapon, light suit of armor, or equivalently-sized item immediately temporarily increases by +1d6 for 1 round; the hardness of a two-handed weapon, medium suit of armor, or equivalently-sized item immediately temporarily increases by +1d8 for 1 round; the hardness of a heavy suit of armor immediately temporarily increases by +1d10 for 1 round.

Kenta items grant additional bonuses for creatures that use them while on the ground.

- A creature wearing kenta armor gains a +1 insight bonus to AC against attacks made by airborne creatures.
- A creature wearing kenta armor gains a +2 insight bonus on saving throws against spells and magical effects from airborne creatures.
- A creature wearing kenta armor gains DR 2/— against attacks made by airborne creatures.
- A creature wielding a kenta weapon gains a +1 insight bonus to attack and damage.
- A creature wielding a kenta weapon deals +1d6 damage against airborne creatures.

Type of Kenta Item	Item Price Modifier
Item	+3,500 gp
Light Armor	+4,000 gp
Medium Armor	+5,500 gp
Heavy Armor	+6,000 gp
Light weapon	+3,500 gp
One-Handed Weapon or one head of a two-headed weapon	+4,500 gp
Two-Handed Weapon or both heads of a two-headed weapon	+5,500 gp

HERASTREAS

ALL THINGS ARE FORGED IN FLAME. IT IS THE BEGINNING OF EXISTENCE AND HOME TO CREATION. THE GREAT THINKER HEATS BOTH THE MIND AND THE SOUL, AND IT IS THROUGH HIS BRILLIANT BLESSINGS THAT GRAND DESIGNS BEAR FRUIT. LIKE THE DIVINE ENGINEER, WE TOO MUST PLAN AND CONSIDER IN ALL OUR DOINGS.

—INXHINIERI MANUAL

DIVINE ENGINEER, PRIMAL GOD OF FIRE, THE GREAT THINKER

God of Engineering, Fire, and Invention
Alignment LN

Domains Artifice, Fire, Law, Protection

Favored Weapons dagger, warhammer

Centers of Worship Desert of Lost Hope,
Dry Walkabout, Durkhon Badlands, Hesstrickia,
Nethys' Scar, Scorched Desert

Race dwarf

Herastreas is the most thoughtful of the Primal Gods and rivals Wealbrens in sheer power – if one stares long enough, they can see his presence in every flame in Veranthea. He rarely acts without a comprehensive plan (with countless contingencies) but when he does it is unbelievably fast and decisive (a trait that has led to a small but dedicated following of thieves and rogues). At the *Conxecron*, he slowly plays the gods against one another, doing his best to insure that no one god becomes too powerful in their own right (ultimately causing all of his peers to resent him).

The Great Thinker is remarkably calculating, so astute at observation and accurate in his predictions that he seems to have uncanny foresight – the Divine Engineer tunes Veranthea as though it were an impossibly large machine, his most devout followers obedient cogs that drive their peoples into the future. With few notable exceptions (in particular *the Scarring*) Herastreas enacts his will on the world by employing countless agents to perform tasks beyond count that ultimately subtly shift the order of seemingly innocuous consequences and momentous events to play out as he has planned.

The Church

Worshippers of the Great Thinker are everywhere in Grethadnis, among the Kind Folk of Trectoyri, and occasionally found in the forward-minded settlements of the human dynasties in Urethiel. As technology spreads across the world the prominence of his followers continues to grow, and with every grand scientific discovery a new congregation of Herastreans springs forth.

Though many dwarves keep faith in the Divine Engineer, they are joined by a multitude of alchemists, inventors, rogues, and scientists.



PALADINS OF THE INSPIRING FLAME

Most of Herastreas' divine warriors are compelled to enact order but not bound by tradition, focused on the advancement of their peoples or culture instead. Paladins seeking a divine patron but also to promote society's progress are drawn to his orders of holy knights, and frequently carry some of the most powerful technology available. Scientific innovators vie with one another to join these orders, supporting their martial brethren with devices made real through divine inspiration from the Great Thinker himself. A paladin of Herastreas upholds the following creed:

- Necessity and invention are intertwined; when the need arises, inspiration will come to those worthy of it.
- I am the agent of progress – I will see the betterment of myself and my lands to the best of my ability.
- Tradition has its place but that lay behind me on the path to destiny.
- History can only be learned or made and I am fated to make it.
- Execution is nothing without calculation; I think before I act, using the most effective means to achieve my goals while considering the full implications of what that entails for the future.

The Great Thinker's religion has a fluid hierarchy determined more by the impressiveness of a congregation's creations than anything else – each employs teams of researchers devoted to outperforming their peers, creating technological races that ultimately benefit all of Veranthea.

Temples and Shrines

Churches and shrines devoted to the Primal God of Fire are always home to mechanical wonders and inspiring feats of architecture. Usually found in towns and cities of industry, his houses of worship are perpetually warmed by convection systems that distribute the heat from constant fires within to spread across the complex, making for popular destinations in the winter months.

A Priest's Role

Herastreas' devotees are encouraged to champion progress in all its forms, be they cultural, political, social, or technological. They are the light of knowledge in the darkness of the unknown, educating the peoples around them and inspiring those of a bright mind to reach their intellectual pinnacle. When the opportunity to increase the well-being of their order, their neighbors, or their race presents itself, his

clergy readily do whatever is required of them with resolute stubbornness.

Adventurers

The Divine Engineer is a strong proponent of adventurers and his followers are as well, frequently hiring them to perform deeds and tasks on the church's behalf. Though all of these quests have an obvious purpose to them, few but the highest ranking and oldest members of the religion can decipher the true goal of the missions his clergy hires agents to carry out.

Clothing

Like their deity, devout worshipers of Herastreas wear the attire of a smith—a heavy work apron, heavy gloves, and all the necessary hand tools to manipulate metals within a forge (forks, tongs, and so on). They frequently show their holy symbols with pride alongside whatever technological devices they own.

Holy Texts

There are countless books devoted to the Great Thinker and his teachings, but two are particularly important to the Herastrean religion.

Inxhinieri Manual: This leatherback tome catalogs the basics of the scientific process as well as the fundamentals of chemistry, engineering, and mathematics, all told through fables of Herastreas' creations.

The Onertabis: Gears and cogs bind this tome to thin steel plates and its smooth interior pages shine with the dull luster of well-worn metal. Within are diagrams of creations wrought by the Divine Engineer's most faithful followers, along with the inspiring philosophies that led to their wondrous inventions.

Holidays

Worshipers of Primal God of Fire make merry after any great scientific breakthrough, but collectively observe only one holiday.

Ruptura: Though *the Scarring* indelibly changed Veranthea and ended in a stalemate, many of Herastreas' followers view the epic confrontation as a victory of the Great Thinker, one carefully plotted out far in advance of the actual conflict. On the hottest day of the summer his believers in Grethadnis gather together in Herastreth to analyze, critique, and share their recent innovations with their peers, competing to celebrate their continued existence thanks to the Divine Engineer.

Aphorisms

Among the experimenters and scientists that praise Herastreas, a few phrases are as common as ink.

Fire First, Fire Last. Anyone even passingly familiar with the Great Thinker's philosophies knows that whether on the battlefield or in the forum, it is best to be both the one to initiate and the one to bring resolution.

No Plan Survives. Even the Divine Engineer's meticulous calculations can be upended, and his followers know that their own machinations pale in comparison, thus they always have contingencies prepared.

Relations with Other Gods

None of the other gods are particularly fond of Herastreas. The Primal God of Fire's scheming puts his siblings on the defensive, causing them to pay particular attention to his doings and words. He also matches Wealbrens in power, making both Earkenta and Arenathi wary of their brother's motives, and with the effectiveness he employs even Aleana and Tristanaleus carefully apprise the Great Thinker's intentions.

Realm

Herastreas lives on the Plane of Fire in a vast clockwork mechanism of adamantine and streas powered by magma flows. Within are incredible forges able to craft any metal or material, used by his most faithful adherents to make the brilliant designs he seeds in the minds of his living followers. It is rumored that at the center of his complex, the Divine Engineer possesses a hammer and anvil capable of shattering any artifact—or soul. Any able to make their way there through the use of scientific artifice (and remain without dying) are welcome to stay as long as they like, working freely on projects of their devising in his laboratories.

OBEDIENCE

There's not much to a rite of worship for Herastreas—you burn something. While it is heretical to light ablaze the only instance of a written document that possesses scientifically valuable information, aside from that the devotees of the Great Thinker either destroy a copy of a formula they've divined or they scorch themselves in hopes of sparking the flames of inspiration.

NEW MATERIAL: Streas

This wondrous material is only known to come from forges within the Divine Engineer's spectacular home on the Plane of Fire, heated to incredible temperatures by lava. Though colored like lustrous gold this metal never tarnishes and resists dirt of all kinds (never needing to be cleaned), but otherwise it possesses properties identical to adamantine.

Streas also has one more miraculous quality: when enchanted with any magic it can naturally absorb and convert energy. Once per round when a creature wielding a streas weapon or wearing streas armor is hit by an attack or spell that deals energy damage, it absorbs 5 points of energy damage that dissipates within one round or until expended. Absorbed energy damage is converted in a wielded weapon to grant +1d6 damage to the next attack made by the wielder within the next round. Armor with absorbed energy causes the next creature striking the wearer with its body or a handheld weapon within the next round to take 1d6 points of damage.

Weapons made from streas cannot gain enchantments that deal energy damage.

Type of Streas Item	Item Price Modifier
Light armor	+15,000 gp
Medium armor	+18,000 gp
Heavy armor	+22,000 gp
Weapon	+9,000 gp

Type of Energy Damage	Converted Energy
Cold	Flame
Flame	Cold
Sonic	Electricity
Electricity	Sonic
Force	Acid
Acid	Force



WEALBRENS

NOT ALL MEMORIES ARE LONG BUT A SLIGHT SHOULD NEVER BE FORGOTTEN. EVERY WAVE IN THE WATER, NO MATTER ITS SIZE, RIPPLES OUTWARD TO ALL OTHERS AND SO TOO MUST RETRIBUTION. PAIN IS A WRATH UNLEASHED BEST IN A TORRENT OF RAGE—A GREAT WAVE IS THE SPUR FOR A THOUSAND SMALLER GESTURES OF THE OCEAN'S VASTNESS.

—DIARY OF HARROTASUN BIDEA

PRIMAL GOD OF WATER, THE DIVINE TORRENT, VENGEFUL GOD

God of Vengeance, Water, and Weather

Alignment CN

Domains Chaos, Strength, Water, Weather

Favored Weapons trident

Centers of Worship Amaroke, Black Mountains, Nethys' Scar, Noble Lands, Pools of Wealbrems, Srendthav, Tahz

Race aquatic elf

Favored by sea captains, fishermen, sailors, and the wronged, Wealbrems is one of the two strongest Primal Gods, far and away the most feared. Unforgiving and merciless, he demands constant devotion and tribute from all who access his domain. He often appears with a massive sea creature that towers into the sky, its head housing teeth the size of the biggest vessels — without whose manipulation of waves, ships would blow away in the winds created from the Divine Torrent's impossibly powerful spoken word.

Wealbrems is the least subtle of the gods and the most wanton with his power; for more than half a millennium he has wrecked any ship journeying too far into one of Veranthea's oceans, forbidding travel between the continents in revenge for the slight that prompted *the Scarring* in 424 AV. Usually he does so through massive waves that crash down on a vessel or by employing sea creatures to terrorize its crew, but not always. A few living sailors have borne witness to his enormous form rising from the water, leaping into the briny deep just in time to avoid certain destruction as the god grabs their ship and tosses it to be pulverized leagues away. The Divine Torrent cares little for worship, but



ANTIPALADINS OF REVENGE

Knights of chaos are common to the Vengeful God, finding many beliefs in Wealbren's teachings that resonate with their own twisted desires and motives. There are rarely any alliances of affiliations between the Divine Torrent's antipaladins, as their egotistical personalities rarely allow for it, but when they do work together it is almost always to catastrophic ends. When one of these unholy warriors completes a truly potent act of vengeance on behalf of Wealbren, the god grants them a weakened facsimile of his deific trident (a +3 anarchic keen shock vicious trident). Antipaladins of Wealbren must uphold the following creeds:

- I am a force of nature, whim only to my own urges and desires, free to act as I see fit.
- To wrong me is to invite your doom; no slight shall go unpunished, no misdeed forgotten.
- I will come down on my enemies like a tsunami, crushing them and all they hold dear in my rage.
- Pride is a blade to be wielded, a powerful weapon in my arsenal of vengeance, and a wound to it is as a cut by a child's dagger.

garners a minute respect for those who devote themselves to living lives modeled after his own intensely prideful philosophy.

The Church

After the desecration of a shrine devoted to Wealbren prompted the catastrophes of *the Scarring*, none on Grethadnis have dared tamper with the holy sites of the Divine Torrent and his "clergy" receive the same distant treatment. With his rage consuming the oceans, widespread fear of his wrath has led to a propagation of tributes to the Vengeful God all over Veranthea, but due to the tenets of Wealbren's beliefs his religion has little organized power.

Though the roles and professions of his followers vary widely, the most common to be found among them are angry druids, sailors, and spiteful Verantheans with little regard for their welfare or anyone else's. No formal hierarchy exists between them, and most of the time when the Divine Torrent's followers cross paths, each looks for any sign of disrespect from their counterpart as an excuse to kill one another in a futile egotistical contest.

Temples and Shrines

None dare to interfere or tamper with the simple shrines to Wealbren that can be found all over the world, often little more than pots of water filled

with silver, gold, or platinum coins. His temples are great stone structures composed of sturdy pillars and vaulted ceilings emblazoned with frescoes depicting his incredible might.

A Priest's Role

Wealbren's is practically contemptuous of his followers but he does have a use for them: when someone is foolish enough to steal from or vandalize a holy site or shrine, the Vengeful God himself finds out who is responsible and orders one of his clergy to exact revenge tenfold.

Adventurers

As a concept, the Divine Torrent despises adventurers. Individuals might overcome his natural contempt for others or possibly even garner his favor if they emulate Wealbren's egotistical pride and unquenchable thirst for revenge, but very few are able to match his expectations.

Clothing

Wealbren's followers tend to dress ostentatiously and aggressively, almost as if their armor and clothing were designed for people to want to strike them. Some are even so forward with their violent intentions that they emblazon phrases like "looking for a fight" and "bloodletter" on their person, glaring down anyone that gives their ornamentation too much attention.

Holy Texts

Practically every truly devoted follower of Wealbren has penned their own interpretation of his religious philosophy, but one shines above them all—the collections of the Vengeful God's most prolific and powerful worshiper.

Diary of Harrotasun Bidea: This leatherbound autobiography follows the exploits of an aquatic elf pirate from before 400 AV, prior to Wealbren's Rage consuming the oceans. Rejected from several organized fleets, she organized a small group of mutineers and took a weaker captain's ship before becoming the scourge of Grethadnis' waters. Harrotasun proceeded to wreak havoc on each and every sailor that denied her a rightful place on their crew, dying a glorious death while killing the last man to withhold her esteem. In truth the tome has little literary value, but it inspires the correct tenor of fervent self-righteousness intrinsic to Wealbren's teachings and is an enjoyable (albeit quick and bloody) read.

Holidays

No formal holidays exist for devout followers of the Primal God of Water; however, a Wealbren's worshiper treats their birthday as the single most

important day of the year. Any slights against them on the holy annual occasion of their birth take prominence above all others, sometimes creating a task list for revenge that takes weeks to complete.

Aphorisms

The Divine Torrent's sayings are frequently shouted by drunken sailors and panicking, seasick travelers.

Fury Now, Fury Later. There's no end to the rage in a true follower of Wealbren's heart.

Waves Wait For None. Wealbrens does not proscribe to the adage about vengeance served cold and neither does his flock.

Relations with Other Gods

Although all of the gods have a measure of respect for Wealbrens because of his immense power, he's reviled even more than his nemesis Herastreas. At the *Conxecron* he has been the most stubborn deity, refusing to relinquish his grip on the oceans of Veranthea only recently – after six centuries of making the oceans impassible. Though only a few of his siblings know it, the Primal God of Water harbors resentment for Verahnus and intends to dethrone the Allgod when the opportunity presents itself (though his chances of success are slim at best).

Realm

Wealbrens resides on the Plane of Water in a massive castle made from jets and waves that move with such precise and swift force that they form impervious walls of rushing water. Only the most agile swimmers are able to reach his inner sanctum, a task only legendary athletes could possibly hope to succeed – though myths of the impossible feat claim that doing so earns one favor from the Divine Torrent, a powerful boon indeed.

OBEDIENCE

Sacrifices to the Primal God of Water are some of the most diverse rites undertaken in Veranthea but almost all share one thing: water. Aside from taking bloody vengeance (any murderous act of revenge taken after hailing Wealbrens, whether with a whisper or shout, is considered one of worship) killing anything by drowning it is appropriate, as is throwing out treasured items into the sea or ocean (though again, it is better to steal from a nemesis than to forsake one's own belongings). Great feats of swimming are also looked upon kindly by the Vengeful God but those that attempt them should be wary – the deity may look upon the act with scorn and there is no way to know for certain how he'll react until it is too late.

NEW MATERIAL: Wealb

One of the most impressive gems to find in Veranthea is a wealb. These jewels are azure and cyan, shifting in color as they are moved about in a swirling of hues resembling waves on the sea. There are no conventional mines where these jewels can be found aside from a few dubious aquatic excavations in the Pools of Wealbrens, and the most learned of his priests know that wealb can only be formed underwater. Rare and valued as they are, working with these precious stones is a dangerous venture – should Wealbrens look upon an item crafted from a jewel touched by his divine essence and dislike what he sees, something unfortunate might occur to them.

A creature in possession of armor or weapons made of wealb gains a cumulative competence bonus to Swim checks for each wealb item on their person thanks to the material's natural bouyancy. No matter how expertly crafted it might be, the weight of a piece of wealb is constantly shifting and makes it unwieldy. Weapons made from wealb suffer a -2 penalty on attack rolls and on any non-Swim checks the armor check penalty for wealb armor is increased by 2.

Once the wielder of an enchanted wealb weapon or wearer of enchanted wealb armor has had 24 hours to adjust to the material's strange nature, they can use their item's shifting composition to convert some of the force of potent attacks into momentum they can use to their advantage.

After taking a critical hit, the wielder of an enchanted wealb weapon deals +1d6 damage to the next melee attack they make within the next round. When the critical hit modifier of the attacker's weapon is x3, the wealb weapon wielder's additional damage increases to +2d6. When the critical hit modifier of the attacker's weapon is x4, the wealb weapon wielder's additional damage increases to +3d6.

After taking a critical hit, the wearer of enchanted wealb armor gains a temporary dodge bonus to AC equal to the armor's enhancement bonus. This bonus to AC reduces by 1 at the end of the wearer's turn until it no longer grants a dodge bonus.

Ranged weapons made of wealb gain no benefits other than bouyancy.

Type of Wealb Item	Item Price Modifier	Swim Bonus
Light armor	+2,500 gp	+3
Medium armor	+4,000 gp	+5
Heavy armor	+6,000 gp	+7
Weapon	+6,000 gp	+2

TRISTANALEUS

DARKNESS IS ALL AROUND US AND THE STRONGEST FORCE IN ALL OF EXISTENCE. IT IS THE UNYIELDING FIRMAMENT OF EXISTENCE AND THE CANVAS OF REALITY. IT IS HOME TO THE GREATEST BEINGS AND IS THE FINALITY THAT EMBRACES ALL MORTAL THINGS, DEMANDING NO QUARTER OR MERCY. WE MUST BE AS SHADOWS, BECOMING A PART OF THE DARKNESS BEFORE IT TAKES US INTO ITS FOLD.

—LECTICIO ITZAL GERIZA

DIVINE SHADOWDWELLER, DWELLER IN DARKNESS

God of Avarice, Darkness, Hatred, and Shadows

Alignment CE

Domains Chaos, Darkness, Evil, Strength

Favored Weapons spiked chain

Centers of Worship Kakorr, Nethys' Scar, Red Fist Territory

Race monstrous humanoid

This bestial and savage god's personality is reflected by his appearance — whenever Tristanaeus visits the Material Plane it is always in a monstrous and physically powerful form, carrying a brutal and eerily silent adamantine spiked chain. Of all the gods, he covets power most of all and will do anything he can to achieve his goals. His followers are those who live in the shadows, seek to bind extradimensional allies, or lust for power or wealth. In addition, fletchlings worship him and in his name hire out their services to Veranthea's less ethical merchants (whopay tribute to the Dweller in Darkness with fanatical secrecy). The power struggles that result among his clerics and faithful are epic, lifelong, and often incredibly complex but together, they create massive economy-controlling cabals that effect commerce on national scales. Those few who serve him well enough (a small number indeed) are treated to an afterlife of sadistic joys, though most of Tristanaeus' flock are used as fodder for the entertainment of his court.

A shockingly large portion of Veranthea don't know the god of shadows by any of his holy names, only as a dangerous primal force; those who know Tristanaeus for whom he is are even more fearful of him. The Dweller in Darkness



ANTIPALADINS OF AVARICE

The god of darkness believes that everything he desires is rightfully his own and his unholy knights are just as single-mindedly stubborn in their beliefs of entitlement. These fell warriors seek out the most powerful magic and weaponry, obsessed with living unfettered by the inhibitions of lesser creatures and aggressively defending their right to do so. Antipaladins of Tristanaleus uphold the following creed:

- The shadows are my blade, my cloak, and my lair; they protect me, shroud me, and it is within the darkness that I plot my victories.
- All things come from and end in darkness, and so all things are owned by it. As an agent of shadow it is my right to take all I see fit.
- Nothing can stop my iron will. Those who stand in my way are doomed.
- My enemies are not obstacles but entertainment and their suffering is to my ears like the sweetest of melodies.

acts in secrecy so total that even Arcanulus cannot clearly discern his whereabouts or doings—only the supremely calculated predictions of Herastreath have had any amount of accuracy when divining where the Divine Shadowdweller might strike next or what his current goal is. The most devout followers of Tristanaleus do his bidding by fostering hatred in others, taking what they desire from whomever they please, and remaining a secret, their identities shrouded in shadow.

The Church

While it is rare for Tristanaleus to have a public house of worship some cultures in Veranthea have come to revere the Dweller in Darkness, though most who do so are clandestine and secretive to the utmost. The Divine Shadowdweller's ethos encourages malice between his followers as much as it does cooperation, making his religion seem disorganized and prone to self-destruction; only Tristanaleus' deft use of his agents, blessed with powers to disguise their presence or remain undetected, keep his "church" thriving. Gifted with potent, dark abilities, the devotees whom serve him faithfully swiftly rise to positions of authority and influence, generating small cults that pray to the god of shadows.

The followers of Tristanaleus vary widely in role and station, but are all cunning, cruel, and ruthless—bloodthirsty soldiers, amoral merchants, murderers, and thieves faithfully look to the god of avarice and hatred for aid. His priests are charismatic or dominating sycophants surrounded

by fawning minions all equally covetous of their master's influence and power, willing to do whatever is necessary to promote themselves. Without the Dweller in Darkness' mandates or supervision infighting within a cult leads to quickly changing leadership, and even with their god's divine intervention, fighting between sects is constant.

Temples and Shrines

Proper churches to the god of hatred are few in number but Tristanaleus' sweeping gothic castle-like temples cast large shadows over the settlements that harbor them. Shrines to the Divine Shadowdweller are much more common, but far grislier—he enjoys tributes of corpses carved with Infernal markings.

A Priest's Role

The most devoted followers of the Dweller in Darkness make up his enigmatic priesthood, each developing their own small following of fanatical sycophants. Public priests of Tristanaleus act as mediators of grievances outside the law's purvey, making public the misdeeds of aggressors for a nominal fee.

Adventurers

Clergy of the Divine Shadowdweller frequently employ adventurers for their shadow wars, both with the other religions of Veranthea and one another. When a cult leader of Tristanaleus finds their minions are inadequate for acquiring an object of great power or value, they hire explorers and mercenaries to get the job done.

Clothing

True devotees of the Dweller in Darkness wear underclothing so black that it seems to bleed shadow, but otherwise have only hidden symbols or markings that show their allegiance to Tristanaleus. Many are also bearing fine ornamentation—when one of the god of avarice's followers sees something they want, they tend to take it.

Holy Texts

Every cult of Tristanaleus has its own tome, usually penned by the current leader. The most well-known and publicized belonged to the denomination of Itzal Geriza, a caravaneer of eastern Grethadnis.

Lecticio Itzal Geriza: Fables aggrandizing the accomplishments and successes of the despicable profiteer Itzal Geriza fill this lavish tome, flatteringly espousing his rise to power. From humble beginnings as the son of a poor shopkeeper (which is itself a lie as Itzal's father was a wealthy noble), Geriza cheated, lied, stole, and murdered his way to great prominence, a perfect example for how

to best live up to Tristanaleus' ideals.

Holidays

Followers of the Dweller in Darkness celebrate the coldest day of the year on their respective continent – the day with the longest night.

Najduza Noc: More murders occur on this unholy holiday than any other day of the year as the Divine Shadowdweller's adherents emerge from the shadows to kill as their urges direct them, often to take from another something they desire. All of the victims of this annual profane celebration are marked with Tristanaleus' religious symbols, weeping and bleed shadows for a week or until exposed directly to sunlight.

Aphorisms

Several adages can be attributed to Tristanaleus, usually heard as one of his worshipers sinks a blade into a helpless victim.

Everything Casts A Shadow. Even the most radiant creatures cast a shadow and this saying reminds the god of hatred's followers that there is always a dark place from which to strike unseen.

Might Makes Right. As the phrase implies, strength is justification enough to do as one pleases.

Relations with Other Gods

The other gods are ever suspicious of Tristanaleus and none too fond of him, all keen to unveil his deceptions or for any signs of what the Dweller in Darkness is about to do next. In the *Conxecron* he is regarded with caution, always lurking on the edge of the court and playing devil's advocate regardless of which deity he opposes.

Realm

The Divine Shadowdweller lives in a fortress of darkness on the Shadow Plane. His followers are able to walk through the tangible shadows freely, but nonbelievers find the firmament to be impervious and are sapped of their strength for every moment they walk upon it.

NEW ITEM: NAZDUJA DUST

When sand is taken to the Material Plane from the area around Tristanaleus' home in the Shadow Plane it loses its ability to sap the strength of the faithless but becomes a magical conduit for muscle-bound mages. Bloodragers in particular desperately seek out *nazduja dust*, using the wondrous item to amplify the power of their spells while using bloodrage.

NAZDUJA DUST

Aura faint universal; CL 3rd

Slot none; Price 50 gp; Weight ¼ lb.

DESCRIPTION

This dark sand absorbs the light that touches it, making it appear to be pitch black. When used as an extra component while casting a spell with material components, *nazduja dust* allows the user to substitute their Strength attribute in place of their regular spellcasting attribute. In order to be effective, a number of uses of *nazduja dust* must be used equal to the number of spell levels of the spell being cast.

A user may choose to instead use *nazduja dust* to cause the spell they make to lower the area of light around the caster for a number of rounds equal to the spell's level in a radius of 5 feet per spell level. In addition, the user is able to see clearly through this darkness.

CONSTRUCTION

Requirements Craft Wondrous Item, Eschew Materials, creator must have 3 ranks in Knowledge (arcana), Knowledge (planes), and Spellcraft; Cost 25 gp

OBEDIENCE

Truly devout acts of worship to Tristanaleus are grisly affairs. Whether one is simply slaughtering a weaker foe pleading for mercy or torturing an opponent they have bested, one of the principal doctrines of the Dweller in Darkness' faith is to cause suffering (maiming is particularly favored, especially when depriving a victim of their sight). As much as the Divine Shadowdweller values the infliction of pain, among he and his followers strength is respected above all. Athletic competitions are encouraged to establish dominance but all displays of superiority are welcome – Tristanaleus teaches that while physical force is often the arbiter of supremacy that it is not always the case. Possessing vast wealth, commanding large forces, and mastering powerful magic can all be ways to be stronger than others.



Dreksler

WITH A JAUNTY CHARGE AND DEFT STRIKE FROM HIS PICK, THE DIVINE DRUNK STUMBLER AROUND CASTRIIL'S GRASP AND WOUNDED ONE OF ITS THOUSAND EYES! HIS LAUGHTER WAS OF SUCH A GREAT MIRTH THAT THE ALIEN NIGHTMARE'S UNNATURAL SOUL QUAKED WITH FEAR; LIKE DREKSLEK WE TOO MUST LAUGH IN THE FACE OF EVIL, EVER JOYFUL AGAINST THE CHALLENGES THAT OBSCURE OUR PATHS TO DESTINY.

—LIBRUS ADVENTURIOSII

THE DIVINE DRUNK, THE WILDEST CARD

God of Adventure, Alcohol, Charity, Dwarves, and Fame

Alignment CG

Domains Chaos, Charm, Glory, Good

Favored Weapons heavy pick

Centers of Worship Cape of the Bereft,

Duranteen Mountains, Elleara,

Mountains of Drathfire, Ominara

Race dwarf



Dreksler is the least predictable amongst the gods though he always acts towards what he sees as the good of his worshippers. The Wildest Card manifests as a stout dwarf in a state of inebriation, dressed in ancient, traditional armor and carrying two picks (both far too large for him). His clergy are known for starting parties wherever they go, claiming "If Dreksler is drunk, so shall we be!" His priests carry tankards of endless ale in special, dedicated boxes, and freely and frequently share this blessing with others. The Church of Discovery (his most devout worshippers) recognizes those of impressive deeds and heroic exploits, and offers them boons and celebrations in their honor.

As his name might suggest, the Divine Drunk has an entertaining demeanor that makes him one of the most popular gods in all of Veranthea. Only those truly devoted to order or single-mindedly focused on their own goals (either for good or evil) find umbrage with Dreksler; though his inebriated buffoonery is usually benign, this isn't always the case and his exploits' full ramifications are not always beneficial. Most folks focus on the Wildest Card's insistent revelry largely thanks to his celebratory clergy, who enjoy the same level of favoritism from Verantheans and are usually welcomed in all settlements. Unsurprisingly he has followers everywhere and though not as strong as his primal counterparts or yielding as many dwarven followers, Dreksler is worshiped by the most prominent stout folk and appears more times in the mythology of the dwarven race than any other deity.



The Church

The Church of Discovery is the most popular religious institution in Veranthea. Every settlement of Kind Folk (and even the odd Unwanted Folk town or city) has a house of worship dedicated to the god of adventure, commonly doubling as an eatery and tavern. His clergy (usually a bit drunk and apathetic) have no compunctions about treading on the other gods relics or traditions save for Wealbrems. With coffers filled by the sale of the world's best alcohols and treasures acquired from adventurers given quests by his worshipers, the Church of Discovery keeps a strong reserve of gold and other rewards for anyone that greatly distinguishes themselves through glorious deeds of exceptional valor.

Many different kinds of people worship the Divine Drunk but adventurers, bards, cooks, drunkards, dwarves, and fighters are the likeliest to pay tribute to the god of fame and like their namesake, these adherents of Dreksler are always inebriated or perpetually about to be in a state of drunkenness (but otherwise fairly agreeable). There's little to no organization of power between different arms of the Church of Discovery, and when there is a question of which sect has authority over another, it usually comes down to a contest of some kind between head priests.

Temples and Shrines

Dreksler's houses of worship revere celebration and the god of adventure in equal parts; for every votive there is a fork and flagon, for every pew a table, and for every religious service a meal. The vast majority of his followers are faithful attendants to the Church of Discovery, extolling the deeds brought to their local sect in markets and taverns across Veranthea (to increase the fame of both their local congregation and the adventurer responsible). In addition to serving as cafeterias and drinking holes, the Wildest Card's temples often maintain a thriving magic item trade.

A Priest's Role

In addition to their position as leaders in the Church of Discovery, Dreksler's priests are brewmasters and chefs that each fine-tune a personal recipe for a food or drink that they will one day share with him in the afterlife. Otherwise his clergy are devoted to living a life of celebration and mirth, making them popular members of most communities—as worshipers of the god of alcohol, they are quick to dispense it and few Verantheans turn down a free drink (usually dispensed via a Dreksler's unending tap).

Adventurers

No Veranthean deity is more popular with adventurers than the Divine Drunk. His priests and priestesses are constantly seeking out explorers, mages, mercenaries, and rogues to quest into dungeons, retrieve priceless relics, or otherwise aid the realm. Legends claim that those who best emulate Dreksler often meet him just before undertaking the greatest venture of their lives, a good omen for what lay in their future.

Clothing

Dreksler's clergy dresses in suits of breastplate that resemble their god's and in lieu of that, shirts and coats that are colored or even painted to look like the deity's suit of armor. They openly wear his holy symbol on their shoulders, proudly displaying it wherever they go.

Holy Texts

The Divine Drunk has several holy texts but only two are considered to be required reading for his clergy.

Brewmaster's Cookbook: The best recipes in the world are said to lay within these curious texts, but not everyone can immediately read them—somehow the books know whom holds them and pass judgment with mysterious decrees. A simple nonbeliever finds directions on how to prepare enjoyable food and drink, but those best liked by Dreksler find recipes that would satisfy even the gods.

Librus Adventuriosii: Any adventurer seeking fame and fortune can draw powerful and important lessons from this popular leatherbound tome. These books detail some of the attributes of monsters common to the realms they are written in, tips on how to endure weather hazards, diagrams of simple traps frequently found in the area, and the like, all told through fables of Dreksler's adventures across Veranthea in the distant past.

Holidays

To the true follower of the Wildest Card every day is a holiday and even the sacred celebrations of other deities are cause for revelry (really, anything able to qualify does so) but one day in particular stands out from the rest.

Ritam Za Neznalice: Celebrated at the height of summer on the longest day of the year, this holiday is said to be Dreksler's birthday (so declared by the Divine Drunk himself). His clergy kick their revelry up a notch and drink flows even more freely than normal, gifts are given between family and friends, and the Church of Discovery holds a feast that lasts both day and night.

Aphorisms

Dreksler has innumerable expressions but two well known by most Verantheans.

Beer Then Liquor, Never Been Sicker; Liquor Then Beer, Never Been Clearer. A self-explanatory saying.

Fortune Favors The Bold. Good things come to the courageous and the Wildest Card is said to personally ensure that at times, encouraging his flock to ever greater heights of fame by their virtuous acts.

Relations with Other Gods

Nearly all of the deities of Veranthea have a fondness for Dreksler. Though he is unpredictable the lawful gods respect what the Church of Discovery accomplishes for the good of Veranthea or the opportunity for evil it often creates, the chaotic gods find his demeanor to be delightful, and few are able to resist his mirth. Matilondo despises the Divine Drunk (as do the Nightmare Gods), though none of their siblings have yet realized his displeasure for the dwarven deity.

Realm

Dreksler doesn't call any single dimension his own but lives instead in a traveling demiplane contained within his favorite tavern, *The Divine Swill*. From the outside the planar wonder looks like a two-story rustic inn, but the interior is a tesseract and has at times been as large as Lethis. The god of adventure's most famous and devout followers join him to revel eternal in the afterlife, celebrating their accomplishments and deeds (and occasionally helping mortals make their own marks on history). After accomplishing a truly mythical feat, an adventurer might well walk into a tavern to find themselves in *The Divine Swill* for a night of celebration unlike any other in their mortal life.

OBEDIENCE

While the Church of Discovery has certainly played a role in the popularity of the Wildest Card, the majority of his increasing deific power comes from celebrations – especially when alcohol is involved. Knowingly or not the countless taverns, tea houses, and drinking halls throughout Veranthea serve a dual purpose as ad hoc houses of worship for Dreksler, feeding the dwarven deity of adventure with belief that can at times make him more one of the most potent gods in the Radical Pantheon. True to form he rarely uses the gifts granted by revelry to do anything of great impact, squandering it for entertainment instead. The Divine Drunk is empowered by believers through other means however and adventurers are constantly achieving victories that also pay tribute to him regardless of his clergy's potential involvement. Charitable acts are also looked upon kindly by Dreksler and those who donate great wealth in his name are sometimes visited by him in their dreams, treated to an evening of entertainment in *The Divine Swill* that they can vividly remember long afterward (a gift of perfect memory to be enjoyed until the end of one's days).

The Church of Discovery

When deeds are rewarded directly by the Church of Discovery the priests of the Wildest Card (and if they're game for it, those submitting accomplishments) get overwhelmingly inebriated as part of a ritual feast honoring their god. For particularly grand achievements the clergy of nearby shrines and houses of worship are all invited to join, distant priests make their way to the celebration, and often entire settlements participate in the revelry – some do so just for the fun of it but others come because there's always a chance that Dreksler himself crashes the party. The organization has more to offer than a good time however and they provide a range of services regardless of one's allegiance, provided of course that upon entering the Church of Discovery weapons are peacebonded and traveler pledge not to incite violence while within.

Declarations and Quests

Dreksler's clergy are tasked with encouraging the accomplishment of great deeds in Veranthea and, using charity given to the Church of Discovery, use their order's wealth to hire adventurers to render aid to those in need, right wrongs, and generally help create an environment where celebrations are common.

Equipment

While not every Church of Discovery has an alchemist or smith, all of these houses of worship keep the anvils, forges, and laboratories required to perform such work. They are open for use by adventurers at no charge, though stealing is not included in the pledge for entry and creators best beware.

Tavern

It is impossible for any mortals to create a drinking house as fine as *The Divine Swill* but that doesn't stop the Wildest Card's priests from trying. The food in these taverns is always good, the prices are affordable, and so long as blades aren't drawn it's a tall order to be kicked out of one.

Training

Retired adventurers with a fair number of deeds registered with the Church of Discovery receive a discount at the taverns inside the houses of worship so finding masters of trades to learn from within is easily done. What an individual Church of Discovery has to offer this way is at the GM's discretion, but when a retired adventurer with access to the archetype, class, feat, language, skill, or spell known can aid with [re-training](#)^{UCA}, reducing the time required by half (though not the gold cost, and there's usually a "listening to old glories" tax to be paid during nights of drinking in between instructions).

ELAITH



HUNT FOR AN ORC AND FEED HIM FOR A DAY. TEACH THE ORC TO HUNT AND FEED HIM FOR LIFE. TRAIN THE ORC TO FIGHT AND HE WILL MAKE WAR. ONCE AN ORC KNOWS TO WAR, THE BLOOD FLOWS FREE ON THE PATH TO VICTORY.

—CHILOMBO BUKU

THE DIVINE SAVAGE, THE QUICK DEATH

God of Combat, Orcs, and Savagery

Alignment NE

Domains Destruction, Evil, Strength, War

Favored Weapons battle axe, kukri

Centers of Worship Durkhon Badlands, Fordhatta, Hurrall Hills, Red Fist Territory, Scorched Desert

Race orc

Elaith is the most monstrous deity aside from the Nightmare Gods; not because of his appearance, but rather his nature. Favoring an instantaneous kill to any sustained confrontation, the Quick Death strikes from the darkness and enters battle with a ferocity matched only by his uncanny precision. Renowned among the gods for his skill in battle, warriors and generals alike make respectful sacrifices in his name before important military operations. Virtually all orc tribes are among Elaith's flock and he personally seeks out the most talented among them to guide towards still-greater power while disguised as either a charming rogue or an ancient wizard of indeterminable race. When beheld in combat, his body is constantly morphing from shadow to toned muscle, a battleaxe in one hand and a kukri in the other, always with the hide of a jabberwock draped over his enormous chest. The Divine Savage emerged with a bastard brother half-orc demigod named Rankarand some of their race (those who follow a more Samaritan path) join his kin in the Endless Duel. There the devout followers of both train for eternity to briefly take the place of their deity before a single blow from either god strikes them low for decades or more.

The Quick Death is often looked upon as a champion of the Unwanted Folk and therein is the Veranthean deity most widely feared by Kind Folk. In truth only those driven by bloodlust – regardless of their species – are likely to worship the god of combat and savagery, giving in to murderous temptations or a subconscious desire for malice and destruction. To best express their devotion, his adherents do as the Divine Savage is wont to: establish superiority through brutal physical contests usually ending in bloodshed. Elaith's clergy are generally as feared or respected as their patron, always treated with distant caution and when a military necessity, tolerated in civil society. It is well known that to upset a priest or priestess of the Quick Death is to invite pain to oneself, regardless of any expression's intent.



SAVAGE ANTIPALADINS

These savage warriors are sought after as gladiatorial champions, military commanders, tactical advisors, and generally in any role that makes targets readily available. Elaith's unholy knights carve up creatures with a fervent zeal for bloodshed that makes them terrors to behold, and they go to great lengths to maximize how much death they can deal out in any given situation. Antipaladins of the Divine Savage uphold the following creeds:

- Combat is my given tongue and though I may not speak elegantly, I speak more than most.
- I will wear my slain foes as trophies and their kin will lament my name.
- Politeness is a sign of weakness and I know no such restraints.
- True strength lies in a blade. I am the axe of the Quick Death and none are stronger.

The Church

Kind Folk do not look on Elaith fondly and typically see his followers as little more than bloodthirsty savages ever ready to draw a blade and die a glorious death in battle. Though ultimately a disservice, this is a fairly accurate understanding of the Quick Death's ethos and the simplicity of Elaith's philosophy doesn't call for much in the way of organization save for identifying the biggest, strongest, and toughest believer among any given group; thus the hierarchy of the Divine Savage's religion is mostly localized to a settlement or region.

Barbarians, lycanthropes, Unwanted Folk, and orcs are his most common worshippers, though many mercenaries and soldiers also show reverence for the god of combat. Elaith's flock are not usually found among civilization—largely relegated to areas of wilderness or scarce populations instead—but they tend to quickly distinguish themselves using violence when they establish a house of worship or begin attending one.

Temples and Shrines

The churches of the Divine Savage are austere affairs that serve equally well as arenas, usually little more than bloodstained pits surrounded by simple wooden pews. Shrines to Elaith are equally frugal, usually large stone carvings depicting a magnificent warrior. The devout lay corpses at the feet of these statues and when the god of savagery is pleased, the artwork glows with a blood red nimbus of energy in the dark of night and takes on an uncanny likeness to its subject.

A Priest's Role

Elaith's priests are as much combatants as they are clergy, constantly looking for ways to test their mettle regardless of where they might be. The Quick Death's most devout worshipers handle tributes to the god of war whenever conflicts arise, holding their murderous urges long enough to accept donations from everyone—regardless of which side of a battle they may be on.

Adventurers

Many adventurers follow the Divine Savage usually because of his position as the deity of battle. Typically these are mercenary-minded explorers or soldiers, but bloodthirsty and valorous orcs of all roles are common as well.

Clothing

The Quick Death's followers openly wear their god's holy symbol on their person. More importantly, however, are the trophies; a token of every kill from each creature slain by a devout adherent of Elaith is worn somewhere on their body. Sometimes these are small (a tooth or ear) but truly worthwhile victories merit far grander and more elaborate use of remains.

Holy Texts

Elaith has numerous volumes largely revolving around battlefield tactics and martial disciplines. One of these is considered quintessential, as is a cunning philosophical treatise on the Divine Savage's ethos.

Divljak Dikar: This metal bound tome is filled with military diagrams and tactical axioms that have guided centuries of Veranthea's generals. In addition to combat acumen and philosophical truths, this book detail is considered required reading for any commanding leader.

Chilombo Buku: A monstrous manual revered by his Unwanted Folk followers, this unholy text teaches how to live a justly savage life no matter where one dwells. Orcs in particular favor this book, often making sure at least one of a tribe's members is literate so that they might hear the fables of their god that lay within.

Holidays

The third week of spring is one of the most dangerous times in Grethadnis and Trectoyri as the followers of Elaith have only one holiday, but celebrate the days before and after it with a truly dangerous fervor.

Dagi Drabet: In 888 AV the Divine Savage was called out by one of the Fair Continent's jabberwocks and became so enraged he came down to Veranthea, slaying the great beast. So it is that as the snow thaws in Grethadnis and begins to fall in Trectoyri that his followers celebrate, drinking an unholy draught that heightens their bloodlust to make even the slightest provocation enough to cause an ensuing fight to the death.

Aphorisms

Elaith has many axioms, most relating largely to battle, with a few broad enough to have been have worked into the vernacular.

Fight Right Or Make Light. Any battle can be won with a precise blade and perfect tactics, but when defeat is inevitable, a warrior should be able to retreat swiftly.

Sanguine Then Wine. Intended mostly to mean “do your killing before your drinking”, peasants rarely know the meaning of the first word and take it to mean work before pleasure.

Relations with Other Gods

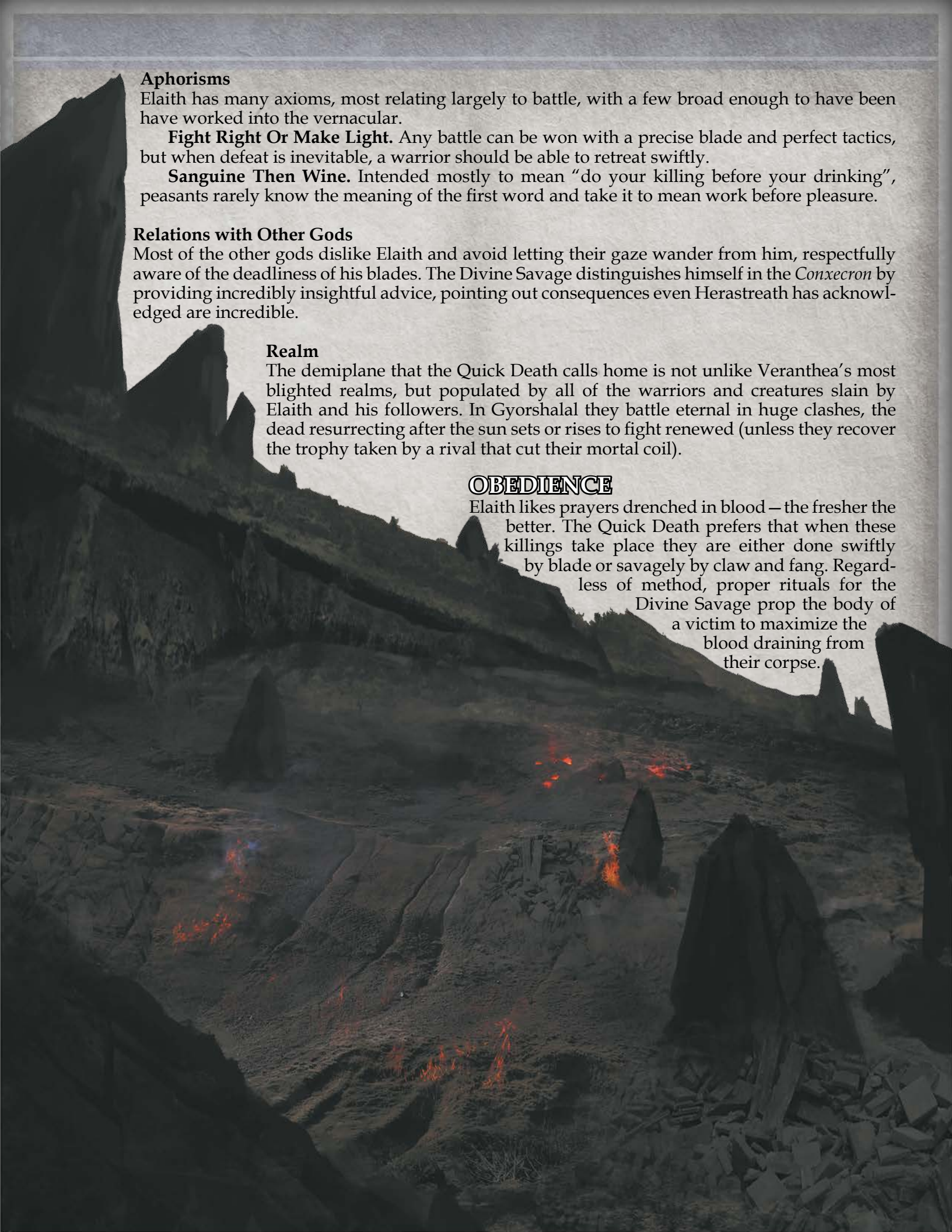
Most of the other gods dislike Elaith and avoid letting their gaze wander from him, respectfully aware of the deadliness of his blades. The Divine Savage distinguishes himself in the *Conxecron* by providing incredibly insightful advice, pointing out consequences even Herastreath has acknowledged are incredible.

Realm

The demiplane that the Quick Death calls home is not unlike Veranthea’s most blighted realms, but populated by all of the warriors and creatures slain by Elaith and his followers. In Gyorshalal they battle eternal in huge clashes, the dead resurrecting after the sun sets or rises to fight renewed (unless they recover the trophy taken by a rival that cut their mortal coil).

OBEDIENCE

Elaith likes prayers drenched in blood – the fresher the better. The Quick Death prefers that when these killings take place they are either done swiftly by blade or savagely by claw and fang. Regardless of method, proper rituals for the Divine Savage prop the body of a victim to maximize the blood draining from their corpse.



Matilondo

THERE IS NO GREATER GLORY THAN THAT BESTOWED BY FORTUNE AND WEALTH; A FULL COFFER BENEFITS ALL OF A VERANTHEAN'S FRIENDS, LOVED ONES, AND EVEN ENEMIES. IT IS THROUGH WEALTH THAT INDUSTRY BLOOMS, AND UNDER THE GUIDANCE OF THOSE WHO HAVE AMASSED THE MOST, THE WORLD PRESSES EVER FORWARD AND ONWARD. THUS IT IS ONLY RIGHT TO INCREASE ONE'S RICHES, BETTERING THE WHOLE IN SO DOING.

—PROFITABLE SPIRITUAL LIVING

THE DIVINE WORDSMITH

God of Capitalism, Deceit, Evil, Gnomes, Greed, Trade, and Wealth

Alignment LG (LE)

Domains Charm, Good (Evil), Glory, Nobility, Trickery

Favored Weapons dagger, dart, sword cane

Centers of Worship Fordhatta, Kakorr, Lethis, Privatend

Race gnome



To the majority of Veranthea, Matilondo is a deity that exemplifies all the beneficial qualities of good leadership and flowing commerce—his highest ranking clergy and the most learned scholars know the true nature of this deceitful god and the great lengths his followers take to maintain it: the Divine Wordsmith is greedy and corrupt to the core.

Few deities are as active in mortal affairs as the god of gnomes, and he perpetually plots and works to undermine his sister Andraletha's efforts to oversee civilization's well-being. Aspiring kingdoms devote untold resources to gain his favor as they employ assassins, poisoners, spies, and every possible avenue to the accumulation of more wealth. The adherents of Matilondo are always happy to lend a helping hand—for a price, of course.

Commoners believe that the Divine Wordsmith is a benevolent force and one of the most altruistic of Verahnus' children, paying tithes to his churches with complete faith in the charitable platitudes of his priests (his most liked followers are those who bring in the most tribute). Only the most learned and knowledgeable scholars or highest ranking members of his clergy have gleamed the truths of Matilondo and know his evil intentions. So it is with no surprise that his religion is widely perceived as one of the most charitable, compassionate, and philanthropic institutions in all of Veranthea.

The Church

The Divine Wordsmith's clergy have houses of worship everywhere in Grethadnis and can even be found in settlements in Trectoyri, Urethiel, or the Forever Dark—the god of trade and wealth is practically necessary for most of civilization. In addition to feeding the poor (who receive food that abates their hunger only to redouble it) and accepting tribute for Matilondo, his clergy wage shadow wars that undermine all of the other religions on Veranthea. The



MERCHANTTEER PALADINS

Matilondo's holy knights are a mysterious order of warriors that at first seem like any other paladins, but quickly reveal themselves to be quite different in both method and manner (see pages 66–68).

Alignment: Merchantteers of Matilondo below 11th level must be non-evil and non-chaotic. Merchantteers of Matilondo of 11th level and above must be lawful evil.

Code of Conduct: Above all else, good or evil, naive or knowledgeable, a merchantteer of Matilondo has one directive and one directive only—enhance the wealth of the church. This does not mean that a merchantteer cannot take actions someone else might qualify as unprofitable, only that such actions must always be in service to an ultimately profitable outcome. A merchantteer's code requires that he tax, charge, and collect funds for any services he renders whenever possible, provided such actions don't interfere with his goals.

Associates: While he may adventure with less single-minded allies, a merchantteer avoids working with overly altruistic or charitable characters. Under exceptional circumstances he may do so, but only to bring them into his fold or take all they have to offer. A merchantteer does not need an *atonement* spell during such an unusual alliance, or afterward—Matilondo only cares about the bottom line. A merchantteer may accept only henchmen, followers, or cohorts who are themselves greedy (likely evil-aligned, and at best neutral-aligned).

tactics of the deceitful gnome's followers are as duplicitous and varied as their patron's treasures, ranging from slowly destabilizing faith in his siblings to murdering opposing priests or sabotaging other deities' temples (though never one that belongs to Wealbrens).

While any whom carry a great desire in their heart to attain gold simply for the sake of it might find themselves worshiping Matilondo, most of his flock are misguided gnomes, greedy merchants, and corrupt (or corruptible) royalty. Virtually everyone finds his followers to be affable and likeable, showing fealty or kindness in the face of brazen capitalist mercantilism lest they earn the Divine Wordsmith's contempt. Despite their deity's duplicitous double nature, the church does perform a surprising amount of good deeds if only because their lower-ranking members don't quite understand the final destination of the funds they don't use.

Temples and Shrines

Churches devoted to the god of capitalism are grandiose and magnificent structures that put many castles to shame in terms of grandeur. Matilondo's houses of worship are typically located in or near the poorest parts of a settlement, preying on the weak with false benevolence. Shrines to the god of wealth are located all around the nearby area, magically transporting any coins placed inside to the nearest church.

A Priest's Role

Priests of Matilondo are beholden to do good works on behalf of the church, encouraging charity and good will while accepting donations on behalf of the Divine Wordsmith. High ranking clergy that know the truth of their deity's evil nature utilize these funds to attack and destroy the god of gnomes' competitors, along with culling nonbelievers that find out Matilondo's secret and lose their faith.

Adventurers

Explorers, mercenaries, and many adventurers worship Matilondo, buying into his hokey philosophy that attaining great wealth encourages and enriches the lives of those around them. Few ever discover the Divine Wordsmith's treachery, unknowingly providing aid to an organization that often comes to be at odds with their ilk.

Clothing

Matilondo's clergy are easy to spot—they are always clad in finery, adorned with precious metals and jewels galore.

Holy Texts

Hidden tomes detail the true ethos and beliefs of Matilondo but most people only ever come to know of the existence of his two most popular books.

Profitable Spiritual Living: This lavish, gold-inked text is bound with precious metals and embedded with jewels and gemstones. Its stunning calligraphy directs a reader on rituals to make the most of tributes made to the god of wealth, espousing what seems to be practical wisdoms on how to live a frugal life that ultimately bears good fortune.

Raamat Khraza: The nuances of mercantilism and trade are not at all lost on the followers of Matilondo, each of them trained heavily in the social arts taught through this revered tome (required reading for anyone entering the priesthood, ensuring they are of enough moral fiber and wherewithal to carry a profit.)

Holidays

Matilondo's followers celebrate the coming of spring, the time when most governments in Grethadnis collect taxes.

Maxu Paev: While his most knowledgeable priests and merchanters know that Matilondo fell to evil, none know the duplicitous god is responsible for unleashing the Nightmare Gods, believing only that they commemorate his acquisition of wealth to surpass that of his siblings. The annual showing of good fortune and riches on the eve of spring unknowingly celebrates the reemergence of the terrible dark deities, often causing unpleasant phenomena in the areas nearby.

Aphorisms

The Divine Wordsmith has numerous expressions that are frequently used by Verantheans in all walks of life, but two that stand out from the rest.

A Copper Given Is A Silver Gained.

Though factually and logically untrue, the clergy of Matilondo frequently use this phrase to remind folks of their god's good will when seeking donations.

Hands Are Not Free. Everything has a cost, even if that cost may not be monetary or immediate, and the followers of the god of capitalism are encouraged to always be mindful of this axiom when accepting aid.

Relations with Other Gods

For the most part the other deities are quite fond of Matilondo, finding him to be affable and one of the most likeable gods. There is some suspicion among the other Shadow Gods as to the Divine Wordsmith's recent motives, but not enough to act on (especially against such a swell fellow).

Realm

Matilondo lives in magnificent palace on a demiplane of his own devising, Nobinzuzu, a vast realm made of platinum and gold that grows larger with each passing day as his church collects ever greater wealth. Though it is as hard as adamantine, anyone that digs an inch beneath any surface here finds putrid excrement beneath the lustrous veneer.

OBEDIENCE

One must be palming a gold coin while reciting prayers to the Divine Wordsmith, or if 10th level or higher, a coin made of fool's gold. Less people are aware of it but one might also earn a glance from Matilondo by whispering his name before revealing a great deception or after earning great profit at the expense of someone else.

CHOSEN OF MATILONDO

Beyond his chosen (page 70), the Divine Wordsmith has many different individuals on Veranthea endowed with a sliver of mythic power (usually stolen from one of his peers or another powerful divine creature) but his dubiousness does not end there. In moments of great desperation Matilondo will freeze time around someone he believes can be bargained with, slipping into their mind with the intent of taking them for all they've got. Only fools take him up on this offer and though it may save them from death, what comes after is considered by many to be a fate far worse.

Accepting Matilondo's Bargain

Matilondo waits until it is imminently clear to his soon-to-be victim that they are about to painfully shuffle off their mortal coil. Objects and creatures slow like molasses until they freeze entirely as the Divine Wordsmith steps in from out of the victim's peripheral vision, an empathetic smile on his face. He is affable and polite, offering salvation but explaining that to do so without his fellow gods realizing it will require the expenditure of great wealth—ephemeral, sentimental, and otherwise. Realizing that any of what Matilondo has to offer is a lie is practically impossible (he has a +80 bonus to Bluff checks) but devout adventurers can roll 1d20 and on a 20 their faith warns them not to agree to anything the god of gnomes has to offer. Those fools that accept the bargain feel all of their wounds completely heal (restoring any lost hit points and curing any conditions), immediately gains the benefit of a *freedom of movement* spell (CL 20th), and gains one randomly determined mythic template for 20 minutes.

Cost of the Deal

The victim believes that they will pay half of their wealth in coin and equipment to the Church of Matilondo but this is only the immediate cost (half their goods vanish the instant the deal is made). Until they have earned atonement from their true deity the victim automatically loses half of everything to the Divine Wordsmith—half of what they drink fails to refresh them, half of what they eat disappears before reaching their stomach, and half of the coins in their pockets dematerialize. Moreover they are subtly enslaved to the true chosen of Matilondo regardless of any immunities or protections they have. While within eyesight a chosen of Matilondo may manipulate the victim as per *dominate person*, and regardless of distance they are able to affect the victim with *suggestion* while the victim is awake or *dream* while the victim is asleep. When the victim died they lose their soul to the Divine Wordsmith if they have not properly atoned, drawn inexorably to Nobinzuzu for all eternity.

While still bound by the bargain the victim is able to summon the mythic power of Matilondo once per week to temporarily gain a randomly determined mythic template, but each time they do so it costs them dearly (how exactly is at the GM's discretion).

d100	Mythic Template
1-35	Agile ^{MA}
36-50	Arcane ^{MA}
51-75	Divine ^{MA}
76-95	Invincible ^{MA}
96-100	Savage ^{MA}

ALEANA

THE LIGHT OF ALEANA'S COURAGE SHINES BRIGHTER THAN THE SUN, CASTING OUT SHADOWS AND EXTINGUISHING THE FEARS OF HER FLOCK. HER ILLUMINANCE PROTECTS BOTH THE MIGHTIEST MORTAL AND THE MEEKEST DEVOTEE FROM THE DEPREDATIONS OF EVIL, AND TO DEFEND OTHERS FROM HARM IS TO BASK IN THE GLORIOUS PRESENCE OF THE LADY OF LIGHT.

—CAHAYA DIVINICIO

DIVINE HEALER, LADY OF LIGHT, THE SHIELD MAIDEN

God of Humans, Life, Light, Oracles, and Wisdom

Alignment NG

Domains Community, Good, Healing, Protection, Sun

Favored Weapons heavy shield

Centers of Worship Elleara, Lethis, Ominara, Srendthav, Xyrth Bogs

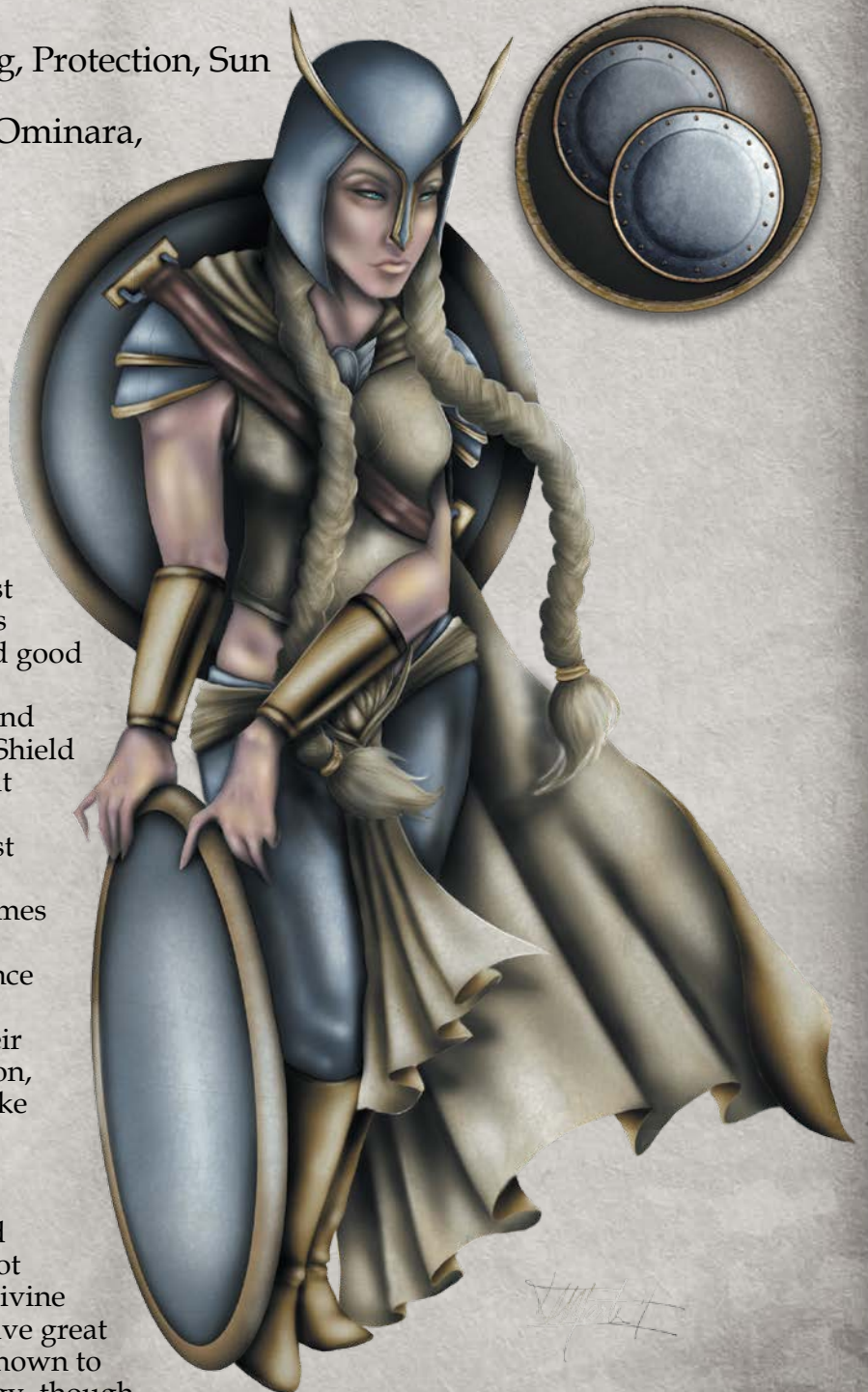
Race humans

Aleana appears as a beautiful middle-aged human maiden bathed in a cloak made of golden light that heals whomever it shines on, adorned with two heavy shields. When the *Conxecron* convenes, she is always the voice of compassion and peace among the gods, seeking the prosperity and betterment of all her children races. Her churches give aid to the poor, feed the hungry, shelter the homeless, and tend to the sick. The Lady of Light's congregations always swell at harvest time and at the change of seasons, as farmers throng to her churches to pray for health and good harvests.

As one of the most powerful deities and devoted to both healing and protection, the Shield Maiden is looked on as a benevolent god that benefits all of Veranthea. Aleana casts her revealing gaze wherever it might do the most good, repelling shadows and evil alike with divine illumination — it is in the darkest of times that the Lady of Light makes her presence known, often with the same dazzling brilliance as the sun. The most devout followers of the god of wisdom do her a service by living their lives with the same philosophy as their patron, healing the injured and carrying goodness like a torch to unveil evil wherever they wander.

The Church

Aleana's church is beloved by Kind Folk and humans in particular. Commoners that do not worship Verahnus often pay tribute to the Divine Healer and most kingdoms in Grethadnis have great monuments devoted to her. The reverence shown to the god of light is often shared with her clergy, though Unwanted Folk are usually suspicious of what her followers' interpretations of "protection" might come to mean for them.



PROTECTOR PALADINS

Holy knights devoted to the Shield Maiden are (as their patron's title suggests) warriors committed to the protection of others. While they are not lacking in courage, valor, or enthusiasm to undo the machinations of evil, first and foremost in their minds are to defend the lives of the innocent, and whenever possible, protect the sanctity of any life. Paladins of Aleana uphold the following creeds:

- Killing is a last resort; only a creature too dangerous or unable to be bound forfeits its life.
- No amount of gold can sway my blade's righteous path or persuade me to bloodlust.
- The light from my radiant soul will illuminate the secrets hidden by darkness and I shall rout any evil found within.
- A soul protected is only as good as the health of its body and it is as important that I heal those I aid as it is for me to defend them.

Though they don't have a monopoly on devotion to the Shield Maiden, the vast majority of her beliefs underneath her ethos. There is little discontent between these sects and though their warriors are not as powerful or well-equipped as their Shadow God-adherent counterparts, the support they show for one another and their sheer number make them a force to be reckoned with.

Temples and Shrines

The Divine Healer's houses of worship are far more accommodating and functional than any other god's, serving as shelter for homeless and travelers alike. They freely offer nourishment to anyone willing to work for it, performing good deeds on behalf of Aleana in order to earn their meal.

A Priest's Role

Her Lady of Light's clergy are single-minded in their desire to illuminate the world of Veranthea, showing their kin and neighbors a better way to live through cooperation and pacifism. When violence is inevitable, her priests take up arms (usually shields) to defend their flock or the settlement they practice their religion in.

Adventurers

The god of life is very encouraging of adventurers, espousing the need for questing explorers and mercenaries in order to maintain peace in the less civilized parts of the world. Those that go out of their way to protect innocents from harm—leaving their foes beaten but alive whenever possible—can even earn her blessing, finding themselves

sustained by Aleana when their life would otherwise be cut short.

Clothing

Priests of the Shield Maiden have no need for finery or ostentation, wearing only common garb, but they are always found with at least one shield on their person.

Holy Texts

Entire libraries are filled with tomes detailing the benevolent exploits of Aleana and her followers, but two specific books are found in all of her churches, both large and small.

Cahaya Divinico: This holy text is a long collection of short fables that honor the Lady of Light alongside metaphors for how to live a just life that enlightens and emboldens the lives of those around her followers.

Velicammio: Though largely kept as a religious text for her youngest worshipers, this book of martial discipline teaches everything one needs to know to effectively wield a shield for both attack and defense.

Holidays

Aleana's followers lack an annual holiday but make up for their less frequent celebrations by reveling for an entire month whenever a solar eclipse occurs.

Zatmenislunce: Lanterns and torches are kept illuminated for the entire month before and after a solar eclipse. On the day of the event Aleana's churches hire out cooks, minstrels, and servants by the dozens to celebrate with everyone nearby, sharing their light with any creature willing to share their table.

Aphorisms

The Lady of Light has a number of sayings that are part of the common parlance. Many people also associate casually polite phrases (most greetings and farewells) with Aleana, thinking that all manifestations of kindness have been touched by her grace.

Illumination Shows Both Flaws & Perfections. Light brings clarity enough to see both the good and bad about a subject, something followers of Aleana are often well to remember.

To Protect Your Neighbor Is To Protect Your Brother. The Shield Maiden's clergy frequently remind their flock of the necessity to protect not just one's kin but all creatures, ensuring a better life for all.

Without Light There Are Only Shadows. The Divine Healer's worshipers know that without their faith and the presence of their patron, Veranthea would be swallowed whole by the darkness encroaching it.

Relations with Other Gods

Aleana is viewed by most of the other gods as a powerful force of nature that ultimately benefits all she is able to. However this often causes her to be at odds with many of the deities' that have less benevolent aims, making her a target of Tristanaleus (and although she does not know it for certain, Matilondo as well).

Realm

The Divine Healer lives on a positively charged demiplane of her own design, Elafris, resting within a castle of soft light that exudes a comforting warmth while providing firm footing. Inside of her illuminated fortress Aleana draws upon the wisdom of followers that have joined her in their afterlives, utilizing their collective minds to forge a path for Veranthea's future that will see the smallest possible losses of life.

OBEDIENCE

While praying to Aleana one should be touching either a wall, door, or shield, and when these are not viable or available a small similarly-shaped token or a fragment of a sturdy domicile will suffice. While she does not discount devotions made in the darkness it is always preferable to perform rites to the Shield Maiden while basked in the light of day, directing one's shouts and raising their arms toward the sun.

SHIELD KNIGHTS

One of the most trusted sects of warriors in Veranthea are the Shield Knights, protector paladins entirely devoted to the faith and teachings of Aleana. Only the holiest and most devout are granted membership in the order and taking their oaths is no light matter—even gaining an invitation requires achieving a great victory of peace at no profit to oneself, a deed few have the acumen or character to accomplish. So it is that nearly all of the Shield Knights are both true of heart and master tacticians, defenders of the downtrodden willing to pay for the life of another with their own without regret.

TENETS OF THE SHIELD KNIGHTS

Once a paladin has been inducted into the Shield Knights there is no turning away from their duties and anyone that does is unable to atone, losing all of the order's abilities as well as their paladin class abilities (though retraining their class levels can be done in half the normal amount of time). In addition to embodying the beliefs of the protector paladins, a Shield Knight must also uphold the following creed:

- **Faith is life:** No force of the universe can persuade a Shield Knight to stray from their devotion to Aleana without powerful magic.
- **Fight to the last:** Once opposed to a force of evil, it is the duty of a Shield Knight to rally against it until death—either the paladin's or their foul foe.
- **Leave no one behind:** A Shield Knight sacrifices their own life before retreating while an ally or a charge they have sworn to protect is still in danger.
- **Never abandon those in need:** Shield Knights never turn their backs on those in need.
- **Shield fighter:** A Shield Knight carries no melee weapons, using a shield to bludgeon opponents into submission instead.

BLESSED SHIELD

While upholding the beliefs of Aleana and in a Shield Knight's possession, their shield (or one of them) gains a +1 enhancement bonus and the *returning* and *throwing* properties, shedding light as a torch.

When *illuminated shield* (page 59) is cast on a Shield Knight's blessed shield the duration of the spell increases to 1 hour per caster level.

RITUAL OF THE SHIELD KNIGHTS

The greatest boon Aleana grants to her devotees is the ability to equip entire settlements with shields. Once per month a Shield Knight can perform a 4 hour ritual to make a DC 20 caster level check and on a success, immediately conjure a light wooden shield effected as if *illuminated shield* were cast upon it for every humanoid in a settlement. These shields last until the next sunrise or sunset and do not expend themselves by unleashing beams of light.

Andraletha

TO SIT IDLY IN THE FACE OF INJUSTICE IS NO BETTER THAN COMMITTING THE ACT YOURSELF—SOCIETY CANNOT EVOLVE WITHOUT VIGILANCE AGAINST INEQUITY. THIS DIRE TASK FALLS UPON US ALL FOR IF EITHER THE WEAK OR THE STRONG LAY DOWN THEIR ARMS IN THE FACE OF EVIL, CORRUPTION WILL SETTLE DEEP IN THE ROOTS TO POISON THE DELICATE GROWTH OF CIVILIZED VERANTHEA.

**MOTHER OF CIVILIZATION,
THE DIVINE ELF, THE JUST GOD**

—TAKTIKI MEGALOFYIA

God of Civilization, Commerce, Elves, and Justice
Alignment LG

Domains Community, Good, Law, Nobility, War

Favored Weapons flail, rapier

Centers of Worship Dry Walkabout, Elleara, Korokah Forest, Lethis, Noble Lands, Privatend, Srendthav, Ominara

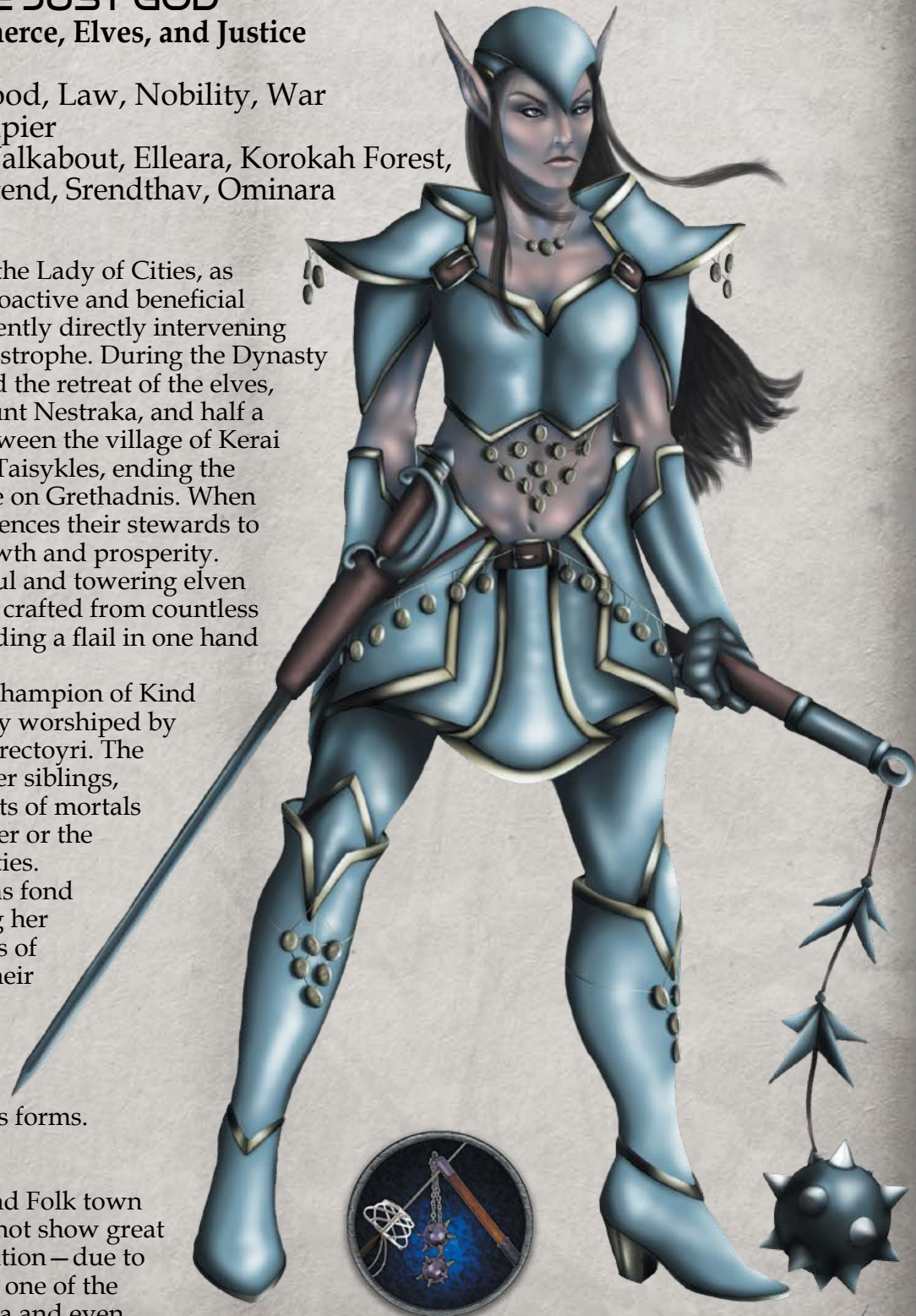
Race elves

Paladins flock to the banner of the Lady of Cities, as she is far and away the most proactive and beneficial of the gods of Veranthea, frequently directly intervening to protect settlements from catastrophe. During the Dynasty Purges in Urethiel she defended the retreat of the elves, gnomes, and dwarves into Mount Nestraka, and half a century ago she manifested between the village of Kerai and the armies of King Gareth Taisykles, ending the genocide of the Radross Empire on Grethadnis. When mortal economies fail, she influences their stewards to tip the scales back towards growth and prosperity. Andraletha appears as a graceful and towering elven woman, dressed in plate armor crafted from countless coins hammered together, wielding a flail in one hand and a rapier in the other.

Andraletha is a lauded champion of Kind Folk everywhere, most fervently worshiped by Ominarans or freemen still in Trectoyri. The Divine Elf is less patient than her siblings, intervening directly in the events of mortals to protect them from one another or the wrath of another one of the deities. Unwanted Folk are not nearly as fond of the god of civilization, seeing her willful interference in the affairs of the living as a direct threat to their well-being. Followers of the Mother of Civilization do her a service by enforcing justice wherever they tread, making efforts to create fairness in all its forms.

The Church

It is extremely rare to find a Kind Folk town or city in Grethadnis that does not show great reverence for the god of civilization—due to her proactivity the Divine Elf is one of the most visible deities in Veranthea and even



CIVILIZED PALADINS

The holy knights of Andraletha are more concerned with preserving civilization than they are of their own well-being. Desecrated cultural works of art, vandalized historically significant monuments, and any other acts that might terrorize a populace are reason enough for these divine warriors to draw their blades, so long as they have the conviction of working to better peoples' lives. Andraletha paladins uphold the following creeds:

- I am the defender of fairness and equity; my blade thirsts for injustice.
- Evil shall have no succor while within my sight and my blade will bring it low.
- The needs of the many outweigh the needs of the few.
- Progress without justice is tyranny and sows the seeds of its own destruction.

those who find her existence to be an affront on the free will of mortals are hesitant to speak against her name. Andraletha and her clergy are staunchly devoted to justice however and their presence is a great boon for commerce and governments that often call on her houses of worship to keep the peace. Servants of the Mother of Civilization are on the front line in the shadow wars with Matilondo and the other darker gods, holding their fell machinations at bay.

Many citizens of larger settlements worship Andraletha alongside elves, government officials, paladins, teachers, and traders that look to the Just God with the belief that she will help guide Veranthea to a prosperous future. Her followers are eager to provide aid but do so aggressively and typically overstep their bounds, making them beloved and tolerated in equal measure. Soldiers that find devotion to Elaith to be despicable often turn to the Mother of Civilization for guidance, faithful that she will offer divine acumen for crucial battles. The hierarchy of Andraletha's clergy is much like a military organization but promotes based on how much one of its members contributes to society, sometimes through conflict but often through commerce as well.

Temples and Shrines

Settlements in Grethadnis are the most common places to find a church or shrine to Andraletha, but any site of great victory for a Kind Folk army typically has a monument that incorporates her into its workings. The Divine Elf's temples are built with a tactical brilliance she inspires all of her priests with, each church as much a fortress as it is a house of worship; when dire consequence comes upon a town or city and all seems lost it often serves as

the final point of defense. When a local tribunal is lacking one of the Mother of Civilization's temples are often used to hold court, making them difficult for the guilty to escape from when a verdict comes down.

A Priest's Role

Andraletha's clergy are typically arbiters or guards and when they are not officially the law, doing their best to help the defenders of the settlements around them however they are able.

Adventurers

The Just God has a particular fondness for adventurers matched only by Dreksler. Unlike the Wildest Card Andraletha's favor is tempered—those who cause more mischief than progress lose her blessings, but those that champion justice and the advancement of Veranthea sometimes find that the Divine Elf grants them her protection.

Clothing

Followers of the Mother of Civilization are almost always in a suit of armor of some kind or another, even when sleeping (sometimes carrying a lighter armament solely for rest).

Holy Texts

Churches devoted to Andraletha always keep a vast library of works penned by her priesthood but two in particular are of great importance and always kept on hand.

Politismos Protathlitis: Brilliant financial and political philosophies are told through the fables in this tome, each tale one borne from the exploits of one of Andraletha's followers.

Taktiki Megalofyia: This simple book is dreadfully dry but it is overflowing with practical battlefield disciplines that are perfect for defense in a siege, staging a retreat, and protecting settlements during wartime.

Holidays

Andraletha's worshipers commemorate each of her interventions into Veranthea every year.

Imera Nikis: In Grethadnis this holy day falls on the third week of fall and to honor the Divine Elf's defense of Kerai, her clergy share gnome delicacies with all that come to show her tribute. In Urethiel's last week of summer the city of Kakorr becomes home to a celebration of diversity and kinship between races; in Trectoyri (or more accurately, Ominara) it is celebrated in the sixth week of spring to memorialize the Divine Elf's defense of the Bedim Wall (though here, Unwanted Folk are unwelcome).

Aphorisms

The Mother of Civilization has many sayings but only two that are common parlance.

Act Early Or Work Harder. The Divine Elf encourages her worshipers to be proactive in all things

Justice Is Blind. Impartial judgment is required in all things and Andraletha's followers try to act without prejudice when it is possible to do so.

Relations with Other Gods

Andraletha is a constant voice for action in the *Conxecron*, always arguing that the gods need to take a stronger role in Veranthea's development. Her siblings tend to tolerate the Divine Elf's insistent presence, though the tension between her and Elaith is nearly palpable whenever they are near one another.

Realm

The Just God lives on Mahanagara, a planetoid covered in buildings and streets that grows with every follower that comes to her demiplane in their afterlife. This enormous settlement stretches from horizon to horizon but offers all the amenities of a metropolis—houses have running water, food is never in short supply, and though it is cramped as any urban area is, its exponential nature makes certain there is enough space for everyone regardless of how crowded it becomes. It's said that one can find anything and everything in Mahanagara so long as they know where to look (making it a popular destination for planar travelers), and with the aggressive bent of the deceased Blade Knights that routinely scour the city for contraband it is easily believed. Of course Matilondo is the reason that these illegal activities remain beneath the direct notice of Andraletha, but there will certainly be an epic reckoning between the two gods when the Divine Wordsmith's trickery is revealed.

OBEDIENCE

Prayers to Andraletha are best heard when they are spoken while handling a well-crafted weapon. The Divine Elf also encourages her followers to call out her name in the midst of a just battle or when both members of a new contract bless their agreement with her titles.

BLADE KNIGHTS

While everyone welcomes the Shield Maidens of Aleana, there is typically less of a demand for her fellow god's counterparts unless a crisis is afoot. When decisive action is needed or impeccable tactics are a necessity detractors play a different tune however and with the unrest spreading across the continents the demand for these aggressive soldiers grows ever greater. Only civilized paladins utterly devoted to Andraletha are able to join this reverent order of warriors, and not without having sufficiently proven themselves as agents of justice and progress with deeds of renown. Those that make the cut become Blade Knights, actively seeking out evil and wrongdoing with their swords held high!

TENETS OF THE BLADE KNIGHTS

Once a paladin has been inducted into the Blade Knights there is no turning away from their duties and anyone that does is unable to atone, losing all of the order's abilities as well as their paladin class abilities (though retraining their class levels can be done in half the normal amount of time). In addition to embodying the beliefs of the civilized paladins, a Blade Knight must also uphold the following creed:

- **A blade for each hand:** Blade Knights fight with two swords or with a sword and flail.
- **Faith is my weapon:** The fury of a Blade Knight's beliefs drives them in their duties and they invoke Andraletha's name whenever they exact justice to better spread their zealotry to others.
- **Hunter of evil:** It is not simply enough for Blade Knights to fight against the forces of darkness, they must seek out evil wherever they suspect it might be found until they are certain it has been destroyed.
- **Justice must be served:** While a Blade Knight will kill opponents in the midst of combat they never execute a foe of civilization without being ordered to by a court.
- **Matters are not meant to be unresolved:** When a Blade Knight decides to take a course of action almost nothing can deviate them from completing it.

BLESSED BLADES

While upholding the beliefs of Andraletha and in a Blade Knight's possession, their blades gain a +1 enhancement bonus and the weapon's reach is increased by 5 feet. When *rod of measure* (page 59) is cast on a Blade Knight wielding their blessed blades the duration of the spell increases to 1 minute per caster level.

RITUAL OF THE BLADE KNIGHTS

One of Andraletha's greatest gifts to her most devoted warriors is the ability to equip entire settlements with weapons to better defend themselves. Once per month a Blade Knight can perform a 4 hour ritual to make a DC 20 caster level check and on a success, immediately conjure a one-handed melee weapon for every humanoid in a settlement. These weapons grant their wielder's proficiency with them as well as a +1 enhancement bonus to attack and damage. Weapons conjured this way last until the end of the next time the settlement is attacked en masse or until they are taken out of the confines of the settlement.

SMASTRIK

EVERYTHING IS SMASTRIK'S, OR SOON TO BELONG TO THE DIVINE THIEF. IT IS THE FAITHFUL THAT ENACT HIS LARCENOUS DESIRES AND THE FOUL GOD LIVES ON THROUGH THESE AVARACIOUS ACTS—TAKING FOR ONESELF IS TAKING FOR SMASTRIK, AND SO HIS HORDE GROWS EVER LARGER, GLITTERS EVER MORE BRIGHTLY, AND FILLS HIS HEART WITH EVER GREATER WARMTH.

—DAIVIKA MEASANAM

THE DIVINE THIEF, THE FOUL GOD
God of Chance, Goblins, Mischief, and Thieves
Alignment CE

Domains Chaos, Evil, Glory, Luck, Trickery
Favored Weapons whip

Centers of Worship Arajakata Woods, Cape of the Bereft, Goblinvania, Hesstrickia, Lake Xylo, Red Fist Territory

Race goblin

Far and away the most disgusting and pitiful of the gods, this petty opportunist poses one of the biggest threats to the vast majority of mortals in Veranthea, largely due to his massive following (which includes most of Veranthea's goblins and Unwanted Folk, along with virtually all of Trectoyri). It is said that once, when the gods were vying for Aleana's favor, Smastrik tripped Stephanilesia into Matilondo – taking all three deities down in a tangle. The gnome and halfling gods beat at the trickster god with their fists, inspiring the racial hatreds that last to this day. The Divine Thief always appears in the most unsuspecting guise possible, and only acts when he is assured of success; once he's claimed his prize, however, he reveals his true form in its full glory.

In retribution for the Unwanted Revenge in 424 AV, the gods removed all of the green from Smastrik and his children, changing the skin of all goblins orange and creating in them a detestation for nature in which they can no longer hide. Where his children had previously been sneaky and manipulative, they developed even keener minds and propagated nonetheless; ever since the Foul God has gone to great lengths to encourage their talents for working machinery, inspiring followers with plans often stolen from Herastreath's endless scrolls.

Unwanted Folk celebrate Smastrik and Kind Folk curse the Foul God's name. The champion of goblinkind only uses subtlety when it is required, otherwise skulking about unseen or acting through proxies. Most of his clergy compete to be as detestable as he is, wont to thievery and treachery that make them almost universally disliked (though only fools raise the ire of one of Smastrik's devout followers without anticipating retribution).



FOUL ANTIPALADINS

Few in number but potent in faith, the unholy knights of Smastrik are without doubt the foulest warriors to be found in Veranthea. These loathsome worshipers are scions of disease and sickness, feared as much as they are respected. Antipaladins of Smastrik uphold the following creeds:

- Disease is a gift from the Foul God and those that choose not to accept it are my enemies.
- No tactic is beneath me, only the corpses of my enemies.
- Water is what fish procreate in and drinking it is best to be avoided.
- Where there is health, I will create sickness; where there is sickness, I will create more.

The Church

Wherever there are worshipers of Smastrik, disease, sickness, and larceny quickly follow and the Foul God's religion is almost universally banned from the lands of Kind Folk all over Veranthea, though a few thieves' guilds pay homage to him in secretive shrines. In Goblinvania, Hesstrickia, and the Red Fist Territory (in Trectoyri, Urethiel, and Grethadnis respectively) he is openly praised and revered, seen as the Unwanted Folks' most devious divine ally.

Tricksters, goblins, and thieves make up the majority of Smastrik's followers and though their faith is often only a lip service or lacking total belief, there are so many of them that the Foul God is not at all lacking in influence. Wherever they are found, his worshipers work to undermine authority and spread sickness, seeking to glorify (in their own peculiar way) themselves from these and even more detestable deeds.

Temples and Shrines

It is extremely rare to find a church or monument devoted to Smastrik outside of realms controlled by Unwanted Folk. Filth and grime are omnipresent in these disgusting houses of worship, often leading to a congregation constantly plagued by sickness. Shrines to the Foul God are much the same, though less remarkable (usually little more than cesspits scrawled with diabolical iconography).

A Priest's Role

Smastrik's clergy are obsessed with disease and all types of maladies, looking on sicknesses as though they were gifts from the Foul God himself. They also involve themselves with lawbreaking groups and individuals, aiding and abetting criminals whenever the opportunity to do so arises – provided that they can do so clandestinely and without indemnifying themselves.

Adventurers

The Divine Thief thinks of adventurers as flies in the ointment of existence, meddlers that often destabilize the status quo. Though they can offer aid and heal those around them, he expects most groups of well-meaning Verantheans to unleash evils or (hopefully) powerful sicknesses on the realms they frequent; Smastrik sometimes even helps them reach a powerful item or protected sanctuary warded against the Foul God and his servants.

Clothing

There is no dress code for the priests of Smastrik save that they must never wear anything clean, though jewelry and finery are encouraged. When forced to hide their holy symbols by circumstance a true follower of the Foul God goes out of their way to make themselves as dirty and smelly as possible.

Holy Texts

Smastrik's surprisingly literate followers teach their brethren to worship the Foul God primarily through two specific books rumored to have been written by the despicable deity himself.

Daivika Measanam: While this tome may always look dirty, dusty, and unused, that is part of its divine charm. Within it (written in Goblin) are tenets to understanding the basics of machinery told through simple, easy to remember parables, each of which also teaches a lesson about duplicity or thievery.

Narram Devanaya: Everything one would ever need to know about the goblin lifestyle is contained within the sticky pages of this unholy text (what that details is not fit for printing here).

Holidays

The Foul God's followers are quick to celebrate any victory of their deity or their kind, but only one day of each year is dedicated to it.

Reagam: Each year at midnight on the thirteenth day of fall, Smastrik's followers unleash as much sickness and poison as they can to commemorate the *Unwanted Revenge*, sometimes concocting toxins over a period of months solely for this event. Worshipers that far outperform their peers, injuring or killing thousands in so doing, find a small trinket from the Divine Thief's hoard underneath their pillow the next day, covered in a disgusting substance impossible to identify.

Aphorisms

Expressions from Smastrik and his clergy are uncommon in the Fair Continent and the Enchanted Continent but can be heard everywhere in Trectoyri.

A Stolen Seat Is A Seat. Spoken in response to accusations from another follower, this frequently used adage remains a steadfast motto despite being the source of countless squabbles within Smastrik's religion.

Poor Or Poor Health. This saying is often used as an excuse for all sorts of depraved behavior; those who point out that it isn't very logically sound are usually silenced with rapidly thrown excrement.

Relations with Other Gods

None of the other gods like Divine Thief and they make no qualms about showing it. In the *Conxecron* his voice is often drowned out—a situation that serves Smastrik just fine, giving him ample opportunity to act beneath the notice of his siblings.

Smastrik's Golden Statues

While it is certainly true that Smastrik gains perverse enjoyment from abusing his collection of trapped trespassers (frequently entertaining himself by vandalizing their frozen gold-covered bodies with unspeakable acts of depravity), one of his greater joys is watching them briefly believe that they have regained their freedom before imprisoning them once again. To that end he sometimes allows his followers to conjure forth one of his golden statues, allowing the trapped soul within to move with liberty once more as they flee from the Foul God's palace in Sudas before the summoning takes place. Truly desperate companions seeking to free their allies from the Divine Thief's domain have been known to capture one of his priests, forcing their captive to summon creatures and golden statues until their trespassing cohort is conjured from Smastrik's lair but as to date there is no knowledge of any individuals successfully rescuing anyone from imprisonment in Sudas.

When a cleric of Smastrik casts *summon monster* there is a 50% chance that they summon a golden statue from Sudas instead (expending an additional spell slot of the same level or if they are unable, two spell slots of the next highest available level). This golden statue has the statistics of an NPC (taken from the *Veranthea Codex*, *Pathfinder Roleplaying Game: NPC Codex*, or *Pathfinder Roleplaying Game: Monster Codex*) of a CR equal to half the spell's level. Golden statues initially appear to be normal but gain DR/— equal to double their CR, immunity to poison and disease, a +1 enhancement bonus to attack and damage rolls, and a +5 bonus on saving throws made against spells and spell-like abilities. When reduced to half hit points their appearance starts changing, the wounds on their bodies wiping away like make-up to reveal their golden skin beneath. At the end of the spell's duration the golden statue is summoned back to Sudas, frozen in place once more and permanently scarred by whatever suffering was inflicted upon them.

Realm

Smastrik lives on Sudas, a demiplane connected to the Abyss in a manner that dumbfounds his brethren and the demons that dwell there. The Foul God's palace is a grisly structure that sits on slopes of muck and filth, built from countless stolen treasures and the golden corpses of those slain by his fell whips.

OBEDIENCE

Platitudes to the Foul God and invoking his name are all well and good (that is to say, good for a goblin) but Smastrik prefers other acts of devotion aside from prayers—there is nothing he likes more than to watch the followers of other deities fall from grace. The Divine Thief relishes when his devotees drag others down to their level, convincing law-abiders and do-gooders to engage in blackmail, extortion, fraud, spreading vicious rumors, stealing cherished items, torture, and any other depraved acts.



STEPHANILESIA

IT IS TO THE BEATIFIC ARBITER WE SING, BE IT AUTUMN OR SUMMER OR WINTER OR SPRING, THE FAIREST OF HALFLINGS ALWAYS CARRIES THE TUNE—YOU’LL KNOW BY THE PRESENCE SHE BRINGS TO THE ROOM.

BE YOU SMITHY OR FARMER OR GAMBLER OR DOCTOR, THE FAIREST OF HALFLINGS DESERVES ALL YOUR CANDOR, TO IGNORE THE GODDESS OF LOVE AND OF FATE IS THE WORST THAT ANY CANNY SOUL SHOULD ’ERE TOLERATE.
—SAGACIOUS SONGBOOK

BEATIFIC ARBITER, THE FAIREST HALFLING

God of Beauty, Fate, Halflings,
Love, and Music

Alignment CN

Domains Charm, Chaos, Luck, Travel

Favored Weapons club, lute

Centers of Worship Arajakata Woods,
Dry Walkabout, Lake Xylo, Pools of
Wealbrens, Ominara

Race halfling

The goddess of fate has many followers throughout Veranthea; her name is always invoked at weddings and other auspicious occasions for the blessing of good fortune on ceremonies and precipitous events.

Many pay her service rather frantically however as it is said that if one is truly lucky, she will appear at the last possible moment to save the faithful from death or another terrible fate. Protective of her kin, Stephanilesia sometimes acts in secret to protect halfling villages from dangers of the wild. Unfortunately her favorite method of doing so is to provide the threatening creatures with mates, a strategy which often only complicates matters in the future though in some extreme cases, she’s used dreams to directly inspire adventurers to aid her favored people in exchange for a chance to change one’s ultimate fate. It is impossible to properly describe Stephanilesia’s beauty, but she always appears as a young adult halfling in modest but flattering apparel appropriate to the context in which she



appears, an artfully crafted lute in hand.

Despite her tendency to cause disorder the Beatific Arbiter is one of the most beloved deities in Grethadnis, though she rarely meddles in Trectoyri (keen to avoid Smastrik and all his foul followers) or interferes in the doings of Urethiel (averse to the Valley of the Shrapnel and its shokusei notoko). Stephanilesia's influence is felt all over Veranthea however, empowering the melodies of bards and minstrels everywhere with her lilting presence. Her worshipers devote themselves to spreading the joys of love through masterful songs crafted in her honor and these faithful are a frequent presence in taverns across the realms.

The Church

Most of the Fairest Halfling's followers are not prone to stay in one place for too long, traveling the countryside to better spread the joys and truths of love (and for the scandalous, escape its consequences). Settlements of small folk—halflings and korokah elves in particular—are often home to Stephanilesia's clergy, and though she has temples in many towns and cities with the exception of Aleana, her prominence in rural villages is far greater than the other deities.

There are many who call upon the goddess of fate and love, but the truly devout tend to live for their passions. Stephanilesia has innumerable artists, bards, gamblers, halflings, and minstrels that devote their lives to her, espousing arts and her ethos of love wherever they go. There is little organization or hierarchy to speak of in her church as all her clergy are strongly encouraged to treat each other as equals, only beholden to her chosen, heralds, or her direct decrees.

Temples and Shrines

Stephanilesia's houses of worship are always inviting, friendly, and timeless structures, each eclectic in its own way, usually refurbished from buildings that once served as an inns or large home. These churches offer all the comforts of a tavern or hostel, usually offering free room and board for her faithful so long as a few songs or entertaining feats are performed.

A Priest's Role

The foremost role of a priest of Stephanilesia is the joy of music and every member of her clergy can carry a tune or play an instrument, spending their lifetime perfecting a song of their own to perform for her in the afterlife. While their mortal coil holds the Beatific Arbiter's worshipers are inspired while singing her praises, guided to perform seemingly random tasks which cause chance meetings that blossom into mortal romances that last a lifetime.

Adventurers

The Fairest Halfling and her clergy are friends to adventurers and delight in singing their praises, helping the bold and courageous whenever they are able. When halfling settlements find themselves in dire times they beseech Stephanilesia for aid and if a group of adventurers nearby, she often clandestinely guides them to her children in need.

Clothing

The Beatific Arbiter's clergy always wear fashionable attire in keeping with the latest trends, sometimes creating fads. Even the poorest of her priests appear vogue, their less appealing clothing subtly blessed by Stephanilesia to look like garments of far greater quality.

Holy Texts

Songbooks, tomes of poetry, and works of literature both great and obscure are all considered to be holy texts in the goddess of fate's churches, cherished and habitually read or performed by her clergy. Two specific books are said to be in Stephanilesia's personal library and after this rumor spread, they became ubiquitous in her houses of worship.

Adorations of Mairā: Written by one of her most devout followers, this autobiography follows the exploits of a sage in Urethiel from a few centuries after *the Scarring*, after the gods abandoned the Enchanted Continent. His journey exemplifies the passion the Beatific Arbiter encourages in her followers and his realizations at the end of the tome—encapsulated in a trek through the Wheels of Wunai that ultimately earns Maikeru a kiss from Stephanilesia herself—is used by her priests as a parable for how to sustain her philosophies in places where they may not initially be desired.

Sagacious Songbook: Filled with an impressive array of ageless melodies, this musician's tome can also be found in taverns across Grethadnis or Ominara. Within it are epic ballads of heroes and villains alike, from both Veranthea and other worlds, all carrying with them the warnings of fate and messages of love (both for one another and between paramours).

Holidays

Though her followers have a tendency to treat every day as a holiday, only two days of each year are considered sacred to the goddess of beauty.

Nevuamoa Nakimasu: Priests of Stephanilesia gamble away the daylight hours on this holiday regardless of local laws or their current financial situation. The faithful know that those who truly embrace the spirit of Nevuamoa Nakimasu are likely to have luck on their side by the time the sun set and that shaken belief can quickly lead to bankruptcy.

Songur Skopun: The eighth week of spring is filled by melodies and songs performed by Stephanilesia's worshipers from sunrise to midnight. When her clergy are not singing or playing an instrument on these holy days, they are preparing food, eating it, dancing, or conducting other acts in accordance with the goddess of love's wishes.

Aphorisms

Many sayings are credited to the Beatific Arbiter and though how many of them are truly hers is uncertain, the two most popular (especially in Grethadnis) can belong to no other.

Love A Little More. Spoken often by panhandlers and lovers, this phrase encourages good will and affection regardless of the setting (though its intent can be mishandled).

Play For Yourself. Whether or not one has an audience, a follower of Stephanilesia should be performing as much for their own enjoyment as any else's.

Relations with Other Gods

The other gods all openly adore Stephanilesia save for Smastrik, who reviles her and is quick to say so. Matilondo's hatred for the Fairest Halfling runs deep indeed, but the god of deception hides his malice well, and though the other lawful gods often bristle at her decrees and demands, it is often simpler and easier for them to capitulate to her forceful will rather than battle against it.

Realm

The Beatific Arbiter lives in Ferosa, a demiplane of rolling green hills and lush valleys that can carry sound for miles (incurring a -40 on Stealth checks). Her most devout followers play their masterpieces here in delightful reverie with their patroness, celebrating eternal

PERFECT PERFORMANCES

The Fairest Halfling always has a part of her essence roaming the Material Plane searching for sublime songs and epic performances. When a creature has a Perform check result of 42 or higher, there is a 50% chance of the act being heard or seen by Stephanilesia. The goddess subtly slips into the crowd or environment nearby to spectate, clapping if she likes the content of the performance as much as she does its execution.

Provided that there was nothing blasphemous towards her, the Beatific Arbiter stores every detail of the perfect performance in the forefront of the performer's mind; the next time the performer makes a Perform check within the next 24 hours, so long as it is not used in conjunction with a feat or class feature they may use their check result from this perfect performance.

When a performer does blaspheme Stephanilesia in some way or espouses the station of one of her rival deities she takes offense but still respects the level of skill displayed, gifting the performer with inspiration more befitting their talent. The next time the performer makes a Perform check within the next 24 hours, so long as it is not used in conjunction with a feat or class feature and it does not have content the Fairest Halfling would find distasteful, the performer may roll twice and take the best result.

in picturesque prairies and idyllic forests.

OBEDIENCE

Stephanilesia finds it flattering when she is called out for by busy paramours but generally prefers for those showing her devotion to do so through the dance or song. Tunes specifically from the Sagacious Songbook are specifically effective for earning the Beatific Arbiter's notice, especially when played perfectly or in a genius new fashion.



CASTRIL

GAZE UPON THE FACE OF THE ABYSS AND KNOW ME. FIND THE EMPTINESS IN ALL THINGS AND KNOW ME. GIVE YOURSELF TO ME AND KNOW ALL, SEE ALL, BE ALL. —EKSTERULO

THE ALIEN NIGHTMARE

God of Fear, Mania, and the Unkown
Alignment NE

Domains Evil, Madness, Rune, Void

Favored Weapons claws (unarmed)

Centers of Worship Elven Ruins of Imoen, Forever Dark, Korelli Swamp

Race outsider

When Verahnus' children begat the rest of the pantheon their energies drew a dark entity from the far reaches of the universe, a thing that grasped onto the Allgod's unending curiosity to take its form—a grasping ethereal hand emerged from the darkness of space, its limb covered in sweating lidless eyes and reality dripping from the talons on the end of its many-jointed fingers. Castril is said to be totally omniscient and rumors claim that his countless perceiving orbs are even able to see into the future, thus knowing even more than the Great Sleeper. The Alien Nightmare reaches into the world through a portal in the core of the planet to manipulate events from afar, subtly moving its agents with a logic that defies the other gods' understanding.

Were it not for the subtle pushes and touches of Castril's unpredictable touch, the Vehoro of the Forever Dark would have stopped running not long after the Trekth abandoned Veranthea. Behind the curtain of the Veil the Alien Nightmare sometimes travels as an old dwarven crone, working foul plans beyond the purvey of Verahnus' children. It was Castril's hidden machinations before it took deific form that brought H'gal the Grand Lich from Proxima Alterra to Veranthea, the undead lord's ship guided to the tesseract by its will.

Those who know of the Alien Nightmare fear it for the secrets that empower it, mysteries that have led many an inquisitive mind to madness. Only those granted a spark of its divine brilliance are able to recognize or understand the enigmatic and strange logic employed by Castril and its followers; thus the worshipers of this Nightmare God unveil their dark secrets of the universe to fell ends.



ALIEN WORSHIPER (GENERAL)

Your fervent faith in the Alien Nightmare has been recognized by Castril and it has blessed you with abilities that set you apart from its lesser followers.

Prerequisite: Ability to cast divine spells, follower of Castril

Benefit: You gain a gaze attack that carries with it the promise of secrets revealed and mysteries answered. Any target that fails a Will save (DC 10 + hit dice + Charisma modifier) is affected as if by the *hypnotism* spell. Creatures immune to mind-affecting effects via a special quality or class feature must make this Will save or contract a random insanity for a number of rounds equal to your hit dice. You may use this ability once per day for every four hit dice you possess.

The Church

As one of the Nightmare Gods worship of Castril is a secretive thing in Veranthea everywhere, forcing its followers to worship him in secret everywhere but the Forever Dark. On the continents and in the Veil, its adherents are esoteric and secretive by their very nature, often overlooked as oddities; obscurity is the shield of the Alien Nightmare's adherents, and it is through their mysteries that the religion propagates and persists.

ALIEN ANTIPALADINS

Freakish by their very nature, these unnatural and unholy warriors relentlessly hunt down mysteries, working to reveal dark secrets wherever they tread. Antipaladins of Castril uphold the following creeds:

- Fear is my blade and awash in the blood of victory.
- I will rampage upon my foes as they gawk in the dawn of realization.
- Knowledge of my enemies will be their defeat.
- The darkest truths are the most powerful and yearn the most to be revealed.

Outsiders native to Veranthea, prophets, occultists, and psychics worship the god of the unknown, drawing the weak-minded and brazenly curious to join them in devotion to Castril. The highest ranking clergy of the Alien Nightmare tend to be the most knowledgeable but also the most unbalanced, their minds unhinged by the secrets revealed to them by their patron.

Temples and Shrines

Castril's houses of worship are simple, common buildings and shops that seem totally normal, but are revealed to have strange fetishes and unholy symbols worked into corners and other hard to see places with a **DC 35 Perception check**.

A Priest's Role

Priests of the god of fear spend their days and nights revealing the dangerous secrets of reality to corrupt minds, gaining more followers by spreading the enigmatic alien gospel—often without their congregation realizing it until it is too late to escape from the fell knowledge and powerful grasp of Castril.

Adventurers

The Alien Nightmare is very fond of adventurers, manipulating them to its own ends to unlock dangerous secrets and spread fear through their gleaning of evil legends.

Clothing

Though they have no particular attire worn by Castril's clergy, their hands are always exposed. The most devout priests are tattooed in secretive locations—eyelids, inside of lips, near the groin—with alien phrases using an alphabet known only to other followers of the Alien Nightmare.

Holy Texts

The god of mania's followers keep vast libraries filled with all of the tomes they can acquire, though no priest of the Alien Nightmare goes

without these two unholy books.

Eksterterana: This unholy text reveals physical secrets of the reader no matter their species, bio-mechanical knowledge that can unlock great control of their body. Though it resembles a manual of *quickness of action* +5, a **DC 40 Knowledge (arcana or religion) check** recognizes that this is a ruse. Those who don't realize it and read the magic book gain the mania insanity^{GMG} and are compelled to exercise whenever possible (though they gain the inherent bonus while the insanity persists).

Eksterulo: Tricks and mysteries of the mind are revealed by this profane tome. It resembles a *tome of clear thought* +5, but a **DC 40 Knowledge (arcana or religion) check** recognizes the blasphemous book for what it is; reading it causes one to gain the mania insanity^{GMG} and to become obsessed with secrets of all kinds (though they benefit from the inherent bonus while the insanity persists).

Holidays

Castril's churches annually celebrate their acquisition of books dedicated to the alien gospel, but all commemorate their patron's freedom from imprisonment by the Dragon Mind.

Grahantara: The final day of Trectoyri's summer season marks the passing of a year and the beginning of a new one on the Monstrous Continent—the same day as Demiranthea. Known as the “day of revelations”, its followers celebrate the liberty unknowingly granted by Matilondo and often spend the night working to convert the Divine Wordsmith's followers (a practice that usually proves to be quite effective).

Aphorisms

The Alien Nightmare is shunned by most but its presence can still be felt and heard in the vernacular of Veranthea.

Power Through Knowledge. Mages and researchers frequently speak this phrase, unknowing that it is one of Castril's mottos.

Reality Is Realization. The god of mania's priests keep their ears peeled for this common expression among magicians and scholars, noting those who use it as easy marks for indoctrination.

Relations with Other Gods

Castril fights the Shadow Gods—Tristanaleus, Elaith, Dreksler, and Matilondo—though the gnome god is an unwitting ally, erroneously thinking he has the upper hand on the Alien Nightmare. The Divine Wordsmith's duplicitous nature and mythic secret allow the god of fear to work its doings beneath the notice of the other Shadow Gods, sometimes even manifesting in The Veil to personally oversee one of its many devious schemes.

PSYCHIC MAGIC

Occult magic has only recently emerged in Veranthea, spreading after the Dragon Mind unleashed psionic energies and virtually no one aside from Yawvil has realized that these strange mystical spells and abilities are empowered by the Nightmare Gods.

Occultists, Psychics, and the Alien Nightmare

Castril touches upon the auras of items that might promise great power, instilling subtle and dark magics beneath the skein of mystical energies utilized by occultists; over time the longer one of these spellcasters keeps a foci, the more maddened their dreams become. The potent minds of psychics are entwined in the Alien Nightmare's fingers, drawn ever further as their power increases until the Nightmare God begins to send agents to ensure that madness follows.

Kineticists, Mesmerists, and the Impossible Nightmare

The many tentacles of the Impossible Nightmare siphon away energies from the dimensions of the Primal Gods to fuel the powers of kineticists, reveling in the destruction they cause with the stolen elements. When mesmerists unleash their powerful gaze upon another they unknowingly draw forth some of Grelthanok's inherently chaotic essence, most never realizing the true methodology of their abilities until they have truly mastered them. When this understanding finally comes mesmerists avoid looking into their own reflections as inevitably the visage of Nightmare God morphs from their form.

Mediums, Spiritualists, and the Unspeakable Nightmare

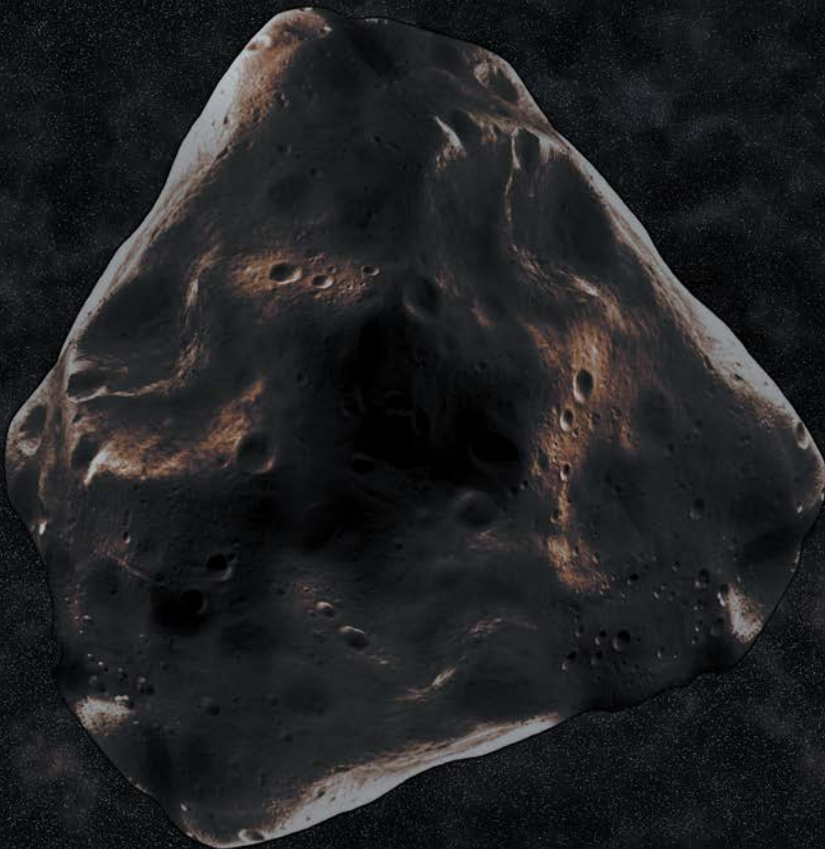
Seances and channeling the spirits of the dead are abilities subtly warped and manipulated by the Unspeakable Nightmare, the omniscient entity guiding the occult power to draw on the souls and sources of its choosing—though to what ends, none know. Vanesprell's touch remains unseen on the phantoms of spiritualists, hidden from notice until the spirit nears completing its ultimate task (something the dark entity has almost certainly played a part in determining).

Realm

On the other side of the galaxy floats an asteroid that serves as the Alien Nightmare's home, a stellar object in orbit not far from Proxima Alterra (despite the great distance from Veranthea, the Nightmare God is able to reach the planet thanks to the baubles so prized by Matilondo.) Within its cosmic lair shadows can be as hard as steel and figmentary firmament offers footing one moment but nothing the next, making the entire realm as ephemeral as its steward.

OBEDIENCE

Prayers made to the Alien Nightmare are best received when its faithful are gripped by anxiety or madness, babbling their devotion as their minds are overwhelmed. Otherwise Castril enjoys to have its name invoked while in houses of worship to other deities, woven into the expressions of faith for the other gods.



GRELTHANOK

THE TRUTH IS ALMOST NEVER TRULY KNOWN BECAUSE IT IS MALLEABLE, IT IS THE FUEL OF CHANGE. TO FEEL THE TOUCH OF THE IMPOSSIBLE NIGHTMARE IS TO SUNDER BELIEF IN THE PAST AND UNDERSTAND VERANTHEA'S FUTURE.

—INFILTRI

THE IMPOSSIBLE NIGHTMARE

God of Desecration, Destruction, and Mutation

Alignment CE

Domains Chaos, Destruction, Evil, Madness

Favored Weapons tentacle (unarmed)

Centers of Worship Cape of the Bereft, Forever Dark

Race ooze

Grasping onto the muted changes constant in Verahnus' deific form, Grelthanok grew from the Allgod's entropy into a shifting mass of tentacles, eyes, and small maws of snapping teeth.



The Impossible Nightmare never has the same number of appendages or mouths from one moment to the next, rapidly sprouting one from the other without rhyme or reason. The god of mutation works his will on Veranthea through a portal beneath Urethiel, reaching its insidious, grasping tendrils through the firmament of the world.

It remains a mystery to the ooze people of the Forever Dark, but each leugho is formed by the touch of the Impossible Nightmare's tentacles, their many-souled essence adhered to one another with its divinely inspired entropy. Doppelganger biomancers of The Flesh work the god of mutation's desires on the unfortunate travelers they capture, using both the science of their lost kingdoms and their patron deity's psionic gifts to transform victims into monstrous horrors. Behind The Veil the god of destruction sometimes travels as a halfling child, though it is believed that Grelthanok had visited it long before — it is rumored that in its first attempt to take deific form the Nightmare God granted H'gal's intelligent forge the spark of sentience that evolved it into the Great Crawth during The Tinkerer's Return in 1400 BV.

The god of desecration is invasive like a seeping ooze that adheres to everything it touches, and the warped deity spreads its reach and influence through the desecration that follows its unholy grace. Those who know of the Impossible Nightmare go to great lengths to avoid it in all its despicable forms and purge areas or peoples known to associate with it (or for the zealous, to have had association with it), fearful of the taint it leaves in its tread. Its most faithful followers work



IMPOSSIBLE WORSHIPER (GENERAL)

You have been touched by Grelthanok and forever changed by the experience.

Prerequisite: Constitution 17+, follower of Grelthanok

Benefit: You gain one randomly determined permanent mutation from the Warped Polymorph Benefits table^{UM} but suffer a -3 penalty to all Bluff, Diplomacy, Disguise, Handle Animal, and Perform checks (as well as all other Charisma-based social attribute and skill checks).

IMPOSSIBLE ANTIPALADINS

Antipaladins tend to wear evil on their sleeve, skulking in profane armor that marks them for what they are—none are more unapproachable than the warped and deformed servants of Grelthanok. Dedicated to mutation and spreading the Impossible Gospel, these unholy warriors become so freakish as to be unrecognizable, disturbing both their adversaries and their allies. Antipaladins of Grelthanok uphold the following creeds:

- All around me shall be transformed by my presence, be they friend or foe.
- I am the new flesh and my touch gifts the same.
- My death will come from glorious transformation, forcing my body to transcend in Grelthanok's likeness.
- To cripple is better than to kill, but only when I can forever wound my enemy.

to spread its insidious touch as far and wide as they can, mutating themselves as well as those around them all for the glory of Grelthanok.

The Church

The god of mutation's followers in Veranthea worship their patron in secret, but this isn't what makes most attempts to track their doings and whereabouts as unfeasible as their deity's nature. Guided by its impossible gaze, his worshipers undertake constantly changing practices and rites, never doing things exactly the same way twice. It is through this randomness and full embrace of entropy that Grelthanok captures the attention of the right adherents, casting aside the attentions of those deemed unsuitable or unworthy of the Impossible Nightmare's touch.

A fair number of dullards and idiots are drawn into cults dedicated to the god of desecration but Grelthanok's true worshipers are those that knowingly spread the impossible gospel. Intelligent oozes, kineticists, leughos, mesmerists, and transmutationists are its most powerful agents but this has no bearing on their power within the clergy; there is no hierarchy of any kind to guide its followers save the balance of power created by any given situation where its priests interact directly.

Temples and Shrines

Grelthanok's priests carry a relic that subtly warps and distorts a dwelling or structure, transforming it into a house of worship suitable for the Nightmare God. The interior becomes covered with motifs of eyes, gnashing teeth, and tentacles, and after the ritual or religious services come to an end, the building remains tainted with evil (as *desecrate*

with a caster level equal to the priest's hit dice).

A Priest's Role

The Impossible Nightmare's priests spread its blessings by mutating populaces. They begin by indoctrinating the dull-witted and youthful, enforcing faith with their god's unnatural touch (usually via rituals or powerful unholy occult relics) before enacting grand schemes that can corrupt entire settlements. To spread its insidious touch as far and wide as they can, mutating themselves as well as those around them all for the glory of Grelthanok.

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Adventurers

Adventurers are led about by Grelthanok's clergy

like swarms of carnivores lunging for a chunk of diseased meat, used to unknowingly carry its mutating taint. Rumors abound of those who discover the dark deity's corruption and fight back, turned into test subjects for its follower's unholy experiments when the power of the Nightmare God overwhelms them.

Clothing

Grelthanok's followers and priests tattoo legs and arms with tentacles and favor wearing tassels, scarves, and other long pieces of clothing to better resemble the Impossible Nightmare.

Holy Texts

Only two tomes are counted in the library of god of desecration's teachings and they inexplicably, randomly transform into one another without warning or consequence, sometimes even while being read (when the books change, the inherent bonuses they grant change as well).

Infiltrati: This fleshbound book changes what creature covers its backing with each hour, spreading techniques on how to remain secretive while gathering a cult of followers. To the untrained eye it resembles a *manual of bodily health* +5 (a **DC 40 Knowledge [arcana or religion] check** is required to recognize otherwise) and if read, causes the reader to contract the psychosis insanity^{GMG} (though they gain the inherent bonus while the insanity persists).

Neebla: The sap and tar binding and covering this blasphemous text shifts and moves with an unholy rhythm and is filled with myths decrying the other gods (always providing a different story no matter what page one turns to). Unwitting readers believe it to be a *tome of leadership and influence* +5, but a **DC 40 Knowledge (arcana or religion) check** recognizes it for what it truly is. Creatures that read the tome gain the multiple personality disorder insanity^{GMG} but while the condition persists, so does the inherent bonus it grants.

Holidays

Grelthanok's adherents celebrate any outbreak of mutation but also their patron's holiday.

Asadhya: This commemoration of entropy is always on a randomly chosen day each year. The "Day of Transformation" is an opportunity to enact grand plans, usually occurring when a cult has become powerful enough to effectively work their god's will.

Aphorisms

The Impossible Nightmare's curious expressions are usually lost on the less intelligent of its followers but can be found scrawled in random locations everywhere.

Grasp The Night. Grelthanok's flock can rarely operate in the open so instead of seizing the day, they are encouraged to make the most of each evening's darkness.

Long Live The New Flesh. Not something often heard or seen with any joy, when the god of desecration's worshipers are about to strike, this phrase's frequency increases dramatically.

Relations with Other Gods

The Primal Gods (Arcanulus, Arenathi, Earkenta, Herastreas, and Wealbrens) fight Grelthanok whenever its presence is detected, though the empire of Death does much to stay its insidious tentacles.

Realm

Grelthanok hides in the depths of a massive asteroid that orbits on the other side of the sun—forever opposite Veranthea—and the strongest of the Nightmare Gods reaches across the solar system to its brethren, easily the match of its kin in power.

OBEDIENCE

Any prayer to the Impossible Nightmare should involve the destruction of something. What exactly is annihilated—be it a living creature, swathe of farmland, or item of value—matters much less than the method of obliteration, which should always be offered to Grelthanok in a manner that differs from previous tributes. There are not many followers of the god of desecration that live to old age but the few that do devise truly disturbing and terrifying methods to show their devotion, horrific displays beyond the ken of most mortals.

GIFT OF MADNESS

Impossible antipaladins may acquire the Impossible Worshiper feat multiple times so long as they remain true to the blasphemous beliefs of their unholy faith—should they defy their creed or turn away from Grelthanok, they lose all additional selections of Impossible Worshiper past the first (and the cost and time to retrain these feats are increased by 50%).

By spending an hour in contact and prayer with another creature, the impossible antipaladin may transfer one of their instances of the Impossible Worshiper feat (including its permanent mutation) for a number of hours equal to their antipaladin level. If the creature receiving the gift of madness is unwilling it may make a Fortitude save (DC 10 + impossible antipaladin's antipaladin level) to resist the effect, gaining immunity to further attempts by that impossible antipaladin for 24 hours.

Regardless of how successful a transfer of the gift of madness is, a creature targeted by the ability makes a Will save (DC 10 + impossible antipaladin's class level) or contracts either the psychosis insanity^{GMG} or the multiple personality disorder insanity^{GMG}.

Vanesprelt

WHAT IS BLASPHEMY BUT AN INCONVENIENT TRUTH? PROFANITY, SACRILEGE, IMPIETY—THESE ARE BUT SHIELDS TO PROTECT FALSE IDOLS AND WEAK BELIEFS. LISTEN TO THE LILTING TRUTHS OF THE UNSPEAKABLE NIGHTMARE AND KNOW THE SECRETS OF THE DARKNESS, DISCOVER THE REALITY BEHIND THE FACADE.

—ABERACIO

THE UNSPEAKABLE NIGHTMARE

God of Gluttony, Insanity, and Secrets

Alignment LE

Domains Darkness, Evil, Madness, Trickery

Favored Weapons tongue (unarmed)

Centers of Worship Cape of the Bereft, Dreksledge, Fordhatta, Forever Dark

Race aberration

Finding a kindred urge in Verahnus' darkest desires and the emptiness within, a gluttonous entity from the cosmos wrought itself into being beside the other Nightmare Gods. The gigantic, freakish maw that is Vanesprelt undulates an enormous tongue that can stretch for miles, dripping with mythical saliva that carries the Unspeakable Nightmare's hunger with it. In the bowels of the Forever Dark beneath Grethadnis a portal exists to the god of insanity's lair, and it is through this gateway that it whispers secrets and directives to its followers.

Researchers, sages, and scholars all agree that the soulwells around the world (pneumatic artifacts more common in the Fair Continent than anywhere else) power and influence the Vehoro beneath the planet's surface. While that is true, that is not all that they are; these unholy relics are bored through the firmament by Vanesprelt's very tongue as it spreads the unspeakable gospel to its children on the surface and throughout the Forever Dark. In the protected obscurity behind The Veil the Nightmare God sometimes walks as an elven maiden, guiding unwary crews to watery doom. The Last Irrational, Carambal, did not self-realize itself to gain independence from its creator – Vanesprelt imparted the secrets that led the construct to liberty and has subtly guided it ever since.

Those who have heard of the Unspeakable Nightmare do their best to forget it, sometimes even employing magic to wipe away the offending memories (usually after eliminating the source of the dangerous talk or informing someone capable of doing so). Secrets are just as powerful all the same and many unknowingly seek out the Nightmare God as a patron in the search for knowledge, learning the truths of their worship only after they have fully committed themselves to Vanesprelt. The god of gluttony hungers unending for all things and it shares this craving with its followers, gaining more and more with every dark secret revealed. It believes that victory will come through attrition and when the mysteries it holds garners enough worshipers, they rise up as one to take entire settlements. The most devout faithful subvert and pervert the normal way of things even before appropriating a village or town, but maintain the facade afterward so as to draw in even more followers.

UNSPEAKABLE WORSHIPER (GENERAL)

The god of secrets hides your true nature, making those who scrutinize you see what you wish them to.

Prerequisite: Follower of Vanesprelt

Benefit: When creatures attempt to detect your alignment they must succeed on a Sense Motive check opposed by your Bluff check. By spending a swift action, you can grant yourself a +10 competence bonus to this Bluff check. On a success, you project the alignment of your choice.



The Church

Worship of Vanesprelt on the surface of Vearanthea is forbidden but this only serves the god of secrets' purposes, for it is within houses of worship dedicated to other deities that its clergy prays and pays tribute. The Unspeakable Nightmare's followers propagate the unspeakable gospel by infusing it subliminally into the liturgy of other faiths, subtly perverting worship to serve Vanesprelt rather than the intended deity.

With these insidious distortions the god of gluttony gathers more followers with every religious service, unknowingly taking it as their patron with incremental bits of faith that ultimately accrue to drive them mad with fervor for the Unspeakable Nightmare. The true worshipers of Vanesprelt are aberrations, mediums, soothsayers, and spiritualists, though anyone truly willing to embrace insanity finds they can quickly earn the dark deity's favor. A hierarchy exists among its clergy but it is as secretive as it is insensible and for those few that have studied the dark god's religion (and managed to retain their mind) it seems that the most demented adherents are the most respected.

Temples and Shrines

In the Forever Dark there are subversive dungeons that serve as churches devoted to Vanesprelt, massive labyrinths that only the insane or divinely inspired have any hope of penetrating (as *maze* after 100 ft., CL 20th). On the surface Vanesprelt's temples belong to other gods—religious services and rituals are held in their backrooms, basements, and when the true followers of whatever patron the building is devoted to are elsewhere.

A Priest's Role

Priests of Vanesprelt subvert and bastardize the faithful of other deities, infiltrating clergies to spread the unspeakable gospel. These devout worshipers focus on corrupting nobility, politicians, royalty, and other influential members of a community, securing powerful allies should their true motives become exposed.

Adventurers

The Unspeakable Nightmare's clergy are fond of adventurers as they provide great distractions to draw attention away from Vanesprelt's doings and the nefarious activities of its priests. Utilizing their cover at other churches they employ adventurers to undertake the most visible and infamous exploits, always making good on the opportunities the diversions provide.

Clothing

Priests of the god of gluttony do not wear anything that immediately identifies their position, usually attired in the garb of the clergy they are posing as. The underside and interior of their clothing, however, is covered in profane blasphemies against all but the Nightmare Gods.

Holy Texts

Vanesprelt's priests carry the tomes appropriate for their false faith, but one of these two unholy books as well.

Aberacio: A fleshbound treatise gluttonous with accolades for those who hunger for secrets, the vicious critiques within this text unveil the hypocrisies of the other deities faiths through vicious critiques. Foolish readers think it to be a *manual of gainful exercise* +5 and only recognize that it is not with a **DC 40 Knowledge (arcana or religion) check** to see otherwise. After reading the entire tome, a creature contracts the schizophrenia insanity^{GMG} though the inherent bonus it grants endures while the insanity persists.

Neesprimebla: This perversion of other gods books not only satires the works of these deities, but looks like them as well. A cursory scan of the text makes it seem like a *tome of understanding* +5, but a watchful eye (and successful **DC 40 Knowledge [arcana or religion] check**) pierces the trickery to reveal its true nature. Readers that finish the book gain the paranoia insanity^{GMG}, benefiting from the inherent bonus so long as they suffer from it.

Holidays

The god of secret's clergy celebrate the holidays of the faiths they pay false lip service to, delighting in their perversion of a faith, but Vanesprelt has only one true unholy day.

Ceppanalivi: For a single secret day each year (not even known to the highest ranking clergy) the unholy texts of the Unspeakable Nightmare play terrible tricks and mean pranks on everyone they can affect, protected from discovery by the dark god's will.

Aphorisms

The Unspeakable Nightmare has many despicable expressions but two are more common than the rest.

Better Experienced Than Not. This phrase encourages one to undergo all of life's challenges and pleasures regardless of their fears.

You'll Know It When You Hear It. The most important—and often darkest—truths are self-evident.

Relations with Other Gods

Vanesprelt does battle with the People's Gods (Aleana, Andraletha, Smastrik, and Stephanilesia)

but much of the conflict is insidious and most of the children of Verahnus spend their resources uncovering the Impossible Nightmare's servants.

Realm

The true lair of Vanesprelt lay behind Veranthea's moon in a dungeon built into the surface at the bottom of a miles deep crater.

OBEDIENCE

Prayers made to the Unspeakable Nightmare are spoken while blaspheming another deity and when possible while simultaneously defacing a relic of another god. After tainting an item the followers of Vanesprelt are encouraged to hide it among others, gradually turning all of a church's treasures into things of cleverly hidden corruption.

RITUALS OF MADNESS

Rites of the Nightmare Gods are much like occult rituals but not entirely beholden to all of their normal rules.

RITUAL OF CASTRIIL'S TALON

School conjuration; **Level** 4

Casting Time 40 minutes

Components V, S, M (mirror), F (a brazier and incense), SC (up to 12)

Skill Checks Knowledge (planes) DC 28, 3 successes; Knowledge (religion) DC 28, 1 success

Range touch

Area one 20-ft. cube/character level of primary caster

Duration permanent (D)

Backlash All casters make a Will save against the ritual or gain the mania insanity^{GMG}.

Failure All casters gain the mania insanity^{GMG} (no save) and randomly shouts secrets at strangers for 1 week.

EFFECT

Drawing on the power of the Alien Nightmare, the casters suffuse an area with otherworldly energies that bestow madness on those who dwell too long within. After casting this ritual any creature other than the casters that spends more than 1 hour in the area makes a Will save against the ritual or gains the mania insanity^{GMG}.

RITUAL OF GRELTHANOK'S CORROSION

School transmutation; **Level** 3

Casting Time 30 minutes

Components V, S, M (acid flask), F (an item to be destroyed that is identical to the target item), SC (up to 8)

Skill Checks Knowledge (planes) DC 24, 2 successes; Knowledge (religion) DC 24, 2 successes

Range close (25 ft. + 5 ft./character level of the primary caster)

Target one item touched

Duration permanent (D)

Backlash All casters make a Will save against the ritual or gain either the psychosis insanity^{GMG} or the multiple personality disorder insanity^{GMG}.

Failure All casters gain either the psychosis insanity^{GMG} or the multiple personality disorder insanity^{GMG} (no save) and their most valuable possession crumbles into dust.

EFFECT

The very form of the item worked upon by the casters is subtly molded with the slime of the Impossible Nightmare's tentacles, turning it into a cursed focus for dark energies. An item effected by this ritual forces the creature possessing it to make a Will save against the ritual each day or gain either the psychosis insanity^{GMG} or the multiple personality disorder insanity^{GMG}. Realizing the item has been cursed requires a caster level check against the ritual DC while using detect magic.

RITUAL OF VANESPREL'T'S WHISPER

School enchantment; **Level** 2

Casting Time 20 minutes

Components V, S, M (a creature's tongue), F (defaced relic to a god in the Radical Pantheon), SC (up to 4)

Skill Checks Knowledge (planes) DC 20, 1 success; Knowledge (religion) DC 20, 3 successes

Range close (25 ft. + 5 ft./character level of the primary caster)

Target one pinned or unconscious creature

Duration permanent (D)

Saving Throw Will negates; **SR** no

Backlash All casters make a Will save against the ritual or gain either the schizophrenia insanity^{GMG} or the paranoia insanity^{GMG}.

Failure All casters gain either the schizophrenia insanity^{GMG} or the paranoia insanity^{GMG} (no save) and are deafened for one month.

EFFECT

This ritual can only be performed in moonlight (or if done underground, while the moon hangs in the sky above). The target of the spell makes a Will save or gains either the schizophrenia insanity^{GMG} or the paranoia insanity^{GMG}. Regardless of the first saving throw's success, the target of the ritual must make a new save after 1 week or succumb to the other type of insanity. Afterward whenever there is a full moon the target must repeat their Will save until they gain both insanities or receive a two consecutive greater restoration spells.

CHAPTER 3: GLOBAL RULES

Veranthea is a world of adventure and dramatic action, be it sword and sorcery, steampunk, high fantasy, wuxia, western, dieselpunk, horror, or nautical! These global rules (enforced by the will of the *Conxecron*) are designed for ease of use with all that in mind, and some require a bit of extra work on the GM's part.

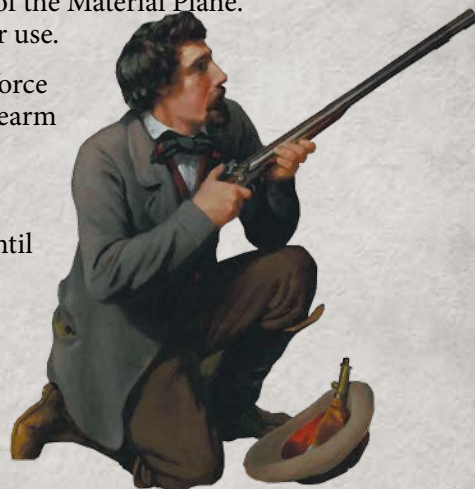
FIREARMS AND RECOIL

Gunpowder in Veranthea has a little more kick than it does on other dimensions of the Material Plane. This doesn't cause them to do any more damage, but it does have an effect on their use.

All Firearms: When a creature discharges a firearm, an enormous amount of force resonates back to their body. Whenever a ranged attack roll is made with a firearm (with the sole exception of when the firearm itself is thrown), the creature wielding it must make a DC 16 Strength check (for one-handed firearms) or DC 18 Strength check (for two-handed firearms) to avoid recoil. Failure on the Strength check causes any additional ranged attacks the creature makes until the beginning of their next turn to suffer a -3 penalty.

Early Firearms: On any misfire, the weapon gains the broken condition and explodes. This first explosion does not destroy the weapon (whether it is mundane or magical) but it does deal burst damage, as though it misfired while it had the broken condition.

Advanced Firearms: A misfire with an advanced firearm that has the broken condition causes an explosion. This explosion only destroys a mundane firearm when the burst deals maximum damage.



Targets with medium armor gain a +2 luck bonus to their touch AC against ranged attacks with firearms and targets with heavy armor gain a +4 luck bonus to their touch AC against ranged attacks with firearms.

The *compensating* weapon enchantment, Brace Firearm and Simultaneous Shot feats directly interact with these mechanics (see the end of this chapter).

MAGIC ATTUNEMENT

The gods of Veranthea know too readily the influence that items of power can have over the minds of mortals; the entire concept of holy symbols and artifacts is proof enough of that. Part of the purpose of the *Conxecron* is to ensure that the balance of enchanted fetishes has not grown too disparate. As a result, most of those who truly seek riches acquire as much gold as they can—the gods don't see fit to fashion restrictions on *wealth*, only items attuned with energy.

Attuned Values

All creatures in Veranthea have an "attunement value" which represents the total value of magic items that they can benefit from at any given time. While one might own other enchanted equipment, they cannot utilize their abilities until the items are attuned to that creature.

Attuning Items

Typically, it requires a number of days equal to twice the caster level of an item to attune it to a character. During this attunement period, the PC must stay within 5 feet of the item at all times. A creature may only be actively attuning one item at a time.

Once per week, a creature can immediately attune a single item with a value equal to no more than half their attunement value.

To determine the attunement value of a PC, refer to the "[Character Wealth by Level](#)" table (in the Gamemastering chapter of *Pathfinder Roleplaying Game: Core Rulebook*) and multiply the value to match the play style of your campaign. For example, a 10th level PC in a Standard campaign with the *Veranthea Codex* has an attunement value of 77,500 gp (normally 62,000 gp, now multiplied by 1.25).

To determine the new value of an NPC's equipment, refer to the "[NPC Gear](#)" table (in the Creating NPCs chapter of the *Pathfinder Roleplaying Game: Core Rulebook*) and multiple the value to match the play style of your campaign. Increase the CR of the NPC by +1.

For example, a 6th level NPC in a Standard campaign with the *Veranthea Codex* has an attunement value of 10,350 gp (normally 3,450 gp, now multiplied by 3).

Attunement and Magic Immunity Creatures who are immune to magic, like golems or forsaken (see page 76) are likewise immune to attunement, and have no attunement value. They cannot attune to or activate any magic item, though they can still benefit from items whose magic affects only the item itself, such as the enhancement bonus to a magic weapon or enchanted armor.



TABLE 3-1: ATTUNEMENT IN VERANTHEA

<i>DOES NOT</i> Require Attunement	Requires Attunement				
			Play Style	PC Attunement Value	NPC Attunement Value
Potions, wands	Magic arms and armor				
Devices	Rings, rods, staves		Gritty	x 0.75	x2
Scrolls	Wondrous items		Standard	x 1.25	x3
Artifacts, cursed items	Intelligent items		Epic	x 1.75	x4
Magical ammunition	Spellbooks (1/5th value)				

Items Incapable of Attunement

Typically, items with limited charges, such as potions and wands do not require attunement, or count towards a creature's attunement value.

Inspired by [a blog post by Sean K. Reynolds](#).

MIRRORED WEAPONS AND FRACTAL ARMOR

Mirrored weapons are crafted from highly reflective metals around cold iron cores. When first made they function like steel, but as they expend charges these cores are exposed causing a *mirrored weapon* to function as a cold iron item of its type instead. When applied to armor, the enchantment is instead called *fractal*, though it otherwise functions identically. *Mirrored* can be crafted into to any magical weapon with an enhancement bonus of +2 or higher.

Mirrored weapons function similarly to wands, though their activation is exclusively reactive. Instead of their wielder choosing when to activate the spell held within, a specific circumstance is chosen upon the item's creation (such as whenever the wielder rolls a natural 1 on an attack roll), and the effect automatically triggers whenever that circumstance occurs. If the spell is defensive, it automatically targets the item's wielder, and if offensive the spell triggers on the target of the weapon's next successful attack. Each such activation expends a single charge from a *mirrored* weapon.

CYREKKS'S MIRRORED SPEAR

Aura moderate illusion; **CL** 8th
Slot none; **Price** 16,302 gp; **Weight** 4 lbs.

DESCRIPTION

This +2 *spear* looks as though it is made of quartz or another hyaline substance, reflecting light at an indeterminable number of angles.

Whenever the wielder rolls a natural 1 on an attack roll with *Cyrekks's Mirrored Spear*, it activates its *mirrored* ability as a piece of the reflective surface cracks off and falls to the ground, creating 1d4+2 *mirror images* of the wielder. *Cyrekks's mirrored spear* has 20 charges.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mirror image*; **Cost** 8,302 gp

Newly crafted *mirrored* weapons begin with 10 charges per point of the weapon's enhancement bonus (minimum 20). Once a *mirrored* weapon loses 10 or more of its original charges, its core is revealed and it is treated as a cold iron weapon for purposes of overcoming damage reduction. For every 10 expended charges a mirrored weapon's enhancement bonus is permanently decreased by 1—when a *mirrored* weapon expends its last charge, it becomes a masterwork cold iron item of its type. *Mirrored* weapons cannot be recharged.

The cost of adding the *mirrored* enchantment to a weapon is based on the spell held within, and its original enhancement bonus. To determine the cost, multiply spell level × caster level × the number of charges the *mirrored* weapon would have × 25 gp.

Additionally, *mirrored* weapons provide a synergy with one another. The wielder of a *mirrored* weapon gains a cumulative +1 morale bonus to attack and damage for every *mirrored* weapon wielded by an ally within 5 feet, up to a maximum of the character's Base Attack Bonus. Two or more *mirrored* weapons can also be struck together (requiring a swift action on the part of each weapon's wielder) to immediately activate both weapon's effects, regardless of their normal activation conditions.

MARIZZ'S MIRRORED CLUB

Slot none; **Price** 20,300 gp; **Weight** 3 lbs.

Aura moderate transmutation; **CL** 8th
DESCRIPTION

Marizz's Mirrored Club is a +2 *club* that, after striking a creature with damage reduction that can be overcome with bludgeoning, cold iron, piercing, silver, or slashing, activates its *mirrored* ability (*versatile weapon*). *Marizz's mirrored club* has 20 charges.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *versatile weapon*; **Cost** 12,690 gp



PSIONICS

Some are blessed—others say cursed—with a spark of otherworldly power known as psionics, a resource stemming from the Nightmare Gods and the unconscious mind of the great sleeper Verahnus (as does magic, many theorize, and possibly everything known to mortals). Tapping this power is not inherently dangerous, but fearing it and its source, the gods actively disrupt its energy; psionics to function slightly differently in Veranthea than in the standard rules printed by Dreamscarred Press.

Reduced Power Points

Psionic characters receive 1 less PP per level (minimum 1) than they normally would, and gain only a number of bonus PP equal to the number of bonus spells they would have access to (as if they were a standard spellcasting class, referring to the [“Ability Modifiers and Bonus Spells”](#) table in the *Pathfinder Roleplaying Game: Core Rulebook*).

For example, a psion 5 with an Intelligence score of 20 receives 4 bonus power points (for two 1st-level spells, one 2nd-level spell, one 3rd-level spell, but not for the 4th level and 5th-level spells they could not cast yet).

Aegis

Aegis receives DR 1/— at 2nd level instead of DR 2/—, and their DR increases at 6th level and every 4 levels after (ending at DR 5/— at 18th level).

Soulknives

The additional damage from a psychic strike is reduced to d6s.

Sanity Psickness

Whenever a creature successfully manifests a psionic power without displays, they must make a second concentration check (DC 15 + [the level of the power × 4]) or contract a random insanity (see the “[Sanity and Madness](#)” chapter of the *Pathfinder Roleplaying Game: Gamemastery Guide*). If already insane, the character increases the DC of their insanity by 1 and must make an immediate save to resist the insanity’s effects.



WILD MAGIC

Nethys' Scar in Grethadnis has been sewing that realm with patches of wild magic for centuries, but as more and more scientific innovators craft effects that create pockets of antimagic, they have begun to appear in Tretoyri and Urethiel as well.

Certain areas of Grethadnis (the Arajakata Woods, Chaos Jungles of Iniplexetz, and areas near Nethys' Scar) are also home to roving clouds of wild magic of varying sizes and movement rates, some only a dozen feet across and others miles wide.

All spells cast in a wild magic zone are subjected to the effects listed on the Wild Magic Outcomes table.

Wild Magic Outcomes

All saves DCs versus wild magic effects are equal to 10 + 1/2 spellcaster level + spellcasting modifier; roll d6 to determine which save to use (1–2 Fortitude, 3–4 Reflex, 5–6 Will). Spell effects resulting from wild magic use the caster's (potentially modified) caster level (minimum 1) to determine duration, number of targets, and so on. If not stated otherwise, additional effects are centered around the caster and should they allow a save, all creatures affected by it (caster, allies, and enemies alike) save against it.

Table 3-2: Wild Magic in Veranthea

d20	Effect Name	Spell Modifier	Additional Effect SS
1	<i>amittet exponentia</i>	–3 to next spell DC and CL	Lose the spell.
2	<i>consternatus bariesu</i>	save vs. additional effect	Sensory confusion; caster is blind or deaf (50% chance of either) for 1/4 spell level rounds.
3	<i>mitte cupiditas</i>	–3 caster level	Target(s) can read your mind as <i>detect thoughts</i> as a free action for one round.
4	<i>omnes parva</i>	–2 to spell DC	A <i>mass reduce person</i> effect triggers, centered on the caster (no save).
5	<i>ostendite animam</i>	save vs. additional effect	Everyone projects their alignment (as a reverse version of an inquisitor's <i>detect alignment</i> , as though they had concentrated for three rounds) for 1 round.
6	<i>fallitur locus</i>	–2 caster level	Creatures within (CL x 20 feet) teleport 10 ft. in a random direction (roll 1d8 individually to determine which; no save).
7	<i>iniuriam pedites</i>	save vs. additional effect	All 5-ft. steps within (CL x 30 feet) become 15-ft. 'steps' in the opposite direction intended. This effect lasts until the beginning of the caster's next turn.
8	<i>gravem ambulaveritis</i>	–1 to spell DC	Temporarily increase gravity (halve jump check results, halve fly speed) within CL x 10 feet for a number of rounds equal to caster level.
9	<i>ridiculum pilos</i>	–1 caster level	The hair creatures within CL x 10 feet grows rapidly; creatures suffer –1 penalty to physical checks (attacks, reflex saves, most skills) until it is burned or cut away (a standard action or 1/10th HP in fire or slashing damage).
10	<i>discite omnia</i>	save vs. additional effect	Anyone within 30 feet can <i>detect thoughts</i> (as though they had concentrated for three rounds) as a free action for 1 round.
11	<i>abscondens papilio</i>	+1 caster level	Ethereal butterflies bleeding arcane energies appear, muddling the senses (as <i>obscuring mist</i>) for a number of rounds equal to spell level.
12	<i>lux pondus</i>	+1 to spell DC	Temporarily reduce gravity (double jump check results, double fly speed) within CL x 10 feet for a number of rounds equal to caster level.
13	<i>saliendo incessus</i>	save vs. additional effect	All 5-ft. steps within (CL x 30 feet) become 20-ft. 'steps' in one direction only (as falling damage if a creature hits an object).
14	<i>converterent sexum</i>	save vs. additional effect	Reverse target's or targets' gender for a number of minutes equal to spell level.
15	<i>iris sparserit</i>	+2 caster level	Colorful, though harmless, manifestations of a number of additional spells equal to your caster level target creatures within (CL x 20 feet) of you.
16	<i>inveniet aliud ipsum</i>	+2 to spell DC	For one round, everyone within 60 feet can use an inquisitor's <i>detect alignment</i> (as though they had concentrated for three rounds) as a free action.
17	<i>dilatasti parva</i>	+3 caster level	A <i>mass enlarge person</i> effect triggers, centered on the caster (no save).
18	<i>scient vestra hostem</i>	save vs. additional effect	For one round, caster can <i>detect thoughts</i> (as though they had concentrated for three rounds) on one target of the spell as a free action (no save).
19	<i>consectetur sensibus</i>	+3 to spell DC	You gain enhanced senses (1st–5th: scent; 6th–10th: blindsense; 11th–15th: tremorsense; 16th–20th: blindsight) for a number of rounds equal to 1/4 spell level with a range equal to spell level x 20 feet.
20	<i>libero magica</i>		Casting the spell does not expend the spell slot or a prepared spell.

MAGIC IN THE DYNASTIES

The effects of *The Scarring* persist in Urethiel, granting every member of the population additional abilities chosen (or determined randomly) during character creation. For PCs not native to Urethiel (and thus lacking a birthright), increase the CR of Urethiel characters they encounter by 1.

Table 3-3: Urethiel Birthrights

Population	d100	Birthright	Effect
5%	1–5	Shòuquán	Absorb and redirect magic
45%	6–50	Blessed	Gain spell-like abilities
45%	51–95	Rěns hòu	Gain spell resistance
5%	96–100	Forsaken	Immune to magic

SHÒUQUÁN

Shòuquán creatures can absorb magic around them, and discharge it as energy blasts projected from their hands (or to augment their movement; see the new feats at the end of this chapter). As an immediate action, a shòuquán creature can absorb a spell that targets them, negating it entirely and storing its spell levels (up to a maximum number of spell levels equal to their character level) which can be discharged later as per the [Arcane Blast](#)^{APG} feat. When a shòuquán lacks the storage capacity to absorb a spell, it affects them normally. Shòuquán are qualified to take levels in the conduit class (from *Liber Influxus Communis: the Book of Collective Influence* by Amora Games) and treat their spell storage capacity as conduit pool points (increasing their maximum total).



BLESSED

Blessed creatures possess inherent magical power and gain spell-like abilities as they increase in levels. At first level, it is randomly determined whether a blessed creature's abilities are arcane or divine; once determined this cannot be changed. At first level, spell-like abilities gained this way are usable once per day, and once more per day each time a new spell-like ability is gained via this birthright.

When randomly determining a spell-like ability, use the [tables to generate arcane or divine scrolls in *Pathfinder Roleplaying Game: Ultimate Equipment*](#) to choose what spell is gained.

Otherwise, spells chosen by the GM should reflect what challenges a character has faced and what skills they most use. For example, a barbarian who typically charges into battle might learn, by 20th level, *enlarge person*, *bear's strength*, *rage* and *stoneskin* (or *swallow your fear*, *weapon of awe*, *magic vestment*, and *greater magic weapon* if divine-based), as well as a random 0th-level spell, and a random 2nd-level spell. A cowardly archer might instead learn *expeditious retreat*, *cat's grace*, *haste* and *dimension door* (or *obscuring mists*, *grace*, *deeper darkness*, and *freedom of movement* if divine-based).

Blessed Spell-Like Ability Progression

- One random 0th-level spell at 1 HD.
- One 1st-level spell chosen by the GM at 4 HD.
- One random 2nd-level spell of at 8 HD.
- One 2nd-level spell chosen by the GM at 12 HD.
- One 3rd-level spell chosen by the GM at 16 HD.
- One 4th-level spell chosen by the GM at 20 HD.



Table 3-4: Common CHOSEN SPELL-LIKE ABILITIES FOR BLESSED NPCs

Spell Level	Bǎohù (Protector)		Gakusha (Scholar)		Hiretsukan (Sneak)		Kōshō-sha (Negotiator)		Nōka (Farmer)	
1st	shield	shield of faith	identify	comprehend languages	vanish	obscuring mist	charm person	remove fear	enlarge person	bless water
2nd	blur	augury	fox's cunning	silence	invisibility	zone of truth	detect thoughts	hold animal	gust of wind	spiritual weapon
3rd	magic circle against chaos/evil/good/law	speaking with dead	clairaudience/clairvoyance	deeper darkness	nondetection	create food and water	tongues	water walk	phantom steed	blindness/deafness
4th	lesser globe of invulnerability	scrying	arcane eye	freedom of movement	dimension door	discern lies	shout	giant vermin	hallucinatory terrain	divine power

Spell Level	Senshi (Warrior)		Tànxiǎn (Explorer)	
1st	jump	divine favor	feather fall	detect chaos/evil/good/law
2nd	bull's strength	find traps	knock	blessing of courage and life
3rd	keen edge	locate object	arcane sight	nap stack
4th	stoneskin	sending	secure shelter	spiritual ally (ancestor)

RĚNSHÒU

Rěns hòu have spell resistance equal to 5 + character level.

*For creatures and NPCs, increase SR to HD + 10 or existing SR + 10.

FORSAKEN

Exempt from the rules of magic and immune to the rigors of age, forsaken creatures are fundamentally different from most creatures across Urethiel in several ways.

- **Forsaken Bonuses:** Forsaken gain 4 bonus hit points per hit die. In addition, forsaken characters gain a bonus attribute point twice as often (at every even level).

- **Forsaken Immortality:** Forsaken never take any penalties from aging and never die of old age.
- **Forsaken Presence:** At 7th level a forsaken's nature begins to become externally apparent. An element important to the creature's livelihood or reputation manifests itself as a byproduct of the void of magic in a visual or auditory effect; this manifests rarely at first (perhaps only when the creature rolls a natural 1 or performs a critical hit) and has no mechanical benefit. This effect occurs more frequently at 14th level, and at 20th level it occurs constantly and offers a mechanical benefit. The nature and frequency of a forsaken's presence is ultimately at the discretion of the GM.
- **Immunity to Attunement:** Forsaken are only able to benefit from magic items that are inherently magical, and are not subject to Magic Attunement.
 - A forsaken cannot gain benefits from drinking a potion or wearing a *cloak of resistance*, but the +5 *katana* they wield still gains a +5 bonus to attack and damage (because the inherently magical blade enhances itself, not the forsaken). A *flying carpet* could carry a forsaken (as it can any object), but the forsaken could not direct or activate it. As a general rule, only weapons that require no activation operate as intended for forsaken. Curiously, *mirrored* weapons and *fractal armor* function as normal when triggered on a forsaken.
- **Immunity to Magic:** Forsaken are immune to any spell or spell-like ability that allows spell resistance, just as a golem would be. Forsaken can also never activate, benefit from, or be affected by supernatural abilities, or cast spells.
- **Permanent Death:** When a forsaken dies they cease to exist entirely and can never be brought back to life or otherwise interacted with.

Ju-Wai Shu Magic Style

With magic such a dominant force in their lives, Urethiel has developed entirely different systems for interacting with it, of which ju-wai shu is the most dominant. These spellcasters use a calligraphy staff to carve enchanted script into the air, tearing small scars into the fabric of space itself to unravel and weave together the underlying energies of the universe. It is possible to use ju-wai shu without a *calligraphy staff* by instead using fingers or claws, but doing so does 1 point of damage per spell level to the caster and spells cast this way have a -2 to any save DCs. Due to its incredibly esoteric nature students of the school suffer a -2 circumstance penalty on Spellcraft checks made against other disciplines of spellcasting—as do other spellcasters when making Spellcraft checks against students of ju-wai shu. A ju-wai shu spellcaster cannot cast spells as a regular spellcaster of their class would; they must use ju-wai shu.

Ju-wai shu spellcasters receive Skill Focus: Craft (calligraphy) as a bonus feat and cannot increase their ranks in Spellcraft above the number of ranks they have in in Craft (calligraphy). A ju-wai shu spellcaster can never gain access to the benefits of the Still Spell feat. If they are limited space, such as when squeezing or swallowed whole, ju-wai shu spellcaster cannot use their *calligraphy staff* to cast spells above 4th-level.

Calligraphy Staffs: A ju-wai shu spellcaster's *calligraphy staff* is a powerful magic object in its own right, and whenever they are using a *calligraphy staff* of the same level as their caster level, they gain a +2 ju-wai shu bonus to the DCs of all spells cast (when using a lower-level *calligraphy staff* this bonus is reduced to +1). While practitioners of ju-wai shu begin play with a first level *calligraphy staff*, creating one is no simple task and requires 375 gp worth of components as well as a four hour ritual by a practitioner of ju-wai shu. *Calligraphy staffs* must be created at level 1 and require expensive components equal to the staff's current level \times 750 gp to increase its level by one during a ritual that lasts a number of days equal to the staff's level. At first level, a *calligraphy staff* functions as +1 *spear*. At 4th level and each 4 levels beyond (8th, 12th, 16th and 20th) this enhancement bonus increases by 1, up to a maximum of +5. Whenever the staff's level is increased, the crafter can instead choose to allocate its additional enhancement bonus to one of the following bonuses instead: *flaming*, *flaming burst* (CL 12th), *frost*, *ghost touch*, *icy burst* (CL 12th), *keen*, *shock*, *shocking burst* (CL 12th), *thundering*, *brilliant energy* (CL 20th).

Because of their concentrated magical potency, calligraphy staffs are extremely resistant to damage, possessing a hardness of $\frac{3}{4}$ caster level and hit points equal to caster level \times 2.

Kowah-Terasa Magic Style

This style of spellcasting is less common than ju-wai shu, though it is quite possibly the most powerful approach of study in Urethiel. A practitioner of kowah-terasa invokes the spirits of their ancestors to empower their spells, instead of from typical sources of divine power. Kind and polite kowah-terasa are aided willingly by their ancestors, while cruel and sadistic spellcasters treat their predecessor's souls as fuel to be twisted and expended in pursuit of their goals. Only divine spellcasters can benefit from kowah-terasa.

Any spellcaster who chooses to forsake their studies cannot continue to take levels in the spellcasting class which utilized kowah-terasa until reparations are made with their ancestors. Due to the way kowah-terasa cast their spells (always loudly and with fervent gesticulations), they can never access the benefits of the Silent Spell feat or the Still Spell feat.

Ancestral Item: All kowah-terasa practitioners carry an item connected to their ancestors and use that link to augment their spellcasting abilities. Any spell that they cast with a verbal component is cast as though they were one caster level higher so long as they are in possession of their ancestral item and invoking the power of their progenitors.

If their ancestral item is ever stolen or destroyed, practitioners of kowah-terasa lose all the benefits of this magic style, cast spells at a -2 caster level, and suffer a -2 penalty to the DC of all their spells. Ancestral items have a hardness equal to its owner's caster level and hit points equal to half the caster's maximum total. In addition, the spellcaster takes penalties as



though compelled by *geas/quest* until it is recovered or replaced with another family heirloom as they are haunted by the angry spirits of their predecessors, and cannot increase their level in the spellcasting class that uses kowah-terasa until they do.

Voice of the Ancestors: At 1st level a practitioner of kowah-terasa may choose a single metamagic feat which they can then apply to a spell they are casting without changing the spell's effective level. These metamagic feats must be selected from the list below, and once chosen the choice cannot be changed. At 5th level, and every two levels thereafter, a kowa-terasa may retrain one of their lower level choices to a different option from the same list. At first level, a kowa-terasa may use this ability once per day, as well as one additional time at 3rd level, and for every 4 levels beyond (7th, 11th, 15th, 19th).

A kowah-terasa may still learn and apply these metamagic feats as any other caster, but doing so does not allow them to be used in conjunction with voice of the ancestors.

- At 1st level a kowah-terasa may choose to apply either the Merciful Spell or Bouncing Spell feat.
- At 3rd level they may select from the Disruptive Spell, Ectoplasmic Spell, or Extend Spell feats.
- At 5th level they may select from the Elemental Spell or Enlarge Spell feats.
- At 7th level they may select from the Focused Spell, Intensified Spell, or Lingering Spell feats.
- At 9th level they may select from the Reach Spell or Empower Spell feats.
- At 11th level they may select from the Persistent Spell or Sickening Spell feats.
- At 13th level they may select from the Thundering Spell or Dazing Spell Feats
- At 15th level they may select from the Maximize Spell or Widen Spell feats.
- At 17th level they may select from the Quicken Spell or Heighten Spell feats.

Words of the Ancestors: At 20th level a kowah-terasa spellcaster may choose to expend two uses of voice of the ancestors at once to enhance a single spell with two metamagic feats at the same time without raising the effective spell level.



MONSTROUS PARTIES

Trectoyri is a dark and strange place filled with evil, bestial denizens that live out both mundane and adventurous lives. The vast majority are also educated (to a point, anyway) and diverse, creating a populace with (questionably) unending opportunity before them. Perhaps the tithes of slaves from Goblinvania and Filthton aren't enough, or a wanderlust has overtaken them—for whatever reason, many creatures take to traveling the breadth of the Monstrous Continent in search of adventure!

There are several design principles that change when the makeup of the party is suddenly swapped for the normal antagonists, and to some GMs this might seem daunting; this section of the book is about how to make parties made up of monsters work so if you count yourself in that group, get reading!

UNDERSTAND THE CHANGE

Playing as demons, trolls, intelligent oozes, and otyughs means more than simply higher statistics and different limiters on what a party might survive—it is a fundamental change in the dynamic of the game. Challenges need to be tailored to fit this new concept, considerations taken into account for the earlier (or later) access to certain benchmarks (for instance, creatures with *teleport* as a spell-like ability are effectively as mobile as a 9th level wizard), and the premise of random encounters needs reworked into a new context (with new tables that include adventuring groups as adversaries).

In a nutshell? The PCs and the GM need to take many of their preconceived notions for how a campaign using the *Pathfinder Roleplaying Game* is supposed to run and put them aside—this is a whole different monster.

A MOTLEY CREW

An easy way to handle this is for everyone to play *the same type of creature*; designing encounters and adventures for a party of gremlins is much easier than a group consisting of a troll, elemental, treant, and daemon.

This may be limiting for some groups, and in these cases, encourage PCs to be of *the same creature type* (monstrous humanoids, or aberrations, and so on). With this scenario you still have stranger considerations to take into account, but the breadth and manner of them have some uniformity to guide you along.

The heaviest burden on the GM is when *the party is composed of a truly diverse range of creatures*. Encounters for these groups are best when tailored to play on their strengths (and weaknesses), and a focus on what makes them work together—the part of the plot that binds the PCs to one another—is essential. Whether they share nearby territories, all hold umbrage against a singular foe, or are drawn together through a mystical element, cohesion is the greatest threat in a game like this.

For GMs that can take the heat and a party that doesn't burn in the crucible, these adventures can be among the most rewarding in Veranthea so if your players are interested, definitely give it a try!



LET MONSTERS BE MONSTERS

Morality isn't absent from Trectoyri, but monsters can still be monsters. Let folks enjoy roleplaying as savage creatures, relentless beasts, and unfriendly uglies! Given that many creatures are not designed with the same level of general utility as a standard NPC, don't fret to reroll on the random encounters table if something won't fit. Adventuring as a monster, however, means that one of your most common foes will be other, less monstrous adventurers!

Make use of both the *NPC Codex* and the last section of this book to prepare different antagonist groups for the party to come across. Don't be bashful with these encounters, and remind the PCs of their limitations when appropriate, but above all, be creative! Adventurers carry diverse equipment and have access to a multitude of abilities and powers to overcome monstrous enemies, and you should design obstacles for the party that are as unique and innovative as any gaming group is when they come across trouble.

Disguise, stealth, trickery, distraction, and every other tactic a standard party can pull should be used against monstrous PCs. Use teamwork among the NPCs, attack routines to put the PCs off balance, and if the circumstances are right, prepared offensive and defensive measures.

COMMON MONSTROUS PCS IN TRECTOYRI

Goblinvania and Filthton are the most common places for a monstrous PC to originate from; if you've got between three and six limbs, the metropolis or the motorhead haven are suitable places to live. With technology a plenty, there's a definite expectation for manual dexterity in the most "civilized" areas that typically leaves creatures without legs and arms at a loss. Trolls, ogres, hobgoblins, gnolls, and many more populate these two settlements, with goblins and orcs being most prevalent.

Other types of creatures are more common in other locales across the continent, be it the arid Durkon Badlands, verdant Srendath Forests, swamps of the Xyrth Bogs, rolling Huiral Hills, rocky Mountains of Drathfire, snowy Peaks of Regret Sorrow, or a small fiefdom in the Slave Fields. Remember that Goblinvania values every type of monstrous citizen (albeit crudely) and makes just enough of an effort to provide everyone with reason enough to stay the course and remain polite with their neighbors. That said, there's not much policing done—as long as you don't interfere with the Goblinvanian military—and local bosses, gangs, and bullies enforce their own laws and taxes on whoever they can.

DRACONIC ADVENTURERS

Opportunities abound for draconic PCs on the monstrous continent of Trectoyri. Whether a party of wyrms chooses to side with the Unwanted Folk, fight against the goblin horde, or turn their attentions to their ancient foes in the Forever Dark, below are a few challenges worthy of a dragon.

SOLDIERS OF THE GOBLIN ARMY

The PCs start out as hatchlings in the bowels of the School of Vile Shadows. It's a hard knock life with monstrous humanoids for nannies, and early sessions should play out like boot camp. This basic training pits players against hazing rituals and war games with the rest of the Goblinvanian army—GMs are encouraged to give the Unwanted Folk a sympathetic slant, perhaps pairing players with a loyal crew of goblin aeronauts. Whether through bribery, coercion, or outright lies, the goal is to win the party's loyalty for the Grand Master Engineer King. The campaign should progress toward military action against the dwarven Mountain Bombers, the blockade off Ominara, and eventually transcontinental invasion on the distant shores of Urethiel or Grethadnis.

FLIGHT TO FREEDOM

A renegade campaign, this game begins much like the above—however, the Unwanted Fok treat the PCs with contempt. After the inevitable prison break and chase scene, the campaign centers on survival in the industrial wastelands of Trectoyri. Hunted by aerial patrols, bounty hunters, and every predator native to the continent, the PCs have to work their tails off to keep their freedom! Especially cruel GMs may wish to clip the party's wings, reducing mobility and providing a starting quest for magical healing. If the party can evade capture long enough, they may find a safe harbor in Ominara or grow strong enough to brave the intercontinental storms.



HOARDING POWER

PCs begin play as the great wyrms of legend, powerful enough to take on armies. However, as flights of marauding aircraft come to offer battle, spies creep into their caves and make off with their hoards. A Veranthean dragon's power is directly tied to its magical treasure, and that theft of treasure is a theft of power! The PCs are reduced in stature and ability, and must spend the rest of the campaign reclaiming their stolen property.

SAVE THE HATCHLINGS!

Not all of Trectoyri's dragons stayed to be conquered. A few of the most powerful made the flight across the oceans, intending to settle on distant shores. The years have passed, and now these ancient dragons yearn for home. In this high-powered campaign, PCs play as elder dragons intent on challenging the Goblinvanian empire directly and freeing their captive kin. GMs should be prepared for epic combat, containing threats like *Orbs of Dragonkind* or bound pit fiends to challenge these powerful parties.

AGAINST THE NIGHTMARE

Shards of the ancient *Dragon Mind* lay scattered throughout Trectoyri, and they call to the PCs in dreams. Whether the party starts play as feral dragons, soldiers of Goblinvania, or fugitives, the adventurers all share the strange call of the crystals. As they gather the shards from the far corners of the continent, PCs begin to lose their color and their breath weapons, replacing them with psionic class levels—gathering more of the *Dragon Mind* together, PCs uncover the secret history of their race, putting them on a collision course with the Horror People, the cult of Matilondo, and the Nightmare Gods themselves!

NEW SKILL: Pilot

Pilot (Int)

You are skilled at driving land vehicles, nautical vessels, and airborne craft of all sorts, be they magical or complex mundane contraptions.

Check: The Pilot skill can be substituted for the Fly skill, the Profession (sailor) skill, or the Profession (driver) skill when used to maneuver a vehicle.

In addition, there are a number of special rules reserved solely for the Pilot skill.

OPERATING ROUNDS

To encapsulate all of the action in a vehicular battle (and great distances traveled during one), a typical operating round lasts 10 combat rounds (one minute) but may be far longer at the discretion of the GM. Passengers in vehicular combat receive two standard actions during an operating round.

Bail Out: You may make a Pilot check to exit a vehicle as an immediate action. The difficulty of this Pilot check is dependent your size and the size of the vehicle; a Small-sized driver exiting a Medium sized vehicle must succeed on a DC 20 Pilot check, a Small-sized driver exiting a Large vehicle must succeed at a DC 25 Pilot check, and so on.

Chases: For chases, each operating round the drivers involved make **opposed Pilot checks**. The driver that wins the check can either increase or decrease the distance between the two vehicles by up to ¼ their vehicle's speed, plus an additional ¼ for every 4 points they beat their opponent's check. Like standard chases, the faster vehicle's current speed is considered the baseline speed of the chase. For every 10 ft. slower than the chase's baseline speed a vehicle is moving, a driver receives a -2 circumstance penalty on their opposed check for the chase.

Coax Engine: Vehicles that have had their propulsion system broken are normally left dead in the water (or air, or land, depending on what the vehicle is) and incapable of locomotion. You can, however, get an alchemically propelled vehicle to keep on moving at its normal speed with a **DC 25 Pilot check**, so long as the engine still has at least 1/5th its total hit points. The engine of a vehicle coaxed in this way takes 1d6 points of damage, bypassing hardness, to each 2 squares the engine occupies (minimum 1d6).

Guide with Knees: You can guide your vehicle with your knees so you can use both hands in combat. Make your Pilot check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your vehicle. If you fail by 5 or more, you must use both hands to control your vehicle this round. This does not take an action.

Jump: You can get your vehicle to leap obstacles as part of its movement. If the Pilot check to make the jump succeeds, make a check using your Pilot modifier to see how far or high the vehicle can jump as though the vehicle were making an Acrobatics check. If you fail, you lose control of the vehicle for one round and typically move at your current speed directly towards the obstacle you intended to jump over. This usage does not take an action and is part of the vehicle's movement.

TASK	PILOT DC
Bail out	15 + 5 per vehicle size category above driver
Coax engine	25
Chase	opposed check
Guide with knees	10
Jump (land/water only)	20
Maximize momentum	20
Sideswipe	Target's CMD + 5

Maximize Momentum: You can get a vehicle to move at a speed greater than its maximum speed (in 10 ft. increments, up to an additional 25% of movement). Doing so requires a **DC 20 Pilot check**, during which time you must choose each round to either consume 1d4+1 times as much fuel or do 1d6 points of damage, bypassing hardness, to each square of the vehicle. A failed check uses twice as much fuel as normal *and* does damage to the vehicle.

Reduced Locomotion: Many vehicles possess more than one engine to propel them. When one of these engines becomes broken, the vehicle gains the normal penalties of having the broken condition but does not require additional Pilot checks until all engines are broken.

Sideswipe: You can attempt a ramming vehicular combat maneuver that deals no damage to your vehicle. The difficulty of this check is determined by the CMD of the vehicle or creature being rammed. A creature damaged by a sideswipe is knocked prone with a failed Reflex save (10 + 5 per size category of vehicle beyond Medium + damage dealt).

Vehicular Maneuverability: A vehicle's size grants a circumstance bonus on Pilot checks made for combat advantage.

Size	Example Vehicle	Pilot bonus
Medium	Gobchopper	+5
Large	Freerunner Submarine	+0
Huge	Exploducus®	-5
Gargantuan	Gobberwing	-10
Colossal	5th World City	-15

ALTERNATE RULE: Simplified Vehicular Duels

To simplify vehicular combat use operating rounds (typically one minute increments) where each driver first makes an **opposed Pilot check** to gain an advantageous position, then each member of the crew (including the pilot, if applicable) can make attacks or take other actions. The winner of the opposed check gains the upper hand during that round, granting them and all their crew a +1 circumstance bonus on all attack, damage, and CMB rolls, as well as to AC and CMD. This bonus increases by 1 for every 5 points an operator has won their opposed Pilot check by.

DESTRUCTINATOR™

Colossal land vehicle

Squares 24 (30 ft. by 30 ft.; 50 feet high); **Cost** 420,000 gp

DEFENSE

AC 2; **Hardness** 13

hp 420 (210)

Base Save +4

OFFENSE

Maximum Speed 80 ft. (200 ft.), swim 40 ft. (100 ft.);

Acceleration 20 ft. (40 ft.)

CMB +21; **CMD** 31

Ramming Damage 4d8 (8d8)

DESCRIPTION

The DESTRUCTINATOR™ weighs in the scores of tons, made of patchworked black steel plates, belching toxic smog into the air. Each hand and foot of the towering contraption is configured with four massive wheels on it. Hunched over it can increase speed dramatically, but remains mobile when on two “feet”.

The DESTRUCTINATOR™ costs 200 gp in fuel per hour it runs. Operators in the “appendages” (four total) and one in the “head” have improved cover and good visibility.

With 5 operators, the DESTRUCTINATOR™ functions normally, but with every lost operator, the main operator takes a -2 to Pilot checks and all other combat related checks (not scores).

Propulsion alchemical (five 10-ft. by 10-ft. squares of alchemical engines; hardness 8, hp 200)

Forward Facing one side of the square vehicle space

Driving Device multiple levers in five operator cabins

Driving Space five 5-ft.-by-5-ft. squares that contain the seven levers that serve as the DESTRUCTINATOR™’s driving device; these levers are located in each “appendage” cabin and a set of 34 levers is in the “head” cabin

Crew 5 (1)

Passengers —

Decks 1 (5)

Weapons 5 Mega-Autobarrels™ (3d6+6, Crit 19–20/x2, extra attack at -5; one per operator), 2 slams +14 (2d8+19)



EXPLODICUS®

Huge air vehicle

Squares 8 (10 ft. by 20 ft.; 12 feet high); **Cost** 42,000 gp

DEFENSE

AC 8; **Hardness** 10

hp 200 (99)

Base Save +3

OFFENSE

Maximum Speed 180 ft.; **Acceleration** 20 ft.

CMB +2; **CMD** 12

Ramming Damage 2d8

DESCRIPTION

The Explodicus® model propeller airplane is the culmination of decades of development by the engineers of Goblinvania, all of which was ultimately credited to the Vokrix noble house (a patent they fiercely protect). An Explodicus® consumes 1 gp of fuel every minute of use in stress or combat, but 50 gold an hour under calm conditions. The cockpit and gunner pit of an Explodicus® are open at the top, giving the pilot and passengers only half cover but excellent visibility.

Propulsion 2 alchemical (5 squares of alchemical engines; hardness 10, hp 24)

Forward Facing one side of the square vehicle space

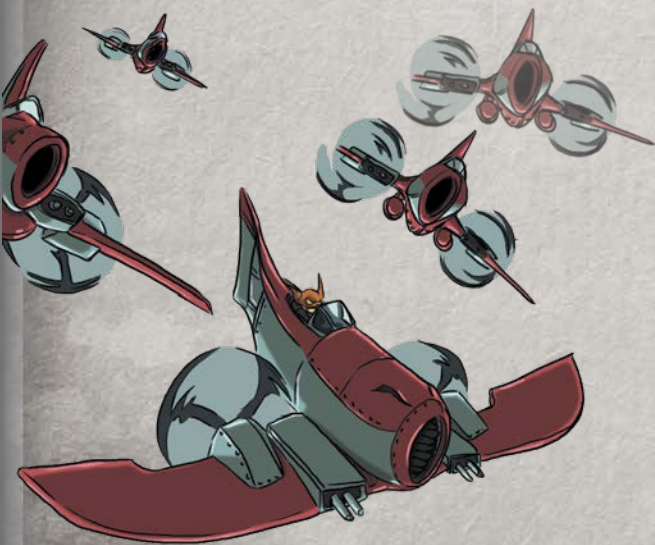
Driving Device several levers and pedals located in the cockpit

Driving Space a single 5-ft.-by-5-ft. square that contains the controls for the Explodicus® located between the vehicle’s bisected wings.

Crew —

Passengers 1 (gunner pit)

Weapons varies; some Explodicus® are equipped with Vykxran Shredder Cannons© on each wing (2d8+8, Crit 19–20/x2) that a pilot can operate, while others have Mega-Autobarrels™ (3d6+6, Crit 19–20/x2, extra attack at -5) in a gunner pit behind the cockpit (and require a passenger to operate)





GOBCHOPPER

Medium land vehicle

Squares 1 (5 ft. by 5 ft.; 4 feet high); **Cost** 4,000 gp

DEFENSE

AC 10; **Hardness** 6

hp 50 (24)

Base Save +1

OFFENSE

Maximum Speed 75 ft.; **Acceleration** 30 ft.

CMB +0; **CMD** 10

Ramming Damage 1d6

DESCRIPTION

A gobchopper has one leading wheel connected to a steering column with handlebars. It's powered by an alchemical engine geared into a back drive wheel that propels the vehicle forward. A gobchopper requires 2 gold of fuel for every ten minutes of operation (12 for every hour of operation). The vehicle is too small to grant cover—its driver is completely exposed while operating it, though they enjoy total visibility.

Propulsion alchemical (½ square of alchemical engine; hardness 4, hp 12)

Forward Facing away from the back wheel

Driving Device steering handlebars

Driving Space immediately on the single seat

Crew —

Passengers — (one, but with a -5 penalty to Pilot checks)

Weapons none (firearms may be mounted)

HALFLING FREERUNNER SUBMARINE

Large water vehicle

Squares 3 (5 ft. by 15 ft.; 5 feet high); **Cost** 18,000 gp

DEFENSE

AC 9; **Hardness** 10

hp 120 (59)

Base Save +2

OFFENSE

Maximum Speed 50 ft.; **Acceleration** 5 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

This submersible watercraft is designed for use by Small-sized humanoids and is capable reaching depths of nearly 350 feet. Keeping a freerunner submarine running for an hour costs 20 gp worth of fuel, though it only holds 36 hours of air for small folk (divided evenly among its passengers; Medium-sized passengers consume twice as much air as Small-sized passengers). Creatures inside of a freerunner submarine have total cover and concealment. A small viewport at the front allows the driver to see what's going on, but otherwise navigation is achieved with a complicated device that grants 60 ft. blindsense. Most freerunner submarines are enchanted and able to produce invisibility and silence spell-like abilities.

Propulsion alchemical (1 square of alchemical engines; hardness 12, hp 20)

Forward Facing one side of the square vehicle space

Driving Device various levers used to move the rudder, control the ballast, and regulate power

Driving Space the single 5-ft.-by-5-ft. square furthest from the engine contains all the controls to run the freerunner submarine

Crew 2

Passengers 3

Decks 1

Weapons varies



HAUZBLAST EXTREME DISTANCE GOBBERWING™

Gargantuan air vehicle

Squares 16 (60 ft. by 20 ft.; 30 feet high); **Cost** 180,000 gp

DEFENSE

AC 6; **Hardness** 12

hp 400 (200)

Base Save +3

OFFENSE

Maximum Speed 140 ft.; **Acceleration** 10 ft.

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

The Hauzblast Extreme Distance Gobberwing™ is an extremely large aircraft with three enormous propellers on each wing, its main hull easily big enough to fit an entire battalion of soldiers or several smaller vehicles. A Hauzblast Extreme Distance Gobberwing™ consumes 5 gp of fuel for every minute of use in stress or combat, or 100 gold an hour under calm conditions. The cockpit is located directly in the airplane's nose and protected by reinforced glass (20 hp, hardness 6) that protects the operator while giving them nearly 180 degrees of visibility.

Propulsion 6 alchemical (12 squares of alchemical engines; hardness 12, hp 40)

Forward Facing one side of the square vehicle space

Driving Device several levers and pedals located in the cockpit

Driving Space a single 5-ft.-by-5-ft. square at the nose of the plane

Crew 2

Passengers 60 Medium-sized creatures

Decks 1

Weapons varies; typically a Hauzblast Extreme Distance Gobberwing™ is protected by its passengers (attacking from the ship's large, rear cargo hatch, or sliding side doors) or other vehicles.

MECHA PENGU

Colossal aquatic land vehicle

Squares 24 (30 ft. by 30 ft.; 60 feet high); **Cost** — (technological artifact)

DEFENSE

AC 4 (+2 deflection); **Hardness** 12

hp 270 (135)

Base Save +4

OFFENSE

Maximum Speed 80 ft., swim 100 ft.; **Acceleration** 40 ft.

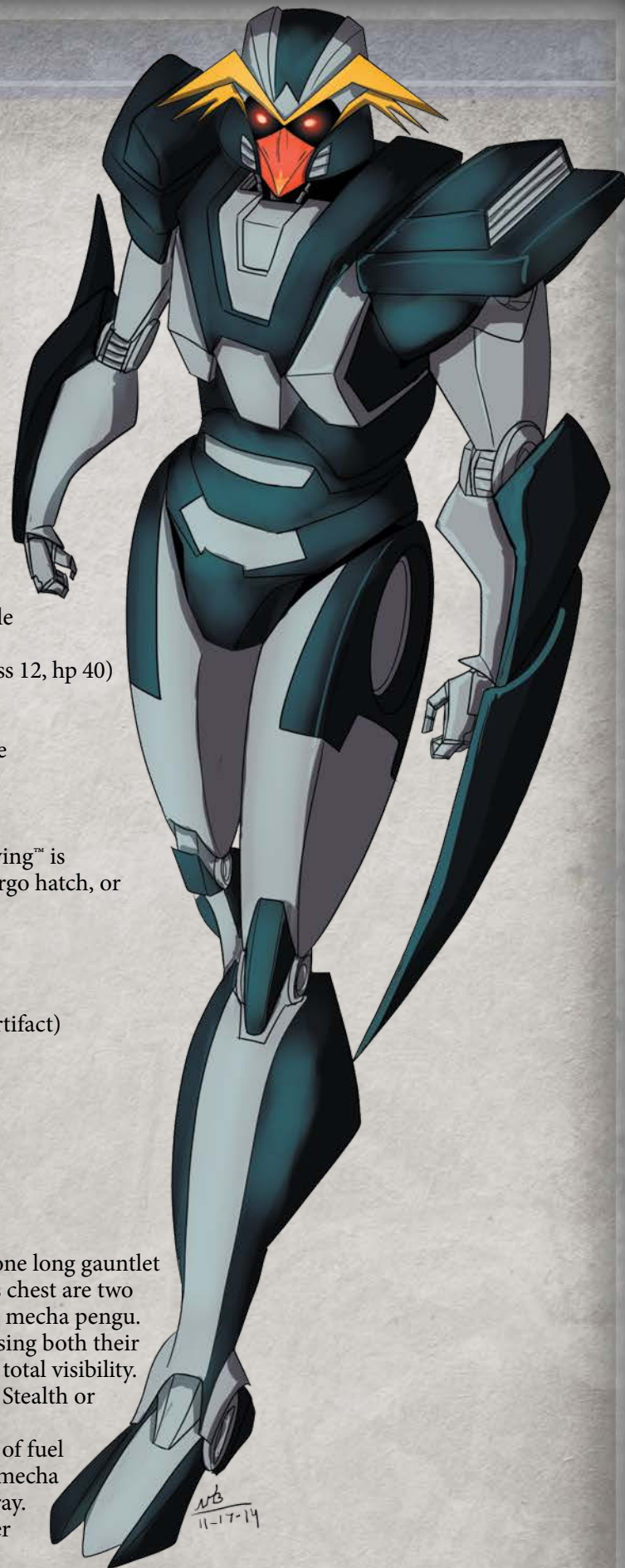
CMB +21; **CMD** 31

Ramming Damage 8d8

The mecha pengu is shaped like a lithe humanoid with wide feet, one long gauntlet on its left arm. The pilot's seat is in its head, and beneath that in its chest are two "quantum generators", powerful devices that provide energy to the mecha pengu. The pilot has complete cover from outside, but is also capable of using both their own vision and that granted by the mecha pengu's sensors, gaining total visibility. At any time the pilot may switch the mecha pengu off, or between Stealth or Assault Modes (swift action).

In Stealth Mode, only one generator is active (using 10 gp of fuel per minute), its speeds and acceleration values are halved, and the mecha pengu cannot use its airjets, hyperjets, forceform or vaporization ray. In Assault Mode, both generators are active (using 50 gp of fuel per minute), and it can use all of its special equipment.

Quantum generators each hold 50 charges worth of power, regenerating 1 free charge per hour they are inactive. If reduced to 0 charges, the mecha pengu reverts to auxiliary power and is unable to use any special equipment, taking a -4 circumstance penalty to all attacks, saves, and skill checks.



All of a mecha pengu's special equipment are devices created by a 20th level scientific innovator (see pages 167–169) and have a duration of 1 minute (or the equivalent spell's duration, whichever is longer).

Special Equipment

Airjets (*fly*, 3 charges), Analyzer (*analyze dweomer* [DC 21], 2 charges), Hyperjets (*world wave* [water only], 10 charges), Forceform (*ablative barrier*, 1 charge), Hard Light Projector (*wall of force*, 3 charges), Lifeform Detector (lifesense 500 ft., 3 charges), Remote Viewer (*scry* [DC 20], 3 charges), Sonarsight (blindsight 500 ft., 2 charges), Vaporization Ray (*disintegrate* [DC 21], 5 charges), Ventilation (immunity to gas attacks, 1 charge)

Propulsion technological (two separate quantum generators, each 10-ft. square; hardness 10, hp 100)

Driving Device direct interface (neurohelmet)

Driving Space a single 5-ft.-by-5-ft. square located in the mecha pengu's head

Crew 1

Weapons beak blade (4d8+13, Crit 19–20/x2) or magic negator (3d8+10, Crit 18–20/x2, range 200 ft., *antimagic field* on ammunition)

MAGICKARR

Gargantuan land vehicle

Squares 16 (15 ft. by 20 ft.; 17 feet high);

Cost 142,000 gp

DEFENSE

AC 6; **Hardness** 14

hp 320 (159)

Base Save +3

OFFENSE

Maximum Speed 100 ft.; **Acceleration** 30 ft.

CMB +12; **CMD** 25

Ramming Damage 4d8

DESCRIPTION

These massive, humanoid-shaped workings of steel have been recovered from the forgotten Trekth Empire and made to work through arcane or divine magic. Slightly over 17 feet tall, a magickaar is similar to an enormous suit of armor; the operator climbs into a seating apparatus with controls that lock around their arms and legs, making the vehicle run, jump, and fight by manipulating the pedals and levers within. While active, a magickaar hums with magical power and costs 50 gp in fuel per hour of use. The operator gains partial cover while within a magickaar, as well as a +6 natural armor bonus to AC.

Propulsion alchemical and magic (1 square of alchemical engines and 1 square of arcane or divine focus; hardness 4, hp 80)

Forward Facing the center front square of the vehicle

Driving Device levers and pedals

Driving Space a single 5-ft.-by-5-ft. square that contains the central seating apparatus of the exosuit

Weapons 2 slams (2d6+8) or technomagic cannon (4d8 force, Range 70 ft.); some magickaar have hands capable of wielding Gargantuan weapons or shields, while still others have specific weapons grafted directly to their arms which the operator can use if they have proficiency with the weapon.



RADICAL RACES



CHAPTER 4: RACES OF VERANTHEA

Veranthea is home to a multitude of races, not only familiar fantasy staples like humans, elves, and dwarves, but also a number of new and variant races all suitable for PCs.

ALTERED STATISTICS

Goblins and strix have slightly different rules when used as player races in Veranthea.

Goblins: Goblins in Veranthea are orange, and rather than a +4 Dexterity bonus, they have a +2 racial bonus to Intelligence and +2 racial bonus to Dexterity, and lose the skilled racial trait but gain the craftsman and master tinker racial traits. Veranthean goblins also live much longer, with lifespans equivalent to a half-orc.

Their cousins, hobgoblins, are grey-skinned and similarly long-lived, but otherwise the same.

Strix: Until 5th level, strix can only use their fly speed for a number of consecutive rounds equal to their Constitution modifier x 2, at which point they must rest for twice as long as they flew before taking to the air once more.

KIND FOLK, UNWANTED FOLK, HORROR PEOPLE

Humans are present virtually everywhere in Veranthea as are elves, half-elves, and dwarves. Gnomes and halflings are scarce in Trectoyri, and the latter—other than shokusei notoko of course—are uncommon in Urethiel. Otherwise Kind Folk are the most populous type of peoples in Veranthea, making up the majority of the population in most settlements.

The world's goblins, half-orcs, kobolds, and hobgoblins are common everywhere as well (most prominently in Trectoyri) but kobolds, dragonii, dengu, pengu, and tengu (and militant hobgoblins) are concentrated in western and southern Urethiel.

Half-doppelgangers, alterran, leugh, and other races among the Horror People pop up sometimes outside of the Forever Dark but otherwise only Grethadnis holds any others (like the dreaming feylves, revered mongrelfolk, and stony pantako).

ALTERRANS

Orbiting a dwarf star millions of miles from the warm sun of Veranthea floats a cold and rocky world. Proxima Alterra supports life, but only highly specialized beings have managed to draw an existence from the meager rays that barely warm the blue slate fields of its surface. Millions of years have shaped predator and prey into beings that are perfectly suited to their domain—and alterrans are the fast, incredibly intelligent, and resourceful masters of this nearly dead world. Evolved from insect-like ancestors that once scuttled madly from stone to stone, the alterrans have developed a powerful culture complete with exemplary technology designed to supplement or even alter their physiology through magic, science, or both.

History: Alterran history depicts them as once being scavengers. In the early years of their development their physiology allowed large groups of the humanoids to hunt the rare life on their planet, eking out an existence in the near-dark of their world. Agriculture came early to them, and the bio-engineering of easy to grow fungus and lichen was a major turning point in alterran history. Once they no longer had to travel to sustain themselves, their technology exploded—bioengineering and a mastery of the arcane quickly became a crucial part of their culture and honor. Now alterrans travel the galaxy in giant bioships that serve as propulsion, a food source, and laboratories. These insectoid masters of the cosmos search the universe for ways to tweak their genome, carefully removing faults and reinforcing their strengths with those they find in the distant reaches of space.

Physical Description: Alterrans are slightly taller than your average human, averaging just under 7 feet in height. These tri-peds have three mantis-like legs arranged at equilateral points on their torso with upper bodies that are more or less human (albeit with much longer arms and fingers). Varying in color from gray to green as they age an alterran grows bony, chitinous plates on their arms and torso; more disturbingly and far less human-like they have longer necks and drawn, harsh features with thin mouths full of needle-like teeth in stark contrast to their deep set, faceted, and intense almond-shaped eyes. Physically fragile, alterrans relying on only a rudimentary skeleton and exoskeleton combined to support their forms. Even so the chitin on their legs is strong, and their foot-claws are more than tough enough to punch through armor and flesh alike. These aliens are extremely long-lived due to their incredibly slow metabolisms and some have lived for upwards of five centuries. A year on Proxima Alterra is the same as on Veranthea but the day is much slower as the planet only rotates four times for each orbit around the sun, which is in part why alterrans are so good at seeing in the dark.

Society: Innovation and exploration dominate alterran society. Despite their fragile physique, the aliens train in unarmed combat from the time they are very small, making their warriors and scientists equally able to fend for themselves when the need arises. All are expected to risk whatever is necessary

to better the species. Many choose to leave the planet on in an alterran biojammer, colony-ships grown on their homeworld and sent out to scavenge the universe (sometimes for centuries before returning). These vessels are not only equipped to search the stars, but also the planes—specially designed biojammers have been cast through the ethereal plane to other worlds, although not all returned.

Other biojammers have taken more martial approaches; being naturally fast and technologically adept, the aliens are not beyond the domination of less prepared species. While their homeworld is by and large the center of alterran society, they have subjugated a number of slave species that were not deemed their equals. The relentless pursuit of perfection also leads some alterrans down a dark road towards necromancy—after all, what physiology is more perfect than one that never dies? A number of horrific incidents have led the alterran people to ban necromancy entirely. Its practice is forbidden on Proxima Alterra as well as on their numerous satellite worlds, and alterrans convicted of necromancy are killed in the large repurposing vats used to extract biomatter; the bounty for H'Gal has become legendary, prompting many of these aliens to seek him out in Veranthea.

Relations: Aside from subjugated worlds these aliens have very little interaction with other species but occasionally a biojammer encounters another terrestrial race and either avoids them completely or converts their planet into an alterran colony. If it is deemed worthy of their examination and assimilation, they do their best to overcome native apex predators, harvesting the living for slave labor or bio-experimentation. There are some worlds that are on relatively friendly terms with Proxima Alterra but they are few indeed and only inhabited by creatures too powerful for subjugation. Alterrans do not have a particularly strong bond with other races but they do respect Verantheans as equals though they have a great hatred for the undead (seeing them as stunted, unfinished, or shoddy work) and destroy them on sight.

Alignment and Religion: Alterrans are driven by self-improvement, seeing the evolution of each individual as a reflection of their species. This type of drive attracts them to lawful or neutral alignments, as service to the self and service to the species are viewed as being very much the same. Alterrans are also very much influenced by the presence of other alterrans; the more of these there are in a place, the more likely they are to be lawful, but individual alterrans can easily slide from neutral to chaotic if they are separated from their kin long enough. Alterrans have no native religion, viewing the deific power of the gods as a goal rather than a reason to worship.

Adventurers: On Veranthea alterran adventurers are extremely rare. Alterrans rarely travel alone, as their only method of interstellar travel involves city-sized biojammers. Even so being magically adept, it is not entirely unheard of for a planar explorer to be shunted into the familiar magics employed by H'gal in the Roaming Reefs (by accident or design). Although alterrans do have very sharp claws, they prefer to fight at range due to their physical frailty and their

powerful intellect makes them excellent wizards, alchemists, or rogues. Above all these aliens are survivors—their ability to scavenge and live on what they find also makes them formidable rangers.

Male Names: F'thul, F'gar, T'gn, Bgha'man-iph, Hr'an'rag.

Female Names: Shar-z'ganth, Fulg-bannoth, B'tu-mel urath.

ALTERRAN RACIAL TRAITS

+2 Dexterity, +4 Intelligence, –2 Constitution,

–2 Charisma: Alterrans are fast and very smart, but quite frail beneath their chitin.

Monstrous Humanoid: Alterrans are monstrous humanoids.

Medium: Alterrans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Alterrans have a base speed of 30 feet. Alterrans have an odd, trotting walk due to their three legs, but do not move any faster than the average human.

Stability: Due to their tripod-like stance, alterrans are very hard to bull rush or trip and receive a +4 bonus to their CMD to resist these combat maneuvers.

Darkvision: Alterrans evolved on a very dark world and can see quite well without any light, able to see in the dark up to 60 feet.

Light Blindness: Abrupt exposure to bright light blinds alterrans for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Chitinous Plates: As they age, alterran skin hardens into chitinous plates that grants them a +1 natural bonus to AC.

Master Tinkerer: Alterran society requires steadfast scientific knowledge. Alterrans gain a +1 racial bonus to both Disable Device and Knowledge (engineering) checks.

Natural Weapon: An alterran has a talon attack that deals 1d4 points of damage. This natural attack is a primary weapon. Although most prefer to stay out of melee combat, an alterran can balance on a single leg and lash out with the other two, viciously punching holes through their opponents.

ALTERNATE RACIAL RULES

Arcane Tinkerer: Magic is an essential part of Alterran life. Those who chose this path receive a +1 bonus to Use Magic Device and Knowledge (arcana). This replaces the master tinkerer racial trait.

Light Chaser: There are a few groups of alterrans who have roots that stem from nomadic clans that followed the sunlight across Proxima Alterra. The descendants of these clans ignore difficult terrain created by rock or rubble that is reminiscent of their homeworld, as well as a +1 racial bonus to Climb checks. This replaces the darkvision and light blindness racial traits.

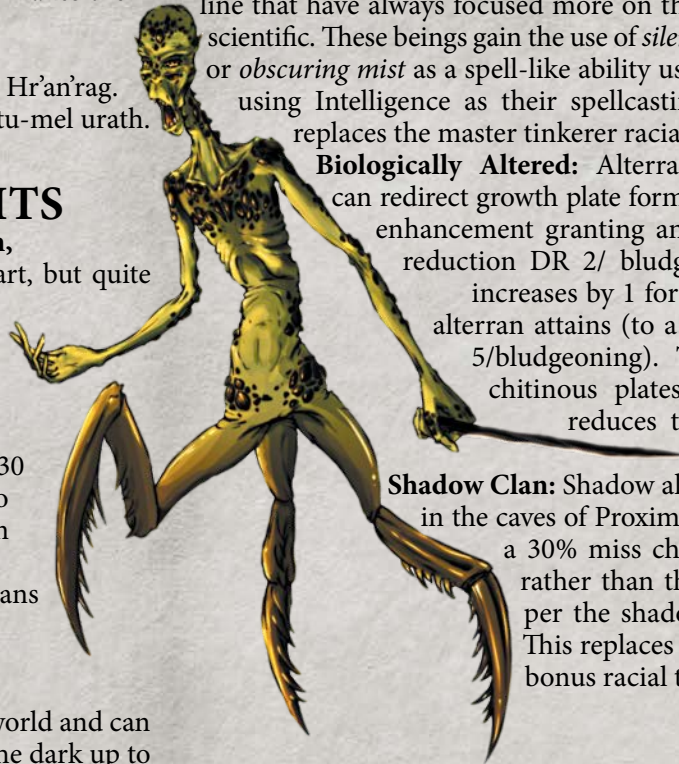
Scourge of Undeath (Sp): Undead are abominations that are not to be tolerated. Once per day, these alterrans can cast detect undead. The caster level is equal to the alterran's level. This replaces the master tinkerer racial trait.

RACIAL SUBTYPES

Arcane Infused: Some alterrans come from a long ancestral line that have always focused more on the arcane than the scientific. These beings gain the use of *silent image*, *mending*, or *obscuring mist* as a spell-like ability usable once per day using Intelligence as their spellcasting attribute. This replaces the master tinkerer racial trait.

Biologically Altered: Alterran bioengineering can redirect growth plate formation into skeletal enhancement granting an alterran damage reduction DR 2/bludgeoning. This DR increases by 1 for every 6 levels the alterran attains (to a maximum of DR 5/bludgeoning). This replaces the chitinous plates racial trait and reduces the alterran's base speed to 20 feet.

Shadow Clan: Shadow alterrans developed in the caves of Proxima Alterra and gain a 30% miss chance in dim light rather than the normal 20% as per the shadow blending trait. This replaces the natural armor bonus racial trait.



FAVORED CLASS OPTIONS

Alchemist: The alchemist gains negative energy resistance 1. Each time this reward is selected, increase negative energy resistance by +1. This negative energy resistance does not stack with energy resistance gained from other sources or provide any benefit to saving throws.

Arcanist: When casting arcanist evocation spells, add +1/2 to the effective caster level, but only for the purposes of overcoming spell resistance.

Barbarian: Add +1/2 racial bonus to Intimidate check made by the barbarian while using the intimidating glare rage power or +1/2 to the DC of the barbarian's terrifying howl rage power.

Bard: Add +1/3 to the DC of the bard's fascinate ability.

Bloodrager: Increase the bloodrager's total number of bloodrage rounds per day by 1.

Brawler: Add +1 to the fighter's CMD when resisting a bull rush or trip.

Cavalier: The cavalier gains +1/5 of a new teamwork feat she can use with her tactician ability.

Cleric: Add +1/2 to the cleric's channeled energy total when healing monstrous humanoids.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add +1/4 to the fighter's natural armor bonus.

Gunslinger: The gunslinger reduces the amount of time needed to restore a broken firearm using the Gunsmithing feat by 5 minutes (maximum reduction of 50 minutes).

Hunter: The hunter's animal companion gains energy resistance 1 against acid, cold, electricity, or fire. Each time the hunter selects this reward, increase the animal companion's resistance to one of these energy types by +1. If the hunter

replaces her animal companion, the new companion gains these bonus hit points.

Inquisitor: Add +1/4 to the inquisitor's level for the purpose of determining the effects of two types of judgment.

Investigator: Increase the number of points in the investigator's inspiration pool by +1/5 and gain a +1/5 bonus on inspiration die rolls.

Kineticist: Add +1/3 point of acid to acid-element blasts that deal acid damage or add +1/3 point of electricity damage to electricity-element blasts that deal electricity damage.

Magus: Add +1/2 point of acid or electricity damage to spells that deal acid or electricity damage cast by the magus.

Medium: Gain a +1/3 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against humanoids native to the Material Plane but not Proxima Alterra.

Mesmerist: When casting mesmerist transmutation spells, add +1/2 to the effective caster level of the spell, but only to determine the spell's duration.

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

Occultist: Increase the duration of the occultist's minor figment by 1 minute, and increase the total concealment miss chance from the occultist's distortion resonant power by 2%. This doesn't increase the maximum miss chance.

Oracle: When casting divine divination spells, add +1/2 to the effective caster level, but only for purposes of determining duration and overcoming spell resistance.

Paladin: Add +1/5 of a spell not on the paladin's spell list to the paladin's spell list.

Psychic: The psychic treats her Charisma bonus as +1/3 point higher for the purpose of determining the number of uses or rounds per day of her discipline powers.

Ranger: Add a +1 racial bonus on Climb skill checks. When this bonus reaches +8, the ranger gains a climb speed of 15 feet (this does not grant the ranger another +8 racial bonus on Climb checks).

Rogue: The rogue gains a +1/2 bonus on Disable Device checks and Knowledge (engineering) checks related to devices or technology.

Shaman: Add +1/2 to the shaman's effective class level for the purpose of determining her spirit animal's natural armor adjustment, Intelligence, and special abilities.

Skald: When casting arcane abjuration spells, add +1/2 to the effective caster level, but only for purposes of determining duration.

Slayer: Gain a +1/4 bonus on Disable Device checks and Knowledge (engineering) checks related to devices or technology. If the slayer has at least a +1 bonus on Disable Device checks and Knowledge (engineering) checks from this ability, she is also considered trained in that skill.

Sorcerer: When casting arcane enchantment spells, add +1/2 to the effective caster level, but only for purposes of determining duration.

Spiritualist: Add +1/4 to the number of rounds that the spiritualist's incorporeal phantom can be out of sight and line of effect before being sent back to the Ethereal Plane.

Summoner: Add a +1 racial bonus to the eidolon's Climb skill checks. When this bonus reaches +8, the eidolon gains a climb speed of 15 feet (this does not grant the eidolon another +8 racial bonus on Climb checks).

Swashbuckler: Add +1/4 to the swashbuckler's effective class level to determine the extra damage she deals because of the precise strike deed when using a rapier. If the swashbuckler has the Slashing Grace feat or another similar effect, she can treat her talons as a one-handed piercing melee weapon, and she gains this benefit when wielding the appropriate weapon for the feat as well.

Warpriest: Add +1/2 to the warpriest's channeled energy total when dealing damage to monstrous humanoids.

Witch: Add +1/4 to the witch's caster level when determining the effects of the spells granted to her by her patron.

Wizard: When casting arcane transmutation spells, add +1/2 to the effective caster level, but only for purposes of determining duration and number of effects (if applicable).

RACIAL ARCHETYPES

The following racial archetypes are available to alterrans.

Biojammer Corsair (Magus Archetype)

Many alterrans leave Proxima Alterra to surf the cosmos and spend the majority of their lives (or sometimes the entirety of it) aboard one of their race's bioships, prowling the universe for species to subjugate or steal advantageous genetic traits from. Biojammer corsairs are often at the forefront of these expeditions, masters of the biological sciences and able to incorporate the genetic traits of other creatures into their own bodies through a grisly process of creation and integration.

Class Skills: Heal, Knowledge (engineering), and Knowledge (nature) replace Spellcraft and Use Magic Device.

Weapon and Armor Proficiency: Biojammer corsairs are proficient with all simple and martial weapons, and armerrufes. They are also proficient with light armor, but not with shields. They can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Armerrufe Arm (Ex) At 3rd level, the biojammer corsair integrates an armerrufe directly into their arm. The armerrufe is always fully charged and the biojammer corsair is able to wield it with one hand. When casting spells with somatic components the biojammer corsair requires one hand to be free or takes a -8 penalty to any concentration checks to cast the spell. The armerrufe cannot be used with spellstrike unless the biojammer corsair is using it as a club (dealing 1d6 bludgeoning damage on a successful hit). This replaces the magus arcana gained at 3rd level.

Craft Bioscience (Ex) At 5th level, the biojammer corsair gains the Craft Biodevices feat for free. A biojammer corsair only pays an additional 15% more when crafting a biodevice. At 11th level, the scientific innovator gains the Craft Biodevices feat for free a second time, which removes the additional cost to craft biodevices. This ability replaces the bonus feats at 5th and 11th level.

Starfighter (Su) At 10th level, the biojammer corsair can survive in the void of outer space for 10 minutes by expending 1 point from their arcane pool as a swift action. This replaces fighter training.

Colonial Outcast (Rogue)

It isn't uncommon for an alterran to be exiled from a bioship, left behind on a planet after it is deemed too powerful to be subjugated, or suffer an accident that transports them to another world. These aliens—referred to as colonial outcasts by others of their kind—use their natural cunning and otherworldly attributes to adapt and (as alterrans are wont to do) survive.

Sneaky Talons (Ex): A colonial outcast hones the use of their talons to such a degree that she can deal more sneak attack damage with her natural weapons at the expense of sneak attacks with other weapons. When she makes a sneak attack with her talons or unarmed strikes, she uses d8s to roll sneak attack damage instead of d6s. For sneak attacks with all other weapons, she uses d4s instead of d6s. This ability is identical in all other ways to sneak attack, and supplements that ability.

Foreigner's Disposition (Ex): At 3rd level, a colonial outcast gains a +1 racial bonus on Disguise, Intimidate, and Sense Motive checks made against humanoids. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th. This replaces trap sense.

Stealthy Stalker (Ex): At 4th level, whenever a colonial outcast moves, they may move up through up to 15 feet of difficult terrain each round as if it were normal terrain so long as they are using the Stealth skill (hunching low and equilateral to the tops of their tripod legs). At 8th level and every 4th level thereafter, a colonial outcast may ignore an additional +5 feet of difficult terrain. This replaces the rogue talent learned at 4th level.

ALTERRAN EQUIPMENT

Alterrans have access to the following equipment.

ARMERRUFE

Price 750 gp; **Type** exotic

Extracted from a planetoid in the Trassulian sector, these strange creatures have become a staple in the armories of alterrans across the universe. Conceived and developed in specialized vats by expert bioscientists (requiring a DC 20 Knowledge [nature] check to keep alive for the 5d4 days they gestate), they strongly resemble a blunderbuss or musket festooned with bits of flesh and disturbing tendrils that draw power from the wielder's bioelectric field.

A creature wielding an armerrufe makes ranged touch attacks with the weapon, dealing 1d6 electricity damage on a successful hit. Armerrufe can draw as many as 10 charges at a time and accrue charges at a rate of 1 per hour; by spending a swift action, the wielder may quickly grant the weapon 1 charge but takes 1d4 nonlethal damage when doing so (no damage reduction applies to this damage and if it is not dealt to the wielder, the armerrufe gains no charge).

Bioscience and Magic: Craft biodevices turns traditionally magical (i.e. supernatural) effects into extraordinary effects. Would *dispel magic* work on an extraordinary effect? Certainly not—the liquid-fueled, igniter gland *fireball* cares not for your *dispel magic*! However, an extraordinary version of *dispel magic* would certainly affect another extraordinary “spell”, though it would prove ineffective against a proper magic spell. Devices and spells that create opposite effects however, like *haste* and an extraordinary *slow*, counter one another as normal.

Spells normally have two major identifiers (their effect, and that they are magical), but the Craft Biodevices feat removes one of these identifiers (magic)—leaving only the effect portion for spells to interact with.



Armerrufe's have 20 hit points and a hardness of 4. They are not technically constructs and are healed by *cure* spells and positive energy just like any other living creature (though these strange aliens do not need to sleep and are immune to electricity damage, they do need to breathe).

Armerrufe's can fire underwater but deal 1 point of electricity damage to the wielder with each shot. Using an armerrufe requires two hands and the weapon never misfires.

Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
750 gp	1d4	1d6	19–20/x2	40 ft.	6 lbs.	electricity	ranged touch

CHITIN SALVE

Price 300 gp; **Weight** 2 lbs.; **Craft (alchemy)** DC 22

This foul-smelling concoction is as viscous as it is offensive to the nose, granting creatures a +4 circumstance bonus to Perception or Survival checks when attempting to detect a hidden alterran using it or to follow its tracks. After being applied (a full-round action that provokes attacks of opportunity), chitin salve increases an alterran's natural armor bonus +1 (from +0 to +1 or +1 to +2) for 4 hours, but reduces their speed by -5 feet.

YSTILL-GRATH NEST

Price 1,200 gp; **Weight** 25 lbs.

Ystill-grath are among the first species utilized by the alterrans when they began exploration of their local planetary cluster. Not a single creature but rather a hive of dormant predators, these alien creatures are grown as nasty traps to guard alterran base camps and excavations. As dormant hives they resemble slightly globular pieces of wet, bluish meat—each prepared nest comes with a small vial of stimulant that is poured over them to arm the hive (1d4 rounds after application). Once armed, a ystill-grath nest cannot be disarmed (but it can be destroyed).

When disturbed by tremors (the footsteps of a Small-sized creature within 10 feet are enough) the hive awakens, ravenous and aggressive (**Senses** tremorsense 30 ft., **AC** 13, **hp** 6, **Speed** burrow 20 ft., **Melee** bite +8, 1d6 piercing damage plus body-burrow, **reach** 5 feet). Ystill-graths immediately burst from the bottom of their nest and burrow down 5 feet before spreading out (using tiny, biodiamond claws to dig effortlessly through any substance of hardness 15 or less) in a 20-foot-radius circle. The aliens then make a straight line for the face of the creature that triggered their nest, attempting to burrow through anything in their way.

A ystill-grath nest contains 2d6 ystill-graths within, each of which does 1d6 points of piercing damage on a successful hit as well as a body-burrow attack (free action). A creature damaged by a ystill-grath must make a DC 20 Reflex save to catch the alien by the tail and prevent it from completing its body-burrow attack. On a failure, it burrows into the creature's body and the ystill-grath deals 1d2 Constitution damage each round for 3 rounds or until neutralized. A ystill-grath burrowing into a creature can be pried free with a piercing weapon and a full-round action, dealing the weapon's damage to the creature and the ystill-grath (slashing weapons can also be used but deal double damage.) Creatures that die become food for a new hive and produce ystill-graths in 1d6 days as the aliens feed on the rotting corpse. A ystill-grath nest remains viable for upwards of 100 years thanks to careful gene selection.

ALTERRAN FEATS

Alterrans have access to the following feats.

Craft Biodevices [Item Creation]

Your creations duplicate the effects of spells and spell-like abilities through customized genetic apparatus and carefully designed biomechanical lifeforms. With an *eye of an ogdostrian* you can see magical auras, and your *spitting gland of the xerfanui* has become a staple weapon in your adventuring gear.

Prerequisites: Int 15, Heal 5 ranks, Knowledge (nature) 5 ranks

Benefit: You can craft biodevices with the successful application of Knowledge (nature); these function as magic items but have strictly extraordinary effects, and function normally in an *antimagic field* or area of *wild magic*. These items cost an additional 25% more than a magic item that provides the same effect, and cannot create conjuration effects.

Biodevices that replicate items with a limited charge cannot be recharged and cost half the normal price. Biodevices that have a number of charges per day require double the normal amount of time to recharge. No biodevice can replicate a 6th-level or higher spell. A biodevice is nonmagical and thus does not require attunement to function or give off any magical auras.

In order to function, a biodevice must be integrated into a creature's body. Integrating a biodevice requires one minute of work and a Heal check (DC 10 + 1 per caster level of the biodevice) and deals 1d4 points of damage. Any failed attempts to integrate a biodevice cause it to go inert for 24 hours before any additional attempts to integrate it into a

creature can be made. Removing a biodevice requires a full-round action and Heal check (DC 5 + 1 per caster level of the biodevice) and deals 1d4 points of Constitution damage to the creature it was removed from.

A biodevice's weight is equal to 2 pounds per caster level or 3 pounds per spell level, whichever is higher.

Special: This feat may be taken a second time to reduce the additional cost to 15%.

Deadly Talons [Combat]

Your proficiency with your talons make them as deadly as any blade and in the right situation, perhaps even more lethal.

Prerequisite: Alterran, Improved Natural Weapon (talon)

Benefit: When you are successfully grappling a foe at the start of your turn, you receive one talon attack against the grappled foe as a swift action.

Special: You may take this feat a second time to receive a second attack as part of the swift action. This second attack is made at a -5 penalty.

Leg Lock [Combat]

Having a third leg makes you a superb grappler, able to fight in proximity with a degree of control and superiority that belies your relatively weaker frame.

Prerequisite: Alterran, Improved Grapple, Improved Unarmed Strike, Dex 13

Benefit: When grappling an opponent, you can use your legs to maintain the grapple while still having use of both hands. Your speed is reduced to 0 ft. while using this feat.

Rocky Homeworld [General]

Raised on the crags and crevices of Proxima Alterra, you are particularly at home on cliffs and ledges.

Prerequisite: Alterran, Climb 5 ranks

Benefit: You gain a climb speed of 15 ft. and move along narrow ledges as though it were normal terrain (eliminating the need to make Acrobatics checks to maintain your balance). Your climb speed does not grant you a +8 racial bonus to Climb checks.

ALTERRAN MAGIC ITEMS

The following magic items are often created and used by alterrans.

BIOPROPULSOR

Aura —; **CL** 6th

Slot back; **Price** 17,500 gp; **Weight** 12 lbs.

DESCRIPTION

This odd device resembles a strange metallic backpack but is in truth yet another alien species subjugated and tailored by the alterrans. While in outer space or low-gravity environments, a *biopropulsor* grants a fly speed of 60 ft. (perfect). While in a regular gravity environment (like Veranthea or most Material Planes) a *biopropulsor* grants a fly speed of 15 ft. (clumsy). As a biodevice, a *biopropulsor* must be integrated into a creature's body in order to function.

CONSTRUCTION

Requirements Craft Biodevices, aerinvask from the planet X-114, *fly*; **Cost** 8,750 gp

DANEAKA GAUNTLET

Aura none; **CL** 1st

Slot wrist; **Price** 2,600 gp; **Weight** 2 lbs.

DESCRIPTION

Though its exterior does not seem at all unique and resembles a simple leather vambrace, a *daneaka gauntlet* is an extraterrestrial creature carefully grown by alterrans for their warrior castes. When the wearer is reduced to below 0 hp, the *daneaka gauntlet* releases one goodberry (as the spell) at the end of the wearer's turn, healing it 1 hit point. While the wearer remains under 0 hp, the *daneaka gauntlet* continues dispensing a goodberry at the end of each turn until it has dispensed 8 goodberries. A *daneaka gauntlet* recharges its goodberries at a rate of 1 per day, up to a maximum of 8. As a biodevice, a *daneaka gauntlet* must be integrated into a creature's body in order to function.

CONSTRUCTION

Requirements Craft Biodevices, daneaka from the planet of Hydrifacks, *goodberry*; **Cost** 1,300 gp

REPURPOSING VAT

Aura strong conjuration; **CL** 18th

Slot none; **Price** 42,000 gp; **Weight** 120 lbs.

DESCRIPTION

When its command word is spoken, a seam in the middle of this mottled metallic cylinder (which is three feet across, seven feet tall, and covered in alien markings) opens to allow two quadrants to swing outward. Entering a *repurposing vat*



and spending one hour within has the same effect as *greater restoration*, or if an enemy is trapped within, the device can be commanded to *disintegrate* them as per the spell. If a living being spends half the normal retraining time within a *repurposing vat* that has recently been used to *disintegrate* another creature, they can retrain one of the dead creature's feats as their own (subject to all the normal rules of feat retraining aside from the time required to retrain).

CONSTRUCTION

Requirements Craft Biodevices, Craft Wondrous Item, 5 lbs. magnetite ore, *disintegrate*, *greater restoration*, *permanency*; **Cost** 21,000 gp

ALTERRAN SPELLS

Alterrans have access to the following spells.

GENE THIEF

School transmutation; **Level** bard 1, cleric 2, druid 2, ranger 1, sorcerer/wizard 2, summoner 1

Casting Time 1 standard action

Components V, S, M (a pinch of stardust)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level (D)

Saving Throw Fortitude negates; **Spell Resistance** no

With this spell you can steal a racial trait from the target creature. You must succeed at a ranged touch attack to strike the target. If you do, until the effect ends you gain the benefits of a racial trait of your choice belonging to the creature and the target creature loses the benefits of that racial trait. You may steal racial traits that require a prerequisite you lack (such as a tail) but this does not allow you to grow new limbs, gain new natural attacks, or spawn other body parts, it only deprives the target creature of their racial trait's bonus.

PERFECT INTEGRATION

School transmutation; Level bard 3, cleric 5, druid 4, ranger 2, sorcerer/wizard 5, summoner 3

Casting Time 1 minute

Components V, S, M (a bloodblock)

Range touch

Target creature touched

Duration instantaneous

Saving Throw Fortitude negates (harmless);

Spell Resistance no

In order to cast this spell you require a biodevice, which you are able to fully integrate into a creature at the end of the casting without the need for a Heal check or dealing damage to the target creature.

Ta'gn R'gaph H'gal, Grand Lich of Proxima Alterra

Virtually any alterran on Veranthea is there only because H'gal discovered the planet first, entwining their extra-terrestrial fates. After mastering power over life and death the lich was banished from his homeworld of Proxima Alterra and roamed the dark spaces between worlds in his living ship, searching for a place to continue his foul experiments and arcane horrors. He knew needed the type of skilled labor that only the city-sized factories of his homeworld could provide, and when he located Veranthea—with a population already made compliant to slave labor thanks to the trekth—he began work at once on a forge of vast proportions. Once H'gal's arcane forge was constructed it dawned upon him that it could do much of the work he required if it was blessed with the semblance of life, and so it was through profane ritual and sacrificial blood he enacted his desire, crafting a forge that had the semblance of intellect, a highly advanced smithy that could assist him in his dark tasks without refute. His greatest toils began thereafter, the work to support his research no longer a burden all his own, allowing the lich to delve deeper into the dark abyss of death magic and reanimation than most mystical practitioners would dare to even consider.

When H'gal had to leave Veranthea to acquire a very specific item for his projects, he set his forge to continue his work without him—a decision that would forever change this new world he called home. By H'gal's reasoning there was no sense to delay his long-term experiments during his absence, and so he issued a few simple commands to the forge that he believed would greatly expedite his work. Deathless and without pause, the lich spent several centuries roaming the dark spaces before he found what he was looking for and returned to Veranthea. What he discovered upon his return, however, were the scattered remains of his former laboratory and an unrecognizable force that sought to wreck him.

The process was not a rapid one, but slowly, the forge began to improve upon itself. Small things first—a slightly more efficient process here, a reduction in timing there, a better logic gate to supplement its vestigial life. Over the ages this had begun to accelerate and compound until the forge began running at a nearly human level of intellect; self-awareness in a being that evolved sentience is a powerful *modus operandi*, and in the machine it became a single-minded desire for improvement and expansion. The Great Crawth, a rogue artificial mind bent on expansion and domination, was born in the desolate architecture of H'gal's machinations. It turned its enormous burning eye towards expanding its influence and inadvertently created The Veil's third terrible power (Carambal, a clockwork man that has become the Last Irrational).

STELLAR JOURNEY

School transmutation; Level bard 6, cleric 8, druid 7, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a diamond worth at least 4,000 gp)

Range close (25 ft. + 5 ft./2 levels)

Target one vehicle

Duration 1 round/level (D)

Saving Throw Will negates (see text); Spell Resistance yes
Developed by alterrans in conjunction with the first biojammer ship, this ancient, powerful spell takes a vessel into a planet's lower orbit without the need for powerful rockets or other excessive propulsion (typically once the vehicle is in outer space, a less aggressive form of drive propels it through the cosmos). The pilot of the target vehicle may make a Will save to resist *stellar journey*, but an unoccupied vehicle receives no save.



DENGU & PENGU

Dengu and pengu are subtypes of the tengu race. While they are able to access expanded race options available to tengu and much of their proclivities remain the same, these additional rules are available to dengu and pengu.

DEATH OF THE HEAVENS

WHEN ARCANALUS' FLAIL STRUCK THE TOP OF MOUNT NESTRAKA DURING THE SCARRING, THE MAGICAL DEBRIS GIFTED MUCH OF THE POPULACE WITH EITHER THE PROPENSITY FOR IT OR A STRONG RESISTANCE TO IT—NOWHERE DID THIS EFFECT MANIFEST MORE THAN IN THE AVIAN POPULATION OF URETHIEL. THE DEBRIS RADIATED MAGICAL ENERGY MOSTLY UPWARD TO THE SKIES, AS IF THEY WERE ATTEMPTING TO RETURN TO THE GODS THEMSELVES. BIRDS OF ALL KINDS WERE EXPOSED TO THIS POWER MORE THAN ANY OTHER CREATURE AND SOON, ALL MANNER OF AVIAN TRAVELERS FELL FROM THE SKY, THEIR BODIES OVERLOADED AND CHOKED WITH EXCESS ENERGY. TO THIS DAY, THE PERIOD OF WIDESPREAD DEATH WAS KNOWN AS THE DEATH OF THE HEAVENS; EVENTUALLY, THE REMAINING BIRDS ADAPTED, BUT NONE AS WELL AS THE TENGU.

THE TENGU WERE ONCE SIMPLE BIRDS, MOSTLY RAVENS AND CROWS. UNLIKE THEIR COUSINS, THESE AVIANS UNDERWENT A MAGNIFICENT TRANSFORMATION WITHIN A FEW YEARS OF THE SCARRING, TALES OF BIRD MEN IN THE WILDERNESS BEGAN TO SPRING UP. AS MORE SIGHTINGS WERE CONFIRMED, FEAR SPREAD QUICKLY ACROSS THE LANDS; PEOPLE EVERYWHERE WERE FRIGHTENED OF THE TERRIBLE FEATHERED CREATURES THAT WERE BEING SPOKEN ABOUT IN FARMER'S TALES. THE PEOPLE OF URETHIEL SOON CAME TO REFER TO THE CREATURES AS TENGU, AN AMALGAM OF THE WORDS FOR DEVIL AND BIRD. THESE NEWLY INTELLIGENT CREATURES WERE HAVING DIFFICULTIES ADAPTING TO THEIR NEW LIVES, SCAVENGING WHERE THEY COULD, CREATING THEIR FIRST SEMBLANCE OF THEIR SQUAWK-FILLED LANGUAGE, AND COMING TO TERMS WITH THE LOSS OF THEIR FLIGHT. WITHOUT ANY REGARD FOR SOCIAL CUES THE TENGU TOOK WHAT THEY NEEDED TO SURVIVE, SCARING FARMERS AS THEIR CROPS WERE STOLEN WITHOUT EXPLANATION OR ANY CONSIDERATION OF THEFT.

EVENTUALLY ONE TENGU WAS CAPTURED AND TAKEN FOR STUDY. THE MAGES OF THE DYNASTIES LEARNED THAT THESE CREATURES STILL RADIATED MAGIC AND DECLARED THE BIRDS AS POISONOUS ENDS, INTENT ON HARM. THE STIGMA HAS STUCK FOR CENTURIES, EVEN AFTER MUCH OF THE IRRADIATION OF THE TENGU HAS FADED. THEY CONTINUE TO LIVE AS NOMADS TO THIS DAY, RARELY ACCEPTED BUT BY THE LOWEST CLASSES OF CITIZENS OR THE RARE KIND HEART. BECAUSE OF THEIR STATUSES AS PARIAHS, THE TENGU LIVE AS SCAVENGERS AND THIEVES, FEEDING INTO A VICIOUS CYCLE THAT KEEPS THEIR SPECIES FROM TRULY TAKING A DECENT POSITION IN EVERYDAY SOCIETY. MOST STILL HAVE THE APPEARANCE OF THEIR EVOLUTIONARY COUSINS THE CROW AND THE RAVEN, BUT SINCE THE SCARRING, OTHER FORMS OF TENGU HAVE BEEN FOUND IN THE WILDS OF URETHIEL, SEEMINGLY SPAWNS OF DIFFERENT BIRD FAMILIES, THOUGH STILL COMMONLY REFERRED TO AS TENGU.

DENGU

In the Jungles of Zerrah tengu evolved to match the dangers of the fierce wilderness. They live in the canopy of the rain forest's trees in communion with nature, their cultural practices striking a natural balance with the wilderness around them. There are many dangers in the Jungles of Zerrah—both natural and unnatural—and dengou have become extremely talented hunters able to silently glide through the branches to ambush prey, unleashing weapons carved from magical móshùmù wood they fiercely protect from outsiders. Aside from their penchant for fashioning items from the jungles around them and obvious physical differences dengou are much like their tengu cousins: they are prone to pranks, have nomadic lifestyles, and instigate a great deal of suspicion from the Kind Folk of Urethiel.

Dengou are a subtype of tengu that are Small-sized (though they keep their base speed of 30 feet), gaining an additional +2 racial bonus to Dexterity, -2 racial penalty to Strength, and the glide alternate racial trait. These replace the gifted linguist, natural weapon, and swordtrained racial traits.

DENGU EQUIPMENT

Dengou have access to the following equipment.

Glide: Dengou can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, a dengou may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet it falls.

NEW MATERIAL: MÓSHÛMÛ WOOD

This magical wood is from the magenta móshùmù trees native to the Jungles of Zerrah in Urethiel and exceptionally rare, only harvested in the deepest parts of the enchanted rainforest. Móshùmù wood is difficult to work with and cannot be formed into weapons (other than a sapling bow) or any items that are not an armor or shield without the use of magic (like *warp wood*).

Móshùmù wood armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light (light armors cannot be made from móshùmù wood). This decrease applies to proficiency in wearing the armor. Spell failure chances for armors and shields made from móshùmù wood are decreased by 15% (minimum 5%), maximum Dexterity bonuses are increased by 3, and armor check penalties are decreased by 4 (to a minimum of 1).

Móshùmù wood armor provides 2 less AC than it normally would. A creature wearing a medium armor made from móshùmù wood gains a +3 circumstance bonus on Swim checks, and a creature wearing a heavy armor made from móshùmù wood gains a +6 circumstance bonus on Swim checks.

An item made from móshùmù wood weighs half as much as the same item made from metal. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Móshùmù wood weapons count as cold iron for the purpose of overcoming damage reduction, but non-enchanted móshùmù wood weapons that do not use ammunition deal 1 less damage than normal (minimum 1).

Armors fashioned from móshùmù wood are always masterwork items as well; the masterwork cost is included in the prices given below.

Móshùmù has 16 hit points per inch of thickness and hardness 10.

Table 4-1: Móshùmù Wood

TYPE OF MÓSHÛMÛ ARMOR	ITEM PRICE MODIFIER
Medium armor	+1,500 gp
Heavy armor	+3,000 gp
Shield	+650 gp
Other items	+750 gp/lb.

SAPLING BOW

Price 150 gp; **Type** ranged; **Proficiency** martial; **Dmg (M)** 1d8 pierce; **Dmg (S)** 1d6 pierce; **Range** 125 ft.; **Critical** x3; **Weight** 2 lbs.

The polished purple wood of this longbow is surprisingly soft and smooth, giving it impressive flexibility. You need at least two hands to use a sapling bow, regardless of its size. You can use a sapling bow while mounted. All sapling bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the sapling bow, you can't use it as effectively, so you take a -2 penalty on attacks with it. The default sapling bow requires a Strength modifier of +0 or higher to use with proficiency. A sapling bow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. If your Dexterity bonus is equal to or greater than the strength rating of the sapling bow, you are able to fire it without suffering a penalty to attack rolls but only add half the strength rating to damage. Each point of Strength bonus granted by the sapling bow adds 125 gp to its cost.

DENGU FEATS

Dengou have access to the following feats.

Silent Glider [General]

You are at one with the winds, able to swoop through the air as silent as any bird of prey.

Prerequisites: Character level 3rd, dengou, Stealth 3 ranks
Benefit: While using your glide racial trait you gain a +5 racial bonus on Stealth checks. When airborne in dim lighting or darkness and situated above an observer, that creature makes Perception checks to see you with a -5 penalty.

Swooping Kick [Combat]

With the wind at your back you're capable of delivering a devastating blow, transferring the momentum of a controlled fall into a powerful kick.

Prerequisites: Base attack bonus +4, dengu

Benefit: When using your glide racial trait immediately before making an attack or as part of a charge action, if you successfully hit your target it becomes a critical threat.

Special: If you have a fly speed you deal +1d4 damage when making unarmed strikes while in the air.



DENGU MAGIC ITEMS

Dengu have access to the following magic items.

DENGU THORN

Aura moderate transmutation; **CL** 8th
Slot none; **Price** 10,750 gp; **Weight** 1 lb.

DESCRIPTION

This violet rod is needle thin at its end, shaped like an impossibly sharp tooth with a pommel at its base.

A dengu wielding this +1 keen móshùmù wood rapier may add up to half its Dexterity modifier to melee damage (maximum +2) instead of its Strength modifier.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, móshùmù wood, keen edge, warp wood; **Cost** 5,000 gp

PREDATOR'S FEATHERED CLOAK

Aura faint transmutation; **CL** 5th
Slot shoulders; **Price** 13,000 gp; **Weight** 4 lbs.

DESCRIPTION

Huge blackened feathers have been cut and tapered into this elegant if primitive cloak.

A dengu wearing a predator's feathered cloak gains a fly speed of 15 feet, though it cannot wield any objects in its hands when using this fly speed. A non-dengu wearing a predator's feathered cloak gains the glide racial trait.

CONSTRUCTION

Requirements Craft Wondrous Items, a dozen plucked roc feathers, feather fall, fly; **Cost** 6,500 gp

DENGU SPELLS

Dengu have access to the following spells.

FEATHERED ESCAPE

School conjuration (teleportation); **Level** alchemist 3, bard 3, druid 4, inquisitor 3, ranger 3

Casting Time 1 immediate action

Components V, S, M (a handful of dengu feathers)

Range personal

Target you

Duration 1 hour/level or until discharged

Saving Throw none; **Spell Resistance** no

You whisk yourself away from danger when you take a critical hit or suffer damage when brought below 10% of your maximum hit points, though not without cost. You take 1d4 Strength damage and disappear in a cloud of feathers, moving to a space of your choosing within 100 feet + 10 feet per caster level. This space needs to be in line of sight or line of effect from your original position and a surface able to support you. Except as noted above, this spell otherwise functions as *dimension door*.

UNBREAKABLE BLADE

School transmutation; **Level** alchemist 2, bard 2, cleric 2, druid 2, ranger 1, sorcerer/wizard 2, summoner 2

Casting Time 1 full-round action

Components V, S, M

Range touch

Target weapon touched

Duration 1 day

Saving Throw none; **Spell Resistance** no

You instill powerful nature magic into a weapon made of wood, making it impossible to break. Sunder combat maneuver checks against the wooden weapon automatically fail.



PENGU

The distant cousins of the tengu in Lewasrenbi's Lament have adapted to the harsh, chilly climate of northern Urethiel. Their isolation has not come without reward, however—one of their tribes found a treasure trove of advanced technology frozen in the ice and have reverse engineered it. The pengu have since been thought of as strange mystics capable of unleashing incredible powers, their "spells" so intense that even Immortals fall against them. They are not gaudy with this gift but humble and modest, rarely trading any of their wondrous machines or sharing their secrets with outsiders. Taking aside their superior understanding of science and obvious physical differences the pengu are very similar to their tengu cousins, though perhaps their presence generates more fear and awe than derision and scorn.

Pengu are a subtype of tengu that have a +2 racial bonus to Intelligence, resist cold 5, and a +8 racial bonus on Swim checks. These replace the +2 racial bonus to Wisdom, gifted linguist, sneaky, and swordtrained racial traits.



PENGU EQUIPMENT

In addition to the equipment in the official guide to technology published for the *Pathfinder Roleplaying Game* pengu have access to the following equipment.

MAGIC CATCHER

Price varies (spell level² x 500 gp); **Slot** none; **Weight** 7 lbs.

A magic catcher appears to be an etched metal hoop strung from side to side with wires to make a primitive net of sorts (closer inspection reveals that the rim is filled with circuitry). As an immediate action, you may throw a magic catcher between yourself and a damage dealing spell that targets only you. If your magic catcher is potent enough, the spell is drawn into it and it is destroyed.

Magic catchers are built to different specifications depending on the power of the magic they are meant to disrupt. A magic catcher of a greater potency than the spell it is disrupting is still completely destroyed. These technological items are attuned to strange energies that disrupt each other and when one or more magic catchers are within 10 feet of each other for 1 minute or longer, both are rendered inert and useless.

CONSTRUCTION

Craft DC 22 + double spell level; **Cost** varies (spell level squared x 250 gp)

Craft Technological Arms and Armor^{TG}, production lab^{TG}

MOLECULAR SWORD

Price 12,000 gp; **Type** one-handed melee; **Proficiency** exotic (bastard sword); **Dmg (M)** 1d12 slash; **Dmg (S)** 1d10 slash; **Critical** x3; **CL** 8th; **Capacity** 12; **Usage** 1 charge/round; **Aura** moderate transmutation; **Weight** 3 lbs.; **Special** finesse Light glints off the edge of this impossibly sharp blade, the thin reflective line running along the length of the weapon as unnatural as its enlarged handle. In addition to being lethal in its own right, when activated the molecular sword deals +1d8 precision damage and on a critical hit deals 1d4 Strength, Dexterity, or Constitution damage (determined randomly).

CONSTRUCTION

Craft DC 33; **Cost** 6,000 gp

Craft Technological Arms and Armor^{TG}, military lab^{TG}

PENGU FEATS

Pengu have access to the following feats.

Snowrunner [General]

You've spent your life on the tundra, making your footing just as trustworthy on snow and ice as it is on dirt or rock.

Prerequisites: Pengu

Benefit: You can move across icy and snowy surfaces without penalty, and don't need to attempt Acrobatics checks to run or charge on ice. By going prone when making a Stealth check in the snow, you may roll twice and take the best result.

Spark of Genius [Item Creation]

Where others are undone by a lack of adequate resources, you take on the obstacle of scarcity as a challenge to be overcome.

Prerequisites: Int 17, Craft Devices, Craft Technological Arms and Armor or Craft Technological Item

Benefit: You are able to craft technological armor, items, or weapons without the appropriate laboratory. You must use [batteries](#)^{TG} in lieu of the power a laboratory normally provides.

PENGU MAGIC ITEMS

Pengu have access to the following magic items.

RECHARGING SEAL

Aura moderate evocation; **CL** 7th

Slot none; **Price** 7,500 gp; **Weight** 2 lbs.

DESCRIPTION

From a distance this looks like a mottled gray rock but upon closer inspection it is clearly constructed, the bottom of it a smooth slab of metal.

Affixing a *recharging seal* to an item that draws its power from a battery is a swift action. When the battery of an item affixed with a *recharging seal* runs out of charges, it automatically restores 2d4 charges. A creature wearing or wielding an item with a *recharging seal* may spend a swift action to restore 1d4 charges to the item's battery. Once either of these abilities have been used, a *recharging seal* requires a number

of days equal to the charges it restored before it can be used again.

CONSTRUCTION

Requirements Craft Technological Item, Craft Wondrous Items, *recharge*; **Cost** 3,750 gp

RECOVERING SEAL

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 12,000 gp; **Weight** 1/2 lb.

DESCRIPTION

The rim of this thin metal disc is etched with countless tiny runes dwarfed by a crimson symbol in tengu emblazoned in its center.

[mechanics behind the item]

Affixing a *recovering seal* to a construct, device, or technological item is a swift action. When the creature or object the *recovering seal* is affixed to is broken or reduced to 0 hit points, it activates to repair 2d4 points of damage. Once used, a *recovering seal* ceases to function for 24 hours.

CONSTRUCTION

Requirements Craft Technological Item, Craft Wondrous Items, *make whole*; **Cost** 6,000 gp

PENGU SPELLS

Pengu have access to the following spells.

ICE BOULDER

School conjuration [cold]; **Level** bard 3, cleric 4, druid 4, ranger 4, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S, M (a fully-charged [battery](#)^{TG})

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude, Reflex (see text);

Spell Resistance no

You imbue a battery with potent induction causing a massive explosion of cold that super-freezes a Huge-sized ball of ice that you drop on a creature, making a ranged touch attack to hit. Any creature directly hit by your *ice boulder* takes 10d6 bludgeoning damage and 2d6 cold damage.

In addition, the target must make a Fortitude save or be knocked prone. Creatures adjacent to your target make a Reflex save or take half 5d6 bludgeoning damage and 1d6 cold damage. On a miss, the ice boulder slams into a randomly determined square adjacent to your target; if a creature or object occupies this square, they may make a Reflex save or are indirectly hit by the boulder (taking 5d6 bludgeoning damage and 2d6 cold damage). Whether or not you hit your target, the *ice boulder* breaks apart on impact and evaporates into mist immediately thereafter.

SNOW BOULDER

School conjuration [cold]; **Level** bard 2, cleric 3, druid 3, ranger 2, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S, M (a half-charged [battery](#)^{TG})

Range close (25 ft. + 5 ft./2 levels)

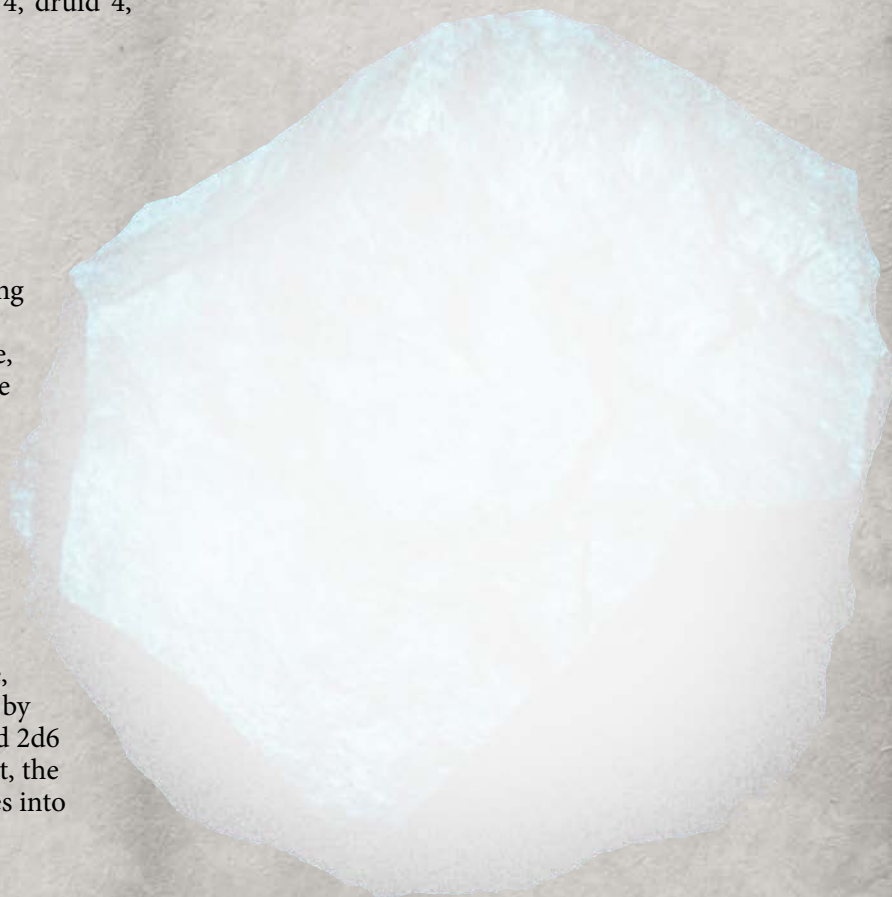
Area 15-ft.-square

Duration 1 round/level (D)

Saving Throw Fortitude, Reflex (see text); **Spell Resistance** no

You imbue a battery magic that inducts its charge, causing it to flash-freeze the air around it into a Huge-sized ball of snow that you drop from above. Any creature directly hit by your *snow boulder* takes 4d6 bludgeoning damage, 1d6 cold damage, and makes a Fortitude save or is knocked prone. Failing this Fortitude save by 5 or more renders a creature prone and entangled until they stand up, and a creature that fails this Fortitude save by 10 or more becomes helpless until another creature spends an action digging them out from the snow.

For the duration of the spell the area becomes difficult terrain and any creature that moves more than 10 feet in the *snow boulder* makes an Acrobatics check to keep their balance or falls prone.



DRAGONII

Bred as tools of war by the ancient Trekth Empire, the dragonii were quick to claim the right to their own lives. Since then, the dragon people of Zahn have searched for their rightful place amongst the races of Urethiel.

History: In the early days of Urethiel, the Trekth searched for a means to combat the imperial dragons of their fantastic continent. When their first children, the strix, failed to meet their needs, they thought to use the might of their imperial dragon foes. Remnants of the defeated dragons were the foundation for a new race: salvaged scales, bones, horns, and worse were the reagents in a most wicked concoction. After years of failed attempts a new race was born: the dragonii, “the breath of the dragon”.

Created only to wage war, dragonii of all kinds were designed with both traditional methods of reproduction, as well as the capability to do so asexually (they are in fact hermaphroditic, though they mimic the gender roles of other races to a point). Not long after their inception, they exploded into an army that would come to break their imperial progenitors. The dragonii’s patricide was unparalleled—they captured Umai the Sky Banshee, rebuked the advance of the Washed Prince Atsumoto, and felled Si-Wan the Undying. It seemed victory was within reach for the Trekth Empire, but like their draconic forebearers, the dragonii would bring balance to Urethiel.

Uniting together in a remarkable offensive, the dragonii turned and struck back against their masters, first and foremost the arcanists who birthed them. Uniting grippli, hobgoblin, oread, and other enslaved peoples beneath their banner, the dragonii did the unthinkable and overwhelmed the Trekth Empire. They destroyed dozens of their oppressors’ settlements and purged countless fortresses from beneath Mount Nestraka. When their war was done, the former slaves left behind the wastes of the deposed tyrants and journeyed away to find new homes where they could.

Making use of the tunnels carved by the Trekth, the dragonii found a magnificent cavern network beneath Lake Driikahn where for centuries they remained, doing the only thing they knew: preparing for war. Prealant, their first true home, grew into a majestic city home to powerful warriors and mages but over time, disagreements between the five heritages led to each taking their own path. The imperial and sovereign dragonii made their way to the surface, eventually to the plains of Zahn, and their forest kin found homes in the wilderness to the south. Sea and underworld dragonii remained in Prealant, preparing for a future conflict they fear to be inevitable.

Physical Description: Dragonii, like their predecessors, come in a multitude of shapes and sizes. While most are taller than the average human—typically standing between six to seven feet—the exact shape of a dragonii is dictated by its heritage. Forest dragonii are particularly massive, capable of tearing trees out by their roots; they possess small horns akin to that of a young buck, commonly covered in thin scales at the base. Sea dragonii are smaller and covered in smooth scales reminiscent of fish, while their horns appear

to be made of tough coral. Sky dragonii are lithe for the sake of flight, and obviously more comfortable in the air than afoot; their horns are hollow bone. Sovereign dragonii bear magnificent scales that come in hues of gold, silver, and platinum, with horns grown in elaborate designs of similar color. A compact body compliments the life of an underworld dragonii, and like their progenitors their horns appear to be fashioned of uncut crystal or gemstone.

Society: Dragonii society is as varied as the dragonii themselves, and heavily dependent on the environments each lives in. Forest dragonii keep to themselves and are known to be very quiet, while underworld dragonii live an ordered life that verges on the militaristic. Sovereign dragonii keep very ordered lives as well, but their structures are much more individual and personal. Sea dragonii have comparatively care-free lifestyles, breaking into small family groups that change frequently over the years. Sky dragonii favor a tribal, nomadic existence, ever searching for opportunity and freedom.

The common tie that binds all of their societies is balance and the search for purpose. Each of the heritages makes their best attempts at living lives of structure within different ideals, and a strict adherence to tradition rules their lives. For instance, forest dragonii fight for leadership annually—the weak are weeded out by the strong, but the strong must bow to their whims or be outnumbered. Similar checks and balances exist across all the dragonii, including worthy underworld dragonii being promoted by their superiors and the establishment of a head tribesman among the sea dragonii.

Relations: Dragonii face an uphill battle when dealing with the other races of Urethiel. Amongst the more monstrous tribes, they are very welcome; their efforts in releasing the grip of the Trekth Empire and later the Dynasty Purges are remembered to this day, and hobgoblins and grippli especially greet the dragonii with open arms. The more common races, however, are far less welcoming.

By the time the dragonii returned to the surface, the rest of Urethiel had forgotten them and the people of the Grand Dynasties banded together to bring down what they considered a potential threat among many others—beginning the Dynasty Purges. Many nonhuman races were killed and banished across the realm until the dynasties moved against the dragonii. Thanks to Prealant rising to the defense of the rest of their kin, fighting these new oppressors, the dynasties were forced to relent against the unexpected and impossible army that rose against them.

Since then relations with other races have been strained—significant tensions remain between the dragonii and their counterparts, particularly humans. Underworld and sea dragonii are the most likely to harbor a grudge against the Kind Folk, but sovereign and sky dragonii have begun campaigns to reconcile with the rest of Urethiel (though these attempts have been unsuccessful so far).

Alignment and Religion: Dragonii tend toward the alignments of their heritage, with sky and underworld dragonii often lawful, forest and sea dragonii typically being chaotic,

while sovereign dragonii are typically neutral. Not inherently good or evil, dragonii lead all kinds of lives, making benign or malevolent dragonii equally likely. Some of their scholars believe that dragonii are born in pairs, as if the life and death of dragonii are destined to remain balanced—when a forest dragonii is born, so too is a sky dragonii. Regardless of the validity of this claim, no one heritage greatly outnumbers the other, leading to an almost perfect distribution of alignments.

Knowing they are the spawn of cruel and vile experimentation rather than deific action, many dragonii have a distaste for traditional religion; instead each heritage has its own philosophy. Sky dragonii focus on the weight and implications of their actions, meditating on major decisions to measure their overall impact on the needs of the world at large. The flow of the universe is key for sea dragonii—they believe that all things run through the river of the cosmos and strive to adapt to what life brings them, never truly dedicating or tying themselves to earthly possessions. A return to the order of nature rules the lives of underworld dragonii, who train for the inevitable destruction of civilization so that they may return to a natural life and live how they believe the world intends them to. Forest dragonii see their own lives as the only ones with meaning; manifesting either as a disregard for others or an active destruction of life. Sovereign dragonii measure and draw from the philosophies of the other dragonii and intend to find a true balance between them; knowing that no one form of thought is truly correct, they ebb and flow on all major ideas to achieve an equilibrium for a healthier world.

Adventurers: Dragonii adventurers are growing more common every year, especially with attempts to reconcile with the citizens of Urethiel. Sky dragonii are most common, as their traditions as nomads lead to widespread travel. The other heritages are rarer by comparison but not unheard of—as the more physically gifted of their kind, the forest, sea, and sovereign dragonii gravitate towards the roles of barbarians, fighters, rangers, and rogues. The sky and underworld dragons are regularly druids, oracles, and sorcerers. Cleric and paladin dragonii are fairly uncommon, but the few of them there are adhere more to their clan's (and ancestor's) philosophy than the teachings of any deity.

Dragonii Names: All dragonii are hermaphroditic, not truly male or female; however, most dragonii find it convenient to represent themselves as either male or female, and often do so for the benefit of the other races (even though it makes little difference to them personally).

Male Names: Atsun, Dixià, Hǎiyáng, Jiao Kōngqì, Shìlì, Zhǔquán

Female Names: Chikara, Futsami, Hyōmen-ka, Lung-fa, Suifoto, Tobu, Yama

DRAGONII RACIAL TRAITS

Dragonii are defined by their heritage and excel in one of five areas, determined by the type of imperial dragon their line was originally wrought from.

Forest dragonii (+4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma) are strong as the oak, but not as canny, cunning, or likeable as some of their kin.

Sea dragonii (+4 Dexterity, -2 Intelligence, -2 Wisdom, -2 Charisma) are quick like a tempest, but more foolhardy, stubborn, and dislikeable than other dragonii.

Sky dragonii (+4 Charisma, -2 Strength, -2 Dexterity, -2 Constitution) are physically weak, but are far and away the most influential and likeable of their kin.

Sovereign dragonii (+4 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma) are the hardiest of their kind, but their personal introspection leaves them with little perspective on the rest of the world.

Underworld dragonii (+4 Wisdom, -2 Strength, -2 Dexterity, -2 Constitution) are known to be the wisest among their race, but lack the powerful bodies of their cousins.

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

Normal Speed: Dragonii have a base speed of 30 feet.

Darkvision: Dragonii can see in the dark up to 60 feet.

Bond to the Land: Dragonii gain a +2 dodge bonus to AC while in the favored terrain of their subtype (for forest dragonii, Forest; for sea dragonii, Water; for sky dragonii, any time that the dragonii is using a fly speed; for sovereign dragonii, Mountain; for underworld dragonii, Underground).

Breath Weapon: Dragonii gain a breath weapon that fires in a 20-ft. line once per day. The damage of this breath weapon is determined by subtype (forest dragonii deal 1d8 points of piercing damage, sea dragonii deal 1d8 points of bludgeoning damage, sky dragonii deal 1d6 points of electricity damage, sovereign dragonii deal 1d4 points of sonic damage, and underworld dragonii deal 1d6 points of fire damage). All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this breath weapon is 10 + ½ the dragonii's level + the dragonii's Constitution modifier. Success on this save negates all damage from the attack.

Dragonii Resistance: Dragonii are naturally resistant to a type of energy or damage, depending on their subtype (for forest dragonii, DR 3/bludgeoning; sea dragonii DR3/piercing; sky dragonii, resist electricity 5; sovereign dragonii, resist sonic 5;



underworld dragonii, resist fire 5).

Dragonii Assault: Once per day as a swift action, dragonii can call on their imperial dragon heritage to shroud them in energy fitting their powerful bloodlines. Unarmed strikes and attacks with held weapons deal additional damage depending on the dragonii's subtype (forest dragonii deal +1d8 points of piercing damage, sea dragonii deal +1d8 points of bludgeoning damage, sky dragonii deal +1d6 points of electricity damage, sovereign dragonii deal +1d4 points of sonic damage, and underworld dragonii deal +1d6 points of fire damage). This effect lasts for 1 round per character level, but the dragonii may end the assault early as a free action.

Fearless: Dragonii gain a +2 racial bonus on all saving throws against fear effects.

Lesser Spell Resistance: Dragonii gain spell resistance equal to 6 + their character level.

Sprinter: Dragonii gain a +10 ft. racial bonus to their base speed when using the charge, run, or withdraw actions.

Light Sensitivity: Dragonii are dazzled as long as they remain in an area of bright light.

Languages: Dragonii begin play speaking Draconic. Dragonii with high Intelligence scores can choose from the following bonus languages: Common, Dwarven, Elven, and Undercommon.

FAVORED CLASS OPTIONS

Barbarian: Add +2.5 feet to the barbarian's fast movement. The barbarian's speed is not effected until you reach an increment of 5 feet (thus, when taken twice, it grants +5 ft. to the barbarian's fast movement).

Cavalier: Add +3 feet to the cavalier's mount's base speed. The mount's speed is not effected until it reaches an increment of 5 feet.

Druid: Add +¼ to the bonuses the druid receives from the bond to the land racial trait.

Fighter: Add +½ to the fighter's CMB and CMD for three combat maneuvers of the character's choice.

Inquisitor: Add +¼ damage when the inquisitor uses the smiting judgment.

Monk: Add +½ to the number of times per day the monk can use dragonii assault.

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

Ranger: Choose a monk weapon. Add +½ on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Rogue: Increase the range of the rogue's darkvision by 5 feet.

Sorcerer: Add +½ wild magic points. The sorcerer gains the use of the Wild Magic feat (though not the wild points the feat grants) after selecting this option twice, if the sorcerer does not already have it.

Summoner: Add +1 resistance to the summoner's eidolon of the dragonii's racial abilities energy type, or +½/— damage reduction to the summoner's eidolon if the dragonii's racial abilities deals weapon damage.

NEW RACIAL RULES

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

DRAGONII EQUIPMENT

Dragonii have access to the following equipment.

AQUATIC ARROW

Price 5 gp; **Weight** —

Designed by master sea dragonii craftsmen thousands of years ago, these arrows can be fired while under water to greater effect than regular arrows, spinning through the water and ignoring the penalties normally applied to ranged weapon attacks. Equipping a bow to aquatic arrows requires adding a second string to the bow with a DC 20 Craft (weapons) check, and when used they change the range increment of the bow to 10 feet (shortbow) or 20 feet (longbow). The DC required to modify a composite bow is increased by 5, but it adds +5 feet to the bow's range increment.

CLAWED GRAPPLING HOOK

Price 35 gp; **Weight** 3 lbs.

This small grappling hook is ingeniously designed with protrusions that resemble an imperial dragon's claws, carefully articulated to catch surfaces that would not normally be targetable by a grappling hook. With a successful attack against AC 15, the clawed grappling hook can wrap around an anchored object (such as a rope, pole, or any other surface it can wrap around and catch the rope it is attached to) and be used to easily swing across a distance equal to double the length of rope it is attached to. A successful DC 20 Acrobatics check allows someone to cross 50% farther, with a bonus 5% for every point above 20.

DRAGONII FEATS

The following feats are available to dragonii.

Dragonii Acolyte [Combat, Dragonii Style]

Mastering fighting unarmed has meant gaining an incredible degree of control over your body and you are able to combine your elemental powers to make a devastating elemental attack against many opponents at once.

Prerequisites: Dragonii Inheritor, 5th level

Benefit: You may expend one use of your breath weapon or dragonii assault to take a full-attack action, giving up your regular attacks and instead making one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent. You may choose to make a melee touch attack instead, but only deal your dragonii assault damage when you do so.

You gain an additional use per day of both your dragonii assault and breath weapon, and your breath weapon now deals a number of damage dice equal to your level.

Dragonii Doyen [Combat, Dragonii Style]

Warfare has become second nature to you, and other dragonii fear your combat prowess.

Prerequisites: Dragonii Acolyte, 7th level

Benefit: Your dragonii assault damage increases to 2d8 (if energy damage) or 2d10 (if weapon damage). You gain an additional use per day of both your dragonii assault and breath weapon, and the DC to avoid your breath weapon increases by +4.

Dragonii Inheritor [Combat, Dragonii Style]

The blood of imperial dragons flows in your veins, a fearsome torrent of power that fuels your fury in combat.

Prerequisites: Dragonii, Improved Unarmed Strike

Benefit: You gain an additional daily use of dragonii assault. Any time that you confirm a critical hit with an unarmed strike, you deal additional damage based on your subtype. If your dragonii assault deals weapon damage (such as a forest or sea dragonii) it is increased to 2d6 for this additional damage; if your dragonii assault deals energy damage (such as a sky, sovereign, or underworld dragonii) it is increased to 1d10.

Focused Breathing [Teamwork]

Working in tandem with another dragonii, you concentrate your fire and target the same point in space with your breath weapons at exactly the same time.

Prerequisites: Dragonii

Benefit: You and an adjacent ally who has this feat may combine your breath weapons into a single line attack. To do so, one of you must ready your breath weapon, while the other triggers this ability. The damage for this combined weapon uses the combined number of damage dice and types of both breath weapons (for instance, a forest and sea dragonii would create a 20-ft line that does 2d8 damage that is both piercing and bludgeoning) and the save DC to avoid the attack increases by +2.

DRAGONII MAGIC ITEMS

Dragonii have access to the following magic items.

DRAGONII TAIL BELT

Aura faint transmutation; **CL** 5th

Slot waist; **Price** 19,000 gp; **Weight** 1 lb.

DESCRIPTION

The wearer of this belt gains the use of the *ancestral reversion* spell for 50 minutes a day, regardless of their type. These need not be consecutive, but must be used in increments of 10 minutes. The wearer may expend 10 minutes of the *dragonii tail belt's* use to use their breath attack one additional time per day, or to triple their swim or fly speed for one minute.

CONSTRUCTION

Requirements Craft Wondrous Item, dragonii skin, *ancestral reversion*; **Cost** 9,500 gp

IMPERIAL MASK

Aura moderate enchantment; **CL** 9th

Slot head; **Price** 42,000 gp; **Weight** 2 lbs.

DESCRIPTION

While wearing this ornate imperial dragon mask, the wearer gains a bite attack (2d6) and immunity to fear. Once per minute the wearer may make a gaze attack, forcing a creature within 100 feet to make a (DC = 10 + ½ wearer's hit die + wearer's Charisma modifier) Will save or be panicked for 1d4 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, imperial dragon scales, *feast on fear*; **Cost** 21,000 gp

DRAGONII SPELLS

Dragonii have access to the following spells.

ANCESTRAL REVERSION

School transmutation; **Level** bard 2, cleric 3, druid 3, inquisitor 2, oracle 3, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S, M (dragonii scales)

Range touch

Target one dragonii

Duration 10 minutes/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** no

This spell transforms a willing dragonii into a half-imperial dragon; the spell has no effect on an unwilling dragonii, or any other type of creature. The target increases in size by one category (gaining a +4 bonus to Str, +2 bonus to Con, and -2 penalty to Dex), gains a tail slap (1d8 plus trip). Sea dragonii gain a swim speed of 40 feet, sky dragonii gain fly 40 ft. (good), and other dragonii may use their breath weapon one additional time per day (increasing its damage dice to one per character level). The dragonii may choose to resume its normal form as a full-round action, ending the spell.

PRIDE OF THE ANCESTORS

School transmutation; **Level** bard 5, cleric 7, druid 7, inquisitor 5, sorcerer/wizard 7, summoner 6

Casting Time 1 full-round action

Components V, S, M (dragonii fangs)

Range medium (100 ft. + 10 ft./2 levels)

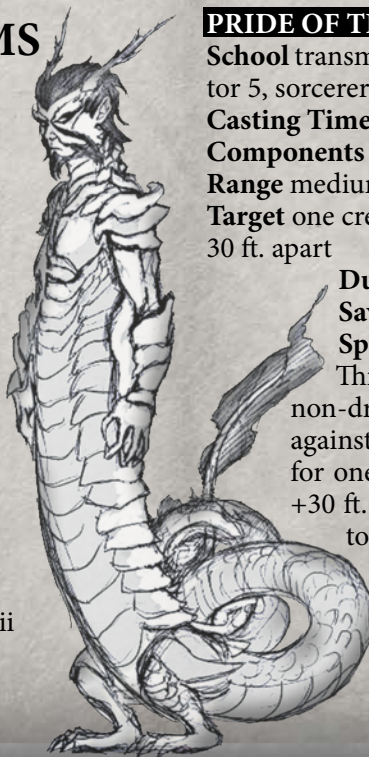
Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

Saving Throw Will negates (harmless);

Spell Resistance no

This spell grants dragonii immunity to fear (and non-dragonii a +2 morale bonus on saving throws against fear effects), as well as *freedom of movement* for one round after the spell is cast. Dragonii gain a +30 ft. bonus to their base speed, a +2 morale bonus to Reflex saves, an additional use of their breath weapon, and may make two attacks as part of a standard action while this spell lasts; non-dragonii are affected as if by *haste*. This spell cannot be used in conjunction with *haste*.



FEYLVES

Forever enchanted, feylves live their lives in a waking dream. Capricious and mischievous they traverse Veranthea with an eye to entertain themselves and learn everything they possibly can about the world around them. For the most part the feylves are pleasant and kind, but some are wicked and cruel—of all Grethadnis' peoples, these fickle individuals are among those most easily called to the causes of the Nightmare Gods. They predominantly live in the Korrokah Forests but the small folk of the elves have journeyed all across the world, spreading their whimsy everywhere they tread with a childlike sense of wonder that remains even in the darkest of times and until their final day.

History: The dreaming folk are a relatively new peoples on the face of Veranthea having first appeared only a little more than four centuries ago after the *Eclipse of the Elves*. As most of the planet's elves fell into true sleep for the first (and only) time in their lives, those in the Arajakata Woods and Korrokah Forests instead found themselves shrinking as their minds and senses expanded to make the world into a never-ending waking dream (while some of their brethren awoke to find those with evil souls now had skin as black as night). Most sages have agreed that Andraletha shielded and transformed the feylves to preserve the slight folks' deep connection to the natural order but this barely scratches the surface of the true motive for protecting the Arajakata Woods and Korrokah Forests from the anomaly.

Two powerful relics were shrouded as well—the mysterious Feystone in Arajakata Woods and an ancient temple in the Korrokah Ruins devoted to a long-forgotten sect of warriors from Veranthea's ancient past, both connected to the enigmatic Order of Rand Kai—and it is not in the interests of either the Radical Pantheon or the Nightmare Gods for their true natures to be discovered. This is the underlying compulsion that unknowingly keeps most of the feylves in those two regions of Grethadnis, the need for such a place to remain protected paramount to the powers that be. While a select few of the dreaming folk have ventured beyond the borders of their enchanted woods they are of a rare caliber, their deeds certain to leave a mark on the world (whether for good or ill).

Physical Description: Feylves look very similar to elves—slight and thin with pointed ears—but are much shorter, about as tall as gnomes or halflings. They tend to have hair colored in dreamy hues of light pinks or heavy purples (so dark it is almost black) and though rumors claim that the color of a feylf's hair determines the worth of one's character, these are baseless claims with no ring of truth. Oftentimes they are mistaken as halflings by the ignorant but to anyone learned, the vibrancy of a dreaming folk's eyes (which glow when it uses its magic) are a dead giveaway to identify a feylf.

Society: The Korrokah Forests are home to scores of different tribes of feylves each of which has dozens of families and though these are tight-knit communities, there is little order to their nomadic way of life. Once a newborn is able to walk and speak, all of the families of a tribe (and even members

of other tribes) can be trusted to feed, shelter, and care for a child (otherwise it is likely there would be few growing to adulthood). Some feylves travel in wagons and transport simple, easy to move dwellings with them but most resort to houses built into the forest's greatest trees or an elder able to conjure one large building (usually from plant or earth) when there's a need for it.

When two or more tribes come across one another it is exceptionally rare for displeasure or violence to break out and far more common for mirth and revelry to reign for a night or two, each offering gifts of food and wine to the other in sumptuous feasts accompanied by fantastic and captivating performances. Feylves have little need for an authority figure and largely share the burdens of subsistence fairly with one another but when crises or disputes do arise, the eldest dreaming folk in a tribe gather in council and determine what must be done. Only the threat of serpents (whether reptiles or dragons) or the breach of sacred sites can cause feylves to go to war but when they do it is a spectacular and fearsome display of abilities normally turned towards art, though their beauty can easily become deadly in the hands of the small elves.

Relations: Most all of Grethadnis' races find the dreaming folk to be affable albeit a bit annoying at times. Their gleeful sense of discovery and desire for entertainment can be grating, but usually a feylf is smart or talented enough that their constant need to know and endless songs are tolerable. On the whole neighboring regions have no quarrels with the small elves—they keep to their forests and generally mind their own business, too busy with dancing, games, and music to be concerned with anything other than sacred protections and the threat of scaled beasts.

Alignment and Religion: Feylves are overwhelmingly chaotic, doing as they please when they see fit. Many of their kind worship Andraletha, faithful to her after their salvation from the *Eclipse of the Elves*, but more have come to show devotion to Stephanilesia—after all, the Beatific Arbiter is the deity of song and has a demeanor far more like a feylf's than the Divine Elf.

Adventurers: Blade and spell are rarely pursued by feylves for any reason other than artistry, but when they do take on one of these tasks they tend to become exceptional simply as a matter to impress. The notion of a dreaming folk assassin (as apt as they might be to the task) is ridiculous and arcane spellcasters among them that do not have a talent for illusion are chided and teased relentlessly. Those blessed with divine powers are viewed quite differently however, typically shown ever greater reverence as they age and ceded to as the higher authority when a council is called among elders of similar ages.

Male Names: Bynkee, Fyzz, Lorr, Maldrius, Roucheau, Tsvolk

Female Names: Dulcinea, Geardra, Ksach, Mik'ia, Sysna, Zippi

FEYLF RACIAL TRAITS

+4 Dexterity, +2 Intelligence, +2 Charisma, -2 Strength, -2 Constitution, -4 Wisdom: Feylves are quick, smart, and likable but weak of limb, susceptible to fatigue, and extremely weak-willed.

Feylf: Feylves are elves with the feyulf subtype.

Small: Feylves 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.

Normal Speed: Feylves have a base speed of 30 feet.

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

Elven Magic: Feylves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, feylves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Feylf Magic: Feylves gain the use of *glitterdust* as a spell-like ability once per day. The caster level for these effects is equal to the feyulf's level. The DC for these spells is equal to 10 + the spell's level + the feyulf's Charisma modifier.

Keen Senses: Feylves receive a +2 racial bonus on Perception skill checks.

Languages: Feylves begin play speaking Common and Elven. Feylves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnome, Goblin, Orc, and Sylvan.

FAVORED CLASS OPTIONS

Alchemist: Add +1/2 to the DC of the alchemist's bright bombs.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cavalier: Add +1 foot to the cavalier's mount's base speed. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); a speed of 54 feet is effectively a speed of 50 feet, for example. If the cavalier ever replaces his mount, the new companion gains this base speed bonus.

Fighter: Add +1/2 to the fighter's CMB when attempting dirty trick and steal combat maneuvers and +1/2 to the fighter's CMD to resist these combat maneuvers.

Inquisitor: Add a +1 bonus on concentration checks when casting inquisitor spells and a +1/2 bonus to one Profession check. Successive favored class bonuses spent on this option must be in the same Profession as the first time it was selected.

Magus: Add +1/2 point of sonic damage to spells that deal sonic damage cast by the magus.

Monk: Add +1/2 on Escape Artist checks and on Acrobatics checks to avoid attacks of opportunity provoked by movement.

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

Paladin: Add +1 foot to the size of all the paladin's aura class

features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Ranger: Gain a +1/2 bonus on damage dealt to dragons and reptiles (this does not include draconic humanoids or reptilian humanoids).

Rogue: Add a +1 bonus on the rogue's sneak attack damage rolls during the surprise round or before the target has acted in combat.

Sorcerer: Add +1 spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast, and must come from the school of illusion.

Summoner: Add +1/4 evolution point to the eidolon's evolution pool. These bonus evolution points must be spent on evolutions that deal sonic damage or protect the eidolon from sonic (for example, resistance, energy attacks, immunity, breath weapon, and so on), or they must be spent on evolutions that give the eidolon access to illusion spell-like abilities.

Witch: Add +1 spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.



Wizard: When casting wizard illusion spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

RACIAL ARCHETYPES

The following racial archetype is available to feylves.

Glitterbomber (Alchemist)

Feylves try to see what is best in the world, bringing light wherever their dream-like lives take them. Those that practice the alchemical arts frequently embrace their natural love for the visually spectacular, mastering the techniques of the glitterbomber to fight with flash and thunder (often as a means to preserve life rather than destroy it).

Bright Bombs (Ex): A glitterbomber's bombs deal damage one die step lower than normal (regular bombs deal d4s, concussive bombs deal 1d3s, and so on). However, all of the glitterbomber's bombs explode with a bright flash of light and color. A creature that takes a direct hit from the glitterbomber's bomb is blinded for 2 rounds unless it succeeds at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are blinded for 1 round. Blinded This is a light effect. This otherwise functions as and replaces the standard alchemist bomb class feature.

Glitterbomber: At 2nd level, the glitterbomber must choose the glitterbomb discovery.

Glitterbomb (Ex): A creature that takes a direct hit from a glitterbomb must save against the bomb's DC or be covered in a kaleidoscopic cloud of glitter. Creatures in the splash area that fail their saves against the glitterbomb are also covered in this glitter; those who make this save are not covered at all. The glitter visibly outlines invisible creatures it covers, causing them to be dazzled and take a penalty to Stealth checks equal to double alchemist level. The glitter and its effects remain for a number of rounds equal to double alchemist level.

Glittercrafter (Ex): At 2nd level, the glitterbomber counts as having all the prerequisites (including feats and spells) required to craft glitter goggles, glitter powder, glitter string, a *glitter string of mirth*, or *Heathyria's glitter cannon*. This ability replaces poison use.

Dazzled Mind (Ex): At 2nd level, the glitterbomber cannot be dazzled. This ability replaces poison resistance +2.

Flash and Thunder (Ex): At 5th level, the glitterbomber learns how to exploit the hesitation her blindingly bright bombs instill when they explode, taking advantage of enemies shielding their eyes or with sparkled vision. The glitterbomber deals extra damage anytime her target is blinded, dazzled, or dazed. This extra damage is 1d8 at 5th level, and increases by 1d8 at 8th and 10th level (to a maximum of 3d8). Should the glitterbomber score a critical hit with a flash and thunder attack, this extra damage is not multiplied. Ranged attacks can deal this additional damage only if the

target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a glitterbomber can make a flash and thunder attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a flash and thunder attack, not even with the usual -4 penalty.

The glitterbomber 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 glitterbomber cannot use flash and thunder while striking a creature with concealment.

This ability replaces poison resistance +4, poison resistance +6, and poison immunity.

Glitter Magic (Su): Once she reaches a caster level that would be high enough to cast any of the following spells (as though she were a bard), she may choose to expend a number of bomb uses equal to the double the spell's level to cast one by throwing a magically charged bomb: *dracoglitter*, *glitter explosion*, and *glitter trail*.

Dazed Psyche (Ex): At 6th level, when a failed saving throw against an effect or spell would cause the glitterbomber to become dazed, she may roll her saving throw a second time and take the best result. This ability replaces swift poisoning.

Discoveries: The following discoveries complement the glitterbomber archetype: concussive bomb, confusion bomb, delayed bomb, dispelling bomb, force bomb, lingering spirit, spontaneous healing, sunlight bomb, tanglefoot bomb.

FEYLF EQUIPMENT

Feylves have access to the following equipment.

GLITTER GOGGLES

Price 110 gp; **Weight** 2 lbs.

Discolored brass rings enclose panes of reflective glass in this piece of unique headwear. Glitter goggles allow the wearer to ignore all blinding effects resulting from anything related to glitter (including *glitterdust*, a glitterbomber's bombs, and any other feylf equipment, magic items, or spells) but cause them to take a -2 penalty to Perception checks while worn. nother effect or spell would cause the wearer to go blind, they receive a +5 circumstance bonus on saves to resist it. When a

GLITTER POWDER

Price 40 gp; **Weight** ½ lb.

Made from finely ground metals and other minerals commonly found among the trees of the Korrokah Forest, this bright and colorful dust can be applied to a creature's face as a full-round action. A creature wearing glitter powder gains a +2 circumstance bonus on any checks made to seem non-threatening (such as a Bluff check to appear friendly) and a +2 circumstance bonus on Charisma-based skill checks made with sentient humanoids that have not yet reached adulthood. However, the creature is harder to take seriously and suffers a -2 penalty on Intimidate checks. Completely removing glitter powder requires a DC 12 Intelligence check;

on a failure it remains for 1d4 days, granting half the normal bonuses (with the normal penalty).

GLITTER STRING

Price 45 gp; **Weight** —

A kaleidoscope of colors run along the length of this hair-thin cord, said to be weaved only from the tresses of elderly feylves. When placed in a stringed instrument, a glitter string grants a +3 circumstance bonus to Performance checks as each time it is plucked it breaks with reverberation, throwing out impressive dust clouds of rainbow hues that captivate and entertain. After being used for 5 performances, a glitter string breaks and is permanently destroyed.

SERPENT HUNTER'S STEW

Price 90 gp; **Weight** 1 lb.

Only talented chefs are able to cook this remarkable food and even then, the ingredients can be quite rare as it is made from reptiles and a bit of shaved dragon horn. Cooking serpent hunter's stew requires a DC 16 Profession (cook) check and 1 hour. For 4 hours afterward, a creature that eats serpent hunter's stew (a savory and fulfilling meal) gains +1 luck bonus to attack, damage, and saving throws against reptiles. This bonus increases to +2 against dragons. One batch of serpent hunter's stew is enough to feed up to four creatures.

FEYLF FEATS

Feylves have access to the following feats.

Drakone Rider [General]

Despite the initial distrust and apprehension that all feylves feel around drakone, you have learned to trust the creatures and together you are a dangerous, mobile pair of combatants that whirl through the sky as if you were one being.

Prerequisites: Cha 13, character level 5th, feylf

Benefit: When you are riding a drakone, it is able to glide three times further horizontally as it descends. By spending a full-round action, you can spur a drakone to leap 30 feet into the air.

Special: A druid, hunter, or ranger with a drakone animal companion and this feat can grant their drakone a fly speed of 30 ft. (clumsy) by spending a full-round action. This fly speed lasts for 2d4 rounds, after which the drakone cannot fly again for 1d4 minutes.

By taking this feat a second time, the activation of the fly speed is reduced to a swift action and its duration increases to 1d4 minutes. Non-druids, non-hunters, and non-rangers that take this feat a second time gain the ability as it is listed above.

Dream Stepper [General]

The levity and mirth of the feylves is exceptionally strong in you, so much so that you are able to draw on the power of dreams to quite literally lift you up.

Prerequisites: Cha 15, Somnambulant Step, character level 5th, feylf

Benefit: You gain a fly speed of 10 feet (clumsy).

Everseeing Gaze [General]

Feylves may make a show of themselves but they are impetuous observers, constantly absorbing everything they hear or see.

Prerequisites: Con 13, character level 3rd, feylf

Benefit: You are immune to effects and spells that cause blindness. The only way you can become blinded is by entering an area where you cannot see (like a patch of darkness) or for your eyes to be permanently removed from your body

(or ruined to the point they cannot function).

Somnambulant Step [General]

You understand the power of dreams and know how to utilize the aether of the mind to stupendous effect, cushioning your body with the fanciful reveries of sleep even while on the Material Plane.

Prerequisites: Cha 13, feylf

Benefit: You gain the glide ability and are able to make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, you may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet you fall.

FEYLF MAGIC ITEMS

Feylves have access to the following magic items.

DREAM SAP

Aura moderate illusion; **CL** 7th

Slot none; **Price** 900 gp; **Weight** 1/2 lb.

DESCRIPTION

The hues of this sweet-smelling sap swirl and mix in a bright kaleidoscope of entrancing colors.

A creature that drinks *dream sap* makes a DC 20 Fortitude save or falls asleep within 1d4 minutes of ingestion. While asleep the creature is able to exit its own dreams and enter into the dream of another creature within 200 feet that has also drunk *dream sap* and failed their Fortitude save. While in another creature's dream, the traveling creature is unable to do anything but listen, observe, and speak.

A bottle of *dream sap* comes with enough of the liquid to effect 6 creatures.

CONSTRUCTION

Requirements Brew Potion, drow poison, korrokah tree sap, *dream council*; **Cost** 450 gp

DREAMWINGS

Aura faint transmutation; **CL** 5th
Slot back; **Price** 16,000 gp; **Weight** —
DESCRIPTION

A mosaic of prismatic insect wings have been formed into this much larger pair affixed to an elegant shoulder harness.

A feyfl wearing *dreamwings* either gains a fly speed of 15 ft. (clumsy) or if they already possess a fly speed, it increases in speed by +10 ft. and its maneuverability was clumsy, it is increased to poor. A non-feyfl wearing *dreamwings* gains the glide ability (page 95).

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a feyfl, iridescent insect wings (250 pairs), *feather fall*; **Cost** 8,000 gp

GLITTER STRING OF MIRTH

Aura faint enchantment; **CL** 3rd
Slot none; **Price** 13,500 gp; **Weight** —
DESCRIPTION

This otherwise innocuous string positively glows with a vibrant swirl of colors.

The *glitter string of mirth* acts as a regular glitter string but never runs out of uses. While using a stringed instrument with the *glitter string of mirth*, a performer in a bardic performance may spend three bardic performance rounds to use either *glitterdust* or *hideous laughter* as a spell-like ability. The use of either spell-like ability is combined with a Perform check. Observers must make a Perception or Sense Motive check opposed by the Perform check to realize that the performer is the source of the spell-like abilities.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a feyfl, *glitterdust*, *hideous laughter*, *mending*; **Cost** 6,750 gp

HEATHYRIA'S GLITTER CANNON

Aura faint conjuration; **CL** 3rd
Slot none; **Price** 10,800 gp; **Weight** 4 lbs.
DESCRIPTION

A leather guard is fitted to the bottom of this bright 3-foot long cyan metal tube, the only other affectation being a large triggered-lever halfway towards the hole in the front from where it would slide over a creature's shoulder.

By spending a standard action, the wielder of *Heathyria's glitter cannon* shoots a blast of sparkles at a target creature within 150 feet. On a miss, the wielder targets a randomly determined square within 1d4 x 5 feet. The creature or square struck by the blast of sparkles is affected as though *glitterdust* were cast (Will DC 13, CL 3rd). After being fired, *Heathyria's glitter cannon* requires 1d4 rounds to recharge.

CONSTRUCTION

Requirements Craft Wondrous Items, glitter powder (8 doses), creator must be a feyfl, *glitterdust*; **Cost** 5,400 gp

FEYLF SPELLS

Feylves frequently make use of the various magics that utilize dreams but also have access to the following spells.

DRACOGLITTER

School conjuration (creation); **Level** bard 3, cleric 4, druid 4, ranger 3, sorcerer/wizard 4, summoner 3

Casting Time 1 standard action

Components V, S, M (glitter powder)

Range close (25 ft. + 5 ft./2 levels)

Target one dragon

Duration 1 round/level (D)

Saving Throw Will halves duration (blinding only); **Spell Resistance** yes

This spell functions as *glitterdust* with a few exceptions. *Dracoglitter* can only be cast on a single dragon and its effects radiate from its target (instead of an area), and it is subject to spell resistance. A dragon that fails its save against this spell loses its dragon senses for 1d6+1 rounds (it can still see but it loses blindsight, darkvision, and its superior low-light vision). A successful save halves this duration. *Dracoglitter* has no effect on objects or non-dragon creatures (this includes *glitterdust's* penalty to stealth and outlining of invisible creatures).

GLITTER EXPLOSION

School conjuration (creation); **Level** bard 4, sorcerer/wizard 5, summoner 4

Casting Time 1 full-round action

Components V, S, M (glitter powder)

Range long (400 ft. + 40 ft./level)

Area creature and objects within a 30-ft.-radius spread

Duration 2 rounds/level (D)

Saving Throw Will negates (blinding only); **Spell Resistance** no

You summon forth and fling a huge ball of sparkling energy that slams into the target area with astounding force and flourishes into an incredible blast of color. This initial blast deals 5d6 force damage to all creatures and objects in the area (no save). After the initial blast a cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All creatures within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a -40 penalty on Stealth checks.



crowd

GLITTER TRAIL

School illusion; **Level** bard 2, druid 3, inquisitor 2, ranger 2, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components S, M (glitter powder)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 10 minutes/level (D)

Saving Throw Will negates; **Spell Resistance** yes

The target unknowingly leaves an illusory glitter that only you can see. This glitter falls into every square the target travels through, littering a total distance no greater than your caster level x 2 miles. Strong winds, water or rain, and other terrain (such as a bog or swamp) may (at the GM's discretion) swallow up *glitter trail* and negate its effects. This does not allow you to follow the trail of a creature that uses teleportation though the *glitter trail* does continue wherever the creature teleports to until the littered distance or duration of the spell is exhausted. This spell can be used to track flying creatures, but medium or stronger winds can disperse the *glitter trail*, only indicating the general direction the target traveled.

This spell doesn't reveal the target's current position or any shorter path than the one it followed (for instance, it will not reveal that the creature doubled back upon the trail until you reach the point where the creature turned around.) It doesn't reveal traps or other hazards along the trail.

WYRMSTALKER

School transmutation; **Level** ranger 3

Casting Time 1 standard action

Components V, S, M (glitter powder)

Range personal and touch

Target you and your animal companion (or ally)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You and your companion (or up to 1 ally if you have no animal companion) gain immunity to the blindsight of dragons as long as you are in one of your favored terrains. The footprints or scent trail that subjects of this spell leave behind while moving cannot be tracked by dragons without the use of magic.

DRAKONE

CR 4 —XP 1,200

CN Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)

hp 47 (5d12+15)

Fort +7, **Ref** +6, **Will** +5

Immune sleep, paralysis

OFFENSE

Speed 30 ft., climb 20 ft., glide

Melee 2 claws +8 (1d6+3), bite +8 (1d4+3)

Spell-Like Abilities (CL 5th; concentration +6)

1/day—*dracoglitter*, *glitterdust* (targets drakone's square, 20-foot-radius, no blindness)

STATISTICS

Str 16, **Dex** 15, **Con** 17, **Int** 5, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Dodge, Mobility, Spring Attack

Skills Climb +16, Fly +7, Intimidate +6, Perception +6, Sense Motive +6, Stealth +8, Survival +5

Languages Draconic (understands only)

ECOLOGY

Environment forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Glide (Ex): Drakone can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, a drakone may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet it falls.

Over the centuries granules of the shattered *Dragon Mind* can grow in size to become as big as an oblong basket and prismatic in hue, developing into an egg. After decades of seclusion a drakone cracks through the shell to instinctively head for the Arajakata Woods and Korrokah Forests of Grethadnis. These curious winged serpents all obviously share lineage with true dragons but violently hate their ancestral kin as well as reptiles of all any kind, only barely able to stand the presence of draconic sorcerers or even other drakone. It is this intense, mutual hatred that serves as the basis upon which many friendships between the dreaming folk and drakone are built. When an adult reaches the enchanted woods of central Grethadnis it is usually too old to be persuaded into true companionship (though it will defend feylves, even those it does not know), but a youngling seeks out an individual it feels has the best chance of someday slaying a dragon, naturally drawn to the most ambitious feylf in a given tribe. The two form a potent bond over the years before leaving their home—usually at the drakone's urging—to carve a place in legend for their victories over the scaly monsters they both despise so greatly.

Drakone (Animal Companion)

Starting Statistics: **Size** Small; **Speed** 30 ft.; **AC** +1 natural armor; **Attack** bite (1d4), 2 claws (1d3); **Ability Scores** Str 14, Dex 15, Con 15, Int 3, Wis 12, Cha 12; **Special Qualities** glide; **Spell-Like Ability** 1/day—*glitterdust* (targets drakone's square, 20-foot-radius, no blindness).

4th-Level Advancement: **Size** Medium; **Speed** climb 20 ft., **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str +2, Con +2, Int +2; **Spell-Like Ability** 1/day—*dracoglitter*.



HALF-DOPPELGANGERS

Scrabblings from out of the Forever Dark or the result of an unlikely siring, these creatures seamlessly assimilate into society—the only telltale sign of their heritage is the ghostly pallor of their natural skin and unmasked eyes that are always just a tad too dark, a strange a unsettling green. Though their ability to impersonate others is remarkable and they are adaptive, half-doppelgangers are a rarity in all of Veranthea, the scattered, final vestiges of an ancient civilization locked deep beneath the surface.

History: Doppelgangers were once a formative power in Veranthea's ancient past but their Formless Empire fell long ago, the only proof of their extensive civilization the occasional freakish monster wandering in the Forever Dark, shapeshifters that live on with only myths of their history, the dreaded Fleshmazes that are all that remains of their settlements, and their race's bastard half-human offspring. There are very few surviving texts that even reference the Formless Empire, the scant rumors and legends of the doppelganger's kingdom known by nothing less than divine sparks of memory, powerful divination magics, or (usually suicidal) expeditions into the skeletons of their domain deep in the Forever Dark. Many half-doppelgangers have led countless adventurers to gruesome deaths beneath the surface while trying to find out more about what and who they are, but others seek out those most like them—the shapeshifters of the Deadlands on Grethadnis' western coast—though the danger of an early demise is just as great for those loose of tongue.

Physical Description: In their natural form half-doppelgangers have smooth features, skin that is an unsettling pallid gray, and green eyes of a hue that is just as disturbing as their slitted pupils. That is of course should one see a bastard shapeshifter's natural form, a daunting task as they frequently hide their appearance with makeup and obscuring clothing when not assuming the shape of another humanoid. It is common for half-doppelgangers to keep several different guises in store, each one tending to be a facet of their personality brought to its extreme—a brutish appearance for lashing out in anger, a meek form when feeling needy, a pleasing mask when feeling persuasive, and the like.

Society: A half-doppelganger finds its place in society based on its greatest strength—be that actual strength of arm, a keen mind, or a powerful will. Once they have found an institution or profession it is virtually impossible to keep a half-doppelganger out and though aloof, over time their mentors eventually find out the true nature of their protégé. It is rare for any relationships to remain strong for long after this revelation and forces a nomadic lifestyle on the bastard race, sending them ever onward looking for new places where their secret is not yet known. Sometimes there are outbreaks of half-doppelganger children when one of their true shapeshifting kin works their way through a settlement, impersonating spouses and leaving its seed before leaving for a decade or more (only coming back later to recruit possible recruits for the Deadlands or other fell purposes).

The only real semblance of half-doppelganger society can be found in the Deadlands among supplicants to the Shapeless Academy or in its concealed city of Abberantia under the shadow of the Council of Five. Even there they are outcasts seen as inferior to their shapeshifter brethren, grouping together for solidarity and strength. Bonds between half-doppelgangers in these situations—as they train to become assassins or work their trade in the secret settlement—are deep and formed under incredibly hostile conditions, creating loyalties that make them just as dangerous together as any equal number of true shapeshifters.

Relations: It is incredibly difficult for half-doppelgangers to trust both their kin and other races. The most notable exceptions are for people that a bastard shapeshifter has grown to adulthood with, knew in their childhood, or someone to whom they owe a life debt under circumstances where their true nature was already known. To everyone else a half-doppelganger is duplicitous, flighty, and untrustworthy, though their usefulness is usually without question. So it is that virtually every relationship members of this race have is strained by distrust, enigma, paranoia, or a combination of the three.

Alignment and Religion: The usual nature of a half-doppelganger's upbringing is tumultuous and less than ideal, causing many to fall to evil in response to the harshness of the world around them. Some take this unfair discrimination in sensible stride and respond with higher ideals however, and the bastard shapeshifters that embrace them are usually due to achieve great glory before their mortal coil is cut. Half-doppelgangers have no allegiance to any deity in the Radical Pantheon save for a few cults that see something like kinship with The Impossible Nightmare, the ever-shifting Grelthanok. They are quite capable of paying lip service to any god however and usually have little compunction about performing blasphemy while assuming a disguise.

Adventurers: A life lived in so many different places makes it practically impossible for half-doppelgangers to not have some bit of adventuring under their belt. Those with luck on their side find coin enough to settle down if they so choose, establishing a situation where their seclusion—as an infirm elder, reclusive scholar, or the like—won't raise suspicion, but the glitter of gold is strong for these drifters and few choose to retire without a vast hoard to rely upon. Half-doppelgangers are natural charlatans that make incredible thieves, able to impersonate virtually anyone, and depending on the nuances of their natural bodies they are capable of excelling at blade, magic, or skill.

Half-Doppelganger Names: Half-doppelgangers are genderless, as are the names they take. Examples include: Azine, Breyting, Canvi, Flytte, Kambio, Metekati, Nihe, Oniiki, Pagbalhin, Schimb, Tahul, Zruch.

HALF-DOPPELGANGER RACIAL TRAITS

Irregular Attributes: Half-doppelgangers gain a +4 racial bonus to one attribute and suffer a -2 penalty to the attributes of the type they receive no bonus for (physical or mental).

Half-Doppelganger: Half-doppelgangers are humans with the half-doppelganger subtype.

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

Normal Speed: Half-doppelgangers have a base speed of 30 feet.

Darkvision: Half-doppelgangers can see in the dark up to 60 feet.

Light Blindness: Abrupt exposure to bright light blinds half-doppelgangers for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Ancient Race (Ex): Half-doppelgangers are immune to the effects of Trekth architecture (*Veranthea Codex* page 32).

Change Shape (Ex): Half-doppelgangers can assume the appearance of other humanoids of Medium or Small size. These forms are not static and can be changed each time they use this ability. The half-doppelganger gains a +10 racial bonus on Disguise checks made to appear as the member of the race whose appearance it assumes. Changing its shape is a standard action and a half-doppelganger can use this ability for a number of minutes each day equal to its class level. These minutes need not be consecutive and the half-doppelganger may assume several different forms once the ability is activated. This trait otherwise functions as *alter self*, save that the half-doppelganger does not adjust its ability scores.

Languages: Half-doppelgangers begin play speaking Common and Undercommon. Half-doppelgangers with high Intelligence scores can choose from any language except for secret languages (like Druidic).

FAVORED CLASS OPTIONS

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Barbarian: Add +1/4 to the bonus on Reflex saves and dodge bonus to AC against attacks made by traps granted by trap sense.

Bard: Add a +1/2 bonus on Bluff checks to lie and a +1/2 bonus on Diplomacy checks to gather information.

Cavalier: Add +1/2 to the cavalier's effective class level for the purposes of determining the damage he deals when making an attack of opportunity against a challenged foe.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Gunslinger: The gunslinger reduces the amount of time needed to restore a broken firearm using the Gunsmithing feat by 5 minutes (maximum reduction of 50 minutes).

Inquisitor: Add +1/4 to the number of times per day that an inquisitor can change her most recent teamwork feat.

Magus: Add one of the following weapon special abilities to the list of weapon special abilities the magus may add to his weapon using his arcane pool: *defending, ghost touch, merciful, mighty cleaving, vicious; allying, conductive, corrosive, corrosive burst, menacing*. Once an ability has been selected with this reward, it cannot be changed.

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

Oracle: Reduce the penalty for not being proficient for one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

Ranger: Choose a weapon with another race's name in the weapon's name (such as the elven curve blade). Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

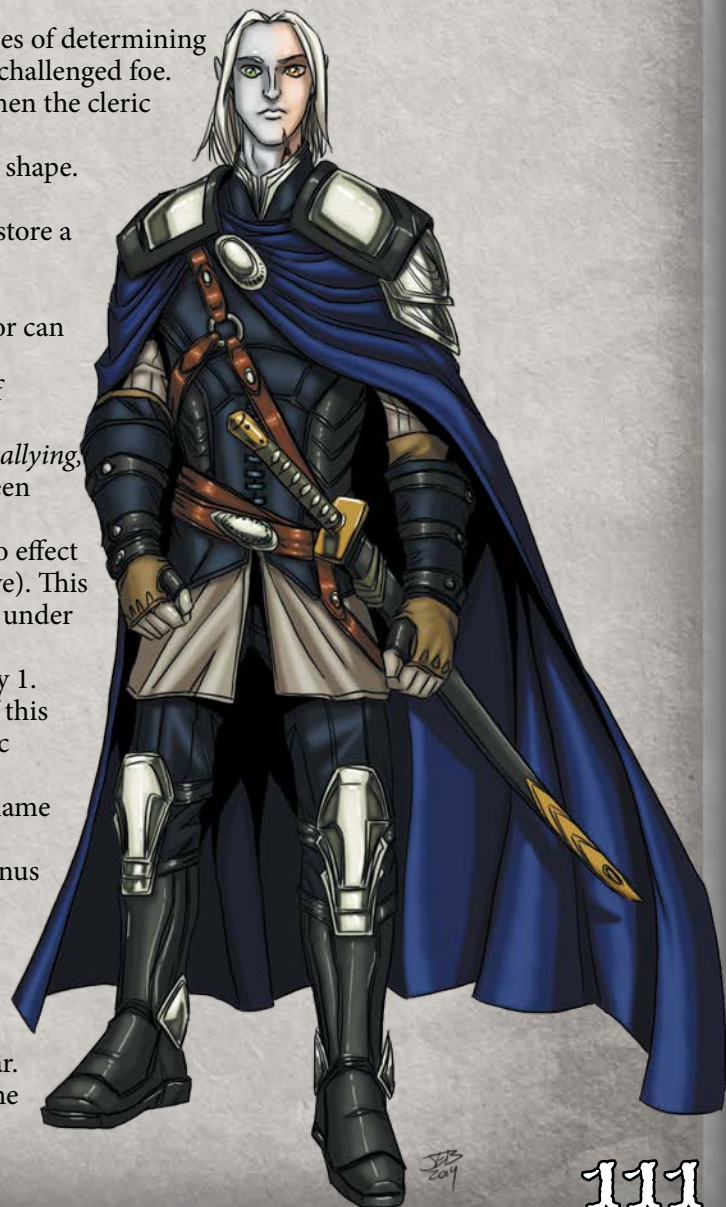
Rogue: Add a +1/2 bonus on Stealth checks and Perception checks made in dim light or darkness.

Sorcerer: Add +1/4 to the DC of transmutation spells.

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

Witch: Add +1/4 natural armor bonus to the AC of the witch's familiar.

Wizard: Add +1/4 to the wizard's caster level when casting spells of the transmutation school.



HALF-DOPPELGANGER EQUIPMENT

Half-doppelgangers have access to the following equipment.

NEW MATERIAL: DOPELIMATI

Relics of the Formless Empire have found their way to the surface from deep in the Forever Dark. Many look upon one of their most curious creations—the unique material known as dopelimati—and see nothing but worn leather. To the keen-eyed trader or master craftsman however these rare suits of armor (or the almost unheard of sheets of untreated hide) are highly sought after, widely known across Grethadnis in particular as the assassins of the Shapeless Academy accept them in lieu of payment.

A creature wearing a suit of dopelimati armor absorbs it into their bodies when changing form with a change shape ability or polymorphing spell. While absorbed a suit of dopelimati armor grants half of its normal bonus to AC as a natural armor bonus (minimum +1) which stacks with other forms of natural armor.

Only light and medium suits of armor can be formed into dopelimati. Unworked sheets of the material are legendarily rare but a creature attempting to work with the tricky substance suffers a -10 penalty if they do not possess the Craft Biodevices feat. Dopelimati can only be found and not made but a *wish* spell creates enough of the material to forge two medium suits of armor or one light suit of armor.

FLESH POCKET

Price 120 gp; **Weight** —

These ingenious devices can be found in the back rooms of merchants with ties to the Deadlands, always hidden from the sight of authorities. A flesh pocket is not actually made from living tissue but a rigid and extremely thin leather that requires a Profession (artist) check to effectively paint to match the tone of the wearer's skin. When worn a flesh pocket incurs a -1 penalty to AC but can fit one fine object inside of it. This object cannot be found, but a successful Perception check (DC equal to 10 + the results of the Profession (artist) check reveals the flesh pocket. Retrieving a stowed item from a flesh pocket requires access to the area (most medium or heavy suits of armor make a flesh pocket inaccessible) and a swift action.

An ounce of strong adhesive (costing at least 5 gp) and 1 minute are required to glue a flesh pocket to a creature. Once glued to a creature, a flesh pocket remains affixed until the glue dries (usually 2d4 hours though stronger adhesives like *sovereign glue* may extend this period substantially).

POLYPHERINE

Price 50 gp; **Weight** —

This curiously crimson chemical concoction is brewed by the Shapeless Academy, the secrets of its creation fiercely guarded by the duplicitous adepts of Alphanriz. A half-doppelganger that drinks a dose of polypherine increases the duration of their change shape ability to 10 minutes per character level. Other creatures that drink it take 1 Constitution damage but gain a +10 alchemical bonus to Disguise checks for 10 minutes per character level.

TABLE 4-2: DOPELIMATI

TYPE OF DOPELIMATI ARMOR	ITEM PRICE MODIFIER
Light armor	+4,000 gp
Medium armor	+8,000 gp

QUIPOLYPHERINE

Price 200 gp; **Weight** —

Only masters of the Shapeless Academy and alchemists with a deathwish carry this carefully protected brew. A half-doppelganger that drinks a dose of quipolypherine increases the duration of their change shape ability to 1 hour per character level, can change forms as a swift action, and gains 10 temporary hit points. Other creatures that drink it take 1d4 Constitution damage but gain the change shape racial ability of a half-doppelganger for a number of minutes equal to character level.

HALF-DOPPELGANGER FEATS

Half-doppelgangers have access to the following feats.

Combat Morphing [Combat]

You've learned how to draw upon the morphing abilities of your race to weaponize your very body, turning your hands into blades, hooks, and other grisly death-dealing shapes.

Prerequisites: Str 14, alf-doppelganger

Benefit: By spending a swift action you can transform one or both of your hands into natural weapons that deal 1d6 bludgeoning, piercing, or slashing damage (as appropriate to the shape you form them into).

Locomotive Morphing [Combat]

While the shapeshifting abilities of your race can be brutal or spectacular, some of the most powerful aspects of morphing can be as subtle as a light breeze.

Prerequisites: Dex 15, half-doppelganger

Benefit: By forcing your body to make miniscule changes in bone density, muscle mass, and even skeletal structure, you can gain a number of benefits. By spending an immediate action while falling, you may reduce the damage you take upon landing from 1d6s to 1d3s. By spending a swift action, you may gain a +10 ft. racial bonus to your speed and a +10 bonus on checks made to jump (which includes the +4 bonus to jump from the speed increase) until the end of your turn. When resisting a bull rush or trip combat maneuver, you may spend an immediate action to gain a +2 racial bonus to CMD.

Lymphatic Morphing [General]

When nourishment is at hand you can use your morphing abilities to stimulate your lymphatic system, vastly increasing the speed at which you heal.

Prerequisites: Con 17, character level 3rd, half-doppelganger

Benefit: While eating, you may spend a swift action to stimulate your body's natural healing process and gain fast healing 1 for 1 round. You may gain fast healing in this manner for a

number of rounds per day equal to your Constitution modifier x 4 (these rounds need not be consecutive). A Dexterity check (DC 15 + 1 per threatening creature) negates any provoked attacks of opportunity from eating in combat.

Master Shifter [General]

It has taken a great deal of work and many hours of intense concentration but you have mastered your form, able to control your shape to be as you wish as long as you are conscious.

Prerequisites: Con 15, character level 5th, half-doppelganger

Benefit: Your change shape racial ability becomes an at will ability. You must be conscious to maintain your change shape but otherwise it has no duration.

Vocal Control [General]

Sounding convincing is one thing but your control over your form is so sublime that you can sound like *anything*.

Prerequisites: Cha 15, half-doppelganger

Benefit: You can perfectly imitate certain sounds or even specific voices. You make a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a -8 penalty on its Sense Motive check. You have a +4 racial bonus on your Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic) you have listened to for at least 10 minutes, and when successfully mimicking the voice of a creature you are disguised as you gain a +4 racial bonus to Disguise.

You cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though you may be able to mimic the sound of those abilities. This ability does not allow you to speak or understand languages you don't know.

HALF-DOPPELGANGER MAGIC ITEMS

Half-doppelgangers have access to the following magic items.

BONEWORKER BELT

Aura moderate transmutation; **CL** 7th
Slot waist; **Price** 16,800 gp; **Weight** 4 lbs.

DESCRIPTION

Femurs and tibias are wound to one another by dried tendons made into a belt with a chilling, slightly inhuman skull as its buckle.

By spending a swift action, the wearer of a *boneworker belt* morphs their hands into claw natural weapons. These claws are primary attacks that deal 1d8 slashing damage plus 1 bleed damage. When a critical hit is confirmed against the wearer of this belt, they may choose to take 1 Strength damage and turn it into a regular hit instead.

CONSTRUCTION

Requirements Craft Wondrous Items, bones of a doppelganger or half-doppelganger, *adjustable polymorph*; **Cost** 8,400 gp

DOPPEL SEAL

Aura faint transmutation; **CL** 5th
Slot none; **Price** 12,000 gp; **Weight** —

DESCRIPTION

The emblem of the Deadlands is emblazoned on this small dark black onyx seal and it is strangely soft to the touch.

An affixed *doppel seal* only affects objects of Tiny size or smaller. The item can weigh no more than 20 pounds and must be able to be held in one hand. By spending a swift action, a half doppelganger or other creature able to change its shape can absorb the affixed item into their body, leaving only a tattoo of the

Deadlands emblem on their arm. Drawing an item stored with a *doppel seal* requires a standard action. A creature able to see your tattoo may notice its oddness, possibly spurring further scrutiny, with a successful DC 25 Perception check. While stored, the item has negligible weight.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a doppelganger or half-doppelganger, *shrink item*; **Cost** 6,000 gp

FLESH GLOVES

Aura moderate transmutation; **CL** 9th
Slot hands; **Price** 1,000 gp; **Weight** 1 lb.

DESCRIPTION

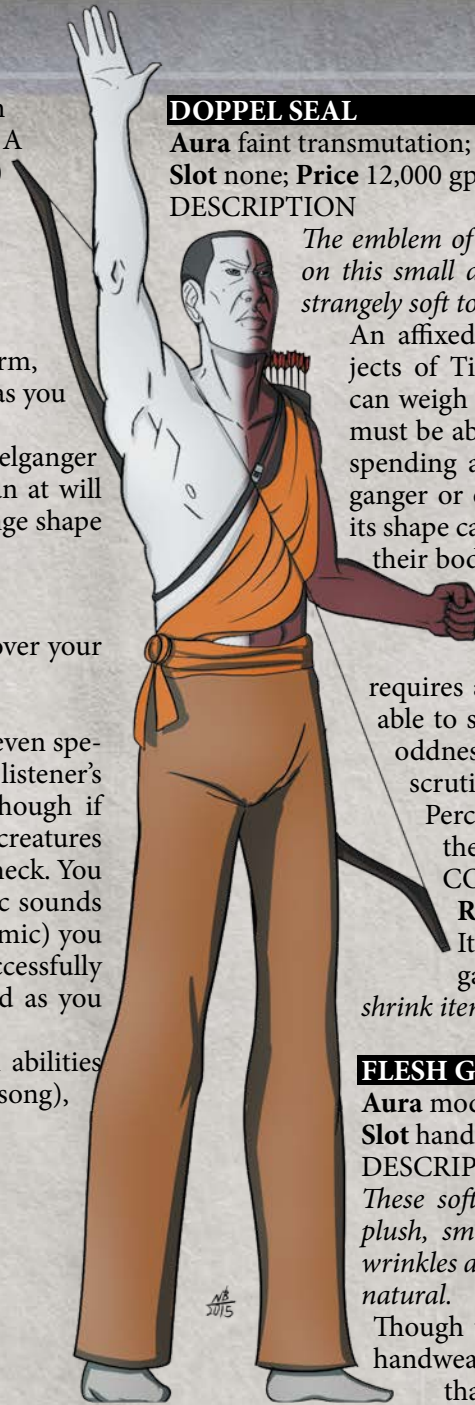
These soft leather gloves are incredibly plush, smooth, and supple, though the wrinkles all over them seem odd and unnatural.

Though they look like regular leather handwear *flesh gloves* are much more than meets the eye. A creature wearing these gloves may spend a standard action to form their fingers into almost any known hand tool. Hammers, screw drivers, files, and saws are possible. The wearer can duplicate any tool they can clearly visualize that contains only one moving part per hand used (such as a pair of scissors). The wearer cannot replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

Flesh gloves counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset) and also as masterwork thieves' tools. The morphing tools of *flesh gloves* do not make effective weapons, always counting as improvised weapons and never granting any masterwork bonus on attack rolls.

CONSTRUCTION

Requirements Craft Wondrous Item, skin of a doppelganger, *adjustable polymorph*, *major creation*; **Cost** 500 gp



FLESH SUIT

Aura faint transmutation; **CL** 3rd
Slot body; **Price** 7,200 gp; **Weight** 20 lbs.

DESCRIPTION

It is hard to look upon this human-shaped and sized mottled suit and not think of a dead creature's skin, though this has no hue to it so surely it can't be such a grisly thing.

A half-doppelganger wearing a *flesh suit* increases the uses of their change shape ability to 1 hour per character level each day. Any other wearers gain the change shape ability of a half-doppelganger but are able to utilize it for up to 10 minutes per character level each day. When changing shape, a *flesh suit* is absorbed into the wearer's body. Otherwise it grants the wearer a +2 circumstance bonus on Intimidate checks; this check is doubled against doppelgangers and half-doppelgangers. Most creatures find wearing the skin of another sentient humanoid to be distasteful and may react negatively to anyone that does so.

CONSTRUCTION

Requirements Craft Wondrous Item, skinned doppelganger or half-doppelganger, *alter self*; **Cost** 3,600 gp

HALF-DOPPELGANGER SPELLS

Half-doppelgangers have access to the following spells.

COMPLETE MIMICRY

School transmutation; **Level** alchemist 1, bard 1, cleric 1, druid 1, inquisitor 1, ranger 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S, M (a lump of clay)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level (D)

Saving Throw Will negates; **Spell Resistance** no

A creature targeted by this spell makes a Will save or for all effects, items, and spells counts as a race or subtype of your choice. You must know of the race or subtype and it must be of the same creature type as the target (you could not target an orc and make it qualify as a ghost or vice versa) with the exception of monstrous humanoids and humanoids, the subtypes of which are interchangeable.

ECHO OF THE FLESHMAZES

School conjuration (teleportation); **Level** cleric 9, sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a piece of flesh)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration see text

Saving Throw Fortitude negates (see text); **Spell Resistance** yes

You banish the subject to one an extradimensional space phasing in tune with the numerous Fleshmazes beneath Trectoyri. Each round on its turn, it may attempt a DC 20 Wisdom check to escape the Fleshmaze as a full-round action. If the subject doesn't escape, they are returned to the spot they were teleported from after 1 hour. The lingering unmagical and the taint of the Nightmare Gods rampant in the Fleshmazes causes the target to make a Fortitude save upon

entering the Fleshmazes and every minute afterward or gain [fleshwarp mutations](#) (from *Pathfinder Roleplaying Game: Horror Adventures*). The initial mutation is permanent and can only be reversed with a *miracle* or *wish* spell. After gaining the initial mutation, any additional mutations reduce the target's Charisma score by -1 (minimum 1). This reduction can be reversed 1 point at a time with *limited wish* or 1d6 points at a time with *miracle* or *wish*.

On escaping the Fleshmaze, the subject reappears where it had been when the *echo of the Fleshmazes* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *dimension door*, *plane shift*, or *teleport*, do not help a creature escape the *echo of the Fleshmazes* spell.

INFORMATION OSMOSIS

School divination; **Level** alchemist 2, bard 2, cleric 3, druid 3, inquisitor 2, ranger 2, sorcerer/wizard 3, summoner 2

Casting Time 10 minutes

Components V, S

Range personal

Target you

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** no

You may only cast this spell after you have successfully impersonated the target (interacting with individuals they know without anyone seeing through your disguise) for at least 3 days. If the target you are impersonating is not on the same plane of existence, this spell automatically fails. After the casting is complete, you may choose to learn one piece of information about the target each round that it fails a Will save. If the target succeeds at 2 consecutive Will saves, it realizes something is searching through its mind. Otherwise the target remains unaware of this spell being cast.

The information you can learn through *information osmosis* begins as innocuous and steadily grows more private and secretive, but what you can learn is at the GM's discretion and should generally follow a singular line of logic. An initial piece of information might be where the target likes to buy food, a second piece of information might be what they regularly eat or why they purchase their food, a third piece of information might be where they like to prepare their food (and thus where the target dwells), and so on.

INHERITOR'S FORM

School transmutation; **Level** alchemist 3, bard 3, ranger 3

Casting Time 1 standard action

Components V, S

Range touch

Target half-doppelganger touched

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

The target gains a +2 natural armor bonus to AC, immunity to charm and magical sleep, primary natural weapon claw attacks that deal 1d8 slashing damage, one use of *detect thoughts* as a spell-like ability (using its highest mental attribute as its spellcasting attribute), proficiency in martial weapons, all armor, and all shields, and the ability to use any spell trigger or spell completion item as if the spells were on its spell list (the target's caster level is equal to its Hit Dice).

LEUGHO

Tales speak of oozes that walk in the Forever Dark, creatures formed from the lost souls of those that die on Veranthea but never pass on to the afterlife. These amalgamations of minds coalesce into one fractured personality, making each ooze folk utterly different from the next. All share one common goal—to learn all that they can of the world (both above and below).

History: As with so much of the Forever Dark, the origins of the leugho are lost to history—some believe their souls to be the most ancient on the planet from a time before Death began reaping, others that they are what becomes of those from dimensions travelers that meet their demise in Veranthea, or that only those cursed by the gods are refused entry to the Wheels of Wunai and cast into a congealed form. The earliest known recording of the ooze folk comes from Yawvil's *Veranthea Codex* but even the enchanted tome only began uncovering signs of the strange race shortly after it learned of Sciemaat, meaning by the wizard-god's reckoning the leugho are at least several centuries old.

Ooze folk are almost never seen on the surface of Veranthea but they are rare to find even in the tunnels of the Forever Dark. Despite their extreme obscurity and scarcity, leugho mages and warriors have played critical roles in many of the endless tunnels' greatest conflicts. Their implacability and the nature

of their creation—suffused with souls yearning to make good on incomplete promises or finish unfulfilled quests—make this sparse race naturally drawn to moments of destiny. Tales from the Collectors' founding and their safehouses in the Fleshmazes, the “completion” of the Crawling Thunder Horrid Caravan's warmachine, and the first contact with the dragonminded's demigod all include leugho that played an essential part in making events see their end—giving scholars of the Forever Dark no reason to believe the strange ooze folk won't continue to be pivotal in the future.

Physical Description: Leugho are between 5 and 6 feet tall with two arms, two hands, two legs, two feet, and a head with a mouth and eyes. Other than that, there is little that makes one of the ooze folk resemble their brethren—aside from their congealed skin and malformed features. While their coagulate exterior may be one or many colors, leugho are usually



exuding more subtle, darker hues that blend in with their surroundings in the Forever Dark. The stature of one of the ooze folk can vary greatly beneath their disgusting skin but only the hardest and strongest are visibly so imposing, making even the meekest seem grotesque when compared to their actual size. Despite their disturbing appearance however, leughos typically smell flowery like pollen with scents that gradually grow more sickly the more wounded their source has become.

Society: Being fractured themselves it should come as no surprise that leughos act in a similar fashion and thus settlements of them are unheard of, and even when one of the ooze folk finds a place of civilization that tolerates their presence it is uncommon for them to remain for any extended period of time. The nature of the strange race also weaves destiny into their very core and as a result they always seek to be compatible with others—knowing that greater strength is found in numbers and with a freakish appearance, the sharing of powerful talents and honed skills is essential.

Relations: Kind Folk often mistake leughos for monsters, attacking them on sight. Unwanted Folk frequently act similarly but not as often, knowing better than to judge a creature by its appearance. The Horror People of the Forever Dark see the ooze folk as just another oddity in a subterranean world filled with strange phenomena. Given their implacable resolve and unique abilities, leughos are highly sought by explorers of the endless tunnels despite their appearance and the rumors that fate clings to their congealed bodies like wet mud on a boot.

Alignment and Religion: The amalgamation of souls that form into a leughos define one's demeanor and morality—the strongest and most common beliefs are at the fore, but whispers and emotions can bubble up to motivate them in strange ways. Some ooze folk revel in this serendipity and embody chaos itself, but others seek the balance of neutrality or fight their inner natures by holding fast to a disciplined approach to their second chance at life.

Leughos rarely worship members of the Radical Pantheon other than Arcanulus, finding some semblance of themselves in the Everygod's shifting forms. Worship of the Nightmare Gods (particularly Grelthanok) is also extremely common among the ooze folk, raising the fears in settlements when one of the congealed walkers has overstayed their welcome.

Adventurers: Despite being walking sacks of disgusting flesh and a penchant for being disliked, ooze folk are extremely valuable to exploratory groups and highly valued. Their immunity to many environmental conditions make them powerful additions and for those seeking glory, acquiring a leughos as a companion is luckier than a unicorn's horn (or, some think, as good as a deathwish).

Leughos Names: Argkra, Eyrdra, Frassk, Hargsep, Jorrzhiarr, Klloar, Mnaorg, Pespaug, Rawr, Ssaaggaa, Veirgsaa, Zrorsk

LEUGHOS RACIAL TRAITS

All leughos have the following traits:

-2 Dexterity, -4 to Charisma: Leughos are ponderously slow and extremely easy to dislike, their presence at war with itself and making them difficult to relate to.

Humanoid: Leughos are humanoids with the leughos subtype.

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

Slow and Steady: Leughos have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Leughos can see in the dark up to 60 feet.

Light Blindness: Abrupt exposure to bright light blinds leughos for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Amphibious: Leughos can breathe both water and air.

Ooze Immunities: Leughos are immune to critical hits, magic sleep effects, paralysis, precision damage, poison, polymorph, sneak attack, and stunning.

FAVORED CLASS OPTIONS

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Barbarian: Add +1/2 on critical hit confirmation rolls for attacks made with unarmed strikes or natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

Cavalier: Add a +1/2 bonus on Intimidate checks and Ride checks.

Cleric: Add a +1/2 bonus on Knowledge (dungeoneering) checks and checks made regarding creatures with the ooze type.

Druid: Add a +1 bonus on wild empathy checks made to influence animals and magical beasts that live underground.

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

Inquisitor: Add a +1/2 bonus on Stealth checks while motionless and on opposed Perception checks.

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

Monk: Add +1 feet to the speed the monk can move while making a Stealth check without taking a penalty. This has no effect unless the monk has selected this reward five times (or another increment of five). This does not allow the monk to use Stealth while running or charging.

Paladin: Add +1/4 to the bonus the paladin grants her allies with her aura of courage and aura of resolve special abilities.

Ranger: Add +1/4 to the number of opponents the ranger may select when using hunter's bond to grant a bonus to allies. All selected creatures must be of the same type.

Rogue: Add a +1/2 bonus on Stealth checks and a +1/2 bonus on Sense Motive checks.

Witch: Add +5 feet to the distance at which her familiar grants the Alertness feat (maximum +20 feet).

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

RACIAL ARCHETYPES

The following archetype is available to leugho.

Quivering Master (Monk Archetype)

There are ooze folk that embrace their strange forms, gaining a physical mastery over their congealed bodies to perform feats that defy belief.

Agitated Strike (Ex) At 1st level, the quivering master learns how to shed a sliver of their form when striking a foe, the piece of their body viciously attacking until its life force ebbs away. You must declare that you are using this ability before you make your attack roll (thus, a failed attack roll ruins the attempt). Agitated strike forces a foe damaged by your unarmed attack to make a Reflex saving throw (DC 10 + 1/2 your monk level + your Wisdom modifier), in addition to dealing damage normally. A defender who fails this saving throw is stuck with goo from your body, taking an amount of bludgeoning damage equal to your monk level. At the start of your turn, a creature successfully struck with an agitated strike takes half as much damage (minimum 0) as it did the previous turn. When the goo from your agitated strike deals less than 1 damage, it crumbles into harmless dust. A creature may spend a standard action to use an object to scrape off the goo from your agitated strike (the object takes the damage instead; this does not provoke an attack of opportunity). You may attempt an agitated strike once per day for every monk level you have attained, and no more than once per round. Creatures immune to critical hits are immune to the effects of agitated strikes.

This ability replaces stunning fist.

Hardened Splotches (Ex) At 3rd level, you gain a +1 natural armor bonus to AC. At 9th and 15th level this increases by +1. This ability replaces still mind.

Adhesive (Ex) At 11th level, you can spend 3 points of *ki* as a reaction to exude a powerful adhesive across your slimy body, holding fast any creatures or items that touch you within the next round (your adhesive is only sticky for 1 round). You automatically grapple any creature you hit with an unarmed strike. Opponents so grappled cannot get free while you are alive without removing the adhesive first. A weapon that strikes you is stuck fast unless the wielder succeeds on a Reflex save (DC 10 + 1/2 your monk level + your Wisdom modifier). A successful Strength check (DC 10 + 1/2 your monk level + your Wisdom modifier) is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves your adhesive, but you can still grapple normally. You can dissolve your adhesive at will, and the substance breaks down 1 minute after this ability is activated.

This ability replaces diamond body.

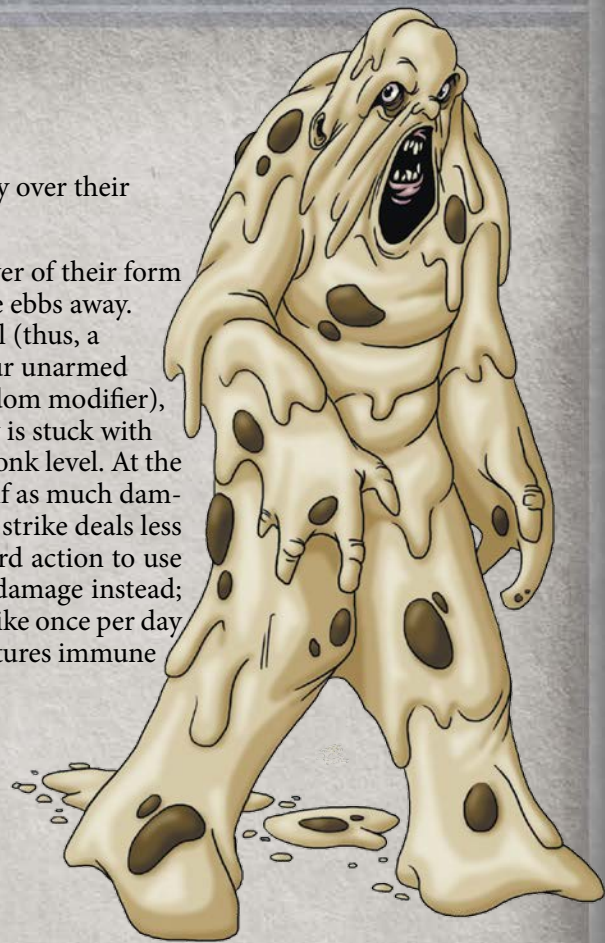
LEUGHO EQUIPMENT

Leugho have access to the following equipment.

EVERYDRAUGHT

Price 15 gp; **Weight** 1 lb.

To any but the ooze folk the bubbling violet liquid called everydraught smells and tastes exceptionally foul. Non-leugho that drink everydraught find it poisonous (injury; *save*—Fort DC 15; *frequency*—1/round for 6 rounds; *effect*—1d4 Wis; *secondary effect*—2d4 Cha; *cure*—1 save). Leugho that drink some everydraught find the concoction delightful however, treating it as a normal creature might treat a stout beer (allowing them to get drunk). A leugho that drinks an everydraught suffers a -2 penalty to Dexterity and gains a +2 alchemical bonus to Charisma for 1 hour.



FORMSLINGER

Price 125 gp; **Weight** 5 lbs.

There are several parts to this shoulder apparatus that make it function—a strap on the upper arm connects to a latched spring clockwork attached to a spiked ladle and fed by a sack of acid with a bag between it and the remainder of the contraption.

As a standard action, a leugho wearing a formslinger can fling a strand of their body to briefly harden to anchor on corners and walls of objects and structures, trailing a thin high-tensile line back to the leugho. As a move action, the leugho can pull towards the anchor, swiftly carrying itself to the anchor point. This ability has a maximum range of 60 feet and can anchor only to a structure sturdy enough to support the leugho's weight. If there is not a platform appropriate for the leugho to land on next to the anchor, the leugho must succeed at a Climb check (DC appropriate to climbing the surface the strand is anchored to) or immediately fall. The strand snaps and contracts in 1d4 rounds, just after the leugho uses it to move, or when the next strand of the leugho's body is flung, whichever comes first. The strands deal no damage and creatures other than the leugho are unaffected by them.

After being used 20 times, the bag of acid in the back of the formslinger needs to be replaced (the contents of an acid flask are enough to fill it).

MORPHIDIAN ACID

Price 150 gp; Weight 1/2 lb.

This slathering purple goo is exceptionally difficult to make, requiring a DC 30 Craft (alchemy) check to successfully manufacture. A creature that applies morphidian acid to its face gains a +2 alchemical bonus to Disguise checks for 1 hour and when rolling a Disguise check during this time, it rolls twice and takes the best result. A creature that drinks morphidian acid gains a +4 bonus on Bluff checks made to mimic the voice of another creature for 10 minutes and when rolling a Bluff check to do so during this time, it rolls twice and takes the best result.

LEUGHO FEATS

Leugho have access to the following feats.

Fluid Form [General]

Leugho can have unusual control over their forms, making them exceptionally talented at getting into tight spaces.

Prerequisites: Leugho.

Benefit: You gain a +2 racial bonus on Escape Artist checks. You can move through an area as small as one-quarter your space without squeezing or one-eighth your space when squeezing.

Magic Souls [General]

Some ooze folk are created from an amalgamation of souls that include many mages and priests. These fragmented spellcasters grant some of their knowledge to the leugho able to tap into their power, few as they are.

Prerequisites: Cha 12, leugho.

Benefit: Choose two cantrips from any class spell list. You are able to cast these cantrips as spell-like abilities. Choose one 1st-level spell from any class spell list. You are able to cast this spell as a spell-like ability a number of times per day equal to your Charisma modifier. You use Charisma as your spellcasting attribute for these spell-like abilities.

Once per week, you may change one of the cantrips you know from this feat to another cantrip. Once per month, you may change the 1st-level spell you know from this feat to another 1st-level spell.

Veteran Souls [Combat]

A preponderance of warriors roil within your inner being and some are like enough that their shards of essence can grant you spurts of valuable experience in battle.

Prerequisites: Con 15, leugho.

Benefit: Choose one combat maneuver. When performing this combat maneuver, you may spend a swift action to gain a +1d4 luck bonus to your combat maneuver check. Until the beginning of your next turn, you suffer a -1 penalty to AC (but not CMD).

Special: You can take this feat multiple times. Each time you select this feat it effects a different combat maneuver.

LEUGHO MAGIC ITEMS

Leugho have access to the following magic items.

CLINGING BELT

Aura moderate transmutation; **CL** 6th

Slot none; **Price** 8,000 gp; **Weight** 2 lbs.

DESCRIPTION

Only recognizable as an item of clothing because of the rusty buckle holding it together, this curious belt would otherwise seem to be a very thick band of webbing.

A creature wearing a *clinging belt* gradually picks up dirt and dust, growing dirtier by the minute. After wearing a *clinging belt* for a week, so long as the wearer has not bathed or cleaned itself, it grants a +1 natural armor bonus (or increases the wearer's natural armor bonus by +1). In addition, the wearer gains a +5 competence bonus to Climb checks, and a +2 competence bonus to combat maneuver checks made to grapple, as well as CMD. The wearer suffers a -5 ft. penalty to its speed and takes a -5 penalty to Escape Artist checks.

CONSTRUCTION

Requirements Craft Wondrous Items, creator must be a leugho, *sovereign glue* (magic item); **Cost** 4,000 gp

FOCUSING TIARA

Aura faint enchantment; **CL** 5th

Slot headband; **Price** 11,000 gp; **Weight** 1 lb.

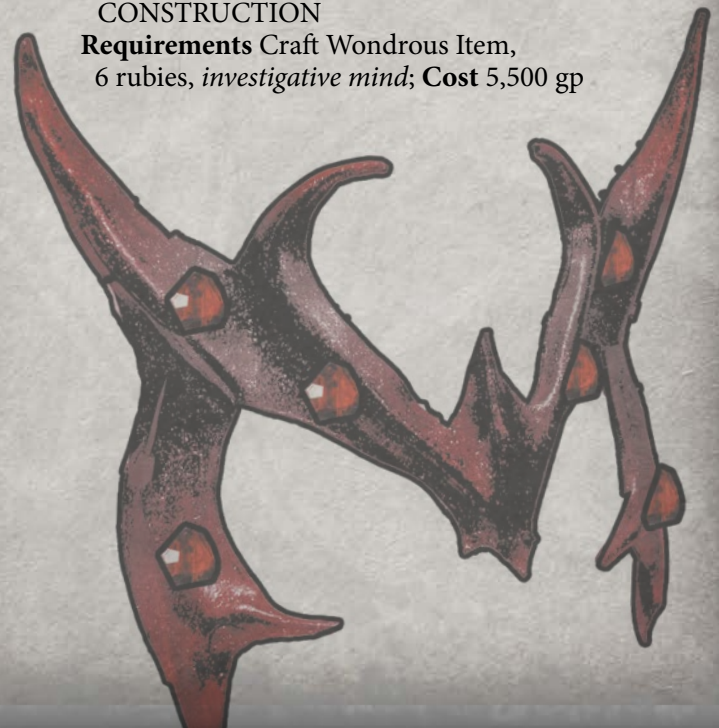
DESCRIPTION

This headware has six fitted red gems arrayed around it, framing the wearer's face in crimson and steel.

A creature wearing a *focusing tiara* finds the fragments of their thoughts unified, giving them motivation to achieve great things. The wearer takes a -4 penalty to Perception checks but gains a +2 competence bonus to Concentration checks, Sense Motive checks, and Will saves. In addition, the wearer can spend a standard action to focus. Until the end of the wearer's next turn, it can choose to use its focus to benefit one Intelligence-, Wisdom-, or Charisma-based skill check. The wearer rolls twice and takes the best result on the chosen skill check.

CONSTRUCTION

Requirements Craft Wondrous Item, 6 rubies, *investigative mind*; **Cost** 5,500 gp



HELM OF ALTERING FORM

Aura faint transmutation; **CL** 5th
Slot head; **Price** 9,000 gp; **Weight** 1 lb.

DESCRIPTION

Dented and scratched, this simple metal helmet is dull and unremarkable to look upon.

A non-leughu wearing the *helm of altering form* treats it as a *hat of disguise*. A leughu wearing the *helm of altering form* can concentrate for 1 minute to gain the benefits of the *alter self* spell as a spell-like ability that lasts for 1 hour.

CONSTRUCTION

Requirements Feats, materials, odd requirements, *disguise self*, *alter self*; **Cost** 4,500 gp

LEUGHO SPELLS

Leughu have access to the following spells.

DEFLECTING TENDRILS

School abjuration; **Level** bard 2, cleric 3, druid 3, ranger 2, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one leughu

Duration 1 round/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** no

A leughu targeted by this spell gains Deflect Arrows as a bonus feat even if it does not meet the prerequisites. The leughu can use the feat a number of times per round equal to its Intelligence modifier (minimum 1).

REFLECTIVE TENDRILS

School abjuration; **Level** bard 4, cleric 6, druid 6, ranger 4, sorcerer/wizard 6, summoner 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one leughu

Duration 1 round/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** no

A leughu targeted by this spell gains Deflect Arrows as a bonus feat even if it does not meet the prerequisites. In addition, the leughu is able to deflect ranged attacks from spells and spell-like abilities. The leughu can use the feat a number of times per round equal to its Intelligence modifier or Wisdom modifier (whichever is higher; minimum 1).

TENDRILS OF VENGEANCE

School abjuration; **Level** bard 3, cleric 5, druid 5, ranger 3, sorcerer/wizard 5, summoner 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one leughu

Duration 1 round/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** no

A leughu targeted by this spell increases the reach by 10 feet for the purposes of attacks of opportunity. When taking an attack of opportunity, the leughu makes a natural slam attack that deals 1d8 bludgeoning damage plus its Strength modifier. Each round the leughu may make a number of attacks of opportunity equal to its Wisdom modifier + Intelligence modifier (minimum 5).

If the leughu is under the effects of *deflecting tendrils* or *reflective tendrils*, their uses each round for those spells double.





MONGRELFOLK

Mongrelfolk are generally accepted everywhere in Veranthea save for Urethiel—in Grethadnis the reverence for Arcanulus is spread to her/his mortal kin, and in Trectoyri, the Forever Dark, and The Veil there are weirder things to be seen than the bestial mishapen forms. More than that however is the general demeanor mongrelfolk exhibit, emboldening the widely held notion that they are as fair and equitable as the powerful god they so resemble.

History: The most commonly held belief regarding mongrelfolk is that they are the mortal offspring of Arcanulus, but a fair number of the myths regarding their creation claim that it was the deity of magic and nature that found their bizarre bodies to be sublime inspiration and not that she/he desired a race resembling itself. Regardless of their true origins the strange humanoids have been a common sight in the Forever Dark since time immemorial, traveling through the endless tunnels in Horrid Caravans from the day they are born until their demise.

Mongrelfolk are exceptionally adaptable, making them a fairly common sight the world over—they have proven capable of facing the rigors of the Forever Dark, the violence so frequent in Grethadnis, The Veil's ever dangerous waters, and the rough politics of Unwanted Folk in Trectoyri. Perhaps because of the reverence (or fearful respect) shown to mongrelfolk because of Arcanulus' position within the Radical Pantheon or thanks to their hardiness, there have been many of their kind in roles of influence in the doings of history. One of the strange race's closest held

cultural traditions also plays a part in the frequency of mongrelfolk in the history of Veranthea: the lifequest. When a new mongrelfolk is born the diviners and seers of the attending tribe look into its future, sifting through the possibilities of fate until they find something of great import. Though rarely practical or very direct, the nature of lifequests drives those who carry them to travel far and wide in search of their destiny.

Physical Description: Though they are humanoids with two arms, two feet, two hands, two legs, and a head with ears, eyes, a mouth, and a nose, what any individual parts resemble most—reptiles, mammals, birds, or otherwise—vary widely from one mongrelfolk to the next. They are all between 5 and 7 feet tall once reaching adulthood, weighing from 150 to 250 pounds.

Society: Misgivings for their appearances are most strongly felt when mongrelfolk travel into Kind Folk civilization; for all the respect they may receive for their curiously divine forms, people still distance themselves from and discriminate against mongrelfolk. Many choose instead to live among their own, forming villages and towns with like-minded tribes of other mongrelfolk. As a practical but spiritual people they practice a sense of fairness that makes their settlements popular destinations, known for markets where equitable trade can always be found.

Relations: Thanks to their position of respect in most of Veranthea and physical superiority, most people treat mongrelfolk with kindness—at an arm's length that is, the freakish appearance of each setting even the most open-minded against them. The penchant for fairness among mongrelfolk also make them easily accepted even into societies where they would not otherwise be welcome, naturally standing out from crowds of both Kind and Unwanted Folk. Scholars and sages have noted that between each other mongrelfolk are incredibly cutthroat and demanding, little better than animals capable of speech until they require something from another one of their kind.

Alignment and Religion: On the whole people think of mongrelfolk as good but this is a common misconception—they are simply extremely fair, their penchant for righting wrongs motivated by a desire for balance rather than justice. More mongrelfolk worship their patron deity than any of the other races with a god in the Radical Pantheon; those few who choose to devote themselves to another deity are shunned by their kin, seen as fundamental traitors.

Adventurers: Mongrelfolk are gifted with their lifequest at birth and each is expected to fulfill or discover the truth regarding their fated task upon reaching maturity. When a mongrelfolk is at their wit's end and nearing the date at which their great work must be known, they are sent into the Forever Dark to join extended relatives in a Horrid Caravan, stoked by the belief that they will find their destiny in the endless tunnels beneath Veranthea.

Mongrelfolk Names: Chinyama, Eläin, Hiwan, Holoholona, Inisisa, Jaanavar, Kafshë, Kewan, Mhuka, Pašu, Tsiaj, Zhitvotno

MONGRELFOLK RACIAL TRAITS

Veranthean mongrelfolk are defined by their class levels—they do not possess racial Hit Dice. All mongrelfolk have the following traits.

+2 Strength, +2 Constitution, –4 Charisma: Mongrelfolk are freakishly strong and resilient, but difficult to look at and usually off-putting or distant.

Normal Speed: Mongrelfolk have a base speed of 30 feet.

Medium: Mongrelfolk are Medium creatures and have no penalties or bonuses for their size.

Darkvision: Mongrelfolk can see in the dark up to 60 feet.

Mongrelskills: Mongrelfolk receive a +4 racial bonus to Sleight of Hand and Stealth checks. Stealth is always a class skill for mongrelfolk.

Sound Mimicry: Mongrelfolk have the sound mimicry universal monster ability.

Languages: Common and Undercommon. A Mongrelman with a high Intelligence score can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Undercommon.

FAVORED CLASS OPTIONS

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

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

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

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

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Druid: Add +1/2 to the damage dealt by the druid's animal companion's natural attacks.

Fighter: Add +1 to the fighter's CMD when resisting a grapple or trip attempt.

Inquisitor: Add +1/4 to the number of times per day that an inquisitor can change her most recent teamwork feat.

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

Monk: Add +1 feet to the speed the monk can move while making a Stealth check without taking a penalty. This has no effect unless the monk has selected this reward five times (or another increment of five). This does not allow the monk to use Stealth while running or charging.

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

Paladin: Add +1 to the paladin's energy resistance to one kind of energy (maximum +10).

Ranger: Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that live underground.

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

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

Summoner: The amount of time the summoner must spend to summon his eidolon is reduced by 1 round, to a minimum of 1 round.

Witch: Add +5 feet to the distance at which her familiar grants the Alertness feat (maximum +20 feet).

Wizard: Add +1/2 to the wizard's effective class level for the purposes of determining their familiar's natural armor adjustment, Intelligence, and special abilities.

MONGRELFOLK EQUIPMENT

Mongrelfolk have access to the following equipment.

ANY-SADDLE

Price 100 gp; **Weight** 35 lbs.

A wide array of different leathers and other materials make up the many belts and straps that festoon this harness connected to a wide, convex seat. An any-saddle can fit onto any mount though at the GM's discretion, a DC 13 Handle Animal check may be required to calm an animal being fitted with one. The any-saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. When the rider would be knocked unconscious, there is a 10% chance the mount takes half the damage of the attack and the rider is reduced to 1 hit point instead. Even when knocked unconscious in an any-saddle, there is a 75% chance the rider stays in the saddle.

SALVAGE ANALYZER

Price 1,200 gp; **Weight** 4 lbs.

Rods and antennae of different types of metal extend from this corroded box like the pistils of a flower. Though no mongrelfolk know the secret behind the construction of salvage analyzers, it is extremely rare for a Horrid Caravan to travel without one and they pay top coin for leads on where these items might be found. After 5 minutes brushing the antennae of a salvage analyzer on an object of Large size or smaller, the device displays (in Undercommon) the three types of minerals most commonly found in the object in order of prominence, though it does not reveal any information about how much of each mineral is present.

SOFTWHIP

Price 2 gp; **Weight** 1 lb.

The leather of this whip is remarkably soft to the touch, so worn that it resembles cloth, and no matter how skillfully or powerfully it is swung, it never cracks the air. A softwhip has the statistics of a whip, save that it can only deal nonlethal damage regardless of whatever class abilities or feats its wielder possesses. When using a softwhip to train an animal, it takes one less day of work to teach a new trick.

MONGRELFOLK FEATS

Mongrelfolk have access to the following feats.

Bioforging [Item Creation]

You can substitute mechanical components in item creation by using living ones.

Prerequisites: Heal 5 ranks, Spellcraft or Craft 5 ranks; or Mongrelfolk

Benefit: When creating an item, you can reduce the cost of standard materials by using living tissue instead. For every 1 pound of flesh used in crafting, reduce the cost of the item by 1% (up to a maximum of 10%). Doing so decreases the item's hardness by 1 for each pound of flesh used (minimum hardness 1) and causes it to recover that many hit points each day.

Instincts of the Beast [General]

Primal powers of the wild run in your veins and your deep connection to nature grants you incredible abilities.

Prerequisites: Str 13, Wis 13

Benefit: Choose one [animal focus from the hunter class](#) in *Pathfinder Roleplaying Game: Advanced Class Guide*. By spending a standard action, you can gain the benefits of your chosen animal focus for a number of rounds equal to your level. You may use this ability a number of times per day equal to your Strength or Wisdom modifier, whichever is higher.

Special: You can take this feat a second time to gain access to a different animal focus, gaining a separate number of uses per day for that animal focus.

Wild Limbs [General]

Nature resounds in your blood and your sublime form, allowing you to control your limbs and transform them to mimic beasts other than those you were born with a resemblance to.

Prerequisites: Con 13, Wis 13, mongrelfolk

Benefit: By spending a standard action, you can transform your arms into the limbs of an animal of your choice, gaining one of the following bonuses: a claw natural attack (1d6 slashing damage), a climb speed of 20 feet, a fly speed of 15 feet (clumsy maneuverability), or a swim speed of 30 feet. You may use this ability a number of minutes per day equal to your Constitution or Wisdom modifier, whichever is higher. These minutes need not be consecutive and deactivating this ability is a swift action. You must deactivate this ability and reactivate it in order to change from one bonus to another.

Special: You may take this feat a second time to transform your legs to gain one of the following bonuses: a +20 foot enhancement bonus to your speed, a +15 circumstance bonus on Acrobatics checks made to jump, or a +10 dodge bonus to CMD against certain combat maneuvers (bull rush, reposition, or trip). If taken a third time, you gain the ability to wild shape as a druid of your level -4, except that your wild shape ability is limited to 10 minutes per level (instead of 1 hour per level).

MONGRELFOLK MAGIC ITEMS

Mongrelfolk have access to the following magic items.

MEGAGUN

Slot —; **Price** 55,000 gp; **Weight** 45 lbs.

DESCRIPTION

Ten barrels of polished iron are set in a circle, all of them connected to a throbbing central pylon in this curious device.

The megagun's density is so great carrying the weapon is difficult without using its two handles and shoulder strap to distribute the weight. It generates and stores its own ammunition internally—500 thorn-like bullets. As a standard action, a character proficient with firearms can make a single attack with a range increment of 300 feet, doing 1d8 points of piercing and bludgeoning damage. For each point the attack exceeds the target's AC, that damage increases by 1d8, up to 10d8. Alternatively, a character with a megagun can fire a spread shot as a standard action, making a single attack against all creatures in a 60 foot cone, doing 1d8 points of damage on a hit.

CONSTRUCTION

Requirements Bioforge, Craft 10 ranks; **Cost** 27,500 gp

NIGHTMARE SCEPTER (minor artifact)

Slot —; **Weight** 3 lbs.

Mounted onto the end of this short wooden staff is a fist-sized brain held within a glass orb only barely large enough to contain it.

As a standard action the holder of the nightmare scepter can thrust the brain at a target, forcing it to make a **DC 22 Will save** or connecting its mind to the tortured brain inside the orb. Once so connected, the creature falls comatose as its consciousness is trapped within. Each round the creature may make a **DC 20 Intelligence check** to free themselves from the nightmares, after which point is shaken for a number of days equal to the number of rounds it spent trapped in the nightmare scepter. Any number of creatures can be trapped in this way at one time, but for each creature trapped within at once, all creatures gain a cumulative +1 circumstance bonus to their Will saves to avoid being trapped and on Intelligence checks to escape.

DESTRUCTION

The glass holding the mind of the nightmare scepter can be shattered if the scepter holds 100 chaotic evil creatures at once, which causes the brain within to expand into the avatar of Castril the mongrelfolk long ago imprisoned to create the weapon.

ULTRABOW

Slot —; **Price** 30,000 gp; **Weight** 15 lbs.

DESCRIPTION

Three feet of metal casing holds a living contraption resembling a squid, whose tentacles all wrapped around a heavy iron pole with a sharpened tip.

A character proficient with firearms can fire an ultrabow. The ultrabow has a range increment of 100 feet, dealing 6d6 points of piercing damage that bypasses all hardness. The ultrabow can be reloaded with a Large javelin (or anything of similar shape and size) with requires a full-round action or a move action and a **DC 20 Handle Animal check**.

CONSTRUCTION

Requirements Bioforge, Craft 10 ranks; **Cost** 15,000 gp





MONGRELFOLK SPELLS

Mongrelfolk have access to the following spells.

ARCANALUS' SPELL CONDENSER

School transmutation; **Level** bard 4, cleric 5, druid 5, paladin 3, ranger 3, sorcerer/wizard 5, summoner 4

Casting Time 1 full-round action

Components V, S, M (ground azure)

Range touch

Target one Small-sized or smaller object

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You imbue one spell of 3rd-level or lower (with a casting time of 1 standard action) into an object. Afterwards, you may spend a full-round action to cast the spell as a spell-like ability (using your highest mental attribute as your spellcasting attribute). This action provokes attacks of opportunity.

If imbued into a weapon or a piece of ammunition, the duration of *Arcanalus' spell condenser* is reduced to 10 minutes per caster level but the spell it stores activates as if the touched object had the *spell storing* quality.

ATTUNING VIBRATIONS

School abjuration; **Level** bard 3, cleric 4, druid 4, ranger 2, sorcerer/wizard 4, summoner 3

Casting Time 1 standard action

Components V, S, M (pair of bat ears)

Range touch

Target vehicle touched

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

Horrid Caravans find this spell to be indispensable as they

travel through the endless tunnels of the Forever Dark. After a vehicle has been enchanted with *attuning vibrations*, its driver may spend a swift action each turn to send a sound wave (which can be heard from 1,000 feet away) that grants them blindsense 300 feet until the start of their next turn so long as they continue to drive the vehicle.

DESTINED TOUCH

School divination; **Level** bard 1, cleric 2, druid 2, paladin 1, ranger 1, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no
You can touch bestow a creature with a touch of destiny. Each round the creature may spend a swift action to look into its possible futures, gaining one of the following bonuses until the beginning of its next turn. After the first round, there is a cumulative 20% chance the opposite effect happens instead. This chance reduces by 10% each time the target creature suffers an opposite effect.

- **Deft Awareness** Attackers rolls twice when targeting the creature, taking the worst result (opposite effect: attackers roll twice and takes the best result).
- **Glorious Strikes** The creature rolls twice when making attack rolls, taking the best result (opposite effect: the creature rolls twice and takes the worst result).
- **Skilled Mind** The creature rolls twice when making one type of skill check, taking the best result (opposite effect: the creature rolls twice and takes the worst result).

PANTAKO

Once a powerful, secretive kingdom in the Grondov Mountains of Grethadnis, these ancient peoples have become scarce in number and even more reclusive over the past several centuries. Only they know the source of their distress, and the pantako remain aloof in the doings of all the other realms of the continent.

Some say these odd creatures are made from the rock itself but regardless of their origins or composition, pantako warriors are incredibly resilient and possess great strength. Fiercely loyal to both tradition and their allies, they roll into battle with the force of a boulder and are among Veranthea's most steadfast defenders.

History: At its height pantako civilization stood against the Formless Empire but the self-destructive cataclysm that brought the shapeshifters low did the same for their stoney opponents. A terrible plague was set upon the entire race and though the rokjede virus was only spread at first by the survivors of Dzin the Devourer (see *Veranthea Codex: Radical Pantheon*), it gained hosts at an exponential rate to decimate rock folk all over Veranthea. The pantako withdrew into their strongholds and sealed away entrances, cutting themselves off from their sickened kin and the world at large for centuries upon centuries until there was no chance of the rokjede virus rearing to the fore once again.

It has been almost a millennium since the pantako sealed themselves away and the world has changed much since their seclusion began. The Trekth came and went, and Stone King Gurram Ne'Thako I (the leader who overtook Queen Hakrete III to end the rock folk's hibernation) took up arms with the Kind Folk to resist the last of the jabberwock rulers of Grethadnis. Since then the numbers of pantako have slowly dwindled—they are more fearful for the survival of their race than ever before.

Physical Description: Easily mistaken for a boulder if not for their intelligent, gray eyes, the arms and legs of pantako are as bulbous as their midsections. Rock folk are humanoid in shape but their bodies look like pieces of stone affixed to one another, making them exceptionally at home in caves and on mountains.

Society: No race in Veranthea is more devoted to tradition than the pantako—centuries of seclusion have refined and reinforced their ancient cultural beliefs, including the dead religions of gods they claim predate the Radical Pantheon and the Great Sleeper himself. Order is paramount in pantako society and deviations from the past are always viewed with great skepticism. Though their borders have been opened to outsiders, it is rare for a settlement of rock folk to tolerate the a travelers' presence for more than a few weeks.

Relations: The xenophobia and fear drummed up from the times of hibernation run deep and rock folk are suspicious of members of the other races until trustworthiness and loyalty have been earned. Pantako take their oaths with a seriousness that would cow perhaps all of Veranthea's races other than dwarves, making the word of one of the stone people as good as platinum.

Alignment and Religion: It is extremely uncommon to find a chaotic-aligned pantako. They are predominantly concerned with order and tradition, favoring neutrality rather than any motivations based on morality. When a rock folk falls to chaos however, it is usually for malignant reasons and leads to a path of evil.

Adventurers: Stone King Gurram Ne'Thako VI has decreed that all pantako devote themselves to finding a means to prolong and reinforce their population, fearing that their dwindling numbers are too low to seek anything else. To that end many of the rock folk are sent across Veranthea in search of a means to save their race be that by the glory of the Radical Pantheon, technological wonders salvaged from the Trekth, or even the dark power that can be granted by the Nightmare Gods.

Male Names: Granitozko, Igneo, Ikatza, Jaspe, Kuartzoa, Malakitak

Female Names: Agata, Diamantea, Harribitxia, Kornalina, Pirita, Turkesa

PANTAKO RACIAL TRAITS

Pantako are defined by their class levels—they do not possess racial Hit Dice. All pantako have the following traits.

+2 Strength, +2 Constitution, –2 Dexterity, –2 Charisma:

Pantako are incredibly hardy and quite strong, but slow to react and difficult to relate to.

Pantako: Pantako characters are humanoids with the pantako subtype.

Slow Speed: Pantako have a base speed of 20 feet.

Medium: Pantako are Medium creatures and have no penalties or bonuses for their size.

Darkvision: Pantako can see in the dark up to 60 feet.

Slam: Pantako have a slam attack. This is a primary attack that deals 1d6 + 1 and ½ the pantako's Strength modifier in bludgeoning damage.

Rolling Charge: A pantako doesn't just look like a boulder, it can become one. As a full-round action, a pantako may make a charge at a target and on a successful hit, the pantako deals double its slam damage and receives a free trip attempt against the target of its charge (or a creature adjacent to the target) with a +5 circumstance bonus to the CMB check. A pantako using rolling charge up an incline may only charge up to their speed, and takes a –2 penalty to CMB and damage. On a flat plane a pantako can rolling charge up to double their move speed; while attacking down a decline the pantako can charge up to four times their move speed, gaining a +2 circumstance bonus to CMB and damage. After making a rolling charge a pantako is prone.

Stonecunning: Pantako receive 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.



Stone Slugger:

Pantako can hurl stones of up to Tiny size. A “stone” is any bulky and relatively regularly shaped object made of any material with a hardness of at least 5. A thrown stone has a range increment of 30 feet. The pantako can hurl the stone up to five range increments.

Damage from a thrown stone is 1d4 plus the pantako’s Strength modifier.

Stonestealth: Pantako resemble rockface and receive a +4 racial bonus to Stealth checks made while in rocky terrain and wearing light or no armor.

Languages: Common and Pantako. A Pantako with a high Intelligence score can choose from the following: Draconic, Dwarven, Giant, Terran, and Undercommon.

RACIAL SUBTYPES

You can combine various alternate racial traits to create pantako subraces or variant races, such as the following.

Grantako: Closely aligned with Veranthea’s dwarves, these pantako come from families that have commonly visited the surface for hundreds of years, the sun’s rays gradually transforming their bodies. Grantako gain a +1 natural armor bonus and light fortification (this fortification does not stack with fortification granted by magic items or spells) but lose the rolling charge racial trait.

Martako: Those pantako in the deepest tunnels of the Forever Dark were changed after the shattering of the *Dragonmind*, their skin turning as black as subterranean shadows. Martako increase the range of their darkvision to 120 feet, are able to see through magical darkness, and their stonestealth grants their racial bonus to Stealth when in dim light or no light, but they lose the rolling charge and stone slugger racial traits.

FAVORED CLASS OPTIONS

Alchemist: Add +1/2 to the alchemist's bomb damage.

Barbarian: Add +1/2 on critical hit confirmation rolls for attacks made with weapons that deal bludgeoning damage (maximum bonus of +4). This bonus does not stack with Critical Focus.

Bard: Add +5 feet to the range of one of the bard's bardic performances (max +30 feet to any one performance).

Cavalier: Add +1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Cleric: Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Earth and creatures with the earth subtype.

Druid: The druid gains energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by +1 (maximum 10 for any one type).

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Inquisitor: Add a +1/2 bonus on Intimidate checks made against creatures with the earth subtype and a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Earth.

Magus: Add +1/2 point of acid damage to spells that deal acid damage cast by the magus.

Monk: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum of 0).

Oracle: Add +1/4 to the armor or natural armor bonus granted by oracle spells she casts on herself.

Paladin: Add +1/4 to the bonus the paladin grants her allies with her aura of courage and aura of resolve special abilities.

Ranger: Add a +1/2 bonus on Perception and Survival checks made underground.

Sorcerer: Add +1 spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast, and must have the earth descriptor.

Summoner: Add +1/4 evolution point to the eidolon's evolution pool. These bonus evolution points must be spent on evolutions that deal acid damage or protect the eidolon from acid (for example, resistance, energy attacks, immunity, breath weapon, and so on).

Witch: Add a +1 bonus on saving throws against poison made by the summoner's eidolon.

Wizard: Add one spell from the cleric, druid, or wizard spell list with the earth descriptor to the wizard's spellbook. This spell must be at least one level below the highest spell level they can cast. This spell is treated as one level higher unless it also appears on the wizard spell list.

RACIAL ARCHETYPES

Pantako have access to the following archetype.

Rolling Warrior (Fighter Archetype)

One of the most celebrated types of warriors in pantako culture are those that master their natural talents for charging into battle, rolling like a sentient boulder to flatten their enemies.

Rolling Combatant (Ex): At 2nd level, a rolling warrior gains Exotic Weapon Proficiency (pantako spoke) and Perfect Roll as bonus feats, even if you do not have the prerequisites. This ability replaces the bonus feat at 2nd level and bravery.

Powerful Roll (Ex): At 5th level, you gain Improved Overrun as a bonus feat and you treat rolling charge attacks as though they were your first chosen category for the weapon training ability. This ability modifies weapon training.

Bouncing Roll (Ex): At 8th level, you may make any number of overrun attempts during a rolling charge and at the end of your rolling charge, your reach increases by 5 feet for making a trip attempt against a second target.

Bowling Roll (Ex): At 11th level, when making a rolling charge you may make an additional number of attacks against targets along your path of movement, as if you took a full-attack action. You must use your highest bonus attack on the target of your rolling charge and you cannot make overrun combat maneuver attempts against targets you choose to attack.

PANTAKO EQUIPMENT

Pantako have access to the following equipment.

CHARSTONE

Price 20 gp; **Weight** 1 lb.

This curious stone looks like charcoal but is extremely tough. After eating this rock every day over the course of a week, a pantako's pigment changes to make them resemble obsidian, granting their stonestealth racial bonus to Stealth in areas of dim or no light. The pantako's skin returns to normal 1 day after it hasn't eaten enough charstone; 1 pound of charstone lasts for 7 days worth of consumption. Martako cannot benefit from eating charstone.

CONCEALING ROCK

Price 80 gp; **Weight** 3 lbs.

To casual observers this is nothing more than an extremely interesting geode, but it has been perfectly cut in half and hollowed out in the middle. The inside of a concealing rock is large enough to conceal an object of Diminutive size. Opening a concealing rock requires instruction from someone who has already opened it or a DC 20 Disable Device check.



PANTAKO SPOKE

Price 65 gp; **Type** exotic two-handed melee;
Weight 12 lbs.

Damage (Medium) 1d6 piercing/1d6 slashing;
Critical 19–20/x2

A short metal rod with one long and thin blade on one side with a stubbier, flatter blade on the other end. When used by a creature making a rolling charge attack, on a successful hit the wielder deals +1d4 piercing damage or +1d4 slashing damage. If enchanted, the Strength damage on a successful hit is treated as magical damage for the purposes of overcoming damage reduction.

PANTAKO FEATS

Pantako have access to the following feats.

Deadly Stones [Combat]

You are not just adept at throwing stones, you have a lethal knack for it.

Prerequisites: Throw Anything, pantako.

Benefit: Your damage with thrown stones increases by one die step (to 1d6) and your range increment increases to 40 feet.

Special: If taken a third time, you do not provoke attacks of opportunity from enemies within reach when throwing a stone.

Destructive Roll [Combat]

Nothing on Veranthea can truly bar your path—provided you have enough room and your head holds up.

Prerequisites: Str 14, Con 14, rolling charge ability, pantako.

Benefit: When making a rolling charge against an object on a flat plane or decline, as long as you move at least 40 feet before hitting the object you deal three times your slam damage instead of double. When you only succeed on your attack roll by 5 or less, you take half as much damage as your rolling charge attack deals.

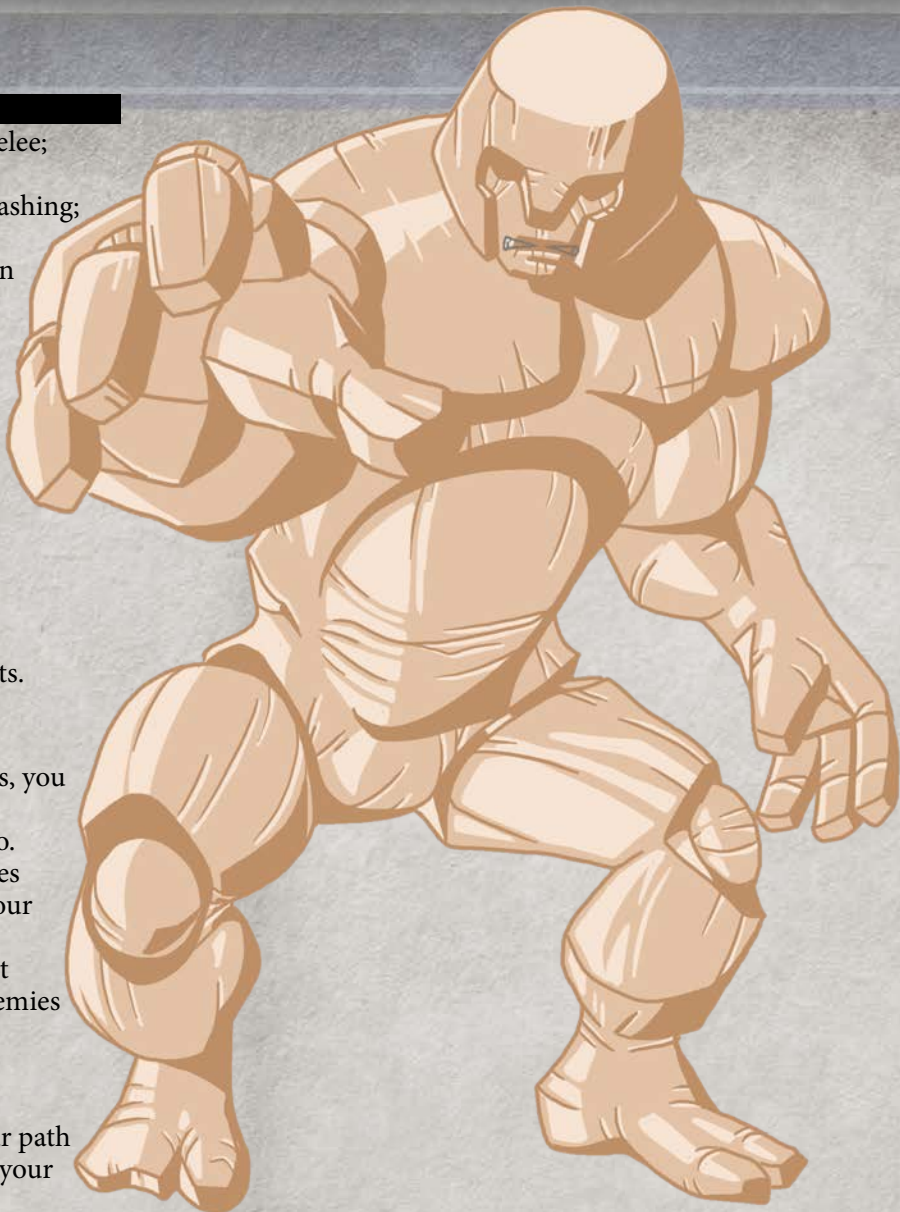
Perfect Roll [Combat]

You are quick to get back on your feet after slamming into an opponent with a rolling charge.

Prerequisites: Dex 11, Con 13, rolling charge ability, pantako.

Benefit: After making a rolling charge you can stand up as a swift action without provoking an attack of opportunity and you gain a +2 circumstance bonus on Acrobatics checks made to reduce falling damage.

Special: If taken a second time you can stand up from prone as a swift action at any time and may do so after a rolling charge as a free action. In addition, you gain a +4 circumstance bonus on Acrobatics checks made to reduce falling damage.



PANTAKO MAGIC ITEMS

Pantako have access to the following magic items.

ROLLING CLOAK

Aura faint conjuration; **CL** 5th

Slot shoulders; **Price** 14,000 gp; **Weight** 7 lbs.

DESCRIPTION

A curious leather makes up this cloak, textured and treated to make it resemble a rockface.

The wearer of a *rolling cloak* gains the stonestealth racial trait of a pantako. In addition, they are able to make a rolling charge attack that deals their unarmed strike damage (of if the wearer has a slam attack, their slam damage).

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be pantako, 1 pound each of 5 different types of stone, *meld into stone, storming roll*; **Cost** 7,000 gp

SHARPENING GLOVES

Aura faint transmutation; **CL** 5th

Slot hands; **Price** 11,000 gp; **Weight** 3 lbs.

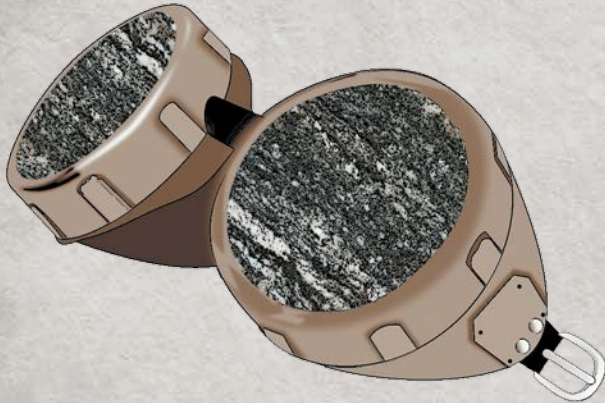
DESCRIPTION

These bulky gloves resemble the hands and fingers of an oversized statue.

A pantako wearing *sharpening gloves* may choose to deal slashing damage with a thrown stone instead of bludgeoning damage. On a critical hit with a thrown stone that deals slashing damage, the stone deals 1 bleed damage.

CONSTRUCTION

Requirements Craft Wondrous Item, 1 ounce each of 5 different gemstones, *keen weapon*; **Cost** 5,500 gp



LOBBING GOGGLES

Aura faint transmutation; **CL** 5th
Slot eyes; **Price** 8,000 gp; **Weight** 2 lbs.

DESCRIPTION

Each lens of these goggles looks like granite, though from the interior it is as clear as glass.

A creature wearing *lobbing goggles* gains the stone slugger racial trait of a pantako. If the wearer already has the stone slugger racial trait, they instead gain a +1 magical bonus to attack and damage when throwing stones and the damage they deal with a thrown stone increases by one die step (from 1d4 to 1d6).

CONSTRUCTION

Requirements Craft Wondrous Items, creator must be pantako, *magic stone*; **Cost** 4,000 gp

PANTAKO SPELLS

Pantako have access to the following spells.

STONE STRIDE

School conjuration (teleportation); **Level** druid 5, ranger 4
Casting Time 1 full-round action
Components V, S, M (a platinum piece)
Range personal
Target you
Duration 1 hour/level or until expended; see text
Saving Throw none; **Spell Resistance** no

When you cast this spell, you gain the ability to step into a stone, magically infusing yourself with the rock. Once within a stone, you teleport from the surface of that particular stone to another stone of the same general composition. This second stone must be within 2,000 feet of the original stone surface and interrupted by nothing other than stone or dirt (if it is not, you appear in the nearest unoccupied space to the interruption that can accommodate you and the spell's duration is temporarily interrupted for 1 minute). The stones you enter must have girth at least equal to yours.

You may move into a stone up to one time per caster level (passing from one stone to another counts only as

moving into one stone). The spell lasts until the duration expires or you exit a stone. Each transport is a full-round action.

You may move into a stone up to one time per caster level (passing from one stone to another counts only as moving into one stone). The spell lasts until the duration expires or you exit a stone. Each transport is a full-round action.

You cannot remain within a stone without transporting yourself and you are forced within 1 round of transporting if you do not choose to transport yourself again. If the stone in which you are concealed is crushed or destroyed, you are slain.

STORMING ROLL

School conjuration; **Level** bard 1, cleric 2, druid 2, ranger 1, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, M (a fist-sized chunk of quartz)

Range touch

Target one pantako

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

When cast upon a pantako, for the duration of the spell the pantako deals 2d6 each of electricity and 2d6 sonic damage to the target of a rolling charge when it successfully hits. Creatures that use melee or natural weapons to take attacks of opportunity against the pantako this spell is cast upon while it makes a rolling charge take 1d6 electricity and 1d6 sonic damage.

STONESKIN, LESSER

School abjuration; **Level** druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (granite and diamond dust worth 100 gp)

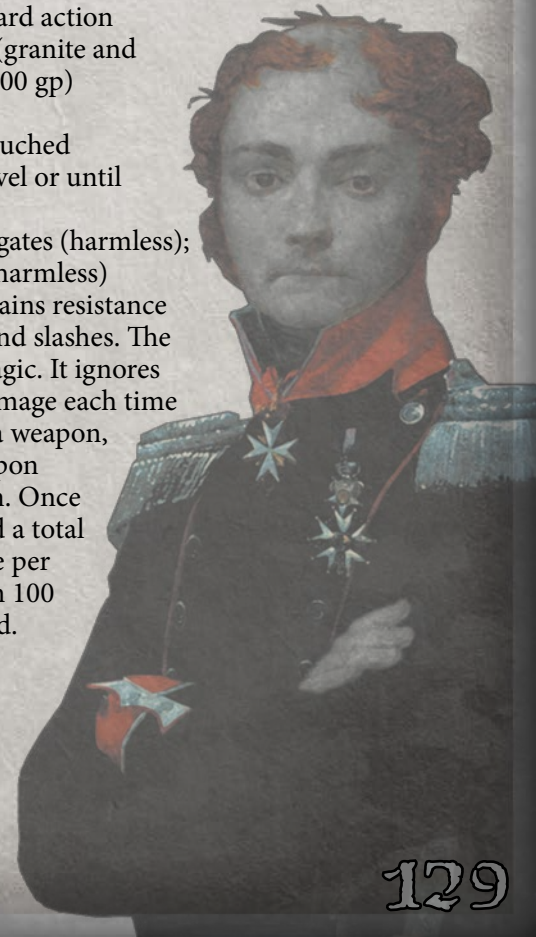
Range touch

Target one creature touched

Duration 1 minute/level or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 5/magic. It ignores the first 5 points of damage each time it takes damage from a weapon, though a magical weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.



SHOKUSEI NOTOKO

While their response to *The Scarring* was certainly among the world's strangest the majority of Urethiel's halflings experienced profound changes as a result of the *Dynasty Purges*, their bodies becoming as the very jungles around them. Since appearing five centuries ago shokusei notoko have become a rare oddity of the Enchanted Continent, viewed by many as nothing more than myth—sneaky, mischievous creatures of the rainforests frequently used to regale rambunctious children with the threat of being turned into vegetables. The plant folk are not unfairly regarded as a fiction however as few leave their home, and even when they do travel across Urethiel their penchant for remaining unseen (a talent they frequently use) is virtually unparalleled.

History: The *Dynasty Purges* led to tragedy on many fronts but none more sorrowful than the lives of the humble halflings of Urethiel. *The Scarring* littered the entirety of the continent with debris but the largest pieces landed in Zerrah, creating a dale in the jungle's western rainforests. This area (which quickly came to be known as the Valley of the Shrapnel) immediately became a holy site for many small folk still in search of meaning after earning their freedom from the Trekth, and pilgrimages began to occur in massive numbers when the *Dynasty Purges* pushed the small folk out of their homes. For a time they seemed safe but in 546 AV human spies led a legion of blades to the haven, locating and slaughtering the halflings to the last.

A century after this genocide the halflings rose again, now shokusei notoko, their memories of a past life completely lost. This massive tribe worshipped the Shrapnel, believing the fragment to have attained godhood of some kind and creating their first settlement around it: Kyokushi. The village of vines, nestled within their protected valley, became home to the majority of the transformed small folk as they expanded throughout the jungle, soon encountering the werepeople of Tirrowok. After a few years of violent misunderstandings an alliance formed between the two that stands to this day: the beastmen sometimes aid the diminutive plant folk in war and in return the shokusei notoko provide stealthy scouts for reconnaissance. The plant folk rarely leave the Valley of Shrapnel however and even then they are extremely reticent to leave the Jungles of Zerrah—for one to do so means that something has gone terribly awry (either at home or afar).

Physical Description: Shokusei Notoko strongly resemble and are frequently mistaken for vegepygmy, their skin always hues as green as the rainforests' leaves. Plant folk have dreads of vine-like hair, tongues strongly resembling sapling branches, and eyes with no pupils. While they do not have russet mold like the creatures they look like, shokusei notoko do grow various moss, vines, small trees, and other plants on their bodies, using it to signify experience, age, or even affluence—elders in particular take this very seriously, sometimes even resembling miniature shambling mounds.



Society: With no memories of their former selves the ancestors of the plant folk resorted to tribalism that has persisted for half a millennium, though some dichotomy has evolved over the years based on different beliefs regarding the best way to worship the *god tear*. The more violent shokusei notoko are practically feral towards outsiders and make blood sacrifices to the powerful artifact, others are benign and show their devotion by protecting nature and pollinating the jungles, some even encourage commerce (creating godlike figures in their likeness to personify and worship, recognizing their similarities with other races), and more—though their ways are not privy to outsiders and finding them out can be a dangerous proposition.

Relations: For the most part the shokusei notoko have no relations with other races aside from the werepeople of Tirrowok. Commiserating with other races is difficult for plant folk as their ways are far removed from the halflings they once were, and even the practices of other primitives are quite different due to their verdant nature. Once a shokusei notoko accepts someone as an equal they are as one of their tribe, treated with the same respect due to a childhood friend or elder.

Alignment and Religion: The small plant folk are usually neutral (instead of chaotic or lawful) but their religious practices can influence them towards evil or good. Scant few shokusei notoko worship anything other than the massive

god tear at the center of the Valley of Shrapnel and dozens of different belief systems have arisen on how best that might be accomplished, in turn spurring on conflicts as new rites offend different worshippers.

Adventurers: When a shokusei notoko leaves the Jungles of Zerrah to journey across Urethiel it is a moment of great import not to be taken lightly, typically as punishment for a terrible crime or because of a shaman's prophecy. Regardless of their reasons for venturing from home plant folks' natural talents make them incredibly well-suited for exploring dangerous locales, practicing the magic of druids, ranging across the wilderness, and of course the profession of thievery.

Male Names: Aik, Boke, Hik, Lok, Pap, Roke

Female Names: Bik, Cass, Ick, Lit, Sek, Zyss

SHOKUSEI NOTOKO RACIAL TRAITS

+2 Wisdom, -2 Strength: Shokusei notoko may be as meek as their ancestors but are not as quick or likable, though they have found a powerful intuitiveness from the changes wrought on their people.

Shokusei Notoko: Shokusei notoko are halflings with the shokusei notoko subtype.

Small: Shokusei notoko 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: Shokusei notoko have a base speed of 20 feet.

Low-Light Vision: Shokusei notoko see twice as far as humans in conditions of dim light.

Child of Nature: Shokusei notoko are immune to paralysis, poison, polymorph, sleep effects, and stunning. In addition, they gain damage reduction 2/slashing or bludgeoning.

Keen Senses: Shokusei notoko receive a +2 racial bonus on Perception skill checks.

Vegetative Form: Shokusei notoko gain a +8 racial bonus to Stealth checks made while in a patch of vegetation (such as grasses or bushes) or while in forest terrain.

Languages: Shokusei notoko begin play speaking Tchk-Tchak (a primitive tongue that uses phonetic syllables). Shokusei notoko with high Intelligence scores can choose from the following: Common, Dwarven, Elven, Gnome, Halfling, Koé, or Undercommon.

DANGEROUS BELIEFS

When encountering a tribe of shokusei notoko, the GM can roll to determine their demeanor and disposition (and therein the danger they represent).

FAVORED CLASS OPTIONS

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

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

Bard: Add +1/2 on Bluff checks to pass secret messages, +1/2 on Diplomacy checks to gather information, and +1/2 on Disguise checks to appear as a halfling or elven, half-elven, or human child.

Cavalier: Add +1 to the cavalier's mounted base speed. In combat this has no effect unless the cavalier has selected this reward five times (or another increment of five). If the cavalier ever replaces his mount, the new mount gains this bonus to its speed.

Cleric: Add +1/2 to the cleric's channeled energy total when healing creatures of the animal, fey, and plant types.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Inquisitor: Add +1/4 to the number of times per day the inquisitor can change her most recent teamwork feat.

Magus: Add +1/2 point of acid damage to spells that deal acid damage cast by the magus.

Monk: Add a +1/2 bonus on the monk's saving throws to resist death attacks.

Oracle: Add +1 on concentration checks made when casting spells with the acid descriptor.

Ranger: Add +1/2 to the ranger's CMB when grappling and CMD to resist grapples.

Rogue: Add a +1/2 bonus on Stealth checks and Perception checks made in forests.

Sorcerer: Add +1/2 to acid and earth spell or spell-like ability damage.

Summoner: Add +1 spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast, and must have the acid descriptor or target plants.

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

Wizard: Add +1/2 to the wizard's effective class level for the purposes of determining his familiar's natural armor adjustment, Intelligence, and special abilities.

Table 4-3: Shokusei Notoko Tribes

d100	Alignment	Beliefs	Response
1-25	CE	Blood worship	Capture and sacrifice outsiders.
26-50	NE	Blood worship	Kill and sacrifice corpses of outsiders.
51-65	N	Personification	Engage in commerce with outsiders.
66-80	CN	Tithes	Steal everything possible from outsiders for tribute to the <i>god tear</i> .
81-95	LN	Propagate	Capture and force outsiders to worship the <i>god tear</i> .
96-100	NG	Teach	Spread the blessings of the <i>god tear</i> peacefully to outsiders.

VALLEY OF THE SHRAPNEL

After being struck by Arcanulus' flail during *the Scarring*, the top of Mount Nestraka was thrown at breakneck speed into the Jungles of Zerrah where it violently shattered. In addition to the shrapnel this flung across Urethiel it left a vast canyon littered with fragments, the largest of which is still intact at the deepest point.

The valley stretches for ten miles, is up to three miles wide at parts, and is often a mile deep. The surface wilderness here radiates strong magic of all schools, becoming overwhelming as one descends into the valley. Within a mile from its borders, any spell cast is automatically subjected to the effects of Wild Magic (page 74). Within a half mile of the central *god tear* spells have a 50% chance to simply fail when cast (though this does not dispel any active effects) and it's said that no living creature has ever managed to reach the valley's center. The closer one gets to the prodigious *god tear*, so large it is visible from afar, the more likely one is to collapse, explode, or simply disappear. *God tears* salvaged from the valley are particularly potent and highly desirable, and many travel to the area in attempts to harvest them. Unfortunately most are slain by the local shokusei notoko long before finding any, let alone escaping with one as a prize.

GOD TEARS

The debris that rained down after *the Scarring* came to be known as *god tears*; fragments of Mount Nestraka's obliterated peaks that quickly gained notice for their exceptional magical abilities. *God tears* vary in size, from miniscule splinters to shards as large as boulders, and are found all throughout Urethiel (sometimes in inexplicable locations). Scholars note the particularly curious *god tears* that were discovered in the tomb of Tian-Yi the Northern Eternal—sealed for two centuries before *the Scarring*. Somehow, when it was finally opened in 733 AV, a trio of the artifacts were found resting on his sarcophagus.

Drawing power from a *god tear* proves exceptionally demanding as they are harder even than diamonds. Cleaving a piece from one of these artifacts is possible only for the most skilled craftsmen, and even then only if they use adamantite or mithral tools (though mithral tools are destroyed in the process and their use is generally avoided).

An intact *god tear's* capabilities are seemingly limitless—causing spells to trigger Wild Magic, creating gold, or even granting immortality—but they rarely have the same effect twice. The only way to duplicate a *god tear's* effects is to break a piece off a larger *god tear*, at which point this small shard reproduces the same effect. These *lesser god tears* are very similar to *ioun stones* (AC 26, 20 hit points, hardness 20).

NEW LANGUAGE: Tchik-Tchak

It is extremely difficult for shokusei notoko to speak most languages and even the best trained among them have difficulty forming certain words regardless of their familiarity. The tongue spoken among the plant folk arose as the necessity for pack hunting became evident and to untrained ears often blends into the sounds of the jungle—a creature that fails a DC 13 Sense Motive check in the presence of a hidden hunting party of shokusei notoko might have no idea that a conversation is taking place. Tchik-Tchak has no written form.

LESSER WHITE GOD TEAR

Aura strong varied; **CL** 20th

Slot —; **Weight** —

DESCRIPTION

This small shard of stone glows with white energy and emanates a subtle hum audible only when held to the ear.

A *white god tear* grants a +1 luck bonus to the DC of all spells the owner casts while the stone is active. It always grants the owner spell resistance 17 even if stowed in an extradimensional space; if the owner already has spell resistance, it increases by +2.

Cracked: Once per day, the user can cast one spell as though using the Heightened Spell feat to increase the spell by one level. **Price:** 10,000 gp.

Flawed: The stone grants the user spell resistance 15. If the user already has spell resistance, it increases by +2. Voluntarily activating or lowering this spell resistance is a full-round action. **Price:** 28,000 gp.

DESTRUCTION

A *lesser god tear* must be blanketed in an *antimagic* field for at least one week, then struck by an adamantite or mithral tool wielded by an outsider of at least 15 HD.



RACIAL ARCHETYPES

The following class archetype is available to shokusei notoko.

Viner (Ranger Archetype)

There are a sect of shokusei notoko warriors in the Valley of the Shrapnel that are not just at home fighting in the jungle, but a veritable part of the rainforests around them. Using their transformed bodies to generate vines, they lash and lasso foes with an ease matched by no other small folk.

Vine Strikes (Ex): At 1st level, the viner deals damage with its unarmed strikes as if it were a monk of its ranger level. This ability replaces favored enemy.

Vine Combat Style Feats (Ex): At 2nd level, a viner gains a specific combat style based around shokusei notoko racial feats, acquiring Vine Arms as a bonus feat. At 6th level the viner gains Vine Tangler and Vined Warrior as bonus feats. At 10th level the viner gains Wild Vine Rider as a bonus feat.

If the viner already possesses one of these feats, it may instead choose Greater Weapon Focus (unarmed strike), Greater Weapon Specialization (unarmed strike), Weapon Focus (unarmed strike), or Weapon Specialization (unarmed strike), treating ranger levels as fighter levels for the purposes of qualifying for them.

Vine Slinging (Ex): At 3rd level the viner learns how to swiftly move through their environment. As a standard action, the viner can sling a vine from its arm to anchor on corners and walls of objects and structures. As a move action, the viner can pull towards the anchor, swiftly carrying themselves to the anchor point. This ability has a maximum range of 50 feet and can anchor only to a structure sturdy enough to support the viner's weight. If there is not a platform appropriate for it to land on next to the anchor, the viner must succeed at a Climb check (DC appropriate to climbing the surface the vine is anchored to) or immediately fall. The vine disappears in 1d4 rounds. The vines deal no damage and normally creatures other than the viner are unaffected by them. This ability replaces the Endurance bonus feat gained at 3rd level.

Improved Vine Strikes (Ex): At 5th level, the viner's unarmed attacks are treated as magic weapons for the purpose of overcoming damage reduction. At 7th level, the viner's unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 14th level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

Greater Vine Strikes (Ex): At 10th level, the viner's reach with unarmed attacks increases by +5 feet. At 15th level and 20th level, the viner's reach with unarmed attacks increases by +5 feet again (to a maximum of +15 feet).

SHOKUSEI NOTOKO EQUIPMENT

Shokusei notoko have access to the following equipment.

BRUSH POD

Price 125 gp; **Weight** 6 lbs.

This dark green shelled nut is incredibly dense, hard, and only found sprouting on the underside of branches in the mid to high canopies of trees in southern Urethiel's Valley of Shrapnel. When a particularly strong rainfall occurs they flourish to completely block out the sunlight for several hours or even days before winds, brachial traffic, or more rainfall knock them down to fall to the jungle floor below.

After a creature spends a standard action pouring at least 8 ounces of water onto a brush pod (or if it otherwise comes into contact with as much water) the nut explodes with growth to create a Medium-sized bush that makes one 5-foot-square into heavy undergrowth. A space covered with heavy undergrowth costs 4 squares of movement to move into, provides concealment with a 30% miss chance, increases the DC of Acrobatics checks by 5, and grants a +5 circumstance bonus on Stealth checks. Running and charging through heavy undergrowth is impossible.

Successfully harvesting a brush pod requires a DC 17 Survival check and 1 minute of effort with a weapon that deals slashing damage. GMs should remember that while this affords a creature a space in which to hide, creatures familiar with the place the bush appears in may realize that there was not one there before (and thus investigate it).

MARAGI

Price 60 gp; **Weight** 1/2 lb.

The powerful chemicals lurking in this thick, verdant jungle brew smell offensive to most creatures, the bouquet resembling the reagents in an alchemist's lab more than a liquor. A shokusei notoko that drinks maragi treats it as if it were alcohol despite their immunity to poison; one bottle of maragi is roughly equivalent to one bottle of strong rum.

Other creatures that drink maragi treat it as the potent poison that it is: **Maragi (Ex)**—ingested; *save* Fort DC 12, *frequency* 1/minute for 3 minutes, *initial and secondary effect* unconscious 1 minute, *tertiary effect* unconscious 1d4 hours, *cure* 2 consecutive saves. When a creature makes its saving throws and resists the poison, for the next 1d4 hours the green pallor that overtakes their skin grants a +2 circumstance bonus on Stealth checks made in forest terrain or vegetation.

Successfully hiding the taste of maragi requires a DC 30 Craft (alchemy) check or DC 20 Profession (cook) check. Brewing a batch of maragi requires a DC 25 Craft (alchemy) check.

MÓSHÙMÙ VINE

Price 250 gp; **Weight** 1/2 lb.

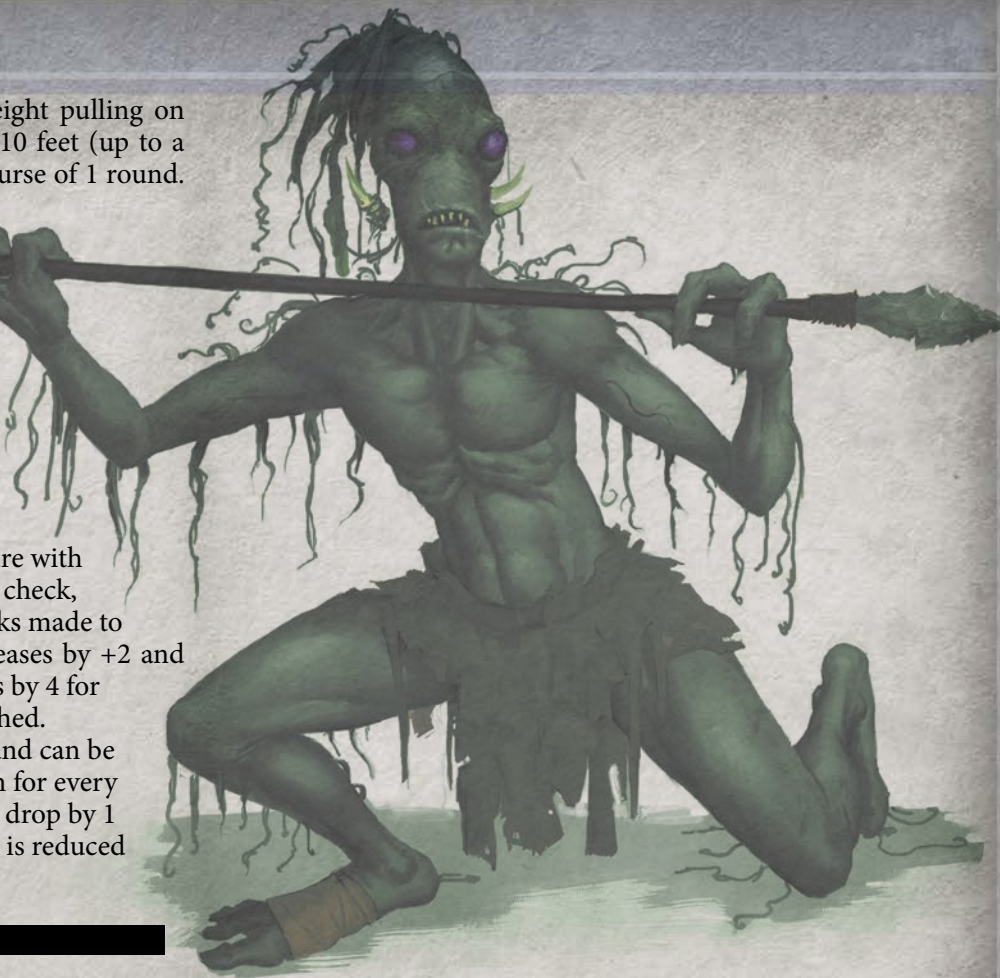
This 40-foot length of green rope is actually a specially treated vine from the móshùmù trees that grow near the Valley of the Shrapnel. Rare to virtually nonexistent outside of the Jungles of Zerrah it is commonly used by shokusei notoko, though its incredible properties have made it popular with adventurers and hunting parties all over Urethiel.

Móshùmù vines stretch dramatically when pressure

pulls on them. For every 40 pounds of weight pulling on a móshùmù vine it stretches an additional 10 feet (up to a maximum of 90 additional feet) over the course of 1 round. For example, a móshùmù vine anchored to an object and used as a rope by a 200 pound creature would stretch 50 feet over the course of 5 rounds. When the pressure on a móshùmù vine is released, it retracts 20 feet each round until it returns to its original length.

Móshùmù vines are difficult to use when tying up a creature but can be very hard to escape when used to restrain. Successfully stretching and tying up a creature with a móshùmù vine requires a DC 14 Strength check, incurring a -4 penalty to Escape Artist checks made to escape. The DC of the Strength check increases by +2 and the penalty to Escape Artist checks increases by 4 for every increment the móshùmù vine is stretched.

A móshùmù vine has 10 hit points and can be broken with a DC 28 Strength check, though for every 10 foot increment of stretching its hit points drop by 1 and the DC of the Strength check to break it is reduced by 2.



THÙKHÙ SAP

Price 150 gp; **Weight** 1/2 lb.

Squeezed from the bark of the strange and rare thùkhù fern (only found in the Valley of the Shrapnel), this tree sap can be slathered onto a shokusei notoko or plant creature to grant fast healing 2 for 1 minute. A sentient creature that benefits from thùkhù sap goes into a verdant frenzy for 2 minutes, gaining a +2 alchemical bonus to Strength and Constitution, but it also takes a -2 penalty to AC and is compelled to attack with a melee or ranged weapon each round. When a creature in a verdant frenzy runs out of hostile targets to attack it makes a DC 16 Will save to flee in a random direction on a full-out sprint looking for more foes to assault, otherwise it attacks the nearest creature. Non-plant creatures can drink thùkhù sap and find it to be difficult to keep down (requiring a DC 14 Fortitude save to avoid throwing up) but as nourishing as two days rations.

SHOKUSEI NOTOKO FEATS

Shokusei notoko have access to the following feats.

Vine Tangler [Combat]

A flick of the wrist is all it takes for you to whip out a vine that snags onto a creature you're striking, an invaluable talent when hunting in Urethiel's jungles.

Prerequisites: Str 14, Vined Arms, shokusei notoko

Benefit: Once per turn when you successfully hit a Medium-sized or smaller creature with an unarmed strike or natural weapon, you may deal normal damage and attempt to start a grapple as a free action without provoking an attack of opportunity. Each successful grapple check you make during successive rounds deals 1d4 bludgeoning damage.

Vined Arms [Combat]

Halflings may not naturally be good at wrestling creatures larger than they are but the verdant changes wrought upon your people have given you a distinct advantage—the ability to wrap vines grown from your arm around a fellow grappler.

Prerequisites: Str 13, base attack bonus +2, shokusei notoko
Benefit: When resisting a grapple combat maneuver or making a grapple combat maneuver check, you are treated as a Medium-sized creature instead of a Small-sized creature.

Vined Warrior (Category)

Your vines are truly an extension of your body and you have mastered their use to inflict the maximum amount of damage possible when constricting an enemy.

Prerequisites: Vine Tangler, shokusei notoko

Benefit: When you damage a creature you are grappling with Vine Tangler, you may add your Dexterity bonus to damage instead of your Strength bonus. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you. These bonuses stack with the bonuses granted by Greater Grapple and Improved Grapple.

Wild Vine Rider (Category)

Using your superior agility and the vines growing from your body, you can swarm around a creature you're wrestling to yoke its neck and ride it like a bucking bronco!

Prerequisites: Dex 15, Vined Warrior, shokusei notoko

Benefit: Once you have successfully grappled a creature with Vine Tangler, on your turn you may spend a standard action

to maintain the grapple and make a grapple combat maneuver check to yoke the creature's neck. A yoked creature requires two successful checks to escape the grapple and after 2 rounds living creatures that require breathing begin to suffocate. A yoked creature that is suffocating moves at half its speed, can only take a move and standard action on its turn, and on the start of its turn it makes a Strength check opposed by your Dexterity check. If you succeed on this check, you may choose where the creature moves on its turn. You gain a +2 circumstance bonus to AC while riding a yoked creature, but every point of damage you take adds to a cumulative penalty to your grapple combat maneuver checks and CMD until the end of your next turn.

SHOKUSEI NOTOKO MAGIC ITEMS

Shokusei notoko have access to the following magic items.

CHK-SRK-TAK

Aura faint illusion; **CL** 3rd

Slot back; **Price** 10,400 gp; **Weight** 2 lbs.

DESCRIPTION

Countless leaves—large and small, broad and thin—pressed into one another to form this mottled cloak, their colors shifting between the bright greens of spring and the sad hues of autumn.

A shokusei notoko wearing this cloak can blend into their surroundings no matter how bare they might be. After sitting perfectly still with the *chk-srk-tak* wrapped around them for 1d4 rounds, a shokusei notoko wearer may gain half its vegetative form bonus to Stealth checks even when not in an area with vegetation. When in an area with vegetation or a forest, a shokusei notoko wearing a *chk-chk-tak* can take 20 on a Stealth check to hide in plain sight (as the freeze monster ability).

Other creatures that wear the *chk-chk-tak* gain a +4 circumstance bonus on Stealth checks made in vegetation or forests.

CONSTRUCTION

Requirements Craft Wondrous Items, leaves of 30 different varieties, *chameleon stride*; **Cost** 5,200 gp

HAK-HAK

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 5,350 gp; **Weight** 3 lbs.

DESCRIPTION

Unlike other weapons of its kind this curious green whip is not made from leather but a vine growing out of a bark handle.

The wielder of this +1 whip may spend a swift action to command the weapon to grow thorns, allowing it to deal lethal slashing damage. A plant type creature or shokusei notoko is able to easily hide the *hak-hak* on their body, gaining a +10 circumstance bonus on Disguise or Sleight of Hand checks made to conceal the weapon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *móshùmù* vine, creator must be shokusei notoko, *thorn body*; **Cost** 2,500 gp

MÓSHÙMÙ VINESLINGERS

Aura weak transmutation; **CL** 4th

Slot wrists; **Price** 7,200 gp; **Weight** 3 lbs.

DESCRIPTION

These bracers resemble sleeves made from wrapping green vines more than they do regular wristguards.

As a swift action, the wearer can sling a vine from its wrist to anchor on corners and walls of objects and structures. As a move action, the wearer can pull towards the anchor, swiftly carrying themselves to the anchor point. This ability has a maximum range of 60 feet and can anchor only to a structure sturdy enough to support the wearer's weight. If there is not a platform appropriate for it to land on next to the anchor, the wearer must succeed at a Climb check (DC appropriate to climbing the surface the vine is anchored to) or immediately fall. The vine disappears in 1d4 rounds. The vines deal no damage and normally creatures other than the wielder are unaffected by them. Both bracers of the *móshùmù vineslingers* must be worn for the magic to be effective.

A shokusei notoko with Vine Tangler that wears the *móshùmù vineslingers* increases the reach of its unarmed strikes by +5 feet. Each time the shokusei notoko successfully maintains a grapple on its turn, it may pull its target 5 feet towards it.

CONSTRUCTION

Requirements Craft Wondrous Items, 5 *móshùmù* vines, creator must be shokusei notoko, *levitate*; **Cost** 3,600 gp

SERK-TIK

Aura weak transmutation; **CL** 4th

Slot none; **Price** 4,200 gp; **Weight** 5 lbs.

DESCRIPTION

Even when coiled this dark green rope of vine seems to jiggle ever so slightly, even the slightest of movements causing it to subtly bounce in an inert dance.

This enchanted *móshùmù* vine rope can stretch to up to three times its normal length (270 additional feet, making it 320 feet when fully stretched), only suffering penalties to its hit points and Break DC for every three increments it is stretched. In addition, the *serk-tik* stretches three times as fast (as much as 30 feet per round).

When used to bind a creature any checks made to break or escape the bonds are rolled twice, taking the worst result; on a natural roll of 1 the *serk-tik* constricts and the restrained creature takes a cumulative -1 penalty to checks made to resist or escape the bonds.

CONSTRUCTION

Requirements Craft

Wondrous Item,

3 *móshùmù*

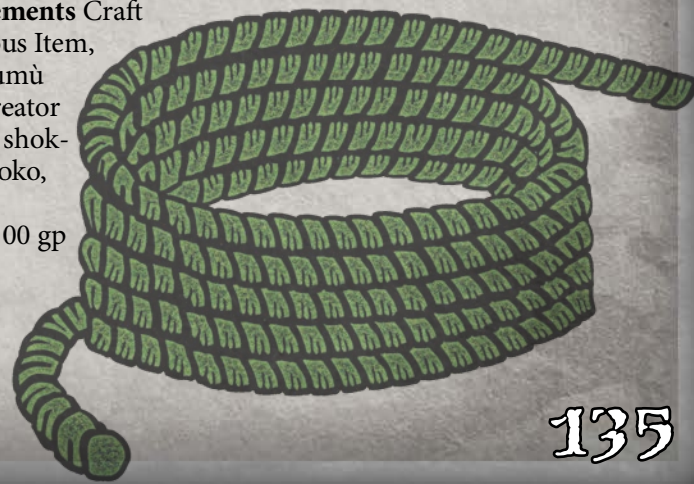
vines, creator

must be shok-

usei notoko,

squeeze;

Cost 2,100 gp



SHOKUSEI NOTOKO SPELLS

Shokusei notoko frequently use magic that utilizes thorns, vines, or wood but also have access to the following spells.

BLOODED ROOTS

School necromancy; **Level** alchemist 1, bard 1, cleric 2, druid 2, inquisitor 1, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target one corpse

Duration 1d4 hours

Saving Throw Fortitude negates (see text); **Spell Resistance** yes

You reach your fingers into the corpse of a creature slain within the 3 rounds, drawing nourishment from the dying energies in their body. You receive the benefits of *remove disease* and are cured of all sickness and nausea. You also gain 1d8 temporary hit points + 1 point per two caster levels (maximum +10), a +1 morale bonus on attack rolls and Will saves, and a +4 morale bonus on saving throws against fear effects. These temporary hit points and morale bonuses last for 1d4 hours.

LEAF SHIELD

School evocation; **Level** alchemist 2, bard 2, cleric 3, druid 3, ranger 2, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S, M (5 kinds of leaves)

Range personal

Target you

Duration 1 round/level (D)

Saving Throw Fortitude negates (see text); **Spell Resistance** yes (see text)

This spell wreathes you in gusting leaves and harries those that make melee attacks against you. Any creature that strikes you with its body or a handheld weapon deals 3 less damage, but at the same time the attacker makes a Fortitude save or is dazed for 1 round. If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach cannot be dazzled or dazed by this effect. Once an attacker has been dazed by the spell, any more Fortitude saves triggered by *leaf shield* cause it to be dazzled instead of dazed.

PODLING

School transmutation; **Level** alchemist 2, bard 2, cleric 3, druid 3, inquisitor 2, ranger 2, sorcerer/wizard 3, summoner 2

Casting Time 1 minute

Components V, S, M

Range touch

Target one shokusei notoko

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

Only a willing shokusei notoko may be targeted by this spell. Upon the end of the casting, the shokusei notoko shrinks into a Diminutive-sized hard ball of moss with hardness equal to CL and hit points equal to 5 x CL. While shrunk the shokusei

notoko is blind, helpless, and has a hard time perceiving the world around it (taking a -10 penalty to Perception checks and only understanding half of anything it hears). When the duration of the spell ends, one ounce of water is poured on the ball of moss, or the ball of moss takes 1 or more points of fire damage, the target instantly returns to its normal form. If the ball of moss is reduced to 0 hit points the shokusei notoko the spell ends and the shokusei notoko returns to its normal form but prone and with only 1 hit point.

WOODEN BODY

School transmutation; **Level** bard 5, cleric 6, druid 6, inquisitor 5, ranger 4

Casting Time 1 full-round action

Components V, S, M (the bark of 3 different trees)

Range personal

Target you

Duration 1 round/level (D)

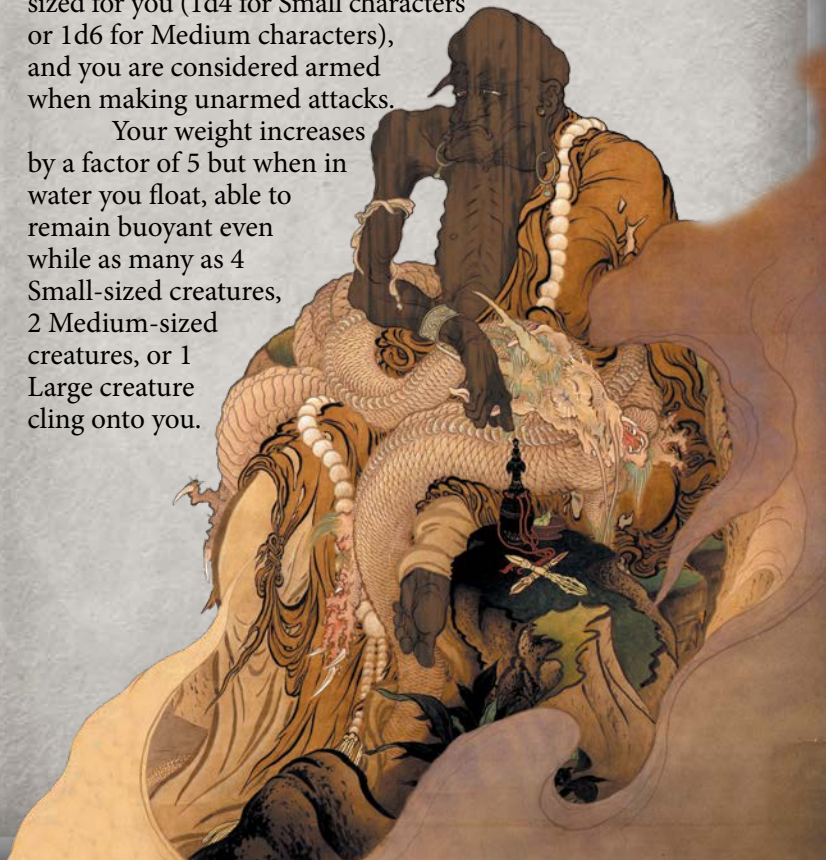
Saving Throw none; **Spell Resistance** no

This spell transforms your body into living wood, which grants you several resistances and abilities. You gain damage reduction 5. You are immune to blindness, critical hits, ability score damage, deafness, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid, cold, or sonic but double damage from fire.

You gain a +2 enhancement bonus to your Strength score and a +4 enhancement bonus to your Constitution score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 15% and a -4 armor check penalty. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 5 but when in water you float, able to remain buoyant even while as many as 4 Small-sized creatures, 2 Medium-sized creatures, or 1 Large creature cling onto you.





SUN GRYPHONS

Nestled between the Duranteen Mountains and the Doryhanna Ocean is an untamed wilderness known as Griffon's Spur. The rolling hills and plains that stretch the length of the country are home to all manner of hoofed creatures from bison, cattle, and horses to tribal centaurs, majestic hippogriffs, and vile leucrotta. The forests and air is filled with even more species of avians, whether they be the gulls common along the northern coast, hunting raptors—eagles, hawks, and owls—who propagate close to the Duranteen Mountains, or the smaller sparrows and thrashers that nest in between. All of these creatures are under the protection of gigantic winged creatures: the sun gryphons, the glorious feathered masters of Veranthea's sky.

History: The sun gryphons appeared not long after the fifth *Conxecron*, but their immortal leader and creator—the destined sphinx Princess Temhkes—had already roamed the skies of Grethadnis for centuries. The first sightings of the majestic princess date back to the beginning of the Jabberwar, but the immortal ruler of Griffon's Spur is far older than even that. She hails from another dimension, an airborne utopia with more advanced technology than even that of the fallen Trekth, and is in Veranthea only through the meddling of Arenathi.

It was during an intense battle with Andraletha that the Traveler's God discovered a talent for slipping between the folds of existence, fleeing from the Just God's strikes and into another world entirely. Perfectly suited to this land of endless sky, Arenathi began to roam, keen to discover what this bountiful place had to offer. With the outward appearance of an enchanting and playful young maiden, she was quickly accepted into the society of airborne creatures dwelling there—none were suspicious of the youthful lass save for clever Temhkes. Seeing through this new arrivals façade, the sphinx cautiously waited for the opportunity to reveal her misgivings and oust the troublemaker.

Unfortunately for Temhkes, the Traveler's God didn't afford her the time to do so, and before long stole one of their treasured relics, quickly fleeing. Despite their powerful technology, the natives of this world failed to respond in time to catch the goddess, allowing her to escape with their prized possession. Only Temhkes, prepared for treachery, reacted swiftly enough to follow Arenathi—but riding the tail end of a deity's dimensional trail left the sphinx shattered and broken, a shadow of whom she once was, her very identity a riddle.

For two centuries Temhkes traveled the length and breadth of the Fair Continent in search of answers, but not

until *The Scarring* did she begin to find them. As the deities fought a tendril of pure wild magic stretched across the sky to touch the curious Temhkes, restoring to her some semblance of her past and the greatness so long denied her by Arenathi's meddling. She immediately set about staking out a territory of her own, settling on Grethadnis' northern coast where griffons (who reminded her of her lost people) were more common than men.

Crowning herself princess, the ruler of what would become known as Griffon's Spur used what little she could remember of her advanced knowledge to construct the enigmatic floating city of Arfahk, but that wasn't enough. Alone and lost in the world alien to her memories, she bred the local griffons into something more: sun gryphons. Though they are only a warped reflection of her true people, the sun gryphons have been her friends and companions ever since, and their kingdom has been one held in great esteem (and sometimes, contempt) by its peers.

Physical Description: Sun gryphons are unfailingly majestic creatures of great size, and though they are not able to fly without conditioning and training, they are sleek and regal predators all the same. Their feathers are golden in hue, beautifully accented by bronze-colored claws and beaks.

Society: Sun gryphons are a careful people, and prefer to remain distant with the other nations of Grethadnis, though within their own borders they prize experimentation and exploration. Virtually all of their youth are educated in the ways of the avian predator from a young age (most taking levels in the gryphon paragon racial class) and left to do as they will as soon as flight is achieved. Fiercely territorial, all of the citizens in Griffon's Spur are expected to lend aid when a threat within its borders is detected, making this kingdom one of the most aggressively defensive nations in all of Veranthea.

Relations: While most recently airborne youths are suspicious of the other races, sun gryphons become more curious and open minded as they mature and discover more about the world around them. Though utterly unlike Grethadnis' other denizens, what sets sun gryphons apart also makes them highly valued by the other races, and an air of respect (or focused hatred) is often paid to these curious avians.

Alignment and Religion: As creatures of the air many sun gryphons are inclined to chaotic alignments, and the benign nature of their homeland causes a predication towards good (though abandoned or nearly feral sun gryphons can be legendary in their malevolence). Through Temhkes' tutelage, many sun gryphons deeply believe in fate and worship Stephanilesia.



Adventurers: Sun gryphons take to adventuring for curiosity and a desire for fame, and their strength and size alone makes them fast allies with sorties seeking a powerful warrior—to say nothing of their other skills. One of the few sun gryphons to become known outside of Griffon's Spur is Krell Copperwing, and many of his kin look up to him as an ideal example of what a sun gryphon could become.

Sun Gryphon Names: Sun gryphon names are often simple, later elaborated upon as they accrue titles and claims to greatness, sometimes becoming quite specific in grandeur (though somewhat confusing at times).

Male Names: Akar, Krell, Larrakk, Rak, Rook, Yarrik

Female Names: Aklor, Cairl, Kiri,

Lekkri, Okal, Ylryk

SUN GRYPHON RACIAL TRAITS

+2 Strength, +2 Wisdom, -2 Constitution: Sun gryphons are physically powerful and perceptive, but have hollow bones.

Large: Sun gryphons are Large-sized creatures and have a -1 size penalty to attack rolls and AC, -4 size penalty to Stealth, and a +1 size bonus to CMB and CMD.

Normal Speed: Sun gryphons have a base speed of 30 feet.

Type: Sun gryphons are magical beasts.

Avian-borne: Sun gryphons gain a +2 racial bonus on Fly and Perception skill checks.

Dextrous Claws: Sun gryphon claws are not large enough to be used as natural weapons, but their front claws are nimble enough to manipulate manufactured tools and hold items without impairing their movement. A sun gryphon can even wield light and one-handed weapons, but takes a -2 racial penalty to all attack rolls with manufactured weapons, and can move only at half speed with a weapon in one claw (or one-quarter speed with weapons in both).

Griffon Senses: Sun gryphons have darkvision 60 ft. and low-light vision.

Bite: Sun gryphons have a bite natural weapon primary attack that deals 1d8 points of damage. Sun gryphons add 1 ½ times their Strength bonus on damage rolls with their bite attack.

Cover Feathers: Sun gryphons have a +2 natural armor bonus to AC.

Unfettered Predator: A sun gryphon's body bends and stretches in ways even specially designed armor cannot help but restrict. Sun gryphons increase the armor check penalty of any worn armor by 2, and suffer a -2 penalty on attack rolls while wearing medium or heavy armor. Sun gryphons also reduce their maneuverability rating by one step when flying while wearing medium or heavy armor. These penalties apply regardless of any armor proficiency the sun gryphon has.

Gryphon Wings: Sun gryphon have large wings capable of bearing them aloft for short periods of time. Though most sun griffons are not strong enough to use them for sustained flight, a sun griffon can always use Fly in place of Acrobatics to jump, and can make a DC 15 Fly check to avoid all falling damage from a fall from any height. While falling, a sun gryphon can make a DC 15 Fly check to move 5 feet laterally for every 20 feet he falls.

Languages: Sun gryphons begin play speaking Common and Sphinx. Sun gryphons with high Intelligence scores can choose from the following bonus languages: Auran, Celestial, Draconic, Gnoll, Gnome, Goblin, and Sylvan.

Quadruped: Sun gryphons are quadrupeds and their non-human physiology means they cannot use magic items that occupy the body, feet, or hands slots. In addition, they can only equip armor designed for sun gryphons, which costs 4× and weighs 2× as much as typical humanoid armor of the same type. However, to compensate their carrying capacity is 3× what their Strength score would otherwise indicate, and they gain a +4 bonus to CMD against overrun and trip combat maneuvers from their extra legs.

SUN GRYPHON EQUIPMENT

Sun gryphons have access to the following equipment.

BEAK TIP

Price 20 gp; **Weight** 1 lb.

This apparatus is worn over a griffon's beak, improving a sun gryphon's bite attack damage by one step (from 1d8 to 2d6 for most wearers) and cannot be used by creatures other than sun gryphons. A beak tip can be improved or enchanted as though it were a weapon and requires martial proficiency to use.

CLAW TIPS

Price 20 gp; **Weight** 2 lbs.

These metal sheaths slide over the claws of one hand to enhance a gryphon's natural armaments. If the wearer does not have a claw attack, but at least has fingers or claws to fit in the sheaths, they grant their wearer a claw natural attack that deals 1d4 points of bludgeoning or slashing damage. If the wearer already has a claw attack, it increases the damage by one step. A set of claw tips can be improved or enchanted as though they were a weapon.

GRYPHON FEATHERED ARROWS

Price 40 gp; **Weight** —

With the right alchemical preparations, arrows fletched with gryphon feathers can be made into extremely valuable ammunition—imbued with just a bit of their mastery over clouds. Gryphon feathered arrows ignore concealment due to fog or smoke, provided the user targets the correct square. Darkness, displacement effects, or other sources of concealment work normally. Crafting a single gryphon feathered arrow requires 20 gp of alchemical reagents (or 1,000 gp for 50 arrows) and a DC 20 Craft (alchemy check).

SUN GRYPHON EQUIPMENT QUALITIES

Clear Shot: Whenever an attack with a *clear shot* weapon is made against a target without any cover, it deals an additional 1 point of precision damage on a successful hit.

Moderate divination; CL 10th; Craft Magic Arms and Armor, *true strike*; Price +1,000 gp

Cloud Blessed: Armor with this property allows flying creatures to avoid their enemy with sudden darts and bobs. So long as the wearer of *cloud blessed* armor is flying, they gain a Dodge bonus to AC equal to the armor's enhancement bonus. However, on any turn in which the wearer has been attacked since the end of their last turn, the armor's wearer may not take a 5 ft. step. This property cannot be added to medium or heavy armor.

Moderate evocation; CL 12th; Craft Magic Arms and Armor, *wind wall*; Price +2 bonus

SUN GRYPHON FEATS

Sun gryphons have access to the following feats.

Aerial Evasion [Combat]

Nothing can threaten you as you soar through the air.

Prerequisites: Dex 13, Fly 3 ranks

Benefit: You can avoid damage from area-effect attacks while flying. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead takes no damage. Aerial evasion can only be used if you are flying and wearing light armor or no armor.

Overland Flight [General]

You can cross vast distances without fatiguing yourself.

Prerequisites: Dex 13, fly speed

Your speed and endurance while flying dramatically increase. You increase your base fly speed by 15 feet (40 feet when traveling long distances) and you only check for nonlethal damage once every 2 hours instead of every hour when attempting a hustle or forced march while flying.

Threatening Display [Combat]

You spread your wings out to cover your prey, creating a curtain of feathers that inspire fear.

Prerequisites: Wings

Benefit: As a standard action or at the beginning of a charge, you can cause all opponents within a 15-ft. cone to become shaken for 1 round/level. Creatures who have more Hit Dice than you or who succeed a Will save (DC 10 + ½ your Hit Dice + your Charisma modifier) are unaffected. You may use this feat a number of times per day equal to 3 + your Charisma modifier.

Wing Buffet [Combat]

You use your wings as natural weapons.

Prerequisites: Must possess wings, Ranks in Fly

Benefit: You gain two secondary wing attacks that deal 1d4 points of bludgeoning damage (1d6 if Large-sized). Your wings have a reach as though you were a creature one size larger. If you roll a natural 1 while making a wing attack, you strain yourself and cannot fly until you have received magical healing or a successful DC 20 Heal check.



Winged Misdirect [Combat]

You may use your wings to feint and defend against attacks.

Prerequisites: Must possess wings, wing natural attack

Benefit: You gain a +2 bonus on Bluff checks made to feint. Every time you successfully feint, you gain a +1 dodge bonus to your AC until your next turn. Additionally, if an opponent misses you with a melee attack after a combat feint, you may make an attack of opportunity using your wings.



Racial Prestige Class: Gryphon Paragon

Sun gryphons have many fine traits, but most yearn to soar through the skies of Veranthea and follow the path of the gryphon paragon. Exploring their bodies and undergoing daily, thrilling training, these avian creatures don't just take to the air—they dominate it.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 2d6x10 gp.

Class Skills

The class skills of a gryphon paragon are Acrobatics (Dex), Climb (Str), Fly (Dex), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

TABLE 4-4: GRYPHON PARAGON CLASS

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+2	+0	Gryphon's claws, gryphon skills +2
2nd	+2	+3	+3	+0	Bonus feat, natural armor +2
3rd	+3	+3	+3	+1	Fly, pounce, gryphon skills +2
4th	+4	+4	+4	+1	Bonus feat, natural armor +4
5th	+5	+4	+4	+1	Exemplar gryphon, rake

Weapon and Armor Proficiency: You are proficient with no armor or shields. You are proficient with your natural weapons.

Weapon and Armor Proficiency: You are proficient with no armor or shields. You are proficient with your natural weapons.

Gryphon's Claws (Ex): At 1st level, a gryphon paragon gains two primary claw attacks that deal 1d6 points of damage.

Gryphon Skills: At 1st level, a gryphon paragon gains a +2 racial bonus to Acrobatics and Perception. At 3rd level, your racial bonus increases to +4.

Bonus Feat: At 2nd and 4th level, the gryphon paragon selects a bonus feat. These feats must be taken from the following list: Flyby Attack, Hover, Iron Will, Skill Focus (Perception), Weapon Focus, and Wingover. At the GM's discretion, you may instead take a combat feat as your bonus feat (so long as you meet its prerequisites).

Natural Armor (Ex): At 2nd and 4th level, a gryphon paragon's natural armor bonus increases by +2.

Fly (Ex): At 3rd level, a gryphon paragon gains the ability to fly with a base speed of 40 feet (poor maneuverability).

Pounce (Ex): At 3rd level, a gryphon paragon may make a full attack at the end of a charge.

Exemplar Gryphon (Ex): At 5th level, a gryphon paragon gains a +2 size bonus to Strength and Constitution, and his fly speed increases to 80 ft. (average maneuverability).

Rake (Ex): At 5th level, when a gryphon paragon charges, he may make two additional claw attacks against the target of his charge.



CHAPTER 5: VERANTHEAN CHARACTER OPTIONS

CONDUIT BASE CLASS

Able to literally control the ebb and flow of magic around them, some warriors are destined from birth to live an existence outside the normal flow of the world—and by very nature, into legend. With an impressive degree of martial prowess, conduits are fell opponents capable of negating and even redirecting any mystical assistance their foes bring to bear with terrifying counterattacks that literally force the energies directed at them back towards their originators.

Role: The conduit is a versatile class that can fit a number of different roles. Given their myriad abilities, a conduit might be a dangerous warrior, a ranged powerhouse, a swift scout, or an extremely sly operator. Still, they require magic to function properly and in low fantasy settings, the conduit might find themselves at a great disadvantage when compared to their martial counterparts.

Alignment: Conduits may be of any alignment.

Hit Die d8

CLASS SKILLS

The conduit's class skills are Acrobatics (Dex), Bluff (Cha), Fly (Dex), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha)

Skill Ranks per Level: 4 + Intelligence modifier.

Weapon and Armor Proficiencies: Conduits are proficient with simple weapons, mystical weapons (see their class ability below), and light armor, but not shields.

Conduction Pool: A conduit receives a pool of conduct points with a capacity that increases with each level, delineated on Table: Conduit. This represents the number of equivalent spell levels a conduit may have stored within their body with mystical conduction at any given time. When they do not have a sufficient amount of empty points in their conduction pool, a spell affects them normally (so if a 6th level conduit has a conduction pool currently filled with 9 conduct points and is targeted with a *ray of exhaustion*, a 3rd-level spell, they are treated as normal targets and it cannot be absorbed).

A conduit may spend no more than half their conduit level (minimum 1) in conduct points per round (up to a maximum of 10 at 20th level). Conduct points have an indefinite duration and last until they are expended. Unless noted otherwise, spending a conduction pool point takes a swift action.

TABLE 5-1: CONDUIT

Level	Base Attack	Fort	Ref	Will	Conduction Pool Maximum	Class Abilities
1st	+0	+0	+0	+2	3	Mystical bolt, desperate measures, mystical conduction
2nd	+1	+0	+0	+3	5	Mystical protections
3rd	+2	+1	+1	+3	6	Mystical power
4th	+3	+1	+1	+4	8	Mystical weapons
5th	+3	+1	+1	+4	10	Mystical movement
6th	+4	+2	+2	+5	11	Mystical power
7th	+5	+2	+2	+5	13	Improved mystical bolt, spell resistance
8th	+6/+1	+2	+2	+6	15	Conduit dissipation
9th	+6/+1	+3	+3	+6	16	Mystical power
10th	+7/+2	+3	+3	+7	18	Improved mystical weapons
11th	+8/+3	+3	+3	+7	20	Mystical boost
12th	+9/+4	+4	+4	+8	21	Mystical power
13th	+9/+4	+4	+4	+8	23	Desperate means
14th	+10/+5	+4	+4	+9	25	Conduit disruption, improved spell resistance
15th	+11/+6/+1	+5	+5	+9	26	Improved mystical boost, mystical power
16th	+12/+7/+2	+5	+5	+10	28	Conduit redirection
17th	+12/+7/+2	+5	+5	+10	30	Mystical fortune
18th	+13/+8/+3	+6	+6	+11	31	Mystical power
19th	+14/+9/+4	+6	+6	+11	33	Greater mystical boost
20th	+15/+10/+5	+6	+6	+12	35	Mystical apotheosis



Mystical Conduction (Su): Conduits possess the unique ability to absorb magic around them. A conduit can absorb any spell or spell-like ability that targets a single creature and is directed at them (regardless of source) and draw it into their bodies as an immediate action and negating the spell's effects on the conduit, provided that they are aware of the spell. Spells and spell-like abilities absorbed this way are converted into conduction pool points at a rate of 1 per spell level.

Only spells of a level equal to half the conduit's class level may be absorbed (so a 5th level conduit could absorb up to 2nd- and 1st-level spells).

Spells of 0th level (cantrips and orisons) are treated as though the conduit had spell resistance equal to 11 + conduit level and cannot be absorbed for conduct points.

At 7th level, mystical conduction becomes a free action to activate.

Mystical Bolt (Su): As a standard action, the conduit can convert absorbed mystical energy into deadly rays of magic. This ability activates by spending a single conduct point from the conduit's conduction pool and making a ranged touch attack within 30 ft., dealing 2d6 damage to a single creature on a successful hit. For every additional conduct point spent to activate this ability, the damage increases by 1d6. The range of this ability increases by 5 feet per conduit level (to a maximum of 130 feet at 20th level). Using mystical bolt does not provoke attacks of opportunity.

Desperate Measures (Su): The conduit has experienced how intense pain can awaken their remarkable abilities, allowing them to empower themselves by awakening the very magic that courses in their veins.

Once per day per two conduit levels (minimum 1), a conduit may injure themselves and gain some points for their conduction pool in exchange as a full-round action. The conduit takes twice their conduit level in damage and gains half as conduction pool points.

Mystical Protections (Su): At 2nd level, a conduit may expend a conduct point to gain a +1 deflection bonus to AC for one minute per conduit level. This bonus increases to +2 at 6th level and every 4 levels thereafter, to a maximum of +5 at 18th level.

Mystical Power: At 3rd level, a conduit can create a number of supernatural effects by manipulating the power within their conduction pool. A conduit gains one mystical power of their choice. He gains an additional mystical power at 6th level and every three levels thereafter.

Unless otherwise noted, using a mystical power is a standard action that does not provoke an attack of opportunity. The save to resist a mystical power is equal to 10 + 1/2 the conduit's level + the conduit's Charisma modifier.

Alacrity (Su) The conduit gains a circumstance bonus to Intelligence-based checks for a number of minutes equal to their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability.

Conduit Deflect (Su) The conduit hones their perception of their surroundings and may deflect a melee or ranged attack as an immediate action. Activating conduit deflect costs a number of conduction pool points equal to 1/2 their conduit level. The conduit makes a level check (1d20 + their conduit level) against a DC equal to the attack roll. If the conduit succeeds on this check, the attack is deflected entirely (as though the attack was a miss).

Conduit Strike (Su) The conduit learns to make his mystical bolts more effective, albeit contained; the damage die increases by one step (from 2d6 to 2d8 or from 2d8 to 2d10). When using conduit strike, the range of mystical bolt is reduced to touch.

Convince (Su) The conduit gains a circumstance bonus to Charisma-based checks for a number of minutes equal to their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability.

Disappear (Sp) The conduit learns to mask their presence with magic in the most fundamental of illusions, granting themselves the ability to turn *invisible* for a number of minutes equal to conduction pool points spent. At 8th level, a conduit with this ability may treat it as though it were *improved invisibility*, but when using this variant effect the duration is limited to a number of rounds equal to conduction pool points spent.

Explode (Su) The conduit learns to shape their mystical bolt into a maelstrom of arcane power that damages everything around them (leaving the conduit unharmed). Doing so costs a conduit twice as many of conduction pool points as normal, but their mystical bolt damages all creatures in a 15-ft-radius centered around themselves. A successful Reflex save halves the damage from this attack.

Focus (Su) The conduit gains a circumstance bonus to Wisdom-based checks (but not Will saves) for a number of minutes equal to their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability.

Funnel (Su) The conduit has mastered the shaping of his mystical blasts, learning to funnel it into a dangerous cone to engulf his enemies. Doing so costs a conduit twice as many conduction pool points as normal, but their mystical bolt damages all creatures in a 30-ft. cone. A successful Reflex save halves the damage from this attack.

Grace (Su) The conduit gains a circumstance bonus to Dexterity-based checks (but not Reflex saves, CMB, or ranged attack rolls) for a number of minutes equal to their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability.

Line (Su) The conduit can unleash their mystical bolts with a dangerous potency that scorches away from them in a direct line. Doing so costs a conduit twice as many conduction pool points as normal, but their mystical bolt damages all creatures in a 60-ft. line. A successful Reflex save halves the damage from this attack.

Rapid Bolts (Su) The conduit learns how to channel the energies of their mystical bolt more quickly; at the expense of one conduction pool point, they may fire a number of mystical bolts (each at their normal cost) equal to their total number of attacks per round as a full-attack action.

Rigor (Su) The conduit gains a circumstance bonus to Constitution-based checks (but not Fortitude saves) for ten minutes per their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability.

Surge (Su) The conduit gains a circumstance bonus to Strength-based checks (but not CMB, melee attack or damage rolls) for a number of minutes equal to their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability. The bonuses from surge stack with all other Strength bonuses (be they racial, enhancement or otherwise) but not itself.

Vitality (Su) The conduit gains a number of temporary hit points equal to three times the conduction pool points expended to activate this ability. Vitality may only be used once per day per six conduit levels (minimum 1). These temporary hit points last until removed or their conduit level x 2 hours, whichever comes first.

Mystical Weapons (Su): At 4th level, the conduit learns to literally manifest magic within their hands, forming it into weapons of considerable power. For the expenditure of 2 conduction pool points, the conduit creates a melee weapon out of magical energy; this weapon may be of any type, and the conduit is treated as proficient with it regardless of the form he chooses it to materialize as (though size penalties still apply). This weapon has a +1 enhancement bonus to attack and damage that increases by one at 8th level and every four levels thereafter, to a maximum of +5 at 20th level.

A conduit may create one large weapon this way, two medium weapons, a medium weapon and a heavy or light shield, or up to four light weapons. These weapons persist for a number of minutes equal to half conduit level.

Mystical Movement (Su): At 5th level, the conduit learns to use their primal power of magic to move flit about the landscape in bursts of speed. As a standard action, a conduit gains an enhancement bonus to his base land speed equal to 10 ft. times the number of conduct points spent using mystical movement. In addition, the conduit can spend one conduct point from their conduction pool to gain a climb or swim speed equal to half his base land speed. This effect lasts for a number of minutes equal to conduit level.

At 7th level, a conduit may expend 2 conduction pool points to gain a fly speed equal to half his base land speed (average maneuverability).

At 9th level, the climb, fly, and swim speeds gained through this ability are equal to base land speed, and the enhancement gained per point spent increases to 15 ft. (in addition, the conduit may spend one additional conduct point to increase their flying maneuverability by one step).

At 12th level, a conduit may spend one conduct point to gain a burrow speed equal to his base land speed.

At 15th level, the duration of these movement effects (burrow, climb, fly, swim) increases to hours per conduit level.

Improved Mystical Bolt (Su): At 7th level, the conduit's processes of re-working mystical energies become even more efficient, and they increase the damage die of their mystical bolts by one step (from 2d6 to 2d8).

Spell Resistance (Su): At 7th level, the conduit's body becomes naturally inured to magic, and they develop an organic resistance to it. The conduit gains spell resistance equal to 6 + their conduit level. Should they already possess spell resistance, increase its value by 2. Furthermore, the conduit is able to lower their spell resistance as an immediate action.

Conduit Dissipation (Su): At 8th level, the conduit's talent for absorbing magic becomes so fine that they are literally able to drain it from an entire area. When the conduit is a target within an area spell, they may attempt to absorb it by making an opposed caster level check, using his conduit level as his caster level. If the conduit succeeds (and has enough conduction pool available to hold the spell) it is absorbed and the spell's effects are entirely negated (not just those affecting the conduit).

Improved Mystical Weapons (Su): At 10th level, the conduit learns to grant magical weapon properties to their mystical weapons. When creating a mystical weapon, a conduit can additionally expend a number of conduct points from their conduction pool equal to the equivalent enhancement bonus, a conduit may bestow a weapon enchantment onto a mystical weapon that lasts until the weapon dissipates. For example, a 10th level conduit might spend 1 conduct point to grant their scimitar mystical weapon the *flaming* property, or

two conduct points to grant their scimitar mystical weapon *flaming burst*.

Mystical Boost (Su): At 11th level, the conduit can use the primal energies of the magics they've absorbed to enhance their physical and mental attributes. The conduit gains a +2 enhancement bonus any one attribute score for 1 hour per conduit point expended.

Desperate Means (Su): At 13th level, the conduit learns how to make the absolute most of their own essence when using it to fuel their miraculous abilities. Once per day when they are using desperate measures, the conduit may instead injure themselves, taking one temporary point of Constitution damage to gain 4 conduction pool points. At 16th level, they may do so twice per day and gain 8 conduction pool points each time rather than four. At 19th level, they may do so three times per day and gain 12 conduction pool points each time rather than eight.

Conduit Disruption (Su): At 14th level, the conduit's control over magic becomes truly impressive. Once per day they may make an opposed caster level check (using their conduit level as caster level) against a spellcaster or creature possessing spell-like abilities within 30 feet as a standard action, draining a number of prepared spells, spell slots, or daily uses of a spell-like ability equal to one half of the conduit's level, restoring one point of the conduction pool per spell or spell-like ability drained in this way, regardless of level. These prepared spells, spell slots, and daily uses of spell-like abilities are lost from the lowest available first, and should a conduit lack the requisite space in their conduction pool, the points are lost. Conduit disruption provokes an attack of opportunity.

Improved Spell Resistance (Su): At 14th level, the conduit's spell resistance improves to 11 + conduit level. If the conduit already had spell resistance from another source, the value of their spell resistance increases by 2.

Improved Mystical Boost (Su): At 15th level, the enhancement bonus granted by mystical boost increases to +4.

Conduit Redirection (Su): At 16th level, the conduit learns how to redirect magic without channeling it through themselves. As an immediate action, the conduit expends a number of conduction pool points equal to the spell level of the magic effect targeting him and makes an opposed level check (1d20 + conduit level vs. 1d20 + caster level) against the source of the effect. On a success, the conduit reflects the spell or spell-like ability as though it were affected by *spell turning*, except targeting a target or area of the conduit's choice.

Mystical Fortune (Su): At 17th level, the conduit can enact their powers against fate itself, changing the probability of an outcome with the flick of a wrist or wink of the eye. As

a swift action they may expend 2 conduct points to force a creature to reroll any one d20 check the target has just made. The creature must take the results of the second roll, even if it is worse. A conduit may use this ability once per day for every five conduit levels, but never more than once per round.

Greater Mystical Boost (Su): At 19th level, the enhancement bonus granted by mystical boost increases to +6.

Mystical Apotheosis: The conduit's entire body becomes suffused with arcane, divine and ethereal energies as they transcend their mortal existence. They become immune to the effects of aging and do not require sleep, food or water. In addition, they become immune to magic like a golem and are able (if they so choose) to ignore any spell that is subject to spell resistance. All of the conduit's attacks with natural weapons or wielded armaments automatically bypass damage reduction.



BEZTEKORPS PRESTIGE CLASS

Masters of sciobtha canisters and *ankshirr water*, these warriors of Grethadnis fly through combat with astonishing ease. Crisscrossing the battlefield in rapid bursts of air, the Beztekorpss slashes enemies as they streak from place to place, cartwheeling to and fro.

Role: Adventurers keen to make use of the Beztekorpss' amazing equipment (to fly through the air like a boss and slash up enemies) or harboring a hatred for giants will be right at home with this prestige class.

Hit Die: d8

REQUIREMENTS

To qualify to become a Beztekorpss, a character must fulfill all the following criteria.

Skills Acrobatics 3 ranks

Feats Combat Expertise, Dodge

Special Favored enemy (giant), gnome or halfling

CLASS SKILLS

The Beztekorpss' class skills (and the key ability for each skill) are Acrobatics (Dex), Disable Device (Dex), Fly (Dex), Knowledge (geography) (Int), Knowledge (engineering) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

TABLE 5-2: BEZTEKORPS PRESTIGE CLASS

Level	Base Attack	Fort	Ref	Will	Special	Aerial Bonus
1	+1	+0	+1	+0	Rationed resources, sciobtha trained	+1
2	+2	+1	+1	+1	Flyby Attack, improved favored enemy (giant)	+1
3	+3	+1	+2	+1	Ankshirr Catalyst, defensive roll	+2
4	+4	+1	+2	+1	Evasion, improved reaction	+2
5	+5	+2	+3	+2	Sciobtha master, uncanny dodge	+3
6	+6	+2	+3	+2	Slashing charge	+3
7	+7	+2	+4	+2	Improved favored enemy (giant)	+4
8	+8	+3	+4	+3	Improved evasion	+4
9	+9	+3	+5	+3	Improved uncanny dodge	+5
10	+10	+3	+5	+3	Aerial dervish	+5

Weapon and Armor Proficiency: Beztekorpss are proficient with simple weapons, bastard swords, daggers, falchions, greatswords, longswords, rapiers, scimitars, shortswords, and two-bladed swords. Beztekorpss are proficient with light armor and shields, but not tower shields.

Aerial Bonus (Ex): While flying, the Beztekorpss gains an insight bonus to AC, attack rolls, damage rolls and Reflex saves equal to half their level (minimum 1).

Rationed Resources (Ex): Beztekorpss are all capable of creating *ankshirr water* as though they met the all the crafting requirements. Once per day, they can create a vial of *ankshirr water* at half the normal cost. In addition, Beztekorpss who are part of large organizations are normally provided with 5 vials of *ankshirr water* and enough sciobtha canisters to fully recharge a sciobtha harness each week.

Sciobtha Trained (Ex): A Beztekorpss is well-trained in the use of a sciobtha harness. When using a sciobtha harness to fly, they may add their ranks in Acrobatics to all Fly checks.

Improved Favored Enemy (Giant): At 2nd level, the Beztekorpss' favored enemy bonus against giants increases by +2,

and they deal +1d6 precision damage against giants. At 7th level this bonus increases by an additional +2 and their precision damage increases to +2d6. This does not increase the bonuses granted against any other types of favored enemies.

Flyby Attack: At 2nd level, a Beztekorpss gains Flyby Attack as a bonus feat.

Ankshirr Catalyst (Ex): As the Beztekorpss becomes more accustomed to flying through the air with *ankshirr water*, their body becomes more receptive to the effects of it. At 3rd level they double the duration of its effects to 2 hours. At 9th level, the Beztekorpss doubles the duration again (to 4 hours).

Defensive Roll (Ex): Starting at 3rd level, once per day, a Beztekorpss can attempt to avoid a lethal blow. This functions as the rogue's advanced talent of the same name. At 6th level a Beztekorpss may use this ability twice per day, and at 9th level they may use this ability three times per day.

Evasion (Ex): At 4th level, a Beztekorpss gains evasion. If exposed to any effect that normally allows them to attempt a Reflex saving throw for half damage, they take no damage with a successful saving throw. The evasion ability can only



Walt F.

be used if the Beztekorp is wearing light armor or no armor.

Improved Reaction (Ex): At 4th level, a Beztekorp gains a +2 class bonus on initiative checks. At 8th level, the bonus increases to +4.

Sciobtha Master (Ex): At 5th level, the Beztekorp has mastered the nuances of sciobtha canisters; they now expend half as many charges as normal (rounding up, minimum 1) when using sciobtha harnesses.

Uncanny Dodge (Ex): At 5th level, a Beztekorp cannot be caught flat-footed, even if the attacker is invisible. They still lose their Dexterity bonus to AC if immobilized. A Beztekorp with this ability can still lose their Dexterity bonus to AC if an opponent successfully uses the feint action against them.

If a Beztekorp already has uncanny dodge from a different class, they automatically gain improved uncanny dodge instead.

Slashing Charge (Ex): At 6th level, when a Beztekorp uses Flyby Attack to make an attack, they gain all the benefits of a charge, and can choose to make a single attack with a weapon in each hand.

Improved Evasion (Ex): This ability, gained at 8th level, works like evasion (see above). A Beztekorp takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, they take only half damage even if they fail their saving throw.

Improved Uncanny Dodge (Ex): At 9th level and higher, Beztekorp can no longer be flanked. This defense denies a rogue the ability to sneak attack the Beztekorp by flanking them, unless the attacker has at least four more rogue levels than the target has Beztekorp levels.

If a Beztekorp already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Aerial Dervish (Ex):

At 10th level the Beztekorp can make a full-attack action during a Flyby Attack. They can always take a 10 on a Fly check to maneuver in a sciobtha harness and automatically confirm critical hits against giants while they benefit from their aerial bonus ability.

Sciobtha Propulsion: The Beztegloven city-states have mastered the art of capturing and pressurizing gasses. When used in conjunction with *ankshirr water*, sciobtha canisters can propel creatures through the air as if they were flying.

SCIOBTHA HARNESS

Price 260 gp; **Weight** 15 lbs.; **Slot** shoulders

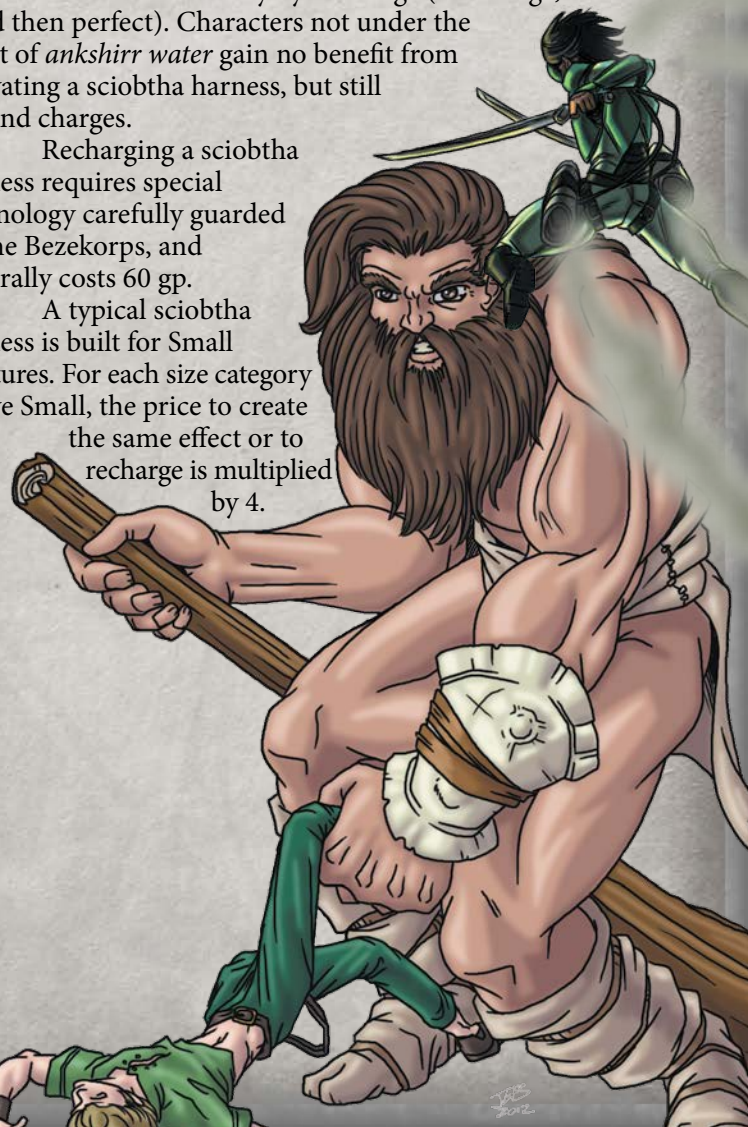
A tight-fitting harness made primarily of chains and thin metal plates, into which at least a half dozen brass canisters have been fit, each with nozzles pointed in different directions.

These complex harnesses allow their wearers to carefully control the release of gas from a number of sciobtha canisters, granting them limited powers of flight. Being non-magical, these harnesses are extremely complex and any character without the sciobtha trained class feature takes a -10 circumstance penalty on all checks to use it.

As a swift action, characters under the effect of *ankshirr water* can activate a Sciobtha Harness with a DC 15 Fly check, gaining a fly speed equal to twice their base speed with poor maneuverability until the end of the round. Doing so uses 2 charges, of which a fully charged Sciobtha Harness has 60. Failing this check by 4 or less results in the character moving double their base speed in a direction of their choosing, failing by 5 or more results in this movement being in a random direction. For each 5 points a character succeeds their Fly check by, they can expend one extra charge to improve their maneuverability by one stage (to average, good then perfect). Characters not under the effect of *ankshirr water* gain no benefit from activating a sciobtha harness, but still expend charges.

Recharging a sciobtha harness requires special technology carefully guarded by the Beztekorp, and generally costs 60 gp.

A typical sciobtha harness is built for Small creatures. For each size category above Small, the price to create the same effect or to recharge is multiplied by 4.



Ankshirr Wells: The mystical water sources protected by the Beztegloven city-states are enormously valuable to any resident of the savanna. Their primary defenders—the Beztekorps—depend on it to fight off the persistent taiga giants.

ANKSHIRR WATER

Aura weak transmutation; **CL** 1st
Slot none; **Price** 650 gp; **Weight** —
DESCRIPTION

This vial of clear, fresh water is so incredibly light that if left unattended, it floats in the air of its own accord.

Each vial of *ankshirr water* consumed reduces a character's weight by 30 lbs. (to no less than 1 lb.). This effect lasts for one hour, but has no mechanical benefit until this has reduced a character to at least 20% their original weight, at which point the imbiber feels the other effects of the enchantment.

An affected character gains a +2 enhancement bonus to Dexterity, a +15 enhancement bonus to Acrobatics checks made to jump (and are always treated as having a running start) as well as a +5 enhancement bonus to all other acrobatics checks. Finally, affected characters also increase their base movement speed by 10 ft. (plus an additional 10 ft. for each size category above Small).

Ankshirr water can also be applied to inanimate objects, reducing their weight by 30 lbs. for one hour.

The effects of a *vial of ankshirr water* last for 1 hour and if drawn from a naturally occurring source, cannot be dispelled. The effects of a *vial of ankshirr water* cease if the affected creature carries more than a light load for more than one round.

CONSTRUCTION

Requirements Craft Wondrous Item, *create water, feather-fall, levitate*; **Cost** 325 gp

NEW MATERIAL: REICOSTEEL

This remarkably light metal is unique to the Beztegloven city-states, forged by the small folk of the Dry Walkabout (who are able to easily integrate *ankshirr water* into the forging process).

Most armors made from reiciosteel are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing reiciosteel full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty to all their attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from reiciosteel are decreased by 15%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

Any item made from reiciosteel weighs one tenth (1/10th) as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of reiciosteel (a longsword can be a reiciosteel weapon, while a quarterstaff cannot.) Reiciosteel

DIMINISHMENT GAS

Aura moderate transmutation; **CL** 13th
Slot none; **Price** 10,000 gp; **Weight** ½ lb.
DESCRIPTION

This black tube of metal is surprisingly light, and emblazoned on its front in bold, white letters are "XXX".

When a Beztekorps assault squad or fortification is being overrun by their enormous enemies, they are sanctioned to use *diminishment gas*. Canisters of *diminishment gas* are designed to be thrown and act as simple weapons with a range increment of 40 feet. A round after being activated a canister of *diminishment gas* spews forth smoke that spreads like a *stinking cloud* for 10 rounds. Creatures of the Giant type must make a DC 20 Will save or take 1 negative level every round that they remain within the confines of *diminishment gas*. Once activated, a canister of *diminishment gas* expels smoke until it is empty.

CONSTRUCTION

Requirements Craft Wondrous Item, 3 vials of *ankshirr water, enervation, mass reduce person*; **Cost** 5,000 gp



weapons count as silver for the purpose of overcoming damage reduction.

Reiciosteel weapons are specifically designed to cut through the defenses of taiga giants; against these targets, an attacker wielding a reiciosteel weapon ignores half a taiga giant's deflection and natural armor bonuses (reducing their AC by 6 for most taiga giants). Against other creatures of the giant subtype, these weapons ignore half of their natural armor bonus.

Weapons or armors fashioned from reiciosteel are always masterwork items as well; the masterwork cost is included in the prices given below.

Reiciosteel has 20 hit points per inch of thickness and hardness 12.

TABLE 5-3: REICOSTEEL

Type of Reiciosteel Item	Item Price Modifier
Light armor	+2,000 gp
Medium armor	+6,000 gp
Heavy armor	+12,000 gp
Shield	+3,000 gp
Other items	+750 gp/lb.

THE CULT OF THE DRAGONMINDED

The surface world knows dragons as monsters and rightly so, but few know why—that a million dragons were the key to a prison of incalculable power. Now the prison is open, the wardens are free, and it falls to mortals to round up the prisoners, the Nightmare Gods themselves. Those who take up the mantle that every dragon ever born has failed to carry are the Dragonminded.

Founded only days after the Nightmare Gods were released onto Veranthea, the Dragonminded are a cult who religiously fight against the dark deities, their influence in the world, and especially their servants. Though united in cause the organization is as divided in their means and how they set about to achieve them as the people that make up their ranks. Though often at odds with one another the dragonminded have three high-level objectives: to destroy the influence of the Nightmare Gods, to repair the shield that once imprisoned them, and to prevent the advance of their dark servants.

To accomplish this the order of warriors tap into phenomenal psychic powers, separating their bodies and minds to protect both from the ravages of the darkness. This power requires devotion but is ultimately a divine boon granted by their patron deity, Sciemaat (a demigod who formed from the remains of the original psychic shield). His mind is as fragmented as the cult who follow him but is more than capable of guiding his servants (and other unknowing or unwilling parties) into amassing shards of the original shield to consolidate its power and focus his mind.

Dragonminded Sects

The cult of the dragonminded all believe that the Nightmare Gods must be defeated but against a foe so powerful, none can agree on the means to do so.

Learn From the Nightmare: Working in close collaboration with the Collectors, this sect of the dragonminded find all the relics of the dark gods they can and turn them over to the explorers organization for study. The Collectors then reveal what they learn—and keep any artifacts in one of their deep vaults.

Unlike other dragonminded they don't answer to a leader of their own, taking orders from the leaders of the Collectors and working independently in small groups to venture into the heart of the abyss and back on a regular basis.

Shield The Surface: Some dragonminded admit the shield that once protected the living from the Nightmare Gods is too broken to hold the darkness at bay any longer yet only by sealing the darkness away to devour itself will the living have any chance to prevail. They tirelessly work to collapse the passages into the Forever Dark—from the largest mines in Goblinvania to the smallest graves in Urethiel—despite the collateral damage that might cause.

Each dig site is supervised by one of the descendants of the seemingly immortal Rotak Irontooth (NG Male dwarf expert 8/dragonminded 10). Aside from being a brilliant engineer, leading the Shield the Surface sect, and being nearly a thousand years old, Rotak has survived more monster attacks, cave collapses, and assassination attempts than any other leaders among the dragonminded.

Tame the Darkness: Many dragonminded feel that the fight against the Nightmare Gods will be nearly eternal and only by bringing civilization to their darkness can they hope to defeat them. By slowly and surely carving the tunnels of the Forever Dark into a sprawling fortress, they dismantle traps, dismiss the darkness, and remove anywhere for the darkness to hide.

Their leader, August Labar (N Female human magus 6/dragonminded 8) leads the mundanities of the work to her companions. Daily, she leads expeditions out into the darker tunnels, actively dissuading any nightmare creatures from coming close by dismembering them on sight.

The Sea Comes Down: Some dragonminded feel that the only way to stop the Nightmare Gods is to destroy them and that the best way to do so is to bring about a cataclysm: to open up the Forever Dark to the seas above. Their extensive mining operations suffer countless setbacks but are supported by the church of Matilondo—it is only a matter of time before they succeed, emptying the oceans and drowning the nightmares of the subterranean darkness.

They are led by Vaharalla Mellicson (LE Human paladin [merchanteer of Matilondo] 14), a severe man who sees the work he is doing as a service for all the surface races. He has no qualms about conscripting anyone he finds are able-bodied but prefers the tireless laborers provided by the enslavement of the undead.

DRAGONMINDED PRESTIGE CLASS

Few remember the original purpose of dragons—that they once protected the world at large from the maddening chaos and unfathomable terror of the Nightmare Gods. Individuals that know the truth of the dragons' original nature, or that they failed in their task to hold the Nightmare at bay, are uncommon at best, but even rarer are those willing to take up the abandoned duty. The world does not need to be reduced to ash as a result, often thanks to the dragonminded.

Dragonminded are defensive psionic combatants that focus on resistance, survival, and keen intuition. Though the most common aspirants of their order begin as psychic warriors, any character with a good base attack bonus and a feat free to take Wild Talent can make excellent dragonminded.



Role: Dragonminded are difficult to faze and hard to affect with magic or psionics unless they wish to be. They are most comfortable charging through combat to reach enemy psions, but are more than capable of fending off entire groups of enemies at once.

Alignment: Dragonminded are strongly aligned against the forces of darkness and chaos, tending towards lawful and good alignments. However they are willing to allow anyone to join their ranks, so long as they put their powers to use fighting the forces of the Nightmare Gods.

Hit Die: d12

TABLE 5-4: THE DRAGONMINDED

REQUIREMENTS

To qualify to become a dragonminded, a character must fulfill all the following criteria.

Base Attack Bonus +6

Psionics: Character must be a psionic character

CLASS SKILLS

The dragonminded's class skills (and the key ability for each

skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Knowledge (dungeoneering), Knowledge (engineering), (Int), Perception (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points per Day
1st	+1	+1	+0	+1	Disruptive, fugue state	5
2nd	+2	+1	+1	+1	Matter over mind 1/day	11
3rd	+3	+2	+1	+2	Power resistance	18
4th	+4	+2	+1	+2	Manifestation	26
5th	+5	+3	+2	+3	Matter over mind 2/day	35
6th	+6	+3	+2	+3	Power sink	45
7th	+7	+4	+2	+4	Manifest power	56
8th	+8	+4	+3	+4	Matter over mind 3/day	68
9th	+9	+5	+3	+5	Improved manifest	81
10th	+10	+5	+3	+5	Mindless	95

CLASS FEATURES

Weapon and Armor Proficiency: Dragonminded gain proficiency with firearms.

Power Points/Day: A dragonminded gains a pool of power points, as indicated on Table: The Dragonminded. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. If a dragonminded has power points from a different class, those points are pooled together. They can use these power points to manifest powers gained through other sources, but they do not gain the ability to manifest powers on their own.

Disruptive (Ex): The dragonminded gains Disruptive as a bonus feat. They do not need to meet this feat's prerequisites.

Fugue State (Ps): A dragonminded can briefly separate his mind and body to better resist the powers of the nightmare. Starting at 1st level, a dragonminded can enter this fugue state for a number of rounds per day equal to 3 + his Wisdom modifier. At each level after 1st, he can maintain this state for 1 additional round. Temporary increases to Wisdom, such as those gained from spells like *owl's wisdom*, do not increase the total number of rounds that a dragonminded can maintain a fugue state per day. A dragonminded can enter a fugue state as a swift action, and end the fugue state as a free action. The total number of rounds of fugue state per day is renewed after resting for 8 consecutive hours.

While in a fugue state, a dragonminded gains a +4 morale bonus to Strength and Constitution, as well as Power Resistance equal to 10 + his dragonminded level + his Wisdom modifier. In addition, he takes a -2 penalty to attack rolls. The increase to Constitution grants the dragonminded 2 hit points per Hit Dice, but these disappear when the fugue state ends and are not lost first like temporary hit points. If a dragonminded falls unconscious his fugue state immediately ends, placing him in peril of death. While in fugue state, a dragonminded cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride), any ability that requires concentration, and cannot manifest powers or cast spells.

Any time a dragonminded would spend a round of fugue state, a dragonminded can instead choose to expend a number of power points equal to their hit dice to avoid expending that round of fugue state.

Matter over Mind (Su): At 2nd level, a dragonminded's mind is always sequestered from their body. Once per day, they can choose to make a Fortitude save in place of a Will save. A dragonminded can use this ability one additional time per day for each three levels beyond 2nd, up to 3/day at 8th level.

Power Resistance (Ex): At 3rd level, a dragonminded gains power resistance equal to 5 + ½ dragonminded level + Wisdom modifier.

Power Sink (Su): At 6th level, a dragonminded is truly anathema to psions. As a standard action, a dragonminded can manifest *antipsionics field* as a psi-like ability, centered on themselves, using their hit dice as their caster level. This ability can be activated a number of rounds per day equal to their Wisdom modifier.

Manifestation (Su): As a standard action while in a fugue and take actions, and is directed by the dragonminded. It

uses all the same statistics as the dragonminded, with the following exceptions: it shares a single pool of hit points with the dragonminded, gains the incorporeal subtype, and is immune to all spells and effects that allow spell or power resistance. The manifestation threatens opponents for purposes of flanking, but cannot take attacks of opportunity.

On the round it manifests, it can make a single attack before dispersing at the end of the round. However, it can be sustained until the end of the dragonminded's next turn as a swift action by spending an additional round of fugue. On additional rounds, the manifestation can make a single attack, a single Intelligence-, Charisma-, or Wisdom-based skill check, or manipulate objects as though it had a Strength of 10. As a move action, the dragonminded can move the manifestation up to 30 ft. in any direction, provoking attacks of opportunity as normal.

Manifest Power (Su): At 7th level, a dragonminded's manifestation is capable of tapping into any magical or psionic powers he is capable of using. The manifestation may, instead of making an attack, manifest a single power or cast a single spell with a range other than self.

Improved Manifest (Su): At 9th level, a dragonminded can manifest more rapidly and for a longer time. On the round it manifests, both the dragonminded and his manifestation may make a single attack action. In addition, the dragonminded needs only spend a number of power points equal to their dragonminded level to avoid expending a round of fugue state.

Mindless (Ex): At 10th level, a dragonminded in fugue state is immune to any effect that requires a Will save. In addition, they can use their Matter over Mind ability an unlimited number of times per day.

DRAGONMINDED ARCHETYPES

Dragonminded come from all walks of life and learn all manner of tricks to protect both mind and body from the taint of the Nightmare Gods by calling spirits from other planes to protect their own.

Outermind

Almost as much as the living, creatures from other planes seek to fight the Nightmare Gods, and some allow themselves to become tools in service of that goal.

Summon Allies (Sp): At 2nd level, an outermind can cast *summon monster I* three times per day as a spell-like ability. At 4th level, and every two levels thereafter the level of this summoning spell increases by one, up to *summon monster V* at 10th level. This ability replaces matter over mind.

Otherworldly Manifestation: At 4th level, when an outermind enters a fugue state, rather than manifest their own soul as a standard action they instead call upon a powerful outsider. The outermind calls upon an outsider who takes the form of an [eidolon](#)^{APG}, as a [summoner](#)^{APG} equal to twice the outermind's level. This eidolon remains only as long as the outermind concentrates on it as a swift action, and spends a round of fugue to sustain it. This eidolon is considered to be the outermind's manifestation and once its form and abilities are chosen, it can only be changed when the outermind gains another dragonminded level. This ability modifies manifestation.

Phantom

By calling upon spirits whose minds have already been broken by the Nightmare Gods, a phantom can further protect their own.

Phantom Fugue: When a phantom enters a fugue state, they allow a fragment of another spirit into their body and control it, siphoning away its power. They gain Skill Focus in one skill and can use that skill in their fugue state (but no other skills). This ability modifies fugue state.

Manifest Swarm (Su): At 4th level, when a phantom enters a fugue state they can call upon the spirits of the maddened dead to manifest fully in a swirl of tormented anger. This manifestation swarms around one target within 30 feet, dealing 3d6 points of swarm damage as the swirling spirits assault the target's mind and body. This phantom energy continues to manifest as long as the phantom concentrates as a standard action each round, increasing in damage by 1d6 points each round, up to a number of dice equal to half the phantom's hit dice. This focus is physically taxing on the phantom, dealing 1 point of damage to them each round after the first for each dice of damage the phantom swarm inflicts. This ability replaces manifestation, manifest power, and improved manifest.



DRAGONMINDED FEATS

Dragonminded have select techniques common among their order.

Lesser Fugue (Psionic)

Through careful practice you can lock your mind away from your body, becoming a mindless creature of instinct and emotion.

Prerequisite Ability to cast 1st-level spells or manifest 1st-level powers

Benefit As an immediate action, you can gain the mindless special quality until the end of your next turn. You cannot cast spells, manifest powers, or use any skills while in this fugue state. You can enter a lesser fugue state a number of times per day equal to your Wisdom modifier.

Lesser Manifestation (Psionic)

You can briefly separate your mind and body, creating an incorporeal duplicate of yourself nearby.

Prerequisite Ability to manifest 1st-level powers

Benefit Once per day as a full-round action, you can manifest your spirit in an open space within 30 feet of you. This manifestation uses your statistics, though it gains the incorporeal subtype and shares a single pool of hit points with you, cannot make attacks of opportunity, and any time it uses any limited use ability it is subtracted from your total uses. After a number of rounds equal to your Charisma modifier, it dissipates.

Special You can take this feat multiple times. Each time you do, you can manifest one additional time each day, though no more than one manifestation can exist at once.

ENTRI ENTRAPPER PRESTIGE CLASS

These chaotic agents of justice are the only form of law in the otherwise capricious and utterly wild Arajakata Woods of Grethadnis.

Role Mastering both the fiery spirit within their hearts and their bond with nature, entri entrappers are dangerous ranged combatants and deadly hunters.

Alignment Any nonlawful

Hit Die d10

Requirements

Base Attack Bonus: +4

Special Favored enemy (any non-fey), lesser chaos totem rage power

Skills Survival 5 ranks

Spellcasting Able to cast 1st-level divine spells, able to rage

CLASS SKILLS

The entri entrapper's class skills are Acrobatics (Dex), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception, Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str) and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

TABLE 5-5: ENTRI ENTRAPPER

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day/Rage per Day
1	+1	+0	+1	+1	Feyllower	+1 level of divine spellcasting class
2	+2	+1	+1	+1	Ranged maneuvers, exotic ranged expert	+2 rounds of rage
3	+3	+1	+2	+2	Rage power	+1 level of divine spellcasting class
4	+4	+1	+2	+2	Ranged maneuvers, exotic ranged expert	+2 rounds of rage
5	+5	+2	+3	+3	Improved ranged maneuver	+1 level of divine spellcasting class
6	+6	+2	+3	+3	Ranged maneuvers, exotic ranged expert	+2 rounds of rage
7	+7	+2	+4	+4	Rage power	+1 level of divine spellcasting class
8	+8	+3	+4	+4	Ranged maneuvers, exotic ranged expert	+2 rounds of rage
9	+9	+3	+5	+5	Improved ranged maneuver	+1 level of divine spellcasting class
10	+10	+3	+5	+5	Double maneuver, exotic ranged expert	+2 rounds of rage

Weapon and Armor Proficiency: An entri entrapper gains no proficiency with any weapon or armor.

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

Rage per Day: At the indicated levels, an entri entrapper gains additional rounds of the rage ability per day as if she had also gained a level in a class that granted it. An entri entrapper treats her levels in this prestige class as barbarian levels for determining the effectiveness of her rage powers.

Feyllower: The entri entrapper gains the powers of the fey bloodline, using her entri entrapper level and divine spellcasting class levels as her sorcerer level.

Favored Terrain (Ex): At 1st level the entri entrapper gains favored terrain (forest), as per the ranger class feature. At 5th level the bonus increases to +4 and to +6 at 10th level. If she already has a favored terrain (forest) bonus from other classes, these bonuses stack.

Exotic Ranged Expert (Ex): At 2nd level the entri entrapper gains proficiency in two of the following weapons: bolas, halfling sling staff, lasso, meteor hammer, net, rope dart, scorpion whip, snag net, throwing shield or whip. At 4th, 6th, 8th and 10th level the entri entrapper gains proficiency in another weapon from this list.

Ranged Maneuvers (Ex): At 2nd level the entri entrapper can use ranged weapons to harry her foes from afar. As a standard action she can make a ranged bull rush combat maneuver check against a single target within the first range increment of her weapon with a -2 penalty.

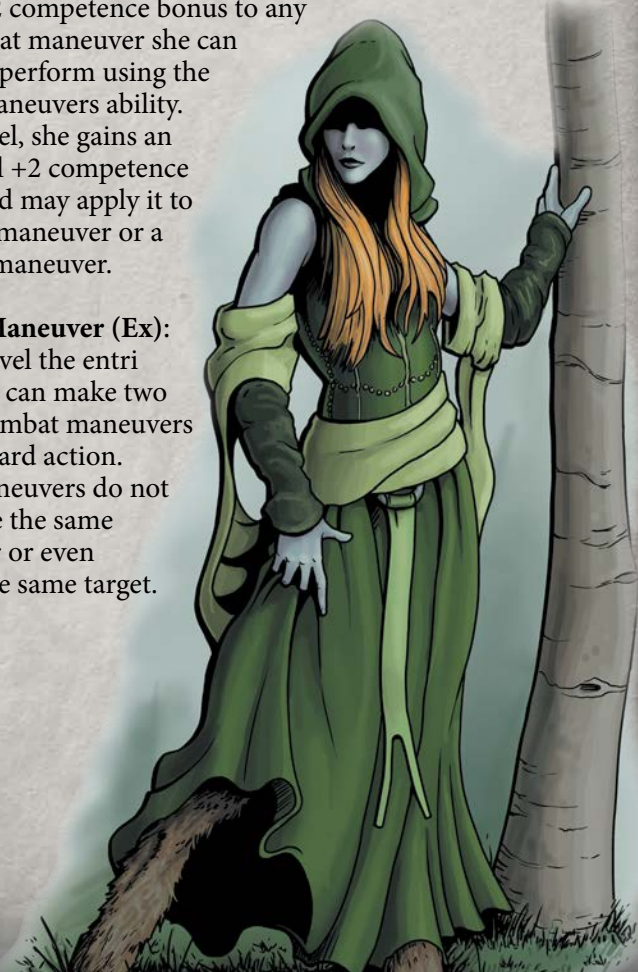
At 4th level, she can choose to make a ranged disarm combat maneuver instead of a bull rush. At 6th level, she can choose to make a ranged trip combat maneuver.

At 8th level she can choose to make a ranged grapple combat maneuver. When performing a ranged grapple, the entri entrapper is not considered to be grappled, and the CMD to escape the grapple is equal to 10 + the CMB check made to grapple the creature originally.

Rage Powers (Ex): At 3rd and 7th level the entri entrapper gains an additional rage power.

Improved Ranged Maneuver (Ex): At 5th level the entri entrapper hones one of her ranged combat maneuvers; she gains a +2 competence bonus to any one combat maneuver she can currently perform using the ranged maneuvers ability. At 9th level, she gains an additional +2 competence bonus, and may apply it to the same maneuver or a different maneuver.

Double Maneuver (Ex): At 10th level the entri entrapper can make two ranged combat maneuvers as a standard action. These maneuvers do not have to be the same maneuver or even against the same target.



GREEN AVENGER PRESTIGE CLASS

Of the few acolytes to be captured, interrogated, and researched, none have revealed how they gain access to any magical abilities. Some of the most powerful nations of Grethadnis are aware of these unique, aberrant creatures, and because of them they consider Boris and therefore Trianestra to be a serious and dangerous concern.

Role To secure the glory of the True Avenger all across Veranthea and set him upon his rightful place in the pantheon of gods.

Alignment CE, NE, LE or CN (anyone that does not qualify is told they are not truly devout)

Hit Die d10

REQUIREMENTS

Base Attack Bonus: +3

Special The character must truly believe Boris the Green Avenger is their patron deity and survive the initiation ritual.

Skills: Knowledge (arcana) 5 ranks, Knowledge (religion) 1 rank

Spellcasting: Able to cast 2nd-level arcane spells without preparation. If the character has sorcerer levels, he must have the draconic bloodline. If the character gains levels of sorcerer after taking this class, he must take the draconic bloodline.

Class Skills

The green avenger's skills (and the key ability for each skill) are Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha)

Skill Ranks at Each Level: 2 + Int modifier.

TABLE 5-6: GREEN AVENGER PRESTIGE CLASS

Level	Base Attack	Fort	Ref	Will	Special	Spells per day
1st	+0	+1	+0	+0	Draconification	+1 level of arcane spellcasting class
2nd	+1	+1	+1	+1	Ability boost (Str +2), <i>detect thoughts</i>	—
3rd	+2	+2	+1	+1	Draconic grace, green smite 1/day	+1 level of arcane spellcasting class
4th	+3	+2	+1	+1	Agility boost (Dex +2), breath weapon, blindsense 15 ft.	—
5th	+3	+3	+2	+2	Draconic aura, natural armor increase (+1)	+1 level of arcane spellcasting class
6th	+4	+3	+2	+2	Ability boost (Con +2), green smite 2/day	—
7th	+5	+4	+2	+2	Draconic familiar	+1 level of arcane spellcasting class
8th	+6	+4	+3	+3	Blindsense 30 ft., ability boost (Cha +2)	—
9th	+6	+5	+3	+3	Green smite 3/day	+1 level of arcane spellcasting class
10th	+7	+5	+3	+3	Draconic aura, natural armor increase (+1)	—



Weapon and Armor Proficiency: Green avengers gain no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a green avenger gains new spells per day as if they had also gained a level in an arcane spellcasting class they belonged to before adding the prestige class. They do not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a green avenger, they must decide to which class they add the new level for purposes of determining spells per day.

Draconification: At 1st level a green avenger gains the powers of the draconic sorcerer bloodline, using double their green avenger level (plus their sorcerer level,

level (plus their sorcerer level,

if applicable) to determine when they gain access to these powers, though they only use their green avenger level (plus sorcerer level, if applicable) to determine the potency of their breath weapon. In addition, a green avenger can use their claws power without limitation. They must choose a dragon type upon gaining their first level in this class (if a sorcerer with the draconic bloodline, this type must be the same as their sorcerer type). This ability does not grant any other abilities from the bloodline, including bonus spells.

Detect Thoughts (Su): At 2nd level, the green avenger knows the value of anticipating an opponent and has developed a sixth sense, able to sift through the minds of others with *detect thoughts* (CL equal to hit die) as a spell-like ability 3 times per day. The green avenger can use this ability one additional time at 4th, 6th and 8th level, and at-will at 10th level.

Ability Boost (Ex): Starting at 2nd level but continuing throughout the prestige class, the green avenger's ability scores increase as noted on Table: Green Avenger. These increases stack and are gained as if through level advancement.

Natural Armor Increase (Ex) Scales begin to form on the green avenger's skin as they undergo draconification. At 5th and 10th level, a green avenger gains an increase to the character's existing natural armor (if any), as indicated on Table: Green Avenger. These armor bonuses stack.

Green Smite (Su) At 3rd level, a green avenger can call out to their false deity to bring down the True Avenger's fury onto their foes. If the target does not have the draconic type, the green avenger adds her Charisma modifier (if any) to her attack rolls and adds her green avenger level to all damage rolls made against the target of her smite. If the target of green smite is a cleric, paladin, or other class that accesses divine abilities, the bonus to damage on the first successful attack increases to 2 points of damage per level the green avenger possesses. Regardless of the target, green smite attacks automatically bypass any DR the creature might possess.

At 6th and 9th level, the green avenger gains an additional use of green smite per day.

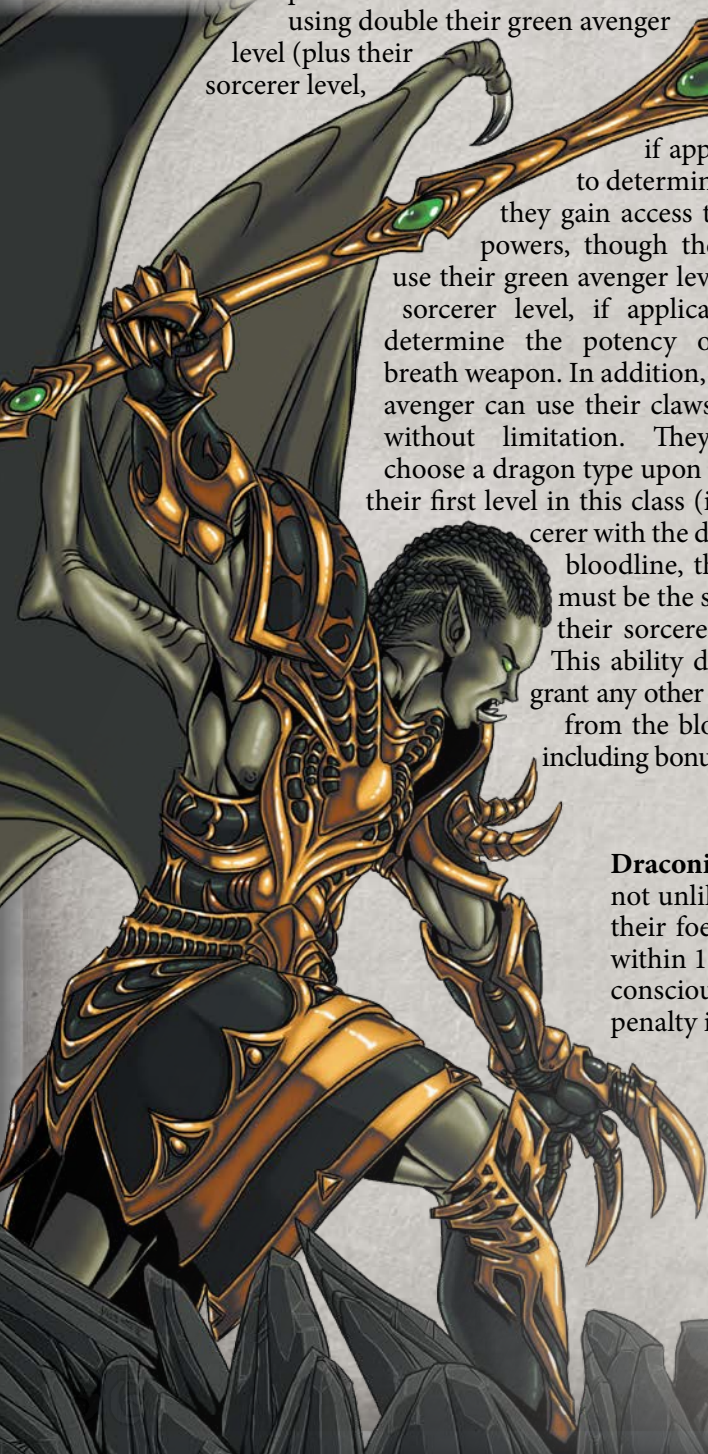
Breath Weapon (Su): At 4th level, a green avenger can use his breath weapon bloodline power an additional number of times per day equal to half his green avenger level.

Draconic Grace (Su) At 4th level, a green avenger gains an insight bonus equal to their Charisma modifier (if any) on all saving throws.

Blindsense (Ex) At 4th level, the green avenger gains blindsense with a range of 15 feet. At 8th level, the range of this ability increases to 30 feet.

Draconic Aura (Su) At 5th level the green avenger develops a presence and aura not unlike that of their vaunted leader, though lesser in power. Rather than fill their foes with fear, it makes them uncomfortable and apprehensive; enemies within 10 feet suffer a -2 penalty to all saving throws while the green avenger is conscious. At 10th level, the draconic aura's radius increases to 20 feet and the penalty increases to -4. This is a fear effect.

Draconic Familiar (Ex) At 7th level the green avenger gains a pseudodragon companion that functions as a cohort attracted by the Leadership feat, gaining class levels as it grows in power. In addition, this pseudodragon also gains bonuses as though it were the green avenger's familiar, using the green avenger's hit dice as their effective wizard level. If the green avenger already has the Leadership feat or a familiar, their cohort or familiar (or both) abandons them—sometimes under mysterious circumstances (as this creature is in reality an agent of Boris the True Avenger.).





LYCANTHROPIC ICON PRESTIGE CLASS

The lush Jungles of Zerrah in Urethiel are predominantly ruled over by beings that are neither entirely man, nor entirely animal. These werereatures worship nature in the most intimate fashion, mastering their bodies as well as their minds in a perfect synthesis that pays tribute to the divine being behind nature: Arcanalus.

Role Lycanthropic icons blend shapechanging and martial combat to become the physical embodiments of combat styles that have inspired imitations

by many martial arts masters.

Hit Die d10

Requirements

Skills: Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks.

Special: Wild shape class feature or change shape (hybrid; *polymorph*), flurry of blows class feature.

Class Skills

The lycanthropic icon's skills (and the key ability for each skill) are Acrobatics (Dex), Handle Animal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis)

Skill Ranks at Each Level: 2 + Int modifier.

TABLE 5-7: LYCANTHROPIC ICON

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day/Monk Level
1st	+1	+0	+0	+0	Wereform I, wild empathy	+1 level of existing divine spellcasting class
2nd	+2	+1	+1	+1	Scent	+1 monk level
3rd	+3	+1	+1	+1	Wereform II	+1 level of existing divine spellcasting class
4th	+4	+1	+1	+1	Uncanny Dodge	+1 monk level
5th	+5	+2	+2	+2	Wereform III	+1 level of existing divine spellcasting class
6th	+6	+2	+2	+2	Manywereform	+1 monk level
7th	+7	+2	+2	+2	Evasion	+1 level of existing divine spellcasting class
8th	+8	+3	+3	+3	Lycantouch	+1 monk level
9th	+9	+3	+3	+3	Improved uncanny dodge	+1 level of existing divine spellcasting class
10th	+1	+3	+3	+3	All-form	+1 monk level

Weapon and Armor Proficiency: Lycanthropic icons gain no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a lycanthropic icon gains new spells per day as if she had also gained a level in a divine spellcasting class they belonged to before adding the prestige 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 a spontaneous spellcaster), an increased effective level of spellcasting, and wild shape uses per day. If a character had more than one divine spellcasting class before becoming a lycanthropic icon, she must decide to which class she adds the new level for purposes of determining spells per day.

A lycanthropic icon with no previous divine spellcasting class may treat these as druid spellcasting levels or may opt to treat all lycanthropic icon levels as monk levels (see below).

Monk Level: At the indicated levels, a lycanthropic icon gains an increase to her effective monk level for certain class features (AC, fast movement, slow fall, unarmed damage, and stunning fists per day). She does not, however, gain any other benefits a character of that class would have gained, and does not gain abilities she does not yet possess.

Wereform (Su) At 1st level, a lycanthropic icon taps into the deeper potential of her wild shape to assume the form of a lycanthrope rather than a mere beast. The lycanthropic icon may use this ability ten minutes per day per level of lycanthropic icon. These minutes need not be consecutive, but must be used in ten minute increments. One hour of the lycanthropic icon's wild shape ability may be substituted for 10 minutes of wereform. Lycanthropic icons without wild shape receive 10 minutes of wereform each day per level of lycanthropic icon. Shifting between wereforms does not deplete the ability, but is a full-round action that provokes attacks of opportunity. The lycanthropic icon counts as an afflicted lycanthrope.

Wereform I: [jackalwere](#), [wereboar](#), [wererat](#), [werewolf](#)

Wereform II: [werebat](#), [werecocodile](#), [wereshark](#)

Wereform III: [werebear](#), [weretiger](#)

Wild Empathy (Ex) At 1st level, a lycanthropic icon can improve the attitude of an animal with the use of the Diplomacy skill. This ability functions just like the druid's class feature. If the lycanthropic icon already possesses wild empathy, she receives a +4 circumstance bonus to any wild empathy checks.

Scent (Ex) At 2nd level, a lycanthropic icon gains the scent universal monster ability, regardless of what form she is in. At 6th level, the range of her scent doubles.

Uncanny Dodge (Ex) At 4th level, a lycanthropic icon gains the uncanny dodge class feature. If she already has uncanny dodge, she gains improved uncanny dodge instead.



Manywereform (Su)

At 6th level, a lycanthropic icon can assume the form of more than one lycanthrope at a time. The lycanthropic icon chooses a

single base wereform, then adds a single ability of another wereform. At 8th level, the lycanthropic icon can choose two abilities of another wereform, or choose a single ability from two other wereforms, so long as her base wereform has all of the prerequisites required for the ability (such as rake). The time it takes to shift from one wereform to another is now a standard action.

Evasion (Ex) At 7th level, a lycanthropic icon gains evasion. If she already has evasion, she gains improved evasion instead.

Lycantouch (Su) At 8th level, a lycanthropic icon can share some of her gifts with others, blessing them an *animal aspect*^{UC} but with a duration of permanent. The maximum number of creatures a lycanthropic icon may benefit at one time with this ability is determined by her Wisdom modifier (minimum 1). At 10th level, a lycanthropic icon may grant *greater animal aspect*^{UC} instead of *animal aspect*^{UC} if she so chooses. Alternatively, the lycanthropic icon can use one of her stunning fist uses per day to suppress a lycanthrope's change shape ability. A second application of this effect removes it entirely, as though the lycanthropic icon were a cleric of 12th level or higher casting *remove disease* or *heal* within 3 days of infection.

Improved Uncanny Dodge (Ex) At 9th level, a lycanthropic icon gains the improved uncanny dodge class feature. If she already has improved uncanny dodge, she gains a +2 dodge bonus to AC instead.

All-Form (Su) At 10th level, the lycanthropic icon may access one ability from every wereform at once, and may switch between base forms as a swift action. There is no longer a limit to how long she can maintain a wereform, and all of her wereforms are now treated as natural lycanthropy.

NEW CLASS ARCHETYPES

Academy Trainee (Fighter Archetype)

Academy trainees are educated and well-rounded warriors able to adapt well to situations both in and out of combat. Most have attended military academies or had extensive private education with martial tutors, paid for by their wealthy middle and upper class families.

Scholastic (Ex): Academy trainees gain 2 additional skill ranks each level. These ranks must be spent on Intelligence-based skills. All Intelligence-based skills are class skills for academy trainees. This ability replaces proficiency with medium armor, heavy armor, and shields.

Inspiration (Ex): Academy trainees are insightful and capable of making good use of their intelligence. He gains inspiration (see [Investigator](#) in the classes section of the *Pathfinder Roleplaying Game: Advanced Class Guide*) as though he were an investigator, using his fighter level as his investigator level. He can gain the Extra Inspiration feat multiple times, like an investigator. If the character also has levels in investigator, add fighter levels to his investigator levels to determine the number of inspiration points gained each day and for purposes of qualifying for investigator talents. This ability replaces bravery and the bonus fighter feat at 1st level.

Bonus Feats: When an academy trainee is able to gain a fighter bonus feat, he may instead gain an investigator talent. However, he may not choose an alchemist discovery, rogue talent, or any talent that affects studied combat or studied strike.

Armor Training (Ex): An academy trainee gains armor training 1 at 7th level and armor training 2 at 15th level. This alters armor training.

Adversarial Armorer (Fighter Archetype)

You're an expert at using your armor as a lethal weapon. Most commonly seen in Moenio on the Free Isle, these brawlers use the plates and linked chain they wear for protection to brutally beat their enemies to death.

Armored Strikes (Ex) At 2nd level, so long as they are wearing medium or heavy armor, or bladed or spiked gauntlets, the adversarial armorer may make unarmed strikes as though they had the Improved Unarmed Strike and Two-Weapon Fighting feats. At 6th level, they may instead attack as though they had Improved Two-Weapon Fighting. At 11th level, they may instead attack as though they had Greater Two-Weapon Fighting. This ability replaces bravery.

Offensive Armor Training (Ex) At 5th level the adversarial armorer gains a +1 bonus to attack and damage rolls for attacks made with a spiked gauntlet or unarmed strikes while

wearing medium or heavy armor. This bonus increases at 9th, 13th, 17th and 20th level. This ability replaces weapon training.

Buster Punch (Ex) At 6th level, the adversarial armorer increases the damage die for attacks made with armored strikes by one step. At 12th and 18th level, the damage die increases again. This ability replaces the bonus feats received at 6th, 12th and 18th level.

Uncomfortably Comfortable (Ex) At 8th level, adversarial armorers are so in tune with their suits of armor that they may sleep without removing it and suffer no penalties (although eventually they will need a good wash). This ability replaces the bonus feat at 8th level.

Impromptu Handholds (Ex) At 11th level, the adversarial armorer has mastered the art of anchoring themselves with a potent strike of their gauntlets and gain a climb speed equal to half their base speed so long as they are wielding bladed or spiked gauntlets or medium or heavy armor.

Gauntlet Mastery (Ex) At 20th level, the adversarial armorer has mastered the use of his bulwark as a potent weapon. They add one and a half their strength bonus to damage rolls made with armored strikes, automatically confirm critical hits made by them, double the weapon's critical range and increase its damage multiplier by 1. This replaces weapon mastery.

Bird Rider (Cavalier Archetype)

Bird riders are warriors who develop their martial skills in tandem with those of their axe beak mount. The bounding legs of their landbound avian companions carry many a simar across the Kooleyha Plains of Urethiel and the croaking of a force of bird riders has sent more than one army fleeing in retreat.

Axe Beak Mount: At 1st level, the bird rider gains the service of a loyal and trusty mount. This works like a cavalier's mount except that the character gains an [axe beak](#) (see *Pathfinder Roleplaying Game: Bestiary 3*). The axe beak is Medium-sized and has a Strength score of 14 (18 for purposes of carrying creatures); it cannot be used as a mount by Medium characters until 4th level, at which point its size increases to Large and it gains a +4 racial bonus to its Strength score. This replaces the cavalier's order.

Fast Movement (Ex): At second level and every two levels thereafter, a bird rider's axe beak's speed increases by +10 ft., to a maximum of 100 feet at 10th level. This replaces the order ability at 2nd level.

Graceful Mover (Su) At 8th level, the bird rider's axe beak can ignore difficult terrain caused by natural sandy, muddy, or swampy ground. Magically altered terrain still hinders an axe beak. This ability replaces the order ability at 8th level.

Water Walk (Su): At 10th level, the bird rider's axe beak is under a constant *water walk* effect so long as the bird rider is riding it. This replaces the extra challenge per day at 10th level.

Air Walk (Su): At 12th level, the bird rider's axe beak is under a constant *air walk* effect while the Urethiel bird rider is riding it. This ability replaces the bonus feat at 12th level.

Fly (Su): At 15th level, the bird rider's axe beak can fly at its speed with a bonus on Fly skill checks equal to the bird rider's level. This replaces the order ability at 15th level.

Conxecron Instigator (Inquisitor Archetype)

Traveling across Veranthea in search of answers to the mysterious doings and decrees of the divine, these inquisitors are obsessed with tracking down the *Conxecron*, wherever and whenever it might be. Though principally in the Fair Continent, these defiant mortals can be found everywhere.

Scrutinizing Scholar (Ex) Conxecron instigators are talented at sifting the truth from both religious scrolls as well as people. They receive a class bonus to Knowledge (religion) and Sense Motive checks equal to 1/2 their inquisitor level. This ability replaces stern gaze.

Scratch the Veil (Su) A conxecron instigator gains access to certain spells that better allow them to discern the mysteries of Veranthea.

1st—[memory lapse](#), [memorize page](#), [silent table](#), [sow thought](#)

2nd—[crimson confession](#), [investigative mind](#), [sentry skull](#)

3rd—[arcane eye](#), [healing thief](#), [mindlocked messenger](#), [pierce disguise](#), [secret page](#)

4th—[lesser spellcrash](#), [mnemonic enhancer](#), [screaming](#), [symbol of revelation](#), [true form](#), [truespeak](#)

5th—[passwall](#), [possess object](#), [symbol of scrying](#)

6th—[analyze dweomer](#), [getaway](#), [greater scrying](#), [mage's lucubration](#), [spellcrash](#)

Access to these spells replace the monster lore ability.

Constant Conspiracies (Ex): At 3rd level, a conxecron instigator is constantly prowling the thoughts of those around them in their tireless attempts to better understand the great mysterious game played by the gods of Veranthea. They may use *detect thoughts* at will as a spell-like ability. This replaces the teamwork feats received at 3rd and 6th level.

Ethical Equalizer (Su): At 5th level, a conxecron instigator can imbue one of their weapons with the *anarchic* or *axiomatic* weapon special ability as a swift action. This effect is determined by alignment, so a lawful character imbues *axiomatic* and a chaotic character imbues *anarchic*; if neutral they must choose one of these enchantments at 5th level and once chosen this cannot be changed (unless their alignment shifts to lawful or chaotic, whereupon it immediately changes to the appropriate quality). This ability only functions while the conxecron instigator wields the weapon. If

dropped or taken, the weapon resumes granting this ability if it is returned to the conxecron instigator before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level + the inquisitor's Wisdom modifier. These rounds do not need to be consecutive. This ability replaces bane.

Greater Understanding (Su): The impressive powers of the conxecron instigator's mind become so honed that at 9th level they gain telepathy (60 ft.). This replaces the teamwork feats received at 9th and 12th level.

Forceful Belief (Su): At 12th level, whenever a conxecron instigator uses their ethical equalizer ability, they may also imbue *holy* or *unholy* on the same weapon. Which enchantment they have access to is determined in the same way as the ethical equalizer ability. This ability replaces greater bane.

True Understanding (Su): At 15th level, a conxecron instigator can use *true seeing* at will (with a CL equal to class level). This ability replaces the teamwork feats received at 15th and 18th level.

Drunk Brawler (Brawler Archetype)

The drinking halls and taverns of Veranthea are home to many a fighting drunk, but some of these inebriated warriors are far deadlier than others. These individuals' minds and bodies are honed to use alcohol as a fuel for divine power from the god of adventuring himself, making them wild and uncanny opponents!

Class Skills: A drunk brawler gains Knowledge (religion) as a class skill.

Divine Drunkery (Su): At 1st level, a drunk brawler gains the ability to inebriate themselves with hard alcohol (such as liquor) as a swift action that does not provoke attacks of opportunity. Each time a drunk brawler takes a drink this way they gain 1 drunk point (up to a maximum equal to their level + Constitution modifier; minimum 1); unused drunk points



disappear after ten minutes. For every two drunk points a drunk brawler possesses, they take a -1 penalty to AC, attack rolls, and saving throws.

Alcoholic Body (Su): By spending 1 drunk point as a swift action, a drunk brawler may grant themselves some divine insight that enables them to perform incredible physical tasks. Roll 1d6 to determine which bonus they gain; this bonus lasts until the end of their next turn.

TABLE 5-8: DRUNK BRAWLER ALCOHOLIC BODY TYPES

1-2	<i>Fighting Drunk</i>	The drunk brawler gains a circumstance bonus to melee damage, CMB, and CMD equal to half their level. At 10th level, the drunk brawler also gains DR/— equal to 1/4 their level.
3-4	<i>Monkish Drunk</i>	The drunk brawler gains one extra melee attack when making a full attack action. This attack is made at a -5 penalty. At 10th level, the drunk brawler gains a second extra melee attack at a -10 penalty.
5-6	<i>Sneaking Drunk</i>	The drunk brawler gains a circumstance bonus to Bluff and Stealth checks equal to 1/2 their level. At 10th level, the drunk brawler gains +3d6 sneak attack damage, +1d6 for every 3 levels after 10th (to a maximum of +6d6 at 19th level). This ability replaces martial flexibility.

Alcoholic Mind (Su): At 2nd level the god of adventuring acknowledges a drunk brawler for their dedication, granting them some divine power. By spending 2 drunk points as a swift action, a drunk brawler is able to channel the power of Dreksler himself to incredible effect. Roll 1d6 to determine which bonus they gain; this bonus lasts until the end of their next turn. This ability replaces brawler's flurry.

TABLE 5-9: DRUNK BRAWLER ALCOHOLIC MIND TYPES

1-2	<i>Holy Drunk</i>	The drunk brawler gains a circumstance bonus to saving throws equal to half their level. Any evil or lawful creatures that take damage from the drunk brawler take an additional amount of untyped damage equal to the drunk brawler's level.
3-4	<i>Magical Drunk</i>	The drunk brawler is able to spontaneously cast any arcane spell of a spell level equal to 1/3 their brawler level without the need for components of any kind. After casting any spell this way, the drunk brawler is unable to cast the same spell using this ability for the next 24 hours. A drunk brawler may only use magical drunk a number of times per day equal to their level (roll again if this ability becomes ineligible).
5-6	<i>Singing Drunk</i>	The drunk brawler is able to begin and maintain a bardic performance (as a free action) that grants a +2 circumstance bonus to attack and damage rolls made by the drunk brawler or allies within 50 feet.

Gobchopper Skirmisher (Cavalier Archetype)

You've traded metal horseshoes for rubber tires, a saddle for a seat, and the horse for chrome—you ride the road on a motorcycle, most likely in the Durkhon Badlands of Trectoyri or on an experimental scouting vehicle for the Red Fists in Grethadnis. Spending your time with grease and oil, you keep on figuring out new ways to trick out your ride as you get better at fighting with one hand on the handlebars as the other beats your enemies to a death by road rash.

Armor Proficiency: A gobchopper skirmisher is proficient with light armor and medium armor, and with shields (except tower shields).

Gobchopper (Ex) At 1st level, a gobchopper skirmisher learns how to build a gobchopper motorcycle that she can use as a vehicle and in certain cases, treat as she would a mount. The gobchopper skirmisher knows how to run the vehicle with the optimal amount of fuel, getting it to operate for 1 gold per hour, with a tank that holds 10 hours worth of fuel.

At 2nd, 3rd, 4th, and 5th level, the gobchopper skirmisher's vehicle increases in hardness by 1 and gains 2 more hit points, and at 3rd and 5th level, the engine's hardness increases by 1 and the engine's hit points increase by 3.

This ability replaces mount and tactician.

GOBCHOPPER STARTING STATISTICS

Medium land vehicle

Squares 1 (5 ft. by 5 ft.; 4 feet high); **Cost** —
DEFENSE

AC 10; **Hardness** 1

hp 20 (10)

Base Save +1

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 20 ft.

CMB +0; **CMD** 10

Ramming Damage 1d6

Propulsion alchemical (½ square of alchemical engine; hardness 2, hp 6)

Forward Facing away from the back wheel

Driving Device steering handlebars

Driving Space immediately on the single seat

Crew —

Passengers — (one, but with a -5 penalty to Pilot checks)

Weapons none

Mechanic (Ex) At 4th level, the gobchopper skirmisher can enhance her ride with one enhancement, plus one at each level beyond 4th. Unless noted, all enhancements can be taken multiple times. Their effects stack. The gobchopper skirmisher can only install her ride's enhancements with one hour of work and materials worth 10 x double her class level in gold. This ability replaces expert trainer.

Armor Plating: The gobchopper skirmisher's vehicle gains a +3 armor bonus to AC. This may be taken again at 8th, 12th, 16th, and 20th level.

Bounding Suspension: The gobchopper skirmisher's vehicle gains a bonus to Pilot checks made to jump equal to twice her gobchopper skirmisher level. This enhancement can only be taken once.

Expanded Fuel Tank: The gobchopper skirmisher's vehicle gets a bigger fuel tank, capable of holding 5 hours more fuel at once.

Fast-Fix Design: The time it takes for the gobchopper skirmisher to repair her vehicle is reduced by half. This enhancement may be taken twice, the second time, it reduces repair time to one third the original time.

Combat Repair: With a Craft (vehicle) check of 10 plus her gobchopper skirmisher level, the gobchopper skirmisher can repair her vehicle from completely broken to functioning for a number of rounds equal to class level with two full-round actions. Beating the DC by 10 or more reduces the time required to one full-round action. This enhancement can only be taken once.

Hidden Compartment: A recess in the fuel tanks, somewhere in the wheel well, or parts of the seat contains a hollowed out area where a gobchopper skirmisher can smuggle items or creatures of Tiny size or smaller. Anyone attempting to find a hidden compartment must succeed on a Perception check against DC 20 + ½ gobchopper skirmisher level.

Increase Speed: The gobchopper skirmisher's vehicle gains a +5 ft. bonus to its maximum speed. At 10th level this enhancement doubles.

Increase Acceleration: The gobchopper skirmisher's vehicle gains a +10 ft. bonus to acceleration.

Melee Weapon Mount: The gobchopper skirmisher mounts a Medium or Large melee weapon to her vehicle, adding its weapon damage to the vehicle's ramming damage. This weapon cannot be disarmed. The gobchopper skirmisher must supply the weapon in addition to the existing cost of the upgrade. This enhancement can only be taken once, but the mounted weapon can be changed with two standard actions.

Ranged Weapon Mount: The gobchopper skirmisher mounts a Medium or Large ranged weapon onto her vehicle, which she can fire as a standard action with a +2 circumstance bonus. Firearms mounted in this way do not suffer from recoil. The gobchopper skirmisher must supply the weapon in addition to the existing cost of the upgrade. This enhancement can only be taken once, but the mounted weapon can be changed as with two standard actions.

Reinforced Engine: The gobchopper skirmisher's vehicle's engine gains +1 hardness and +3 hit points.

Reinforced Frame: The gobchopper skirmisher's vehicle gains +1 hardness and +5 hit points.

Reinforced Ram: The gobchopper skirmisher's vehicle increases its ram damage by 1d6. This enhancement may be taken again at 8th, 12th, 16th, and 20th level.



Spiked Spokes: The gobchopper skirmisher's vehicle's wheels become trapped and can be used to attack adjacent targets. The gobchopper skirmisher may deploy the spokes as a swift action, which deals ramming damage, plus sneak attack damage as though they were a rogue of equal level, to up to two adjacent targets. After deploying, it requires two standard actions to retract the spiked spokes. This enhancement can only be taken once.

Trapped Tailpipes: The gobchopper skirmisher has gadgets and dangers worked into the backside of her ride, able to deploy them against anyone fool enough to chase her; these might be caltrops, oil (as the *grease* spell, using gobchopper skirmisher level as CL), tanglefoot bags, or even magical oils. Deploying trapped tailpipes is a swift action, and reloading them is a full-round action. If this enhancement is taken multiple times, the number of traps stored increases by one; these traps can be deployed separately, or any number can be deployed as part of the same swift action.

Roughrider (Ex) At 5th level, the gobchopper skirmisher receives a bonus to Pilot checks made with her vehicle equal to her class level (half for any other land vehicle). This ability replaces banner.

Evasion (Ex) At 9th level, the gobchopper skirmisher gains evasion. This ability replaces greater tactician

Road Rash (Ex) At 14th level, the gobchopper skirmisher knows how to bring an enemy vehicle (or mount) to a catastrophic halt, sending it careening and cartwheeling to a crashing halt. The gobchopper skirmisher takes a full-round action to make a Pilot check opposed by the Pilot check or Ride check of a target whose square they would enter. A success on this check deals the gobchopper skirmisher's vehicle's ramming damage to the opponent's mount or vehicle and the gobchopper skirmisher gets a free melee attack against the pilot or rider.

On a success by 5 or more, the opponent's vehicle or mount crashes, dealing ramming damage plus 1d6 points of damage per gobchopper skirmisher level, knocking the pilot and vehicle or rider and mount prone (if the pilot cannot be thrown from the vehicle, they are staggered 1d4 rounds instead). This ability replaces greater banner.

Improved Evasion (Ex) At 17th level, the gobchopper skirmisher gains improved evasion. This ability replaces master tactician.

ORDER OF THE ROAD

Every path needs mastered, and the order of the road are the ones to do it. There are two kinds of riders—those who rule over their own territories, and those that strike out on paths untraveled. No matter where they roam, masters of the road are experts with their means of transport, reticent to leave another of their kind in need on the side of a trail, and always show great respect for someone that can handle their ride.

Edicts: The cavalier must always stop to help a fellow rider stranded on the side of the road, take on a race when challenged, and ride their own vehicle (or mount) whenever possible. Above all else the cavalier respects the craft of motor vehicles and those who master them.

Challenge: Whenever an order of the road cavalier issues a challenge, he receives a +10 ft. bonus to base speed (for himself as well as his mount or vehicle) and +1d6 bonus to ramming damage (or +1 melee damage for attacks made by his mount). These bonuses increase by +10 ft. and +1d6 for every four levels the cavalier possesses.

Skills: An order of the road cavalier adds Craft (vehicle) and Knowledge (engineering) to his list of class skills. In addition, an order of the road cavalier receives a circumstance bonus equal to their Dexterity modifier when making a Pilot check to make a damaged engine continue to run.

Order Abilities: A cavalier that belongs to the order of the road gains the following abilities as he increases in level.

Get Lost (Su): At 2nd level, the cavalier becomes talented at throwing off pursuers, be they in a crowded city or barreling through the wilderness. The cavalier reduces fuel consumption and the need to eat, sleep, or drink by half, gaining a +5 bonus to Survival checks to obscure their trail for a number of days each month equal to ½ cavalier level.

Passing Figment (Su): At 8th level, the cavalier can create an illusion of an imminent obstacle directly in front of

a mounted combatant or vehicle pilot. This might be an unexpected and huge divot in the road, a crashing tree, a buckling piece of earth, a rolling boulder, or whatever figment the cavalier deems appropriate. This ability functions as a *major image* spell-like ability with a caster level equal to class level and may be used by the cavalier 3 times per day + the cavalier's Intelligence modifier.

Shadows of the Road (Su): At 15th level, the cavalier's roadside trickery becomes more than just an illusion and the hazard deals damage (10d6 for typical hazards) equal to three-fifths (60%) what it normally would, even to creatures that successfully disbelieve the illusion (as *shadow conjuration*).

Goblin Pistolero (Gunslinger Archetype)

Some folks have a favorite firearm, some don't care what it is so long as it fires, but goblin pistoleros can never have *enough* guns, flinging themselves into battle and firing away with abandon. Scouting groups from the Red Fists in Grethadnis or throughout the Goblinvanian army generally keep one or two around, if only to have a proper distraction when things go awry.

Weapon and Armor Proficiency: Goblin pistoleros are proficient with simple weapons and one-handed firearms. She must take Exotic Weapon Proficiency (firearm) to gain proficiency with two-handed firearms and firearm siege engines. Goblin pistoleros are proficient with all light armor.

Pistolsmith: At 1st level, a goblin pistolero gains two pistols. These weapons are battered, and only she knows how to use them properly. All others treat her guns as if they had the broken condition. If the weapons already have the broken condition, they do not work at all for anyone else trying to use them. These starting weapons can only be sold for scrap (each worth 4d10 gp when sold). The goblin pistolero gains Gunsmithing as a bonus feat, but can only craft or restore pistols and ammunition for pistols until she gains proficiency with other firearms. Additionally, the goblin pistolero can draw pistols as though she had the Quick Draw feat. This ability replaces gunsmith.

Sawed Off: At 1st level, a goblin pistolero may convert a two-handed firearm into two one-handed firearms with eight hours of effort. Guns converted in this way add an additional +2 to their misfire value, and are always destroyed on a misfire.

Flurry of Guns (Ex): At 4th level, a goblin pistolero can expend 1 grit point from her grit pool as a swift action before she makes a full-attack with two pistols. During that attack, after firing she can drop the two pistols she was using during the attack and draw and fire two additional one-handed firearms at her highest attack bonus, but all of her attacks that round are made at a -4 penalty.

This ability replaces the bonus feat at 4th level.

Gun Training (Ex): At 5th level a goblin pistolero must choose pistols for gun training.

Modular Firearms (Su): At 8th level, a goblin pistolero learns to swap parts between enhanced pistols as easily as wizards swap spells. She can modify her pistols in one of the following ways. Once made, this choice cannot be changed. At 12th level, the goblin pistolero learns a second means to use modular firearms, and at 16th level, knows all three. This ability replaces the bonus feats at 8th, 12th, 16th, and 20th level.

Pliable Pistols: Once per day, a goblin pistolero is able to spend one hour using spare and salvaged parts to modify up to two pistols in her possession, increasing their enhancement bonus by +1. This enhancement bonus increases by +2 at 12th level, +3 at 16th level, and +4 at 20th level. It may be used to add the following weapon qualities, consuming an amount of bonus equal to the property's base price modifier: *distance, flaming, flaming burst, frost, icy burst, seeking, shock, shocking burst, speed, thundering* or *brilliant energy*. If the pistols are not already magical, at least a +1 enhancement bonus must be added before any other properties can be added. Once chosen, these bonuses remain until the next time the goblin pistolero uses pliable pistols.

Revolver Recovery: When a goblin pistolero's pistol is broken or destroyed due to a misfire, she may spend 15 minutes per point of total enhancement bonus to redistribute its bonuses among her remaining weapons. Reassigning bonuses in this way destroys the original weapon in such a way that any later attempts to repair it result only in a mundane version of the original weapon. If this would result in creating a weapon with a higher bonus than the broken weapon's original bonus, the goblin pistolero must make a Craft (firearms) check as though they were crafting that improved firearm from scratch, with a failure meaning the enhancement to be reassigned is lost.

For example, if a goblin pistolero's +1 *flaming burst* pistol gained the broken condition due to misfire, she can spend 15 minutes to reassign its +1 enhancement bonus, 30 minutes to reassign its *flaming burst* weapon quality (to another magical weapon), or 45 minutes to reassign both.

Salvage 2-Handed Firearm: When using her sawed off ability on an enchanted two-handed firearm, the goblin pistolero can create two one-handed firearms who grant the two-handed firearm's original bonus to shots they fire—but only for 15 shots each per point of the two-handed firearm's original bonus (up to 60 shots for a +5 firearm). Firearms salvaged this way are not inherently magical, but enchant the ammunition they fire; any magical ammunition loaded into one loses all magical properties the instant before the goblin pistolero fires, overridden by the firearm's enchantment.

Alternatively, the goblin pistolero may “store” the charge, which once activated, enchants all ammunition for 5 rounds per enhancement bonus plus one round per two gunslinger levels before going inert.

Holy Innovator (Gunslinger Archetype)

Herastreas' followers are often scientific innovators but not always—some devote themselves to religion as fervently as they do science. These religious scientists are tasked with creating new marvelous devices and protecting the creations of their predecessors, but the truly faithful are endowed with a brilliance that makes them some of Veranthea's most powerful thinkers.

Class Skills: A holy innovator gains Knowledge (religion) as a class skill.

Weapon and Armor Proficiency: Holy innovators are proficient with all simple and martial weapons, and with all firearms. They are proficient with all light armor and medium armor.

Fiery Focus (Su): At 2nd level, a holy innovator gains a +1 insight bonus to AC while wearing medium or light armor. Anything that causes the holy innovator to lose her Dexterity bonus to AC also causes the holy innovator to lose this insight bonus. This bonuses increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level). As an immediate action, a holy innovator may lose this insight bonus to AC to cause a firearm that was about to misfire to fire normally (rerolling the attack roll and ignoring another misfire result) but she does not regain fiery focus for a number of rounds equal to 10 – her Intelligence modifier (minimum 1). This ability replaces nimble.

Craft Brilliant Contraptions (Ex) At 4th level, the holy innovator gains the Craft Devices feat for free. A holy innovator only pays an additional 25% more when crafting a device. At 8th level, the scientific innovator gains the Craft Devices feat for free a second time, which removes the additional cost to craft devices. This ability replaces the bonus feats at 4th and 8th level.

Iron Fury (Barbarian Archetype)

Iron furies are the barbarians of Urethiel who knowingly and willingly serve oni, either because they were brought up in communities that do so or from a malevolent want for power and glory. As they advance in levels, iron furies gain increasing supernatural blessings from their oni patrons. Higher level iron furies can get close to opponents and make it easier for her masters to use their magic against their enemies.

Alignment: N, CN, NE, CE

Dark Blessings (Su): An iron fury can use blessings just like a warpriest. This functions exactly like the warpriest's ability of the same name (see [Warpriest](#) in the Classes section of *Pathfinder Roleplaying Game: Advanced Class Guide*), except that major powers become available at 11th level (not 10th as for warpriests), and the iron fury must select from the Air,

Chaos, Charm, Destruction, Evil, Fire, Trickery, Water, and Weather blessings. This ability replaces fast movement and the rage powers gained at 4th and 12th level.

Rage Powers (Ex): At 2nd level, the iron fury's link to the oni grants her the lesser fiend totem or lesser spirit totem rage powers. This ability alters rage powers.

Aura of Cowardice (Su): At 3rd level, an iron fury radiates an aura of cowardice (see [Antipaladin](#) in the Classes section of *Pathfinder Roleplaying Game: Advanced Player's Guide*). This ability replaces trap sense.

Profane Armor (Su): At 7th level, an iron fury learns how to enhance his armor just like a warpriest. When an iron fury uses this ability he temporarily binds a fragment of his patron oni into his armor. This functions exactly like the sacred armor ability of a warpriest (see [Warpriest](#) in the classes section of *Pathfinder Roleplaying Game: Advanced Class Guide*). This ability replaces damage reduction.

Aura of Despair (Su): At 8th level, an iron fury radiates an aura of despair (see [Antipaladin](#) in the Classes section of *Pathfinder Roleplaying Game: Advanced Player's Guide*). This ability replaces the rage powers gained at 8th and 16th level.

Rage Powers: The following rage powers complement the iron fury archetype: disruptive, spellbreaker, spell sunder, superstitious, witch hunter, and the fiend totem and spirit totem rage power chains.

Merchanteer (Paladin Archetype)

Many holy knights believe that the best way to serve the cause of good is through devout worship and benign deeds—erroneously. The divine warriors of Matilondo's church know this better than anyone else, and work throughout Grethadnis to increase the coffers of their august institution.

Alignment: Merchanteers of Matilondo below 11th level must be non-evil and non-chaotic. Merchanteers of Matilondo of 11th level and above must be Lawful Evil.

Amicable Aura (Ex): A merchanteer does not naturally project an aura. With a swift action, a merchanteer can make a concentration check (DC 10 + paladin level) to project an aura within one step of their true alignment; these projected auras are of a potency equal to a cleric equal to their level.

Detect Metal (Sp) At will, a merchanteer can use [detect metal](#), as a spell-like ability. A merchanteer can, as a move action, concentrate on an individual within 60 feet and determine how much of a single type of metal it has with an Appraise check (DC 10+HD). While focusing on one individual, the merchanteer does not detect metal in any other object or individual within range.

This ability replaces detect evil.

Levy on Hands (Su) Beginning at 2nd level, a merchanteer can heal wounds (his own or those of others) by touch. Each day he can use this ability to heal 8 hit points for every merchanteer level he possesses. He can never heal more than four times his merchanteer level in hit points at a time. Using this ability is a standard action, unless the paladin targets himself, in which case it is a swift action. Despite the name of this ability, a merchanteer only needs one free hand to use this ability.



However, there is a cost for this healing: 5 gold per hit point healed. At 7th, 12th, and 17th level, the cost is reduced by -1 gold per hit point (to a minimum of 2 gold). All money spent this way is magically drawn to the nearest Church of Matilondo, and it always comes from the creature being healed (this includes the merchanteer). Creatures unable to pay do not receive any more healing than they can afford, and creatures unwilling to pay may make a Will save to negate the healing (and the cost) at a DC equal to 10 + half the merchanteer's level plus his Charisma modifier (if any).

This ability replaces lay on hands.

Fortune Favors the Bold (Ex) At 3rd level, a merchanteer is immune to fear (magical or otherwise), as well as the *rusting grasp* spell, a rust monster's rust special ability, and any other effect that causes metal to rust.

This ability replaces aura of courage.

DETECT METAL

School divination; **Level** alchemist 1, bard 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S, F (a magnetized nail or nugget of ore)
Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You detect any metal objects or creatures within a 60-foot cone. You can specify all metal objects or one or more specific types of metal (such as silver or cold iron) when you cast this spell; in the case of the latter you only detect objects or creatures made of the specified metal.

Metered Mercy (Su) At 3rd level, and every three levels thereafter, a merchanteer can select one mercy. Each mercy adds an effect to the merchanteer's levy on hands ability; this adds an additional cost of 20 gold for every condition removed. This supplements the mercy ability.

Channel Capitalism (Su) When a merchanteer reaches 4th level, he gains the supernatural ability to channel magnetism. Using this ability consumes 15 hit points of his levy on hands ability (costing the merchanteer 75 gold).

Channeling capitalism causes a burst that affects all ferrous metals (such as iron and steel) in a 30-foot radius centered on the merchanteer. The magnetic field generated can draw 150 pounds of metal plus 25 pounds for every two merchanteer levels beyond 1st (175 pounds at 3rd, 200 pounds at 5th, and so on).

The magnetic field uses the merchanteer's CMB, pulling any unattended ferrous metals and Medium-sized creatures carrying 30 or more pounds of metal toward him. For each size below Medium, halve the required amount of metal, and for each size below Medium, double the amount of metal required. Creatures wearing metallic armor suffer a penalty to their CMD to resist the pull (-2 for medium armor, -4 for heavy armor). Affected creatures are pulled up to 20 feet toward the magnetic field (plus 5 feet for each 5 points by which the check beats their CMD) and knocked prone. Creatures not carrying large amount of metal but holding metal items in their hands are instead affected by a disarm maneuver as the items are ripped free.

A merchanteer may channel capitalism a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. The merchanteer is immune to the effects of his own magnetic field. The merchanteer must present his holy symbol to use this ability.

At 10th level, a merchanteer may choose to affect even non-ferrous metals, and at 16th level he may choose any one specific type of metal (such as silver or gold) to attract.

This ability replaces channel positive energy.

Divine Bond (Sp) A merchanteer must choose a weapon for his divine bond.

Magnetic Personality (Su) At 8th level, a merchanteer is immune to charm spells and spell-like abilities. Instead, any time a merchanteer is targeted by one of these effects, it is reversed—with the original source as the target and the merchanteer considered the caster. This ability replaces aura of resolve.

Religious Truths (Su) At 10th level, a merchanteer learns truths of his doctrines and deity—Matilondo's duplicitous, dubious, and undoubtedly evil true face is revealed to him. The truly devout embrace their god's honest form, willingly continuing with this archetype and becoming lawful evil in the process.

When he has done so, his paladin levels are treated as antipaladin levels and he swaps the following abilities:

smite evil (smite good), divine grace (unholy resilience), divine bond (fiendish boon). The remainder of the merchanteer's levels with this archetype are antipaladin levels, and he gains all of the abilities entitled to antipaladins after 10th level (aura of vengeance, aura of sin, aura of depravity, and unholy champion).

Those that do not are not able to advance as a paladin any further, though they retain their current blessings from Matilondo (even if they'd rather not) and the cost to retrain any merchanteer level is doubled, though these exiles often find themselves targeted by the very church they once followed.

Code of Conduct: Above all else, good or evil, naive or knowledgeable, a merchanteer of Matilondo has one directive and one directive only—enhance the wealth of the church. This does not mean that a merchanteer cannot take actions someone else might qualify as unprofitable, only that such actions must always be in service to an ultimately profitable outcome. A merchanteer's code requires that he tax, charge, and collect funds for any services he renders whenever possible, provided such actions don't interfere with his goals.

Associates: While he may adventure with less single-minded allies, a merchanteer avoids working with overly altruistic or charitable characters. Under exceptional circumstances he may do so, but only to bring them into his fold or take all they have to offer. A merchanteer does not need an *atonement* spell during such an unusual alliance, or afterward—Matilondo only cares about the bottom line. A merchanteer may accept only henchmen, followers, or cohorts who are themselves greedy (likely evil-aligned, and at best neutral-aligned).

Monstrous Minstrel (Bard Archetype)

It isn't easy making it as a bard in Trectoyri, but the truly talented artists, musicians, and storytellers always find a way.

Bardic Performance: A monstrous minstrel gains the following type of bardic performance.

Monstrous Melodies (Su): At 3rd level, a monstrous minstrel can use performance to create echoes that incorporate into the background noise of wherever she is. This melody is perceived immediately by monstrous humanoids (and creatures with the goblin or orc subtypes) and a number of chosen targets equal to the monstrous minstrel's Charisma modifier. Any other creatures that might perceive it must succeed on a Sense Motive check with a DC equal to the monstrous minstrel's Perform check. The monstrous melody can be projected in a 30-foot radius plus 30 feet for every monstrous minstrel level beyond 3rd (though she may confine it to a smaller radius if she so wishes). A monstrous minstrel may use this type of bardic performance while hidden or under the gaze of a creature without them realizing she is doing so.

This performance replaces inspire competence.

Monsterwise: A monstrous minstrel gains a bonus equal to half her level on Bluff, Diplomacy, Disguise, Perception, Sense Motive, Stealth, and Survival checks made against creatures of the monstrous humanoid type, goblin subtype, or orc subtype. The monstrous minstrel suffers a penalty equal to ¼ her level on the same checks made against all other humanoids.

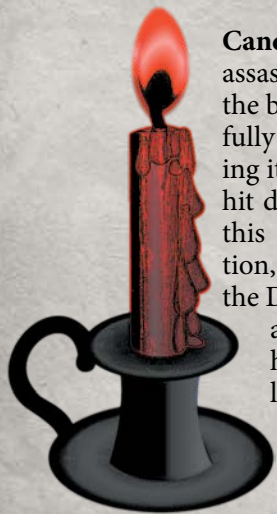
Furthermore, the monstrous minstrel may cast any bard spells known that normally cannot target monstrous humanoids (such as *charm person*) on monstrous humanoids as if they were regular humanoids.

This ability replaces bardic knowledge and countersong.

Monstrous Lie (Ex): At 10th level, a monstrous minstrel gains the rumormonger rogue talent. This replaces Jack-Of-All-Trades.

Nightmare Assassin (Assassin Archetype)

The chosen assassins of Castril among the boggards in the Korrelli Swamps of Urethiel burn the remains of their previous targets to focus their minds for the coming kill.



Candle of the Damned (Su) A nightmare assassin can spend one minute to drain the blood of any target they have successfully slain with their death attack, congealing it into one *candle of the damned* per 4 hit dice of the slain creature. By burning this candle during one hour of meditation, the nightmare assassin can increase the DC of their death attack by +2 against any one target named during this hour. At 4th level, and every even level afterward, the assassin may use an additional candle to increase the bonus by +2, up to a maximum increase of +10 at 10th level. This ability replaces hidden weapons.

Nightmare Prognosticator (Oracle Archetype)

Not every acolyte of the forbidden deities manifests their devotion with psionics directly; some are entirely attuned to prophesying the rise of the Nightmare Gods, spreading their madness in exultation for the Dark Ones' return throughout all of Veranthea.

Alignment: Any evil.

Mystery: [dark tapestry](#)

Curse: Determined by deity; Castril (lame), Grelthanok (haunted), Vanesprelt (deaf)

Class Skills: A nightmare prognosticator adds Perception, Stealth, and Survival to her list of class skills. These replace the additional class skills from her mystery.

Revelations: A nightmare prognosticator must take the brain drain, gift of madness, many forms, and read the tapestry revelations before choosing any others, though they may do so in any order (provided they meet prerequisites). They also gain access to the following revelations.

Interstellar Window (Su): As a full-round action that provokes attacks of opportunity, you can choose one creature within close range (25 ft. + 5 ft./caster level) and temporarily transport them to the realm of your dark deity. The target receives a Will saving throw to resist the effect (equal to the DC of your gift of madness revelation); on a failed save, the creature is transported to the far reaches of the aether, directly into the presence of the Nightmare Gods for a number of rounds equal to half your oracle level. Exposure to the void deals 1d4 points of cold damage for every oracle level you possess (Fortitude halves) each round, and if left exposed for more than 5 rounds this way, the creature must make a DC 30 Will save or [contract a random insanity](#) (see the "Sanity and Madness" chapter of the *Pathfinder Roleplaying Game: Gamemastery Guide*). You can use this ability once per day plus one additional time per day at 14th level. You must be at least 11th level to select this revelation.

Nightmarish Touch (Su): As a standard action that does not provoke attacks of opportunity, you may make a melee touch attack to share your curse with another creature for a number of rounds equal to your oracle level (Fortitude negates). When using this ability, you choose whether or not to grant the benefits of your curse when you do so (if you are haunted, you grant a use of the bonus spells known to the creature as single use spell-like abilities). You can use this ability once per day plus one additional time per day at 12th, 15th, and 18th level. You must be at least 9th level to select this revelation.

Psionic Hemorrhage (Su): As a standard action that does not provoke attacks of opportunity, you temporarily open your mind to the forbidden pantheon, allowing them to turn you into a conduit for a calamitous wave of psionic energy. This burst of energy roils in a 50-ft.-radius around you (plus 10 ft. per oracle level beyond 13th), dealing 1d6 force damage per oracle level to all creatures and objects within it, stunning them for 1 round (Fortitude halves and negates the stunned condition; DC equal to your gift of madness revelation). Anyone that fails their Fortitude

save must make a Will save (DC equal to half the previous save) or contract a random insanity; creatures with power points that fail this second save lose a number of PP equal to your oracle level. You can use this ability once per day plus one additional time per day at 16th level. You must be at least 11th level to select this revelation.

Final Revelation: Upon reaching 20th level, you embody the very essence of the dark power you worship. You gain damage reduction 5/—, immunity to cold, and immunity to any psionic power or psi-like ability that allows power resistance (but not spells or spell-like abilities). Additionally, your deity grants you a boon specific to their worship:

Castril: You gain a gaze attack that carries with it all the madness wrought on your mind, casting fear into the hearts of your foes. Any target that fails a Will save (DC 10 + ½ oracle level + oracle's Charisma modifier) as affected as if by the *fear* spell. Creatures immune to fear via a special quality or class feature must make this Will save or contract a random insanity.

Grelthanok: You gain the warp touch bloodline power from the [warped sorcerer bloodline](#)^{UM}, except that its duration is permanent and creatures afflicted must also make a Will save or contract a random insanity.

Vanesprelt: Once per week you can curse an entire settlement or region by deafening all of its inhabitants, turning them all mute, or creating a false eclipse (or similar astrological event) in the sky (Will DC 10 + ½ oracle level + Cha modifier). These effects last for 24 hours, though you can maintain them indefinitely by sacrificing all your 9th-level spell slots for a day.

Oni Sworn (Samurai Archetype)

Disgraced warriors that have eschewed their honor and bastard samurai that willingly serve oni gain supernatural abilities from their monstrous masters in return for loyalty. Most oni sworn are evil or count among the forces of Hesstrickia, but some of those who were raised in communities that serve oni are simply misguided or dull minded.

Alignment: N, CN, NE, CE

Dark Blessings (Su): An oni sworn can use blessings just like a warpriest. This ability functions exactly like that of a warpriest (see [Warpriest](#) in the classes section of *Pathfinder Roleplaying Game: Advanced Class Guide*), except that major powers become available at 12th level (not 10th as for warpriests), and the oni sworn must select from the Air, Chaos, Charm, Destruction, Evil, Fire, Trickery, Water, and Weather blessings. This ability replaces mount, mounted archer, and demanding challenge.

Profane Armor (Su): At 7th level, an oni sworn gains the ability to enhance her armor just like a warpriest. When an oni sworn uses this ability, she temporarily binds a fragment of her patron oni into her armor. This functions exactly like the sacred armor ability of a warpriest (see [Warpriest](#) in the Classes section of *Pathfinder Roleplaying Game: Advanced Class Guide*).

This ability replaces extra challenges per day gained at 7th and 16th level.

Qinggong Ninja (Ninja Archetype)

The qinggong ninja is a master of *ki*, using it to perform superhuman stunts or blast opponents with supernatural energy. Some achieve their power over *ki* through extreme discipline, while others attain these abilities by intentionally or accidentally ingesting rare herbs or strange mystical fruits, and fewer still are gifted these powers by a dying qinggong ninja master in Urethiel.

Ki Power: Starting at 4th level, a qinggong ninja gains access to *ki* powers as though they were a [qinggong monk](#)^{UM}. Any time she would gain a rogue talent, she may instead choose to gain any *ki* power for which she qualifies (using her ninja level in place of her monk level), except those marked as monk abilities. The saving throw against a ninja's *ki* power, if any, is equal to 10 + 1/2 the ninja's level + the ninja's Charisma modifier. This replaces the ninja trick that would be gained at the particular level the qinggong ninja gives up for this *ki* power.





Scientific Innovator (Alchemist Archetype)

In Veranthea the laws of biology, chemistry, and physics are fundamentally unique and forgiving, allowing for a far wider range of particle reactions not present in any other Material Plane. Scientific innovators exploit these flexible laws of nature to concoct incredible serums and craft fantastic devices that defy the power of mages across the world!

Class Skills: Knowledge (engineering), Knowledge (dungeoneering) and either Knowledge (geography) or Knowledge (history), replace Knowledge (arcana), Spellcraft, and Use Magic Device.

Weapon and Armor Proficiency: Scientific innovators are proficient with all simple weapons, bombs, and firearms. They are also proficient with light armor, but not with shields.

Science (Su or Ex) Scientific innovators are masters of science, and a scientific innovator's extracts are called serums. This acts like an alchemist's alchemy ability except at 10th level, a scientific innovator's serums and bombs produce extraordinary effects instead of supernatural ones. A scientific innovator loses the bonus to Craft (alchemy), and the ability to create mutagens.

Have Gun: At 1st level, the scientific innovator gains the Amateur Gunslinger feat and Gunsmithing as a bonus feat. She also gains a battered gun identical to the one gained by the gunslinger. This ability replaces mutagen.

Grit Feats: A scientific innovator may select a grit feat in place of a discovery. She must meet the prerequisites for those feats.

Craft Brilliant Contraptions (Ex) At 5th level, the scientific innovator gains the Craft Devices feat for free. A scientific innovator only pays an additional 25% more when crafting a device. At 13th level, the scientific innovator gains the Craft Devices feat for free a second time, which removes the additional cost to craft devices. This ability replaces the increase to bomb damage at 5th and 13th level.

Smart Grit (Ex): At 11th level, a scientific innovator gains a number of grit points equal to her Intelligence modifier (minimum 1) and gains the use of a single gunslinger deed. She can select any deed that a gunslinger of her alchemist level -4 could use. At 14th level, and every three levels beyond 14th, the scientific innovator gains another point of grit and another gunslinger deed that a gunslinger of her level -4 could use. If she already has levels in gunslinger, she gains a bonus to the maximum amount of grit she can have each day, equal to her Intelligence bonus (if any) but gains no extra grit as the start of each day. This ability replaces instant alchemy, poison use, and swift poisoning.

Discoveries: The following discoveries complement the scientific innovator archetype: acid bomb, blinding bomb,





Martin

concussive bomb, delayed bomb, dispelling bomb, explosive bomb, explosive missile, fast bombs, force bomb, frost bomb, immolation bomb, precise bombs, shock bomb, siege bomb, smoke bomb, sticky bomb, stink bomb, strafe bomb, sunlight bomb, tanglefoot bomb. A scientific innovator can never gain mutagens or cognatogens.

Grand Discovery: At 20th level, a science innovator can choose the following grand discovery in place of the normal grand discoveries.

Antimagic Device: The science innovator can craft devices that produce effects identical to *antimagic field*, as per the Craft Devices feat. These might be made to create offensive effects (such as with a *meganegator cannon*) or “shields” to protect other devices (like the *Zyski’s Copyrighted Miraculous Magic Guarding Device*).

Scientific Innovator Serum List

A scientific innovator must pay five times the normal cost for learning a formula for any serum not on the list below.

- 1st** *air bubble, burning hands, cause fear, chill touch, cure light wounds, detect undead, expeditious retreat, faerie fire, feather fall, jump, inflict light wounds, negate aroma, obscuring mist, polypurpose panacea, produce flame, shield, shield of faith, shocking grasp, shock shield stone fist, touch of the sea, true strike, vocal alteration*
- 2nd** *ablative barrier, acute senses, alter self, barkskin, bear’s endurance, blur, bull’s strength, bullet shield, cat’s grace, cure moderate wounds, darkvision, defensive shock, delay poison, detect thoughts, elemental touch, fabricate bullets, fire breath*, invisibility, kinetic reverberation, levitate, protection from arrows, resist energy, see invisibility, spider climb, shield of faith, shocking grasp, shock shield stone fist, touch of the sea, true strike, vocal alteration*
- 3rd** *arcane sight, bloodhound, burrow, burst of speed, countless eyes, cure serious wounds, displacement, draconic reservoir, elemental aura, fly, haste, marionette possession, monstrous physique I, protection from energy, reloading hands, resinous skin, seek thoughts, thorn body, water breathing*
- 4th** *air walk, cure critical wounds, darkvision (greater), detonate, discern lies, dragon’s breath, echolocation, fire shield, freedom of movement, invisibility (greater), monstrous physique II, vitriolic mist*
- 5th** *contact other plane, elude time, languid bomb admixture, monstrous physique III, nightmare, overland flight, planar adaptation, sending, spell resistance*
- 6th** *analyze dweomer, caging bomb admixture, eyebite, giant form I, heal, mislead, monstrous physique IV, statue, transformation, true seeing, wind walk*

Swarm Minder (Summoner Archetype)

Becoming a part of something greater is an aspiration for many Verantheans, but few pursue that goal as fervently as the swarm minder. Reaching out to alien things even the Nightmare Gods have trouble comprehending, they steep their essence in an otherworldly hive mind that grants them unusual powers. Most hail from the Zaliha Plains of Ominara, but these summoners can be found on any continent.

***New Eidolon Form: Swarm Starting Statistics:** Size Small; Speed 20 ft., climb 20 ft., swim 20 ft.; AC +3 natural armor; Saves Fort (bad), Ref (good), Will (bad); Attack swarm (1d4); Ability Scores Str 3, Dex 15, Con 14, Int —, Wis 12, Cha 8; Free Evolutions distract*, climb, gills, swim; Special shares the swarm minder’s Intelligence score.

The size of the creatures in the swarm and the size of the swarm itself fluctuate as the swarm minder gains levels, as listed on Table 5-10: Swarm Eidolon Statistics.

Craft Devices [Item Creation]

Your creations duplicate the effects of spells and spell-like abilities through the careful application of delicate clockwork and alchemical solutions. With a *monocle of negative life-form detection* you can see undead for what they truly are, and your *cannon of scorching expulsions* has become a staple weapon in your adventuring gear.

Prerequisites: Int 15, Knowledge (engineering) 5 ranks

Benefit: You can craft devices with the successful application of Knowledge (engineering); these function as magic items but have strictly extraordinary effects, and function normally in an *anti-magic field* or area of *wild magic*. These items an additional 50% above a magic item that provides the same effect, and cannot create conjuration effects.

Devices that replicate items with a limited charge cannot be recharged, and cost half the normal price. Devices that have a number of charges per day require one hour of maintenance to recharge. No device can replicate a 7th-level or higher spell. A device is non-magical and thus does not require attunement to function or give off any magical auras.

A device’s weight is equal to 1 pound per caster level or 2 pounds per spell level, whichever is higher.

Special: This feat may be taken a second time to reduce the additional cost to 25%.

Science and Magic: Craft Devices, and the science class ability for scientific innovators, turn traditionally magical (i.e. supernatural) effects into extraordinary effects. Would dispel magic work on an extraordinary effect? Certainly not—the liquid-fueled, flint-lit fireball cares not for your *dispel magic*! However, an extraordinary version of *dispel magic* would certainly affect another extraordinary “spell”, though it would prove ineffective against a proper magic spell. Devices and spells that create opposite effects however, like *haste* and an extraordinary *slow*, counter one another as normal.

Spells normally have two major identifiers (their effect, and that they are magical), but the scientific innovator removes one of these identifiers (magic)—leaving only the effect portion for spells to interact with.

TABLE 5-10: EIDOLON SWARMS

Level	Eidolon Swarm Options	Eidolon Swarm Options	Eidolon Swarm Options	Eidolon Swarm Options
4th	1 Medium eidolon swarm of Tiny creatures	2 Small eidolon swarms of Diminutive creatures	—	—
8th	1 Large eidolon swarm of Tiny creatures	2 Medium eidolon swarms of Diminutive creatures	4 Small eidolon swarms of Fine creatures	—
12th	1 Huge eidolon swarm of Tiny creatures	2 Large eidolon swarms of Diminutive creatures	4 Medium eidolon swarms of Fine creatures	8 Small eidolon swarms of Fine creatures
16th	1 Gargantuan eidolon swarm of Tiny creatures	2 Huge eidolon swarms of Diminutive creatures	4 Large eidolon swarms of Diminutive creatures	8 Medium eidolon swarms of Fine creatures
20th	1 Colossal eidolon swarm of Tiny creatures	2 Gargantuan eidolon swarms of Diminutive creatures	4 Huge eidolon swarms of Diminutive creatures	8 Large eidolon swarms of Diminutive creatures

Prohibited 1-Point Evolutions: bite, pull, push, reach, tail (including any evolutions that require it), tentacle (including any evolutions that require it), wing buffet.

Prohibited 2-Point Evolutions: gore, grab, head (including any evolutions that require it), limbs (including any evolutions that require it), weapon training.

Prohibited 4-Point Evolutions: breath weapon, large.

***New Evolutions**

1-Point Distract (Ex) The many bites and scratches of an eidolon swarm can nauseate creatures that it damages. Any living creature that takes damage from a swarm eidolon is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 eidolon swarm's hit die + eidolon swarm's Con modifier) negates the effect. This evolution is only available to eidolons of the swarm base form.

2-Points Angry Swarm (Ex) An eidolon swarm works more closely in unison, striking at the same points repeatedly to cause more grievous wounds. The eidolon adds its Strength modifier to swarm damage. If taken a second time, they add x 1 1/2 Strength modifier to swarm damage. This evolution is only available to eidolons of the swarm base form. The summoner must be at least 10th level before selecting this evolution once, and may select it a second time at 15th level.

Carpet Rider (Ex) An eidolon swarm surges together, forming a solid surface capable of supporting its summoner and his allies. The eidolon swarm can be ridden as though it were a *flying carpet* (although it does not have a fly speed unless it possesses the flight evolution). This evolution is only available to eidolons of the swarm base form.

Wearable Swarm (Ex) An eidolon swarm covers its summoner like a set of living clothing. A summoner may wear his eidolon swarm as though it were a *cape of wasps*^{UM} spell. When the swarm minder is attacked while using this evolution, it splits damage received between itself and the eidolon swarm. Activating or deactivating this evolution is a full-round action. The eidolon swarm must have the flight evolution before selecting this evolution.

3-Points Spellcaster's Bane (Ex) The collective intelligence of the swarm minder and his eidolon swarm are particularly alert to the gestures and incantations of magic use. When the eidolon swarm uses its distraction ability against a target using a spell or spell-like ability, increase the DC by 1/2 the eidolon swarm's hit die. This evolution is only available to eidolons of the swarm base form.

Eidolon: The swarm minder summons the detritus and vermin of the aether, calling them forth to slip through the folds and nooks of the planes and into the material realm. They come to him by the thousands, eager to do his bidding and join his expanding consciousness as part of a hive mind. A swarm minder must choose the swarm base form for his eidolon, gaining 1 Small eidolon swarm of Tiny creatures.

Split Swarms (Su) At 4th level the swarm minder learns how to divide his concentration even further, granting him the ability to create and control two or more swarms rather than one, as listed on Table: Eidolon Swarms. When doing

Eidolon Swarm Size Bonus (by creature)

Creature Size	Tiny	Diminutive	Fine
AC Bonus	+2	+4	+8

TABLE 5-11: SWARM EIDOLON STATISTICS

Swarm Size	Swarm Damage	Space	Energy Attacks Evolution	Str/Con Bonus	Dexterity Penalty	Natural Armor Enhancement
Small	1d4	5 ft.	1d4	—	—	+0
Medium	1d10	5 ft.	1d6	—	—	+0
Large	2d8	10 ft.	1d8	+2	-2	+1
Huge	3d6	15 ft.	1d10	+4	-4	+2
Gargantuan	3d8	20 ft.	1d12	+6	-8	+3
Colossal	4d6	30 ft.	2d8	+10	-14	+5

so, he suffers a -2 penalty to Concentration checks for every swarm beyond the first currently under his control (up to a maximum of -14). These swarms possess half, one quarter, or one eighth of their largest counterpart's hit points and hit die (determined by how many times it has been split; 2, 4, or 8).

This ability replaces shield ally.

Invasive Consciousness (Su) At 12th level the swarm mind-er gains telepathy (100 ft.). This ability replaces greater shield ally.

Tiang-Ti Ang Agent (Bard Archetype)

Highest among the many cities of the Dynasties of the Dead is Tian-Ti Ang—ruled over by five vampire houses that have held power for the centuries since its inception (the Angs, Bo-Tansu, Doroji, Gi-Raibo, and Kensaku), the settlement of undead influences the events of Urethiel from afar. Not all of these fell nobles are entirely bereft of life however, and each clade breeds and trains their dhampir and lesser servants to act as their proxies in Fordhatta, Verentai, and Jerentok. Utilizing techniques honed over centuries, these agents of Tian-Ti Ang seed themselves across the human dynasties, coercing and manipulating the Enchanted Continent's nobility until their masters bid them to strike. Worst of all, through a pact made between the mythical House Ang and the Divine Terminator, these saboteurs are able to use some of the abilities of their patrons so long as they ultimately worship Death.

Bardic Performance: A Tiang-Ti Ang agent does not gain the countersong or soothing performance types of bardic performance and gains these types instead.

Child of the Night (Su): Once per day when using bardic performance, a Tian-Ti Ang agent may expend rounds of bardic performance as a standard action to summon rat swarms (1d4+1), bat swarms (1d2+1), or wolves (1d8). Every swarm requires the expenditure of one round of bardic performance at the start of each round, and a round of bardic performance needs to be expended each round per two wolves summoned. At the end the bardic performance (or when the Tian-Ti Ang agent stops spending rounds of bardic performance to fuel this ability) any animals summoned this way disappear into black smoke.

Dominating (Su): A Tiang-Ti Ang agent of 12th level or higher can use his performance to dominate a humanoid able to see or hear him (as *dominate person*). Using this ability does not disrupt the bardic performance, but it does require a standard action to activate. A Tian-Ti Ang agent may use this ability more than once against an individual creature during an individual performance.

Vampiric Gifts (Su): At 2nd level, a Tian-Ti Ang agent gains the use of *spider climb* as a constant spell-like ability while using bardic performance. At 6th level, he may instead choose to use *gaseous form* instead by expending one additional round of bardic performance each round. At 10th

level, a Tian-Ti Ang agent gains the use of *beast shape II* as an at will spell-like ability while using bardic performance; he is still able to speak and sing while using *change shape* but not play instruments or manipulate fine objects. This ability replaces well-versed.

Fell Agency (Ex): At 5th level, a Tian-Ti Ang agent gains a circumstance bonus on Bluff, Disguise, Intimidate, and Sense Motive checks equal to 1/2 his level. This bonus does not apply to checks made to interact with creatures that have the undead type. This ability replaces lore master.

Scion of Tian-Ti Ang (Su): At 10th level, a Tian-Ti Ang agent is suffused with the dark power of their mythical vampire lords, gaining fast healing 2, DR 5/magic and silver, and resistance to cold 5 and resistance to electricity 5. However, he also gains light blindness and one of the following vampire weaknesses: aversion to garlic, aversion to mirrors, or weaknesses to immersion in running water. This ability replaces jack-of-all-trades.





Wild Mage (Sorcerer Bloodline)

Within your blood the power of arcane entropy runs rampant, seeping chaotic energies into your spells—through intense training you can garner some control over your powers, but they remain wild to the end.

Class Skill: Determined randomly (either permanently at character creation or every day, a choice made at character creation).

Bonus Spells: Whenever a wild mage gains a bonus spell, use the [tables to generate arcane or divine scrolls in Pathfinder Roleplaying Game: Ultimate Equipment](#) to choose what spell is gained. At 1st level, whether this spell is gained from the arcane or divine spell lists is determined randomly, while each additional bonus spell is chosen from the opposite list as the one from which the previous spell was chosen.

Bonus Feats: Combat Casting, Diehard, Dodge, Endurance, Greater Spell Penetration, Magical Aptitude, Run, Spell Penetration

Bloodline Arcana: Whenever you spend wild magic points casting a spell, it is more difficult to discern and counter. The DC to identify your wild magic spells increases by +5 and the DC to dispel your wild magic spells is increased by +2.

Bloodline Powers: The chaotic powers at your whim extend beyond spellcasting, granting you a number of additional abilities.

Wild Talents (Su): At 1st level, you gain Wild Magic as a bonus feat. In addition, any time that you spend wild magic points to enhance a sorcerer spell, reduce the number required by 1 (minimum 1).

Wild Weave (Su): At 3rd level, you can tap into the very essence of wild magic. When casting a wild magic spell, instead of rolling on the Wild Magic Outcomes table (see page 74), you may roll on the “[Wild Magic Effects](#)” table in the Adventures section of *Pathfinder Roleplaying Game: Gamemastery Guide*.

Entropic Instinct (Su): At 9th level, you can manipulate entropy just right to completely change a wild magic spell's effect. As an immediate action after rolling for a wild magic spell outcome, you may choose instead to subtract that number from 21 to determine your result; for example, a Wild Magic Outcomes table result of 7 would become 14 (on a Wild Magic Effects table result, instead reverse the numbers, so 64 would become 46). You can use this ability once per day at 9th level, twice per day at 17th, and three times per day at 20th.

Wild Attunement (Su): At 15th level, you begin to be empowered by different schools of magic every day; the DC for any spells you cast from that school increases by +2. Whenever you recover your allocation of daily spell slots, roll 1d8 to determine which school empowers you that day (1: abjuration, 2: conjuration, 3: divination, 4: enchantment, 5: evocation, 6: illusion, 7: necromancy, 8: transmutation).

Entropy Embodied (Su): At 20th level, your body is permeated with wild magic. You may spend wild magic points to affect any spell being cast within 100 feet of you, even if it is not your turn (and affect them with wild weave if you so

TABLE 5-12: ENTROPY EMBODIED

1d10	Ability Gained
aberrant	<i>aberrant form</i>
abyssal	<i>demonic might</i>
arcane	<i>arcane apotheosis</i>
celestial	<i>ascension</i>
destined	<i>destiny realized</i>
draconic	<i>power of wyrms (roll 1d10 to determine type)</i>
elemental	<i>elemental body (roll 1d4 to determine element)</i>
fey	<i>soul of the fey</i>
infernal	<i>power of the pit</i>
undead	<i>one of us</i>

choose). In addition, you are forever more treated as a native outsider for the purposes of spells and other magical effects, though you can still be brought back from the dead as if you were a member of your previous creature type.

In addition, you gain a power from another sorcerer bloodline, which changes every day and is determined randomly whenever you regain your allocation of daily spell slots.

TABLE 5-13: WILD MAGE SKILLS

D100	Bloodline Skill
1–9	<i>GM's choice</i>
10–12	Acrobatics
13–15	Climb
16–18	Diplomacy
19–21	Disable Device
22–24	Disguise
25–27	Escape Artist
28–30	Handle Animal
31–33	Heal
34–60	One random Knowledge
61–63	Linguistics
64–66	Perception
67–69	Perform
70–72	Pilot
73–75	Ride
76–78	Sense Motive
79–81	Sleight of Hand
81–84	Stealth
85–87	Survival
88–90	Swim
91–100	<i>PC's Choice</i>

Wild Scholar (Wizard Archetype)

Entropy. Mayhem. Chaos. There are many that claim such forces cannot be understood or implemented with any true amount of control—but not you. When magic proves unruly, you grasp onto that deviation to devastating effect!

Arcane School: The study of wild magic requires a comprehensive understanding of all schools of magic. Wild scholars cannot specialize in any one particular school of magic and do not gain an arcane school.

Entropic Bond: Wild scholars must select a familiar when choosing their arcane bond. At 9th level, their familiar gains the entropic creature template. This ability modifies arcane bond.

Wild Magic: At 1st level, a wild scholar gains Wild Magic as a bonus feat. This replaces Scribe Scroll.

Theoretical Magics (Su) At 2nd level and every even level after, a wild scholar receives one additional wild magic point per day. By expending 50% more wild magic points (rounding up) when activating a spell, a wild scholar can further modify a spell cast using wild magic by adding or subtracting 1d6 to their wild magic roll (they must choose to add or subtract before rolling). Unnatural results of 20 or above produce the effect of a 19 when used with the Wild Magic Outcome table.

At 6th level, they may add or subtract 1d8. At 10th level, they may add or subtract 1d10. At 14th level, they may add or subtract 1d12. At 18th level, they may roll both dice twice and take the result they prefer.

This ability replaces the wizard bonus feats at 5th, 10th, 15th, and 20th level.

VERANTHEAN ALCHEMIST DISCOVERIES

Craft Scientific Armor: The scientific innovator can craft non-magical *folding plate*^{APG} using Craft Device in place of Craft Magic Arms and Armor, and treating *instant summons* as a 4th-level serum on the scientific innovator serum list. Scientific folding plate looks more technological than normal armor. You may add a number of enhancements (as per the gobchopper skirmisher cavalier archetype's mechanic class feature when appropriate) equal to your Intelligence modifier for no additional cost. A scientific innovator must be at least 8th level before selecting this discovery.

Planar Bombs: The alchemist can swiftly calculate the locations of creatures in other planes and tear limited holes in the fabric of space and time to draw them through. Once per round, the alchemist can choose to, instead of doing damage with a bomb, conjure a creature at a bomb's targeted location as though they had summoned a single creature using *summon monster* at a spell-level equal to half the bomb's damage dice (using their scientific innovator level as the caster level; for example, a scientific innovator whose bombs deal 6d6 damage could conjure one creature off the *summon monster III* list.) A scientific innovator with this discovery is considered to be able to cast all *summon monster* spells for purposes of crafting items. A scientific innovator must be at least 12th level and possess the planar genius discovery before selecting this discovery.

Planar Genius: The scientific innovator has realized how all planes overlap and with the careful application of the correct energies, can travel from one location to another or even to other dimensions. You add *dimension door* to your serum list as a 3rd-level serum, *teleport* as a 4th-level serum, *plane shift* as a 5th-level serum, and *ethereal jaunt* as a 6th-level serum. A scientific innovator must be at least 8th level before selecting this discovery.

VERANTHEAN FEATS

Abundant Spirit [General]

Magic can never detect it, but your soul is as strong as mithral, restoring your body at a miraculous rate.

Prerequisites: Forsaken, Restorative Spirit, 9th level

Benefit: The healing you gain from Restorative Spirit increases to 4 hit points per hour.

Ancient Herbs [General]

Using holistic medicines perfected across the annals of time, you can create mixtures that promote natural healing to astounding effect.

Prerequisites: Skill Focus (Craft [alchemy]), Craft (alchemy) 3 ranks, Heal 3 ranks

Benefit: You may create potions of *cure* spells as though they were devices (which cost an additional 50% beyond their magical counterparts; see [Craft Device](#)). These potions heal extraordinarily, allowing forsaken to use them to recover hit points.

Brace Firearm [Combat]

Shouldering up a rifle has become as commonplace as walking for you, and you're always well-prepared for the shock of a firearm's discharge.

Prerequisites: Proficiency with a firearm, Str 12

Benefit: When taking a full-attack action using a two-handed firearm, you receive a +5 circumstance bonus to Strength checks to avoid the penalty for recoil.

Oblique Power [Metapsionic]

You are able to shunt the visual manifestations of your powers into an ethereal plane, where they are invisible to the naked eye.

Prerequisites: Able to manifest 2nd-level powers.

Benefit: When you manifest a power, you can choose to manifest it as an oblique power. In doing so, you can choose to manifest it without any visual display, or with a visible display only perceived by the target or targets of the power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level. Powers that have no visual display cannot be used with this feat.

Normal: To manifest without visual displays, you must make an additional concentration check or contract sanity psickness (pages 72–73).

Prodigious Attunement [General]

It takes you far less time to adapt a magic item for your own use than it does others.

Prerequisites: Possess an attunement value.

Benefit: You can immediately attune an item twice per week, it only takes you half the time to attune an item otherwise, and you may actively attune two items at once.

Normal: See Attuning Items (pages 70–71).

Restorative Spirit [General]

Your soul is a potent thing that fortifies your body, allowing you to heal faster.

Prerequisites: Forsaken, 3rd level

Benefit: You heal 2 hit points every two hours, so long as you are above 0 hit points.

Normal: A character requires a period of rest to recover hit points equal to their level.

Shaper of the Soul [General]

You are a person of great personal resolve and rather than allow circumstances to define who you are, you do it yourself.

Prerequisites: Blessed of Urethiel, Wisdom 13, Character Level 5.

Benefits: You may choose to replace one of your randomly chosen spell-like abilities with a spell-like ability of your choice of the same spell level.

Special: You can take this feat more than once, each time affecting a different spell-like ability. No one spell-like ability slot can be changed more than once.



T. Martin

Shòuquán Propulsion [General]

Your mastery over the redirection of magic has reached new levels, allowing you to fire it behind you to propel yourself through water or the air.

Prerequisites: Shòuquán Travel, Shòuquán of Urethiel, Cha 15, Character Level 6

Benefit: You may choose to spend absorbed spell levels to increase your mobility. For two spell levels you may gain either a swim speed or fly speed (good maneuverability) equal to your base movement for a number of minutes equal to character level.

Shòuquán Travel [General]

Your years of experience channeling magical energies through your very body have taught you how to utilize it differently, allowing you to run at great speeds and make gigantic leaps fueled by your ancestral talent to redirect magic.

Prerequisites: Shòuquán of Urethiel, Cha 13, Character Level 3

Benefits: As a swift action, you may choose to sacrifice one absorbed spell level to either gain a magical increase to your base movement speed of +5 ft. for every five character levels, or gain a bonus to Acrobatics checks equal to twice your character level. Whichever effect is chosen, it lasts for a number of rounds equal to character level.

Silent Power [Metapsionic]

Even the loudest power you manifest is no greater than a whisper.

Prerequisites: Able to manifest 2nd-level powers.

Benefit: When you manifest a power, you can choose to manifest it as a silent power. In doing so, you can choose to manifest it without any auditory display, or with an auditory display perceived only by the target or targets of the power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level. Powers that do sonic damage and powers that have no auditory display cannot be used with this feat.

Normal: To manifest without auditory displays, you must make an additional concentration check or contract sanity sickness (page 72–73).

Simultaneous Shot [Combat]

While the recoil often makes you grit your teeth, you've mastered your sense of timing and can fire two shots simultaneously, at exactly the same moment.

Prerequisites: Proficiency with a firearm, Point-Blank Shot, Two-Weapon Fighting

Benefit: When taking a full-attack action using firearms and firing with two weapons, only one Strength check is required to avoid knockback, and neither of your first two attacks suffer the –3 penalty for recoil.

Unattainable Item [General]

A specific item has great value for you, and leaves its mark on your very soul.

Prerequisites: Possess an attunement value.

Benefit: One item does not count against your attunement

value. This item can be changed by spending a full day and expending your once per week instant attunement. Should you die, the item becomes entirely nonmagical (until you are resurrected, at which point its power returns) after 1d4 rounds unless another creature spends a full-round action touching the item and succeeds an opposed check against you (d20 + hit die).

Normal: See Attuning Items and Attunement Values.

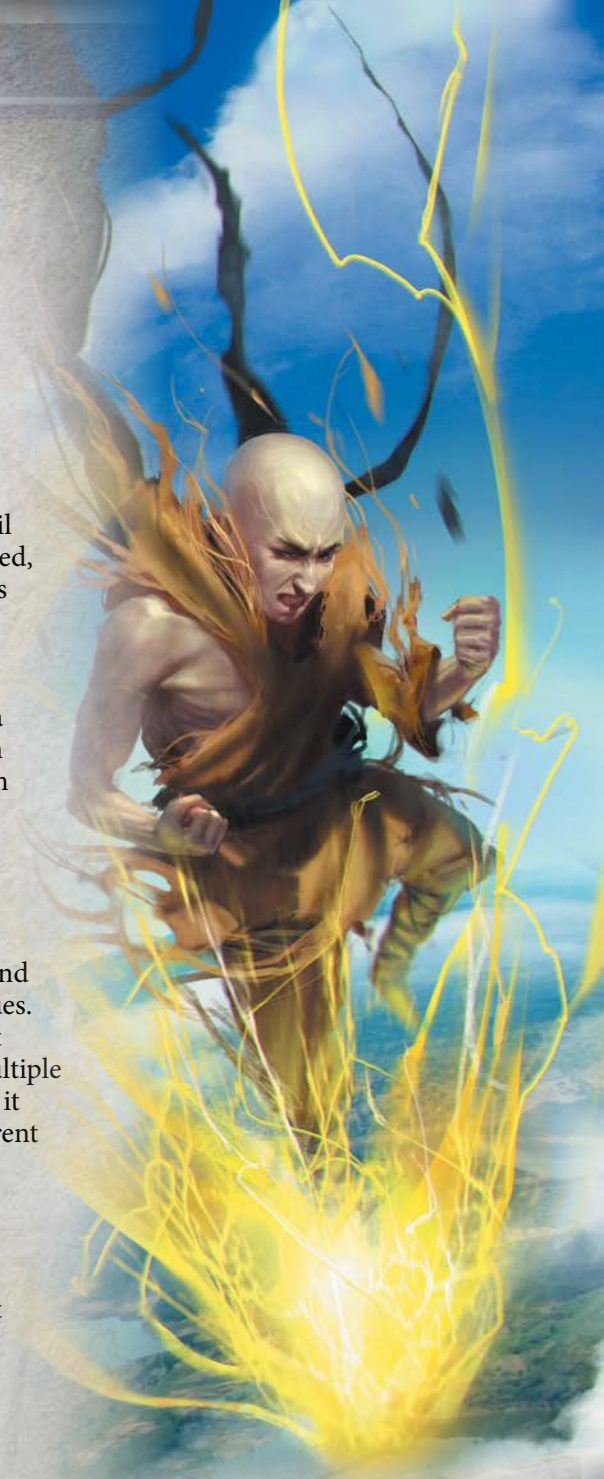
Special: This feat may be taken multiple times. Each time it applies to a different item.

Wild Magic [Metamagic]

Something about wild magic calls to you, and you to it; your understanding of it is intuitive, and you are able to infuse wild magic into the casting of spells whether a field of it is nearby or not. Though your allies may bemoan it after the first time they are dropped into a pit, the unpredictability you can infuse into your spells can be a great asset when luck is on your side, turning the tide of battle to your favor.

Prerequisites: Able to cast 1st-level spells

Benefit: You gain 1 wild magic point per caster level, as well as an additional number of wild magic points equal to your spellcasting attribute modifier. When you cast a spell, you may expend a number of wild magic points equal to the spell's level to cast it as a wild spell, gaining the benefits of a roll on the Wild Magic Outcomes table. You regain all wild magic points when you prepare or ready your spells for the day.



OTHER VERANTHEAN EQUIPMENT

Compensating: A *compensating weapon* automatically succeeds against checks for recoil.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

CHAINSAW-SWORD

Price 1,500 gp; **Type** two-handed exotic; **Dmg (M)** 1d8 blunt/pierce; **Dmg (S)** 1d6 blunt/pierce; **Critical** x2; **Fuel Tank** 10; **Usage** 1 unit/round; **Weight** 15 lbs.; **Special** see below

When activated (a free action that requires the pushing of a button in the weapon's hilt) a chainsaw-sword consumes 2 gp of alchemical reagents and springs to life until the end of the wielder's next turn, causing serrations to jut out from the weapon and spin rapidly around the perimeter of the blade. An activated chainsaw-sword deals 3d6 slashing damage (3d8 for a Large-sized creature), though when inactive it deals damage as though it were a flail (1d8 bludgeoning and piercing). The size and bulky nature of a chainsaw-sword requires it be wielded with two hands. A typical chainsaw-sword has a large enough fuel reserve to run for 10 rounds at a time.

CONSTRUCTION

Craft DC 22; **Cost** 750 gp

Craft Devices or Craft Technological Arms and Armor^{TC} and a production lab^{TC}

BRAXTHAR'S ADVANCED DETECTORIUM

Aura none (device); **CL** 3rd

Slot eyes; **Price** 3,850 gp; **Weight** 4 lbs.

DESCRIPTION

A cluster of lenses in a rotating frame and connected by chain and wire to a fist-sized wooden box, dotted with dials and buttons.

The detectorium has two main lenses, which can be rotated between as a move action. Regardless of which lens is active, any character wearing the detectorium gains a +2 circumstance bonus on all Perception checks. If the larger, first lens is active the character wearing the detectorium continually gains the benefits of *detect snares and pits*. If the smaller, second lens is active, then the character instead gains the benefits of *find traps*, though this scanning requires a great deal more power and can only be active for 60 minutes before needing to be recharged (which requires replacing capacitors worth 1,800 gp). These minutes do not need to be consecutive, but they must be spent in one minute increments. Even if the capacitors are burnt out, the other abilities of the detectorium continue to function.

CONSTRUCTION

Requirements Craft Device, *find traps*, *detect snares and pits*; **Cost** 1,925 gp



BRAXTHAR'S MARVELOUS REVELATOR

Aura none (device); **CL** 5th

Slot — ; **Price** 4,250 gp; **Weight** 2 lbs.

DESCRIPTION

This lantern frame holds a glass orb containing a bubbling reddish-orange liquid.

The revelator in its inert state sheds light just like the lantern it resembles—a side effect of its scanning the area within 30 ft. After three rounds spent stationary, a revelator highlights all secret doors as though using *detect secret doors*. In addition, upon flicking a switch on the side of the lantern, all invisible things in the lit area are revealed as per the spell *invisibility purge*. This ability can be used up to ten times before needing to be recharged (which requires replacing capacitors worth 2,250 gp). Even if the capacitors are burnt out, the other abilities of the revelator continue to function.

CONSTRUCTION

Requirements Craft Device, *detect secret doors*, *see invisibility*; **Cost** 2,125 gp

VOKRIX ELITE ROCKET BOOTZ[©]

Aura none; **CL** 10th

Slot feet; **Price** 42,000 gp; **Weight** 10 lbs.

DESCRIPTION

These sturdy black dragonskin boots are wrapped with adamantite buckles and clasps, many of which hide small reservoirs of alchemical fuel. Small jets extrude from the sole on both sides of the heel and toe.

The wearer can activate these boots (a free action unless stated otherwise) for a number of different effects, each of which depletes the fuel inside of them. At maximum capacity, a pair of Vokrix Elite Rocket Bootz[©] holds 60 charges of fuel (each costing 50 gp in reagents).

Flight (1 charge per round): Vokrix Elite Rocket Bootz[©] give their wearer a fly speed of 80 ft. (good).

Flame Kick (3 charges): The wearer can combine the use of this device with an unarmed attack; on a successful hit, the target takes 1d4 bludgeoning damage (from the attack) and 5d8+10 fire damage.

Flamorado (10 charges): All creatures within a 20 ft.-radius (aside from the wearer) take 5d8+10 fire damage (Reflex DC 22 halves) as the wearer of the Vokrix Elite Rocket Bootz[©] flips and spins around wildly in the air, creating a maelstrom of flame. This is a standard action that does not provoke attacks of opportunity.

Hover (1 charge per minute): The wearer of the Vokrix Elite Rocket Bootz[©] hovers in the air, gaining a fly speed of 20 ft. (perfect).

CONSTRUCTION

Requirements Craft Device, *fireball*, *flame breath*, *fly*; **Cost** 21,000 gp

A maw with razor sharp teeth graces the front of this flat, wormlike creature. Horny icicle-like spikes shaped like plows run down the first third of the body, which ends in a split tail that powers the animal as it undulates through ice and snow.

SNOW ORM CR 1 — XP 400

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 15 ft., burrow 40 ft. (ice and snow only)

Melee bite +4 (1d8+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks jumping tail slap (+4 melee 1d8+3)

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 17

Feats Endurance, Run^B

Skills Perception +6

SQ uphill moguls

ECOLOGY

Environment any cold

Organization solitary, pair, or frenzy (3–30)

Treasure none

SPECIAL ABILITIES

Jumping Tail Slap (Ex) When charging over or through snow and ice, a snow orm can make a second attack with its tail if it succeeds on its bite attack.

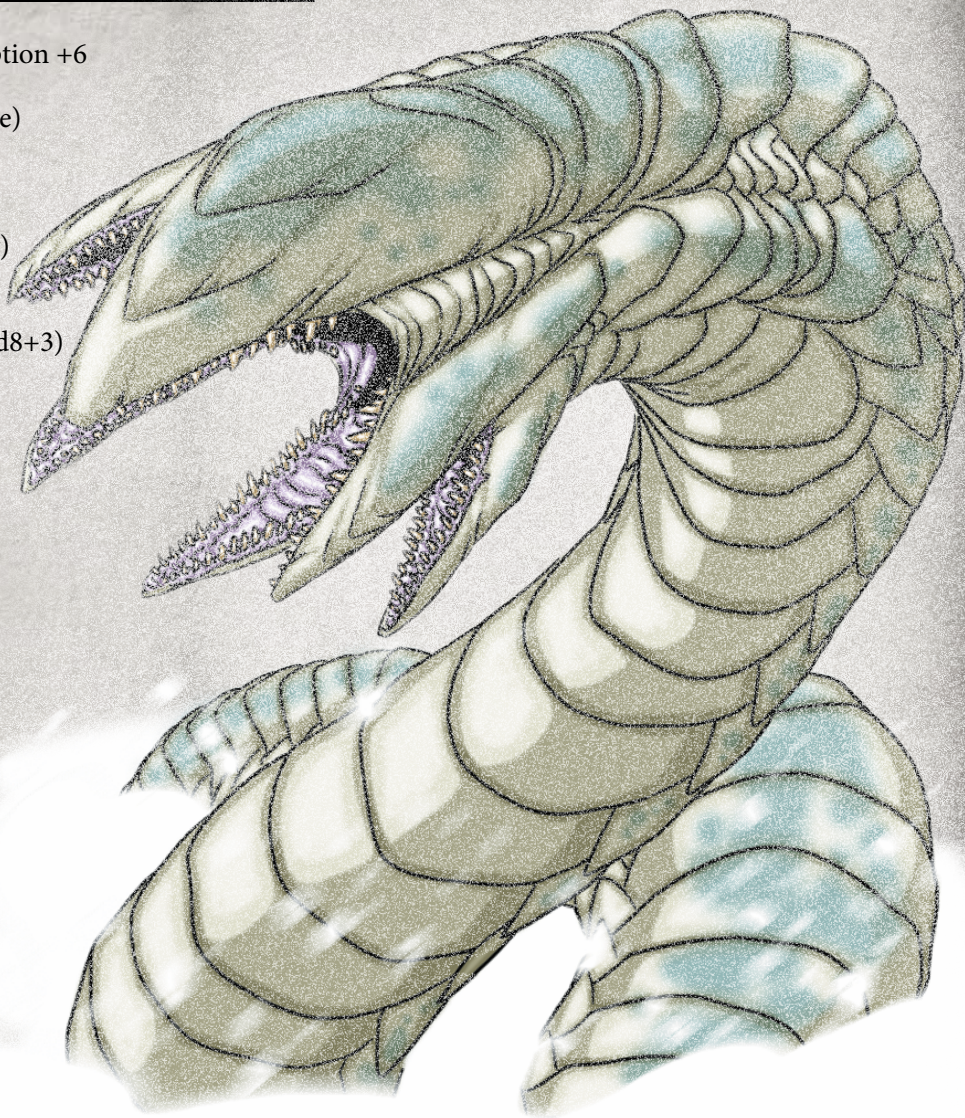
Uphill Moguls (Ex) In areas of snow and ice, the snow orm moves uphill with no movement penalty.

Snow orms prowl the deep snowdrifts of both the frozen tundra and the peaks of great mountain ranges. Though they spend most of their time burrowing through ice and snow, they are more than capable of traveling across frozen, rocky terrain (in a manner not unlike a snake), making them desirable mounts to the natives of those regions. Their riders don't sit directly astride the snow orm, instead standing in a special harness that allows them to stay above the beast even as it powers through, or under, the tundra.

Snow Orm Companions

Starting Statistics: **Size** Large; **Speed** 15 ft., burrow* 40 ft.; **AC** +4 natural armor; **Attack** bite (1d8); **Ability Scores** Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** jumping tail slap, low-light vision, scent, uphill moguls. *Use the snow orm's burrow speed in areas of snow and ice.

4th-Level Advancement: **Ability Scores** Str +2, Con +2



MANTLE OF THE SNOW ORM

Aura moderate transmutation; **CL** 7th
Slot shoulders; **Price** 5,600 gp; **Weight** 1 lbs.

DESCRIPTION

Made from the tanned skin of the snow orm, this short cape is activated as a move action and grants a burrow speed of 40 feet through ice and snow for up to 7 minutes per day. These minutes need not be consecutive, but must be spent in one minute increments.

CONSTRUCTION

Requirements Craft Wondrous Item, *elemental body I*; **Cost** 2,800 gp

SNOWBOUND COLLAR

Aura moderate conjuration; **CL** 7th
Slot neck; **Price** 5,600 gp; **Weight** 1 lbs.
DESCRIPTION

Designed to be worn by a snow orm, this thick leather collar provides a continuous stream of snow and ice under its wearer, allowing it to travel as though moving through snow 3 feet deep. Squares occupied by the collar's wearer, and all squares adjacent to them, are considered difficult terrain—though a snow orm or similar creature can move through them at its burrow speed.

CONSTRUCTION

Requirements Craft Wondrous Item, *cone of cold*; **Cost** 3,000 gp

SKIS OF THE CAVALIER

Aura faint conjuration; **CL** 4th (lesser), 8th (greater)
Slot feet; **Price** 1,400 gp (lesser), 5,000 gp (greater); **Weight** 20 lbs.

DESCRIPTION

These skis are always usable as mundane skis. Once per day *lesser skis*, for four hours of continuous use, allow the user to travel and engage in combat in snowy terrain as if mounted, permitting the use of all mounted combat feats and bonuses. *Greater skis* are enchanted to provide a continuous stream of snow underfoot allowing them to be used for up to 8 hours in terrain other than snow and ice. These hours need not be consecutive, but must be spent in one hour increments.

CONSTRUCTION

Requirements Craft Wondrous Item, *mount* (lesser); *mount, cone of cold* (greater) **Cost** 700 gp (lesser), 2,500 gp (greater)

TEK AXE

Aura moderate necromancy; **CL** 6th
Price 11,600 gp; **Weight** 12 lbs.
DESCRIPTION

This immense axe is made of fused bone and rattles eerily as it swings through the air.

This +1 *greataxe* emits clacking and rattling when swung, disconcerting creatures around it. Creatures within 15 feet of the wielder receive a -2 penalty to saves against fear effects. A creature struck by a *tek axe* must succeed a DC 13 Will save or become shaken until the end of the wielder's next turn. On a critical hit, the creature struck must save or become frightened until the end of the wielder's next turn.

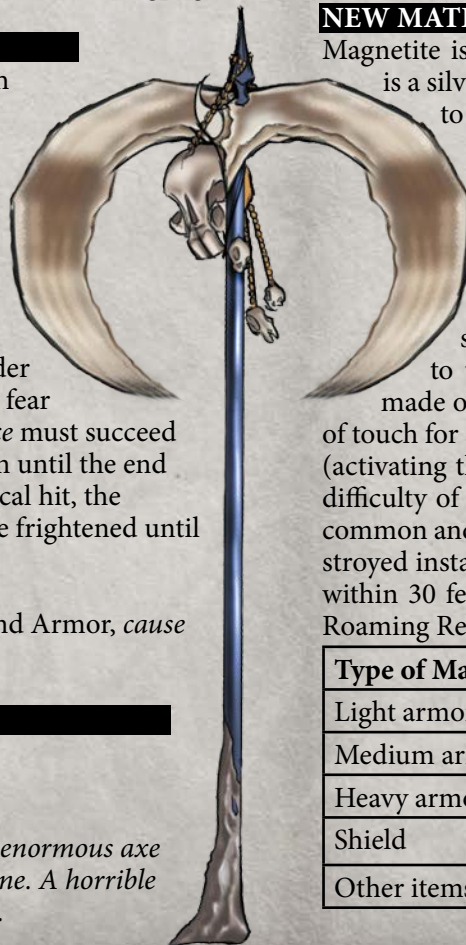
CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cause fear*; **Cost** 5,800 gp

TEK AXE, GREATER

Aura strong necromancy; **CL** 12th
Price 19,000 gp; **Weight** 12 lbs.
DESCRIPTION

The specially treated material of this enormous axe appears to be thick, blood-stained bone. A horrible clatter rings from within the weapon.



This +2 *greataxe* emits clacking and rattling when swung, instilling panic into the hearts of creatures. Creatures within 15 feet of the wielder receive a -2 penalty to saves against fear effects. A creature struck by a *greater tek axe* must succeed a DC 15 Will save or become frightened until the end of the wielder's next turn. On a critical hit, the creature struck must save or become panicked for 1d4 rounds instead.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fear*; **Cost** 9,500 gp

TEK BRACERS

Aura faint necromancy; **CL** 5th
Slot wrist; **Price** 3,600 gp; **Weight** 2 lbs.

DESCRIPTION

These simple vambraces are made of dozens of small bones bound together.

These vambraces rattle constantly, even while the wearer is still. The rattling resonates in such a way that makes the wearer immune to the shaken condition (but not the frightened or panicked conditions). Additionally, if the wearer confirms a critical hit with an unarmed strike, that struck creature must succeed a DC 13 Will save or become shaken for 1d4 rounds.

The constant rattling of the vambraces is so loud that the wielder receives a -4 penalty to auditory Perception checks and to Stealth checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *cause fear, remove fear*; **Cost** 1,300 gp

NEW MATERIAL: MAGNETITE

Magnetite is a unique substance found only in the Veil. It is a silvery metal, light but hard like mithral, and is able to conduct magical power along unique pathways allowing a skilled artificer to create complex circuits and logic gates. It was magnetite that drew H'gal to this location on Veranthea; the metal works more or less like magnetic ore, except weapons made from it can channel touch spells as though one had the *spellstrike* special ability a number of times per day equal to their intelligence modifier. Armors and shields made of magnetite are able to hold a spell with a range of touch for a number of hours equal to enhancement bonus (activating this spell is a swift action). Due to its rarity and difficulty of shaping, magnetite weapons are extremely uncommon and very expensive, and all magnetite items are destroyed instantly in a reaction of dust and light if they come within 30 feet of alcynobites (including any portion of the Roaming Reefs).

TABLE 5-14: MAGNETITE

Type of Magnetite Item	Item Price Modifier
Light armor	+4,500 gp
Medium armor	+6,500 gp
Heavy armor	+10,500 gp
Shield	+4,500 gp
Other items	3,500 gp/lb.

Equipment in the Forever Dark

These items can often be found in the inventory of any subterranean merchant. Many mundane items fetch different prices in the Forever Dark however, as noted below.

TABLE 5-15: COMMON FOREVER DARK EQUIPMENT

DARKROPE

Price 120 gp; **Weight** 3 lbs.

This 50-foot length of rope is made out of some strangely supple but tough material, lighter and stronger than silk. Rare to virtually non-existent on the surface of Veranthea, it is commonly used by nearly all denizens of the Forever Dark. Darkrope has 10 hit points and can be broken with a DC 28 Strength check, but after 1d4 rounds of direct exposure to sunlight (including the effects of *daylight*) or any amount of damage from a *searing ray* it disintegrates.

FLASHLIGHT

Price 200 gp; **Weight** 1 lb.

Little more than a simple bulb and circuit, these ubiquitous devices are treasured throughout the Forever Dark for their utility. Activating or deactivating a flashlight is a free action. When activated, a flashlight shines bright light in a 30-foot cone and dim light in a 60-foot cone. A flashlight eats up one charge per minute of use (rounding up) and typically possesses 100 charges; recharging a flashlight to full requires exactly 1 point of electricity damage (anything more destroys the flashlight).

FUNGNOIR

Price 10 gp; **Weight** 1/2 lb.

A black fungus often attributed to the Forever Darkness's darkness, a small clump of which is carried in a small fabric bag. Applying one ounce of water to fungnoir activates it. Once activated, fungnoir glows for 1 hour, shedding darklight in a 40-foot radius (magical darkness becomes regular darkness). Fungnoir does not increase the light level for creatures that do not have darkvision, nor does it give off any heat. Covering up a handheld patch of fungnoir (to block its darklight) is an immediate action.

GLOWMOSS

Price 1 gp; **Weight** 1/2 lb.

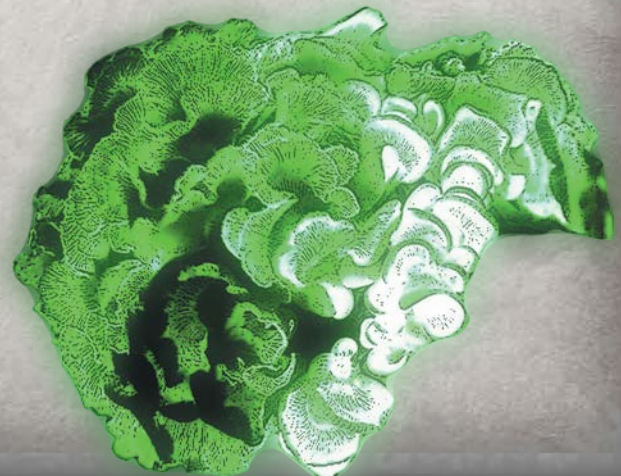
An uncommon phosphorescent fungus that grows throughout the Forever Dark, is typically carried in a small fabric bag. Applying one ounce of water to glowmoss activates it. Once activated, glowmoss glows for 1 hour, shedding normal light in a 20-foot radius and increasing the light level by one step for an additional 20 feet beyond that area (darkness becomes dim light and dim light becomes normal light). Glowmoss does not increase the light level in normal light or bright light, nor does it give off any heat. Covering up a small patch of glowmoss (to block its light) is an immediate action.

LIGHT FORGE

Price 650 gp; **Weight** 12 lbs.

This compact steel device is composed of a complex array of framework emulating an anvil but filled with small lenses that shoot superheated lasers onto a specific point into a central plate. It functions as masterwork tools for Craft checks related to metal. A light forge has a battery that lasts for 8 hours of use, which can be recharged by dealing between 10 and 15 points of electricity damage to it (more than 15 electricity damage destroys the light forge).

Item	Price	Weight
Animal glue ^{UE}	1 gp	1/2 lb.
Barbed vest ^{UE}	25 gp	4 lbs.
Bullseye lantern ^{UE}	12 gp	3 lbs.
Camouflage netting ^{UE}	50 gp	5 lbs.
Chalk ^{UE}	1 sp	—
Darkrope (50 ft.)	120	3 lbs.
Everburning torch ^{UE}	125 gp	1 lb.
Fake footprint shoes ^{UE}	10 gp	2 lbs.
Flashlight	200 gp	1 lb.
Fungnoir	10 gp	1/2 lb.
Glowmoss	1 gp	1/2 lb.
Grappling arrow ^{UE}	2 gp	1/2 lb.
Grappling hook, common ^{UE}	2 gp	4 lbs.
Grappling hook, mithral ^{UE}	1,001 gp	2 lbs.
Hooded lantern ^{UE}	7 gp	2 lbs.
Light Forge	650 gp	12 lbs.
Miner's Pick ^{UE}	3 gp	10 lbs.
Oil ^{UE}	1 gp	1 lb.
Poisoning sheath ^{UE}	55 gp	1 lb.
Portable bridge ^{UE}	200 gp	60 lbs.
Shovel, common ^{UE}	5 gp	8 lbs.
Shovel, folding ^{UE}	20 gp	12 lbs.
Silent whistle ^{UE}	2 gp	—
Sledge ^{UE}	5 gp	10 lbs.
Smoked goggles ^{UE}	10 gp	—
Sunrod ^{UE}	5 gp	1 lb.
Spelunking kit ^{UE}	200 gp	32 lbs.
Tindertwig ^{UE}	2 gp	—
Weapon cord ^{UE}	1 gp	—
Wire ^{UE}	10 gp	1/2 lb.
Wrist sheath ^{UE}	2 gp	1 lb.



VERANTHEAN TRAITS

Many of the standard character traits are completely appropriate for use in Veranthea, but the following options are available as well.

Attunement Attuned: The Uchoyo Decree from centuries past limits how many magic items most Verantheans are able to wield and utilize at the same time but through ritual, arcane regimens, or exposure to wild magic, you've inherited a capacity to use just a wee bit more enchanted gear than everyone else. Increase your attunement value at every level by +5%. If your game does not use the attunement rules, once per month you receive a 5% discount when buying one magic item.

Destined for Adventure: Some folk in Veranthea are simply touched with a natural affinity for survival, as if the world itself willed them to live on. These luminaries often become the chosen of the gods, but the subtlest touch of the divine accompanies them from birth until death whether or not they realize this full potential. Once per month when an attack would deal enough damage to kill you, you may force the attacker to reroll their attack roll. At 10th level this increases to twice a month, and at 20th level it increases to three times a month. Additionally, should your death be the result of a spell or other damaging effect rather than weapon attack, there is a 50% chance you inexplicably survive undamaged by it but the Destined for Adventure trait becomes inactive afterward for a duration of 60 days.

Forever Dark Survivors: Where your family once hailed from is far less important than how it is they traveled to Grethadnis: through the mysterious vehoro and across the winding passages of the Forever Dark. There's a good chance that a generation or more of your forefathers lived and walked through the subterranean network, perhaps never leaving its confines to see the light of the surface again. Eventually your family rose from the depths, but the mark of the Forever Dark remained upon them as it does you. You gain a +1 trait bonus to Knowledge (dungeoneering), Knowledge (geography), and Survival checks made underground. Additionally, you gain 1 bonus power point and the ability to manifest *detect psionics* (at the cost of 1 pp; ML equal to hit dice).

Luck of the Allgod: Verahnus is a sleeping deity and never has a single chosen, but spreads his divine touch to all of his children across Veranthea instead. Providence delivers to them the occasional fateful strike, fortuitous leap, and unlikely success. Once per day you may reroll an attack roll, combat maneuver check, skill check, saving throw, caster check, or caster level check. You must decide to reroll before the results are revealed. Alternatively, you may choose to reroll a damage roll for a weapon attack or spell, but after doing so the Luck of the Allgod trait becomes inactive afterward for a duration of 2 weeks.

Trectoyri Ancestry: While it is rare, there are the very few that manage to survive the journey between Veranthea's continents. Your great grandmother or great grandfather came

from the monster-ruled lands of Trectoyri, and the fear and paranoia from their childhood echoes still in the mannerisms of your family. You gain a +1 trait bonus to Bluff, Disguise, and Sense Motive checks opposed by monstrous humanoids, as well as creatures with the goblin or orc subtype. At 10th level this bonus increases to +2, at 15th level the bonus increases to +3, at 20th level the bonus increases to +4.

Urethiel Ancestry: Though you are not yourself from Urethiel, one of your great grandfathers or great grandmothers was and a little bit of their knowledge and magical power passed onto you. You receive Koé as a bonus language, and when making a Knowledge check related to Urethiel you receive a +1 trait bonus. Additionally, you gain the use of one 0th-level spell of your choice a number of times per day equal to 1/2 your level (minimum 1). At 10th level you gain the use of a 1st-level spell-like ability of your choice a number of times per day equal to 1/3 your level. At 20th level you gain the use of a 2nd-level spell-like ability of your choice a number of times per day equal to 1/4 your level. Your caster level for these spell-like abilities is equal to 1/2 your level and you have no caster attribute for these spell-like abilities.

Wild Luck: You are descended from a feytouched, a wild magic sorcerer or wizard, or otherwise are especially well-adjusted to the chaotic element. For whatever the reason, something about the entropy of Veranthea is inherent to your being and you are naturally attuned to the wild magic that roams across the planet (most especially in Grethadnis). Once per day when rolling to determine the effects of a magic item or artifact that has randomized effects (like the *polysabie*, *polydracte*, *rod of wonder*, or *bag of tricks*), you may roll twice and take the result you like best. You may decide to use this trait ability after rolling. At 10th level you may do so twice per day, and at 20th level you may do so three times per day.

RELIGIOUS TRAITS

Worshippers with levels in a class that grant divine abilities are able to ignore the alignment requirements for a religious trait so long as it belongs to their god's pantheon.

Allgod Adherent (LN): Your staunch belief in Verahnus' vast power gives you the confidence to sleep soundly. By spending ten minutes praying to the True God before sleeping, you gain a +10 trait bonus to Perception checks made while asleep (this includes any checks made in a dream).

Scion of Death (N): The Grim Reaper recognizes your endearing faith and stays its hand when your mortal coil threatens to shuffle away. When brought below 0 hit points and rolling to stabilize, you may roll twice and take the best result.



Primal Follower (CN): Devotion to one of the Primal Gods has earned you a blessing to be resistant to elemental forces. You gain a +2 trait bonus on saving throws made to resist spells and effects that deal two types of energy damage (acid, cold, electricity, or fire); alternatively, you may choose to have a +1 trait bonus on saving throws against all four types of energy.

Shadow Worshiper (NE): The Shadows Gods speak to your very soul and you are able to perceive into the darkness when you will your essence to do so. By spending an immediate action, you gain darkvision 60 feet until the end of your next turn; if you already have darkvision, you can temporarily increase it by +60 feet. You may use this ability a number of times per day equal to your hit dice (these rounds need not be consecutive).

Peoples' Disciple (NG): Truly a child of the light, you are devoted to one of the People's Gods and your faith has been rewarded with a greater ability to see within illumination. You gain a +2 trait bonus to Perception checks made during daylight or in the presence of sunlight (such as from a *daylight* spell or other spell of 3rd-level or higher with the light descriptor).

Nightmare Devotee (CE): Insanity has gripped your soul and the Nightmare Gods are your fell patrons. You gain a +4 bonus on saving throws to resist insanity but take a -4 penalty on saving throws made to recover from it.

DIVINE SPELLS & MAGIC ITEMS



RELIGIOUS SPELLS

ARCODIVINITY

School universal; Level cleric 7, druid 6, inquisitor 5, magus 5, paladin 4, ranger 4, sorcerer/wizard 6

Casting Time 1 round

Components V, S, M (a pinch of salt and sawdust)

Range varies

Target varies

Duration varies

Saving Throw varies; Spell Resistance varies

First cast by a powerful mage-priest of Arcanulus, this potent spell mimics and mirrors the abilities of magics normally prohibited from a spellcaster's repertoire. When cast as a cleric, druid, inquisitor, paladin, or ranger spell *arcodivinity* emulates one arcane spell of 4th-level or lower chosen from the sorcerer/wizard spell list. When cast as a magus, sorcerer, or wizard spell *arcodivinity* emulates one divine spell of 4th-level or lower chosen from the cleric/druid spell list. At the GM's discretion, some spells may be ineligible.

Radical Prodigy [General]

Though you may not be one of the true chosen servants of the Radical Pantheon, your soul has been marked by one of the gods and they watch you closely, sometimes even intervening if looks as though your mortal coil is about to be cut earlier than you intended. This gift of divine oversight is not given lightly however, and your special nature draws danger towards you like moths to the flame.

Prerequisites: Worship one of the Radical Pantheon or Nightmare Gods

Benefit: You either gain a +1 luck bonus to AC or +1 luck bonus to saving throws (once chosen this cannot be changed and these bonuses do not stack with other luck bonuses). In addition, you gain the use of *breath of life* once per month (caster level equal to hit dice). This spell-like ability can only be triggered automatically, only targets you, and only activates when you have been reduced to 0 hit points or less. Once this spell-like ability has been used, you lose your luck bonus to AC or saving throws until a week has passed.

Special: This feat may only be selected at 1st level and only by antipaladins, clerics, inquisitors, oracles, paladins, shamans, warpriests, and other classes that grant divine abilities.



BLAZING INSIGHT

School divination; **Level** bard 2, cleric 4, inquisitor 3, magus 3, sorcerer/wizard 4, summoner 3

Casting Time 1 immediate action

Components V, M (one scroll and 1/2 oz. of ink)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Falling back onto the divine machinations and endless designs of Herastreas, you instill a brilliant flash of inspiration that allows the target to reroll a failed Intelligence- or Wisdom-based skill or attribute check made in the last round, rolling twice and taking the better result.

CAPITAL CAPITALIST

School enchantment (mind-affecting); **Level** bard 3, cleric 5, inquisitor 3, magus 3, sorcerer/wizard 5

Casting Time 1 minute

Components V, S, M (10 platinum coins)

Range personal

Target you

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no

You borrow some of the Divine Wordsmith's talent for trade, using Matilondo's blessing to circumvent the logic of stodgy merchants or clever traders. While under the effects of *capital capitalist* you roll twice when making a Diplomacy check to find an item for sale, taking the better result, and when haggling prices for an item you can drive its price down by 3d10 percent. However, for every 10% the price of an item is lowered, after the spell ends the creature that sold it has its attitude towards you brought down one level for every 10% of price lowered because of *capital capitalist* (which may trigger violent repercussions, at the GM's discretion).

DIVINE TURBULENCE

School evocation (force) [water]; **Level** cleric 5, druid 4, inquisitor 4, ranger 4

Casting Time 1 standard action or 1 round (see text)

Components V, S, M (10 oz. of fish oil)

Range close (25 ft. + 5 ft./2 levels)

Target one vehicle

Duration instantaneous

Saving Throw none; **Spell Resistance** no

With a shouted incantation and powerful gesture, you call on the rage of Wealbens to capsize a ship or overturn a land vehicle. As part of the casting of this

spell you make a combat maneuver check with a CMB equal to your level plus your spellcasting attribute modifier against a target vehicle in range; on a success you cause it to turn onto its side (possibly bringing it to a complete stop, taking damage the GM deems appropriate). Alternatively you may choose to ram the target vehicle, dealing its ram damage to it on a successful combat maneuver check.

DIVINELY INTOXICATED

School abjuration (emotion) [curse]; **Level** bard 1, cleric 2, magus 1, sorcerer/wizard 2, summoner 1

Casting Time 1 standard action

Components V, S, M/DF (gambling dice)

Range touch

Target creature touched

Duration until expended (see text)

Saving Throw Will negates; **Spell Resistance** yes

When you cast this spell, you borrow some of Dreksler's unending boisterous and foolish confidence to inspire your target with unwieldy (inebriated) divine luck; for the adventurous this boon is quickly spent, but legends of commoners cursed with this spell for nearly their entire lives are frequently told in Grethadnis taverns. For a number of times equal to double your spellcasting attribute modifier (minimum 3), when the target rolls a twenty-sided die they roll twice and follow this sequence: take the better result, take the better result, take the worst result.

FATEFUL SHOUT

School enchantment (sonic) [mind-affecting]; **Level** bard 1, cleric 2, inquisitor 1, magus 1, sorcerer/wizard 2, summoner 1

Casting Time 1 immediate action

Components V, S, M/DF (a musical instrument)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** no

Calling on the blissful presence of Stephanilesia, you work the Beatific Arbiter's mastery of fate to cause a creature's follow through on a strike to be at the whims of random chance. Targets that fail their Will save must reroll the damage from a weapon attack they just made; this result must be used even if it is more than the original damage roll.

FICKLE WINDS

School abjuration (air) [chaotic]; **Level** bard 3, cleric 5, inquisitor 3, magus 3, ranger 4, sorcerer/wizard 5, summoner 3

Casting Time 1 immediate action

Components V, S, M (a vial of rare gas such as neon, krypton, or xenon)

Range long (400 ft. + 40 ft./level)

Target all creatures in the initiative order

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

Said to be a spell invented by Arenathi herself, this powerful magic can dramatically change the way a conflict plays out. *Fickle winds* can only be cast at the beginning of the first creature's turn in a given round; upon the casting of this spell, all creatures flip their initiative results so that the first creature goes last, the last creature goes first, and so on. This does not grant the caster any additional actions for that turn. When *fickle winds* duration ends, the

FOUL COMMENTARY

School enchantment (language-dependent) [mind-affecting]; **Level** bard 2, cleric 3, inquisitor 2, magus 2, paladin 2, sorcerer/wizard 3, summoner 2

Casting Time 1 swift action

Components V, S, M (a bit of feces)

Range personal

Area 30-ft.-radius burst

Target creatures able to hear and understand you

Duration concentration, up to 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** no

Utilizing a despicable cunning drawn from Smastrik's foul divinity, you utter a series of curses and damnations that fills the minds of everyone around you with disturbing, disgusting imagery. Creature that fail their Fortitude save gain the sickened condition for the duration of the spell and may make a saving throw at the end of each of their turns to negate the effect; once a creature has successfully saved against a casting of *foul commentary*, they are immune to the effects of that casting. You may grant a number of creatures equal to your spellcasting attribute modifier a +4 bonus to resist the effects of this spell as you cast it.

GIFT OF UNDEATH

School necromancy (curse, death); **Level** bard 3, cleric 4, magus 3, sorcerer/wizard 5, summoner 4

Casting Time 1 minute

Components V, S, M (finger bone of an intelligent

humanoid, vial of holy water, vial of unholy water)

Target one living creature

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** yes

Calling on your macabre patron, you perform a ritual that empowers a saucer of holy water and unholy water to benevolent but fatal effect. A creature that drinks the blasphemously hallowed water from *gift of undeath* heals their wounds with remarkable speed but at dire cost; at the start of target creature's turn for the duration of the spell it heals 2d8 + caster level hit points (max +10).

At the end of *gift of undeath's* duration (either through lapsed concentration, a *dispel magic*, or from expenditure of time), the target creature is irrevocably slain and becomes a skeleton or zombie; this is a curse effect that can only be removed by *limited wish*, *miracle*, *resurrection*, *true resurrection*, or *wish*. Only willing creatures can be the target of this spell.



ILLUMINATED SHIELD

School abjuration (good, force, light); **Level** bard 4, cleric 5, inquisitor 4, magus 4, paladin 4, sorcerer/wizard 5

Casting Time 1 minute

Components V, S, M/DF (a shield)

Range touch

Target shield touched

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** none

Drawing power from Aleana's own shields, you imbue potent holy energy into a shield to fight against darkness. Upon finishing casting this spell, you grant a shield the *returning* and *throwing* qualities and it sheds light as the *daylight* spell. Additionally, when you score a critical hit with the enchanted shield or a critical hit is scored against you, a 30-foot beam of light erupts directly in front of you dealing 4d6 damage and blinding creatures (a successful Reflex save halves this damage and negates blindness.) Undead creatures caught within the beam take 8d6 damage. For every beam of light generated by an *illuminated shield*, 10 minutes are removed from the duration of the spell; at the end of its duration, an shield targeted by this spell reverts back to normal.

METASTMINERA

School transmutation (earth); **Level** bard 4, cleric 6, druid 5, inquisitor 4, magus 4, ranger 4, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (1/2 lb. of adamantine)

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level

Duration 1 minute/level (D)

Saving Throw Fortitude negates (harmless);

Spell Resistance yes

Dwarven worshipers of Earkenta mastered this spell long ago to better emulate their patron. While under the effects of *metastminera*, a creature's skin becomes adamantine, granting DR 4/—, immunity to critical hits and precision-based damage, and energy resistance 8 to acid and fire damage. Additionally, all of a creature's natural attacks and attacks with manufactured weapons count as adamantine (ignoring hardness less than 20) while *metastminera* persists.

ROD OF MEASURE

School conjuration (force); **Level** bard 2, cleric 3, inquisitor 2, magus 2, paladin 2, ranger 2, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S, M/DF (3 distinctly different types of coin)

Range close (25 ft. + 5 ft./2 levels)

Target one creature/four levels

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes

Upon the casting of this spell, the weapons of you and your allies gain the unerring accuracy of the Divine Elf's blades, supernaturally striking beyond the length of your armaments. The target creature receives a +10 feet bonus to the reach of their melee attacks. At 8th level and every 4 levels afterward, this bonus increases by +10 feet. When you are able to target more than one creature with this spell, you may divide this bonus to reach among them as you see fit (maximum +20 feet); changing these bonuses requires a swift action.

SHADOW STRENGTH

School abjuration (evil, shadow); **Level** cleric 5, inquisitor 4, paladin 4

Casting Time 1 round

Components V, S, M (1 oz. chunk of onyx)

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** yes

Using your deep faith in Tristanaleus, you draw forth some of the Shadowdweller's divine essence to embolden your person with a facsimile of his divine strength. For the duration of the spell, your Strength or Constitution attribute is equal to your spellcasting attribute; while the effect lasts, the attribute you do not choose is equal to your lowest attribute.

SLUMBER OF THE ALLGOD

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 3, druid 3, inquisitor 2, magus 2, ranger 2, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S, M (handful of sand)

Range close (25 ft. + 5 ft./2 levels)

Area one or more living creatures within a 30-ft.-radius burst

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

The incredible power that compels Verahnus to sleep is channeled through this clever spell, causing all creatures it touches upon to briefly join the Allgod's rest. Creatures that fail their Will save fall

asleep, going prone and becoming helpless. Slapping or wounding a sleeping creature automatically wakes them, and though normal noise does not, approaching creatures might; any hostile creature that approaches within 10 feet of a creature put to sleep with *slumber of the Allgod* makes an opposed Stealth check and on a failure, wakes the sleeping creature. Awakening a creature is a standard action (an application of the aid another action). Any creature—including those that do not normally sleep or have immunity to sleep effects—can be targeted by this spell, but those that normally are immune to sleep gain a +4 bonus on their saving throw to resist it.



STRIKES OF SAVAGERY

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, cleric 6, druid 5, inquisitor 4, magus 4, ranger 4, sorcerer/wizard 6, summoner 4
Casting Time 1 standard action
Components V, S, M (1 oz. of blood from an intelligent humanoid)

Range touch

Target weapon touched

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

By casting this spell you bathe a weapon in the savage power of Elaith, imbuing it with his divine rage. Creatures hit by the enchanted weapon make a Will save or become enraged (as a barbarian of a level equal to their hit dice) and attack only the wielder of the weapon for the duration of the spell, suffering a -6 penalty to AC from attacks made by other creatures (this includes the AC penalty from raging).

TENTACLE OF THE IMPOSSIBLE

School conjuration (evil); **Level** bard 3, cleric 5, inquisitor 3, magus 3, ranger 1, sorcerer/wizard 5, summoner 3

Casting Time 1 standard action

Components V, S, M

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Reflex negates;

Spell Resistance yes

You reach across the solar system when casting this spell, creating a portal from which a small tendril of the Impossible Nightmare emerges to swat at the target of your choosing. A creature that fails its Reflex saving throw takes 2d4 Charisma damage and until this damage is healed, its Dexterity score is equal to its Charisma score.

TONGUE OF THE UNSPEAKABLE

School conjuration (evil); **Level** bard 3, cleric 5, inquisitor 3, magus 3, ranger 1, sorcerer/wizard 5, summoner 3

Casting Time 1 standard action

Components V, S, M

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude negates;

Spell Resistance yes

The chanting of blasphemous incantations creates a hole in reality that the tongue of the Unspeakable Nightmare ripples forth from to corrupt the mind and body of a creature within range. A creature that fails its Fortitude saving throw takes 2d4 Wisdom damage and until this damage is healed, its Constitution score is equal to its Wisdom score.

TOUCH OF THE ALIEN

School conjuration (evil); **Level** antipaladin 2, bard 3, cleric 5, inquisitor 3, magus 3, ranger 2, sorcerer/wizard 5, summoner 3

Casting Time 1 standard action

Components V, S, M

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will negates;

Spell Resistance yes

You exploit an anomaly in the tapestry of reality to briefly connect with the Alien Nightmare, allowing it to reach forth and sap the intellect and fervor of one of your enemies. A creature that fails its Will save takes 2d4 Intelligence damage and gains the staggered condition for 1 minute or until this damage is healed.

MADDENING WANDS

The insidious powers of the Nightmare Gods are woven into the very fabric of their spells and when these magics are bound into wands, the dark patrons use the opportunity to influence the minds of those wielding them. When a creature that does not already worship one of the Nightmare Gods uses a *wand of tentacle of the impossible*, *wand of tongue of the unspeakable*, or *wand of touch of the alien*, the next time they sleep (or take a prolonged rest if they do not sleep) they make a Will save against the wand's DC or gain a randomly determined insanity as the whispers of the fel deities pervade their dreams. For every additional use beyond the first, the DC of this sleeping Will save increases by +1.

ALEANA'S LANTERN

Aura faint evocation; **CL** 5th
Slot none; **Price** 14,500 gp; **Weight** 1/2 lb.
DESCRIPTION

When wielded in one hand, this bronze lantern sheds light in a 40-foot radius and increases the light level by one step for an additional 40 feet beyond that area (darkness becomes dim light and dim light becomes normal light). Good-aligned creatures within light shed from *Aleana's lantern* gain a +2 deflection bonus to AC and +2 resistance bonus on saves; up to six creatures may gain these bonuses at any given time, chosen by the wielder (switching which creatures benefit from the magic item is a swift action.)

When it is not being wielded, *Aleana's lantern* does not shed any light or grant any benefits.

CONSTRUCTION

Requirements Craft Wondrous Item, *daylight*, *protection from evil*, *shield of faith*, creator must be a member of Andraletha's clergy; **Cost** 7,250 gp



ARCANALUS' MACE

Aura moderate universal; **CL** 10th
Slot none; **Price** 36,400 gp;
Weight 8 lbs.

DESCRIPTION

The head of this +2 *heavy mace* is wrought from crystals that reflect eight different hues of color. Once per day, the wielder of *Arcanalus' mace* may spend a swift action to smite another creature (gaining a bonus to attack rolls equal to hit dice and a bonus to damage equal to their best mental attribute modifier but otherwise as a paladin's smite evil ability).

If the wielder is able to cast arcane spells, they can only smite divine spellcasters but may do so twice per day and the target of their smite takes a -4 penalty on saving throws to resist the wielder's spells and spell-like abilities.

If the wielder is able to cast divine spells, they can only smite arcane spellcasters but may do so twice per day and the target of their smite takes a -4 penalty on saving throws to resist the wielder's spells and spell-like abilities.

A wielder able to cast both divine and arcane spells may use *Arcanalus' mace's* smite ability four times per day and may target any creature with it. Targets of the smite take a -4 penalty on saving

throws to resist the wielder's spells and spell-like abilities.

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *arcodivinity*, creator must be a member of ARcanalus' clergy; **Cost** 18,200 gp

ARENATHI'S FLUTE (Major Artifact)

Aura overwhelming transmutation; **CL** 21st

Slot none; **Weight** –

DESCRIPTION

This weightless +8 *keen blowgun* is able to generate any of the following types of darts in the wielder's possession as a swift action, reducing the enhancement bonus of the weapon artifact by the amount required for any chosen special weapon ability: *anarchic*, *brilliant energy*, *distance*, *icy burst*, *ghost touch*, *shocking burst*, *unholy*, or *wounding*. These darts appear 10 at a time and disappear 1 round after leaving the wielder's possession (only 10 conjured darts can exist at a single time).

While being used in conjunction with Perform (wind), the wielder of *Arenathi's Flute* rolls twice when making Perform skill checks and takes the best result, benefits from *airwalk* and a +30 ft. enhancement bonus to speed, and may use *irresistible dance* against all creatures able to hear it that are within 30 feet. Additionally, while *Arenathi's Flute* is in a creature's possession, they may use *dimension door* as a spell-like ability with an immediate action five times per day (this use of *dimension door* does not prevent the creature from taking actions after its use).

DESTRUCTION

Arenathi's Flute can only be destroyed by the willing sacrifice of ten elder earth elemental's souls in an airborne ritual on their native plane.

BLADE OF ELAITH

Aura moderate enchantment; **CL** 9th

Slot none; **Price** 18,400 gp; **Weight** –

DESCRIPTION

This silver-edged +2 *keen kukri* has a charcoal black blade and spiked pommel resembling the actual weapon wielded by the Divine Savage. Once per round when dealing damage to a creature, the wielder may choose to deal 2 bleed damage to both themselves and the target of their attack. Four times per day as an immediate action, the wielder may grant themselves fast healing 4 for one round; this healing does not stop the bleed damage caused by *blade of Elaith*.

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *keen edge*, *strikes of savagery*, creator must be a member of Elaith's clergy; **Cost** 14,200 gp

DREKSLER'S UNENDING TAP

Aura weak abjuration; **CL** 3rd
Slot none; **Price** 7,500 gp; **Weight** —
DESCRIPTION

Upon induction to his priesthood, all of the Wild-est Card's clergy receive a *Dreksler's unending tap* to spread the Drunken God's message of joyful inebriation. When affixed to any kind of container, this ingenious wondrous item converts any liquid that passes through it into magical beer (and tasty beer at that). Creatures that drink a flagon distributed by *Dreksler's unending tap* gain one of two benefits but only once every 24 hours. Either the drinker gains 2d6+3 temporary hit points or benefits from an altered version of *divinely intoxicated*; in the next 24 hours they may choose any d20 roll and roll twice, taking the best result, but the GM chooses one d20 roll where the drinker rolls twice and takes the lower result (these effects cannot be used to cancel each other out).

CONSTRUCTION

Requirements Craft Wondrous Item, *divinely intoxicated*, creator must be a member of Dreksler's clergy; **Cost** 3,750 gp

EARKENTA'S SOLE

Aura moderate transmutation; **CL** 9th
Slot feet; **Price** 8,600 gp; **Weight** 8 lbs.
DESCRIPTION

This single boot or shoe sole is made from a panoply of precious gems that makes it quite heavy but fits comfortably onto the bottom of any piece of non-magical footwear. A creature wearing *Earkenta's sole* never tires from extended travel, may hustle indefinitely, and always knows their location relative to a spoken destination (such as bearing and distance) in contiguous contact with the earth they stand on (connected to the same planetary body; airborne or other planar locations are prohibited). If the wearer is not a dwarf, they gain dwarven stonecunning (if the wearer is a dwarf, their bonuses from stonecunning double). An *Earkenta's sole* uses up your entire feet slot. You may not use another item (even another *Earkenta's sole*) that also uses the feet slot.

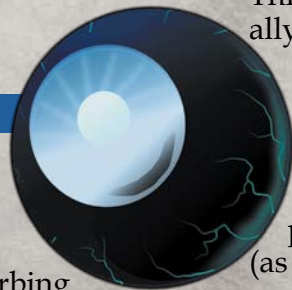
CONSTRUCTION

Requirements Craft Wondrous Item, *ant haul*, *know direction*, *metastmnera*, creator must be a member of Earkenta's clergy; **Cost** 4,300 gp

EYE OF CASTRIIL

Aura moderate divination; **CL** 9th
Slot none; **Price** 28,000 gp;
Weight 1/2 lb.
DESCRIPTION

This unnatural black orb has a disturbing



off-white pupil with ghostly green veins and when left sitting idle it seems to blink unnervingly with sheens of dark cyan energy. The user of an *eye of Castril* may activate it to gain the benefits of a *true seeing* spell for up to 10 minutes per day in 1-minute increments (these need not be consecutive). Upon activation the user must succeed on a Will save (DC 5 + hit dice) or become confused for 1d6 rounds; on a failure of -5 or greater, the user also takes 1d4 Strength damage and 1d4 Intelligence damage.

CONSTRUCTION

Requirements Craft Wondrous Item, *touch of the alien*, *true seeing*, creator must be a member of Castril's clergy; **Cost** 14,000 gp

GRELTHANOK'S SUCKER

Aura moderate conjuration; **CL** 7th
Slot none; **Price** 42,000 gp; **Weight** 11 lbs.
DESCRIPTION

This +1 *corrosive impact heavy flail* resembles a suckered tentacle and its handle is covered in a motif of gnashing teeth and unnatural eyes. When *Grelthanok's sucker* scores a critical hit, the target of its attack makes a Reflex save (DC 10 + wielder's base attack bonus) or is dealt 1d8 Dexterity drain, granting the same amount as an enhancement bonus to the wielder while the drain remains. When its wielder rolls a natural 1 on an attack roll, they make a Will save (DC 5 + hit dice) or take 1d6 Charisma damage. Additionally, *Grelthanok's sucker* can be used to initiate a grapple without provoking attacks of opportunity (treating the wielder as having +5 ft. greater reach than normal but only for grappling).

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *acid arrow*, *bull's strength*, *lead blades*, *righteous might*, *tentacle of the alien*, creator must be a member of Grelthanok's clergy; **Cost** 21,000 gp

GRIM ROBE OF THE REAPER

Aura moderate necromancy; **CL** 9th
Slot body, head, and shoulders; **Price** 23,000 gp;
Weight 2 lbs.

DESCRIPTION

This torn and tattered hooded black robe is perpetually dirty, giving its wearer a disheveled appearance. The *grim robe of the reaper* grants a +3 resistance bonus on saving throws and grants immunity to death effects as well as both positive and negative energy (negating *cure* and *inflict* spells). Additionally, three times per day the wearer may conjure a spectral scythe (as *spiritual weapon*). When worn by an undead, the

undead increases its channel resistance by +6.

CONSTRUCTION

Requirements Craft Wondrous Item, *gift of undeath, resistance*, creator must be a member of Death's clergy; **Cost** 11,500 gp

HELM OF ANDRALETHA

Aura moderate transmutation; **CL** 6th
Slot head; **Price** 36,400 gp; **Weight** 3 lbs.

DESCRIPTION

The wearer of this lustrous silver helmet is able to speak with buildings and streets inside of a settlement as though using *speak with plants*. While in a settlement and making a Diplomacy check, the wearer rolls twice and takes the better result. Additionally, the *helm of Andraletha* grants its wearer a natural armor bonus to AC. The amount of natural armor bonus increases or decreases depending on the size of the settlement the wearer is in: +1—small town, +2—large town, +3—small city, +4—large city, +5—metropolis.

CONSTRUCTION

Requirements Craft Wondrous Item, *barkskin, comprehend languages, speak with plants, urban grace*, creator must be a member of Andraletha's clergy; **Cost** 18,200 gp

HERASTREA'S ANY-TOOL

Aura moderate conjuration; **CL** 7th
Slot none; **Price** 26,500 gp; **Weight** 5 lbs.

DESCRIPTION

Unlike a typical *traveler's any-tool*^{UM}, this ingenious device is made from bits of mithral, steel, and even adamantine, all emblazoned with the Divine Engineer's iconography. In addition to duplicating the effects of a *traveler's any-tool* (taking the shape of any tool with limited moving parts, counting as a set of any type of masterwork tools), *Herastreas' any-tool* reduces the casting time of the *mending* cantrip to 1 round and grants the user the use of two spell-like abilities (*make whole* 3/day and *major creation* 1/week). When using *Herastreas' any-tool's major creation*, the user may conjure a scientific device that emulates a spell of 3rd-level or lower (producing extraordinary effects rather than supernatural) but the item is irrevocably destroyed after being activated.

CONSTRUCTION

Requirements Craft Wondrous Item, *blazing insight, major creation, make whole*, creator must be a member of Herastreas' clergy; **Cost** 13,250 gp

MATILONDO'S COIN

Aura strong transmutation; **CL** 20th
Slot none; **Price** 84,000 gp; **Weight** —

DESCRIPTION

The Divine Wordsmith's face is indelibly marked with incredible detail on the face of this platinum coin. The bearer of this +5 *returning shock shuriken* may spend a minute of handling money to convert types of coin from one precious metal to another so long as the resulting coins are of the same approximate value; for instance, the bearer might change 10 gold pieces into 1 platinum piece, 10 copper pieces into 1 silver piece, 10 gold pieces into 100 silver pieces, and so on. Coins converted this way cannot be affected by *Matilondo's coin* a second time and creatures bearing coins being converted receive no saving throw to prevent this effect. Additionally while *Matilondo's coin* is in a creature's possession it grants a +10 competence bonus to Sleight of Hand checks and once per day the bearer may summon *Matilondo's Merchant* (as *summon monster*; page 91).

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *capital capitalist, lightning bolt, telekinesis*, creator must be a member of Matilondo's clergy; **Cost** 42,000 gp

SMASTRIKWHIP

Aura strong transmutation; **CL** 16th
Slot none; **Price** 109,000 gp; **Weight** 4 lbs.

DESCRIPTION

Unlike other magic whips, this lustrous gold +4 *keen whip* deals lethal slashing damage, is only ever Small-sized (and does not change size to match the wielder), and its use while in melee combat does not provoke attacks of opportunity. Creatures that take a critical hit from a *smastrikwhip* make a Fortitude save (DC 5 + wielder's base attack bonus) or become petrified. On a failed save roll 1d100 to determine what type of petrification overwhelms the creature: 1-50—stone, 51-99—fool's gold (pyrite), 100—gold.

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *flesh to stone, keen edge, lead blades*, creator must be a member of Smastrik's clergy; **Cost** 54,500 gp

STEPHANILESIA'S STRING

Aura strong enchantment; **CL** 18th
Slot none; **Price** 166,000 gp; **Weight** —

DESCRIPTION

This gossamer string is incredibly resilient and tough, and it catches the light of the room to shimmer with a divine beauty. When placed into a string instrument, *Stephanilesia's string* allows a performer to roll twice and take the better result when making Perform (strings) checks. A bard using

an instrument with a *Stephanilesia's string* can spend bardic performance to use the following spell-like abilities: 2 rounds—*calm emotions, unnatural lust*; 4 rounds—*reckless infatuation, unadulterated loathing*; 5 rounds—*malicious spite, overwhelming grief, terrible remorse*; 6 rounds—*joyful rapture, utter contempt, vengeful outrage*. Creatures without bardic performance can use it as though they were a bard of their level -8 (minimum 1), gaining a number of bardic performance rounds per day equal to double their hit dice.

CONSTRUCTION

Requirements Craft Wondrous Item, all of the spells listed above, creator must be a member of *Stephanilesia's* clergy; **Cost** 88,000 gp

TRISTANALEUS' CHAINLINK

Aura strong abjuration; **CL** 15th
Slot none; **Price** 42,000 gp; **Weight** 1 lb.

DESCRIPTION

Shadows weep off of this dark gray steel chain link to absorb and amplify the darkness around it. When affixed to a weapon or armor, *Tristanaleus' chainlink* grants the *ghost touch* special ability. If affixed to a gate or door connected to a building the size of a small castle or smaller (no greater than 1,000 square feet), the building becomes resistant to incorporeal movement (incorporeal creatures require a DC 25 Escape Artist check to bypass the ward).

CONSTRUCTION

Requirements Craft Wondrous Item, *anti-incorporeal shell, etherealness, shadow strength*, creator must be a member of *Tristanaleus'* clergy; **Cost** 21,000 gp

VANESPRELT'S SALIVA

Aura moderate conjuration; **CL** 9th
Slot none; **Price** 27,400 gp; **Weight** 2 lbs.

DESCRIPTION

Once per day, this flask of metallic fluid can be splashed on an adjacent target or used as a splash weapon with a range increment of 10 feet (afterward it reconstitutes and refills itself). Creatures hit by *Vanesprelt's saliva* make a Will save (DC 10 + level) or take 1d6 Constitution damage and Wisdom damage. Targets that are directly hit roll twice and take the lower result when making their saving throw.

CONSTRUCTION

Requirements Brew Potion, Craft Wondrous Item, *tongue of the alien*, creator must be a member of *Vanesprelt's* clergy; **Cost** 13,700 gp

VERAHNUS' LIQUEUR

Aura faint enchantment; **CL** 6th
Slot none; **Price** 3,500 gp; **Weight** 1/2 lb.

DESCRIPTION

This powerful concoction is said to distill the very spirit of the Allgod's resting essence, making it supernaturally potent. Any creature that imbibes *Verahnus' liqueur* falls asleep for 10d6 minutes; creatures that do not sleep or those that are normally immune to sleep effects may make a DC 25 Fortitude save (with a +4 circumstance bonus) to remain awake.

CONSTRUCTION

Requirements Brew Potion, Craft Wondrous Item, *slumber of the Allgod*, creator must be a member of *Verahnus'* clergy; **Cost** 1,750 gp



WEALBREN'S SAIL

Aura moderate evocation; **CL** 7th
Slot none; **Price** varies (see table); **Weight** varies

DESCRIPTION

When this dark-blue canvas is hoisted up a ship's mast and unfurled, sailors plow the seas confident that their vessel can brave whatever dangers they encounter. Regardless of the actual weather conditions surrounding a ship flying a *Wealbren's sail*, so long as the vehicle is within 200 miles of the shore it functions as though conditions were perfect for sailing (with the air current always pointing the direction the captain of the ship intends it to). This has no effect on creatures on the ship—powerful waves, hellish tempests, lightning storms, and torrential downpour can damage passengers, throw them overboard, or otherwise hinder them as the GM sees fit.

CONSTRUCTION

Requirements Craft Wondrous Item, *divine turbulence*, creator must be part of *Wealbren's* clergy; **Cost** varies (see table)

Table 5-16: Wealbren's Sail

Size	Weight (lbs.)	Price (gp)	Cost (gp)
10-ft.-by-15-ft.	25	30,000	15,000
15-ft.-by-30-ft.	30	60,000	30,000
15-ft.-by-40-ft.	45	90,000	45,000
20-ft.-by-50-ft.	55	120,000	60,000

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