

VERANTHEA CODEx

Radical Pantheon



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MIKE MYLER

ROGUE GENIUS GAMES

VERANTHEA CODEX

Radical Pantheon

CHAPTER 1: The Radical Pantheon 3-39	CHAPTER 3: Divine Servants ...51-87
Verahnus. 4-5	Godly Servitors. 51
Death. 6-7	Chosen Template. 51
PRIMAL GODS	Allgod's Slumberer. 52
Arcanalus. 8-9	Death's Child. 54
Arenathi. 10-11	Arcanalus' Balancer. 56
Earkenta. 12-13	Arenathi's Rebel. 58
Herastreas. 14-15	Earkenta's Sage. 60
Wealbrems. 16-17	Herastreas' Genius. 62
SHADOW GODS	Wealbrems' Smiter. 64
Tristanaleus. 18-19	Tristanaleus' Shadow. 66
Dreksler. 20-21	Dreksler's Companion. 68
Elaith. 22-23	Elaith's Edger. 70
Matilondo. 24-25	Matilondo's Merchant. 72
PEOPLES GODS	Aleana's Illuminator. 74
Aleana. 26-27	Andraletha's Protector. 76
Andraletha. 28-29	Smastrik's Greed. 78
Smastrik. 30-31	Stephanilesia's Fanatic. 80
Stephanilesia. 32-33	Castriil's Eye. 82
NIGHTMARE GODS	Grelthanok's Tentacle. 84
Castriil. 34-35	Vanesprelt's Tongue. 86
Grelthanok. 36-37	
Vanesprelt. 38-39	
CHAPTER 2: Player Options 40-50	CHAPTER 4: Demigods 88-98
Religious Traits. 40	Boris of Trianestra. 90
Spells. 40-44	Dremil the Familiar. 91
Magic Items. 44-47	Pytir the Pseudodragon. 92
Divine Drunkard (Brawler Archetype). 47-48	His Personage of Golden Fortitude. 93
Holy Innovator (Gunslinger Archetype). 48	Empress of the Mists. 94
Merchanteer (Paladin Archetype) 48-49	Zhengfeng, Wind of Fordhatta. 95
Tiang-Ti Ang Agent (Bard Archetype) 50	Sciemaat. 96
	Carambal, the Last Irrational. 97
	H'Gal, Grand Lich of Proxima Alterra. 98
	OGL. 100

Author Mike Myler
Editor Mike Myler
Contributors Nicholas J. Giebel, Luis Loza, Michael McCarthy
Cover Artist Original artwork by Indi Martin
Interior Art Basquetteur, Nathanael Batchelor, Jacob Blackmon, Storn Cook, Lee Jones, Indi Martin, Justin Andrew Mason, Mike Myler
Graphic Design Mike Myler
Layout Artist Mike Myler

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game.

Paizo Inc. does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/> for more information on the compatibility license.

Rules elements with the superscript ^{TR} 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:

- B1—*Pathfinder Roleplaying Game: Bestiary*
- B2—*Pathfinder Roleplaying Game: Bestiary 2*
- B3—*Pathfinder Roleplaying Game: Bestiary 3*
- B4—*Pathfinder Roleplaying Game: Bestiary 4*
- GMG—*Pathfinder Roleplaying Game: Gamemastery Guide*
- MA—*Pathfinder Roleplaying Game: Mythic Adventures*
- NPC—*Pathfinder Roleplaying Game: NPC Codex*
- UM—*Pathfinder Roleplaying Game: Ultimate Magic*
- VC—*Veranthea Codex (Rogue Genius Games)*



CHAPTER 1: 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, Castriil, 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 Earkenta – to be used as primal weapons in his assault on the Impossible Grelthanok.

Tristanaelus 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 Castriil.

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).

In the Forever Dark, deep in the bowels of Veranthea, 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

STEPHANILESLIA

HERASTREAS

WEALBRENS

Matilondo

Vanesprelt

GRELTHANOK

CASTRIIL

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



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.

one of the Great Sleeper's prophecies requires 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.

Berceuse 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 Grethadnis' 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 level 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 does not dwell on a demiplane, but holds sway over a large swathe of the Astral Plane instead, 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.

DEATH

ALL JOURNEYS COME TO AN END.
—LIBRIS MORTIS

**DIVINE TERMINATOR, EXTINCTOR,
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 a mammoth 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 Extincter, only concluding their business on Veranthea after earning its favor.



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. Even so 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 Extincto's holy symbols and somber priests.

Proper followers of Death are not extremely common — keepers of crypts, morticians, necromancers, nihilists, and undead are its most likely worshipers — but usually prove to be 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 (making dwarves and elves the clergy to hold 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 Extincto is chiseled along its walls and its priesthood are constantly building additions to their temples, creating vast mausoleums that grow larger with each passing 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 — though confirmations of this rumor are difficult to attain, it's said that desecrating the Extincto's presence on Veranthea can even bar one from reaching the next stage of existence. A secret duty of its priests are to support and aid death antipaladins and they go to great lengths to protect knowledge of this task from the peoples around them.

Adventurers

Death and its clergy are fairly ambivalent towards adventurers, save for those that escape its grasp too many times. These individuals eventually become prey for its 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

Only one book can be found within the halls 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 that lessen the blow of life's finality.

Holidays

Death's worshipers do not celebrate holidays of any kind.

Aphorisms

While expressions from the other gods are common parlance none are more frequently heard than the platitudes surrounding Veranthea's aspect of mortality.

Death Comes For Us All. Shouted during suicidal battle charges as both an emboldening statement and threat or yelled during a hasty retreat, this truism holds fast for all but the few immortals in Urethiel.

Nobody Gets Out Alive. Live and live now, because it's true: death is almost always at the end of one's story.

The End Of Each Journey Begets A New One. Surprisingly upbeat for the Grim Reaper's followers, 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 inhabited by 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. Each has their own opinion of the Divine Terminator but all begrudgingly respect it and its importance in the cycle of life. Some (like Aleana and Dreksler) are wary of the Extincto's existence and what it represents while others (such as Elaith and Tristanaleus) work to earn its favor against their enemies.

Realm

Death has no extraplanar abode and lives instead beneath the surface of Urethiel in the underdynasties, vast kingdoms of undead under the Enchanted Continent. It lairs miles 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. The Extincto's fell chair grants these indignant mortals' wish to live eternal, allowing them to exist forever in a state of unending torment that empowers its decrees.

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 Amaroke, 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)



deities far subtler many lesser After a become a rare his/her countless Veranthea's one is

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 have urged the Balanced God to be and to impact the world through agents as opposed to grand gestures. millennium the Everygod has sight, instead directing and empowering followers by the thousands to perform minute tasks that maintain equilibrium—for every tree felled 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 Arcanulus 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

Arcanulus 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 Arcanulus 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 Arcanulus 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

Arcanulus 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 Arcanulus 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 Arcanulus' 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 morphy 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.

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.

PRIMAL GOD OF AIR, THE DIVINE REVOLUTIONARY, TRAVELER'S GOD
God of Air, Revolution, Travel, and Trickery

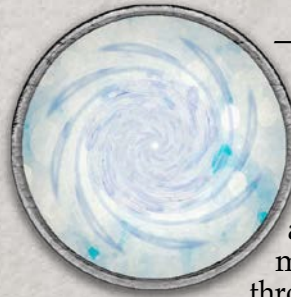
Alignment CE

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



—*DECEPTIO DIVINATUS*

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.



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 Primal God, 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

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.

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 Earken-ta 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.

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

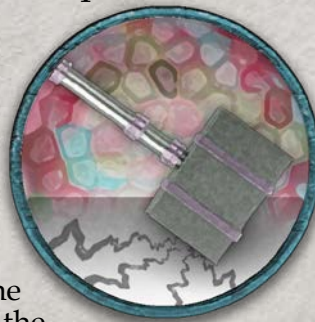
Domains Community, Earth, Good, Healing, Law

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 reforges 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 benign and encouraging demeanor with mortals. She is 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 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.

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.

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 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.

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 Wealbrems 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. 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.



Handwritten signature

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.

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 and parchment.

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 adamantite 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.

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 traveling 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 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 Wealbrems prompted the catastrophes of the



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 Wealbrens, the god grants them a weakened facsimile of his deific trident (a +3 anarchic keen shock vicious trident). Antipaladins of Wealbrens 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.

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 Wealbrens' 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 Wealbrens 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

Wealbrens' 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 Wealbrens' 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 Wealbrens 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 Wealbrens' 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 Wealbrens' 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 Wealbrens' 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.

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

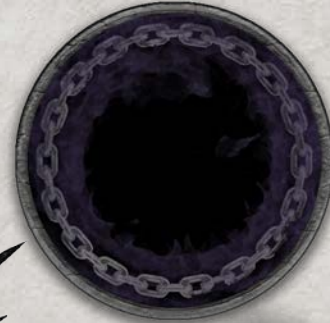
Favored Weapons spiked chain

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 Tristanaleus 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, fletcherings worship him and in his name hire out their services to Veranthea's less ethical merchants (who pay 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 Tristanaleus' 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 Tristanaleus for whom he is are even more fearful of him. The Dweller in Darkness 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.



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.

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 – blood-thirsty 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 caravaner 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.

Dreksler

WITH A JAUNTY CHARGE AND DEFT STRIKE FROM HIS PICK, THE DIVINE DRUNK STUMBLERED AROUND CASTRIL'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 DREKSLER 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.



[Handwritten signature]

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 Wealbrens. 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, 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.

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

Elraith 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 Elraith'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 Rankar and 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. Elraith'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.



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 worshipers, 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).

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 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



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 page @@).

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).

opposing priests or sabotaging other deities' temples (though never one that belongs to Wealbrems).

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 merchantteers 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.

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

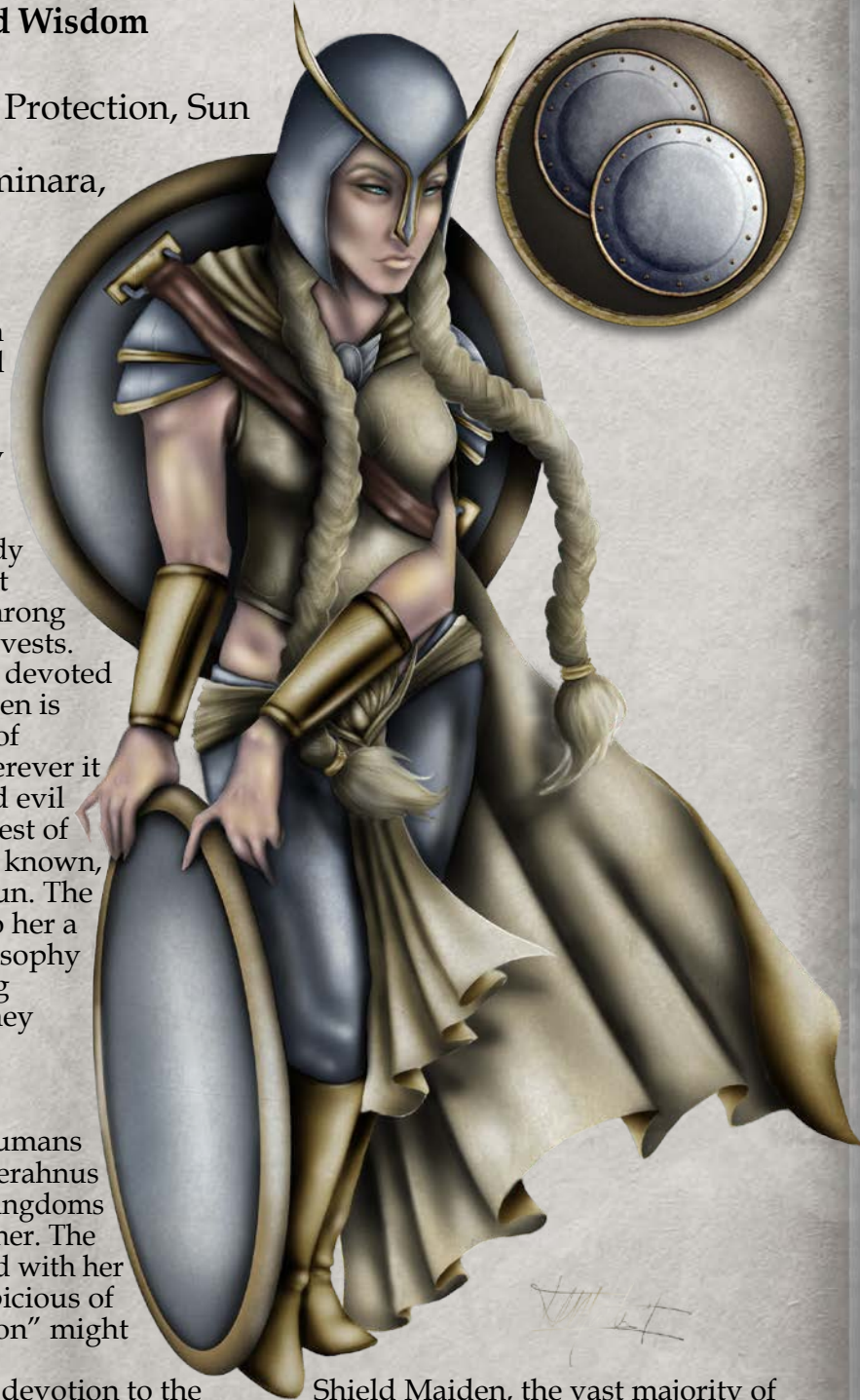
Aleana appears as a beautiful middle-aged human maiden bathed in a cloak made of golden light that heals whomever it shines on, adorned with two heavy shields. When the *Conxecron* convenes, she is always the voice of compassion and peace among the gods, seeking the prosperity and betterment of all her 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.

Though they don't have a monopoly on devotion to the Shield Maiden, the vast majority of her worshipers are humans that either specialize in farming or healing. The hierarchy of Aleana's church is built from a series of councils that inform and assist one another, each the head of its own congregation of 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.



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.

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.

Veliccammio: 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 have become part of the common parlance.

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.

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 does not show great reverence for the god of proactivity the Divine Elf is one of the most visible even those who find her existence to be an affront are hesitant to speak against her name. Andraletha devoted to justice, however, and their presence is and governments that often call on her houses of Servants of the Mother of Civilization are on the wars with Matilondo and the other darker gods, machinations at bay.

city in Grethadnis that civilization—due to her deities in Veranthea and on the free will of mortals and her clergy are staunchly a great boon for commerce worship to keep the peace. front line in the shadow holding their fell



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.

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 Wild-est 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 tome 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 Tretoyri (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.

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.

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 few are foolish enough to raise the ire of one of the Divine Thief's devout followers without anticipating retribution).

—DAIVIKA MEASANAM



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, Ur-ethiel, 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.

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.

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 first and foremost role of a priest of Stephanilesia is the joys 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 crafting 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 sometimes last a lifetime or longer.

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 relentlessly 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 in picturesque prairies and idyllic forests.

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 revealed secrets and tantalizing mysteries. 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.

Outsiders native to Veranthea, prophets, occultists, and psychics worship the god of the unknown, drawing the weak-minded and brazenly

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.

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, biomechanical 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

curious to join them in devotion to Castril. The highest ranking clergy of the Alien Nightmare tend to be the most knowledgeable

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.

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.

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.

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 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.



—INFILTRI



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.

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.

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).

Infiltrate: 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.

Asadhyam: 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.

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.

THE UNSPEAKABLE NIGHTMARE

God of Gluttony, Insanity, and Secrets

—*ABERACIO*

Alignment LE

Domains Darkness, Evil, Madness, Trickery

Favored Weapons tongue (unarmed)

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

Race aberration

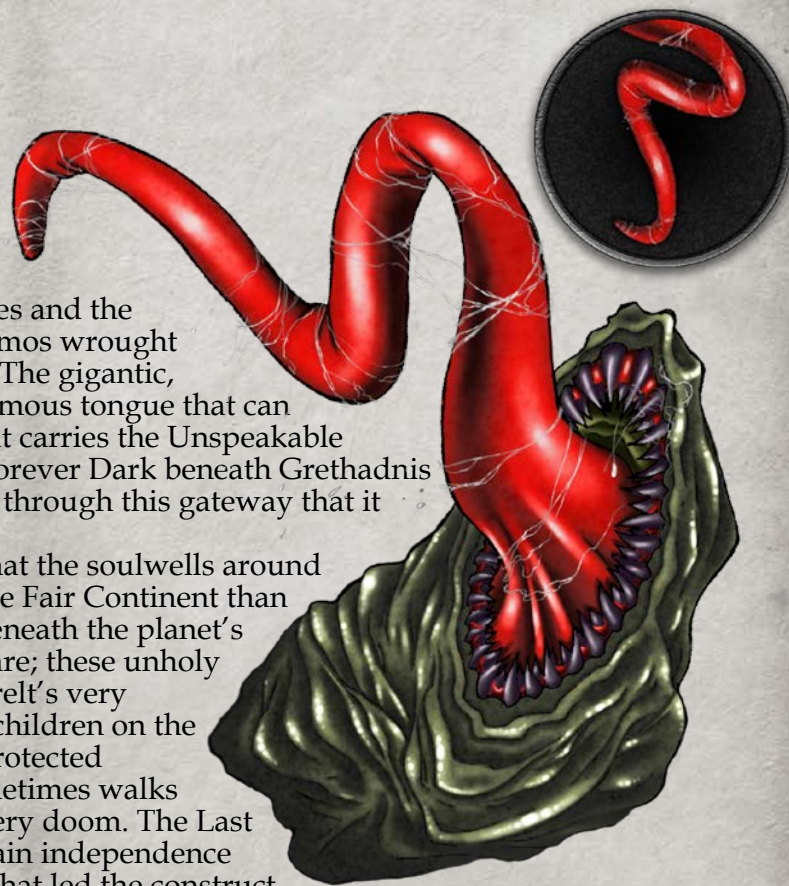
Finding a kindred urge in Verahnus' darkest desires and the emptiness within, a gluttonous entity from the cosmos wrought itself into being beside the other Nightmare Gods. The gigantic, freakish maw that is Vanesprelt undulates an enormous tongue that can stretch for miles, dripping with mythical saliva 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.

The Church

Worship of Vanesprelt on the surface of Veranthea 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.



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.

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.

CHAPTER 2: DIVINE PLAYER OPTIONS

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.

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 Arcanalus, 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.



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 Wealbrens 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.

By spending a full round casting this spell and expending double the normal amount of components, you gain double your spellcasting attribute modifier to your CMB instead.

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 Drek-sler'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 Stephanile-sia, 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 initiative order returns to normal.

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 $2d8 + \text{caster level hit points (max +10)}$. 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

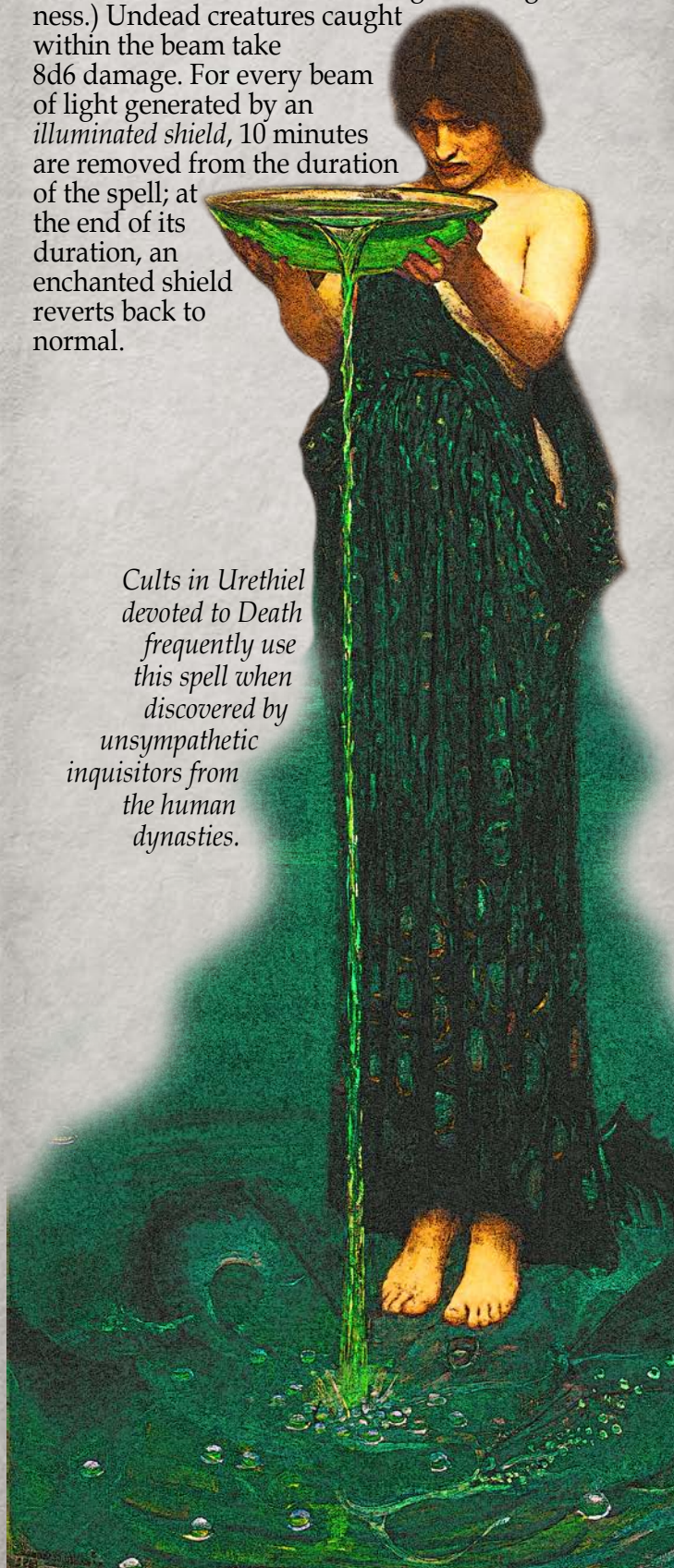
Duration 10 min./level (D)

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 enchanted shield reverts back to normal.

Cults in Urethiel devoted to Death frequently use this spell when discovered by unsympathetic inquisitors from the human dynasties.



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 small 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** 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 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 until this damage is healed, its Strength score is equal to its Intelligence score.

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 affect the creature's actions at the end of its turn).

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 Wildest 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 nonmagical 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 stonemasonry (if the wearer is a dwarf, their bonuses from stonemasonry 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, metastminer*, creator must be a member of Earkenta's clergy; **Cost** 4,300 gp

EYE OF CASTRIIL

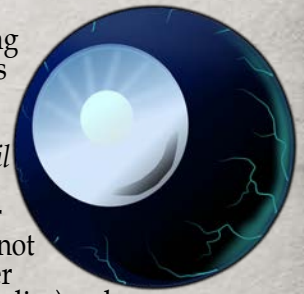
Aura moderate divination; **CL** 9th
Slot none; **Price** 28,000 gp; **Weight** 1/2 lb.

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

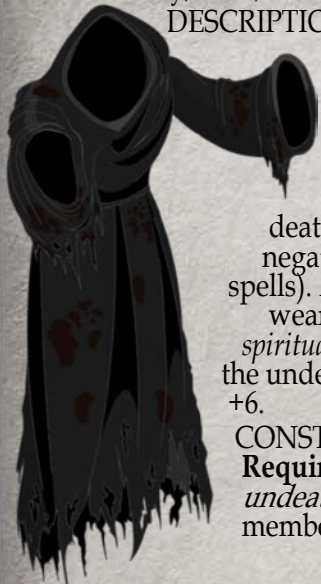
Aura moderate necromancy; **CL** 9th
Slot body, head, and shoulders; **Price** 23,00 gp; **Weight** 2 lbs.

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*, this ingenious device is made from bits of mithral, steel, and even adamantite, 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), *Herastrea's 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 *Herastrea's 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 Herastrea's 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 @@).

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 *smastrik whip* 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

STEPHANILESLIA'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 All-god'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 vessel 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 a member of Wealbren's clergy; **Cost** varies (see table)

RELIGIOUS ARCHETYPES

Divine Drunkard (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 divine drunkard gains Knowledge (religion) as a class skill.

Divine Drunkenery (Su): At 1st level, a divine drunkard 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 divine drunkard 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 divine drunkard 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 divine drunkard 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. This ability replaces martial flexibility.



1d6 Drunk Ability

- 1-2 *Fighting Drunk* The divine drunkard gains a circumstance bonus to melee damage, CMB, and CMD equal to half their level. At 10th level, the divine drunkard also gains DR/ – equal to 1/4 their level.
- 3-4 *Monkish Drunk* The divine drunkard gains one extra melee attack when making a full attack action. This attack is made at a -5 penalty. At 10th level, the divine drunkard gains a second extra melee attack at a -10 penalty.
- 5-6 *Sneaking Drunk* The divine drunkard gains a circumstance bonus to Bluff and Stealth checks equal to 1/2 their level. At 10th level, the divine drunkard gains +3d6 sneak attack damage, +1d6 for every 3 levels after 10th (to a maximum of +6d6 at 19th level).

Alcoholic Mind (Su): At 2nd level the god of adventuring acknowledges a divine drunkard for their dedication, granting them some holy power. By spending 2 drunk points as

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

a swift action, a divine drunkard 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.

1d6 Drunk Ability

- 1-2 *Holy Drunk* The divine drunkard gains a mythic bonus to saving throws equal to half their level. Any evil or lawful creatures that take damage from the divine drunkard take an additional amount of untyped damage equal to the divine drunkard's level.
- 3-4 *Magical Drunk* The divine drunkard is able to spontaneously cast any arcane spell of a spell level equal to 1/3 the divine drunkard's level without the need for components of any kind. After casting any spell this way, the divine drunkard is unable to cast the same spell using this ability for the next 24 hours. A divine drunkard may only use magical drunk a number of times per day equal to their level (roll again if this ability becomes ineligible).
- 5-6 *Singing Drunk* The divine drunkard 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 divine drunkard or allies within 50 feet.

Holy Innovator (Gunslinger Archetype)

Herastreas' followers are often scientific innovators (see Chapter 6: Adventuring in *Veranthea Codex*) 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, as well as 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.

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.

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): A merchanteer can use *detect metal* as an at will 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 one

Craft Devices

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 *canon 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 *antimagic 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.

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.

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. At 10th level he may not change from a weapon.

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.

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.



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* (self only) 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.



Few know it but most of Fordhatta's finest actors and actresses are Tian-Ti Ang agents that use their popularity and fame to pry ever deeper into the intrigues of the dynasties.

CHAPTER 3: DIVINE SERVANTS

GODLY SERVITORS

These divine servants of Veranthea's gods are all unique creatures of the outsider type, approximately CR 15 with 18 or fewer Hit Dice (which makes them eligible for greater planar ally). Only a true follower of one of the deities is able to summon a herald; no matter how hard a cleric of Andraltha might try, they will never be able to summon Matilondo's herald (or any of her other siblings'). Only divine spellcasters are able to conjure a herald, making it impossible for planar binding to call on these extraordinary creatures and preventing arcane casters from manipulating them. Regardless of how one of these outsiders is summoned, whether or not they can be conjured is at the discretion of a herald's deity (a follower not truly in need or with motives that do not serve their patron may be denied).

Herald Subtype: Heralds are unique representatives of their respective gods and sometimes have a specific outsider subtype such as "devil" or "psychopomp" that grants it additional abilities. A herald has the following traits.

- *Always Armed (Su)* Heralds can summon their signature weapon as a standard action. If its herald doesn't have a signature weapon, it can summon any nonmagical weapon as a standard action (including adamantine, etc.); the weapon disappears if it leaves the herald's grasp.
- *Emissary (Ex)* Heralds can always be summoned by the faithful using, *greater planar ally* or *gate*, regardless of limitations of that spell, even if it's not an outsider.

CHOSEN TEMPLATE (CR +1)

The gods have many accords, one of the most important being that no deity should ever make a practice of traveling Veranthea often. This doesn't keep them from meddling, however, and their preferred method of enacting upon the world is through divine agents—the chosen. At any given time, 2-3 individuals in Veranthea might be empowered by any member of the pantheon, imbued with powers that set them above other mortals.

Creating a Chosen

"Chosen" is an acquired template that can be added to any creature. A chosen uses all the base creature's statistics and special abilities except as noted here.

CR: As base creature +1.

Type: The creature gains the augmented subtype.

Armor Class: The creature gains a +1 luck bonus to AC.

Saves: The creature gains a +1 luck bonus to all saving throws.

Qualities: The creature gains a +2 luck bonus to initiative and the following special ability.

Chosen (Su) As a herald of the gods, the chosen is preternaturally lucky and can, to an extent, forge their own fate. A chosen may reroll each of these types of checks once per day as a free action: attack roll, saving throw, skill check.

In addition, once per day as a swift action the chosen may force any creature (including itself) to reroll any type of check (no save).

Spell-Like Abilities: A chosen gains the use of *breath of life* once per day. This spell-like ability can only be triggered automatically, only targets the chosen, and only activates when the chosen has been reduced to 0 hit points or less.



The mass of land ahead seems to detract and swell ever so slightly before it erupts upward, the green stone cracking and shifting to reveal a yellow underbelly as enormous red eyes snap open and a huge maw appears, bellowing out a roar laden with overwhelming exhaustion.

ALLGOD'S SLUMBERER CR 15 – XP 51,200

LN Colossal outsider (herald)

Init +2; **Senses** blindsense 60 ft., darkvision 120 ft., scent; **Perception** +24

DEFENSE

AC 30, touch 1, flat-footed 30
(–2 Dex, +30 natural, –8 size)

hp 225 (18d10+126)

Fort +18, **Ref** +6, **Will** +16

DR 5/–; **Immune**

exhaustion, fatigue, fear, mind-affecting, paralysis; **Resist** acid 15, cold 30, electricity 15, fire 30; **SR** 23

OFFENSE

Speed 50 ft., burrow 40 ft., climb 40 ft., swim 40 ft.

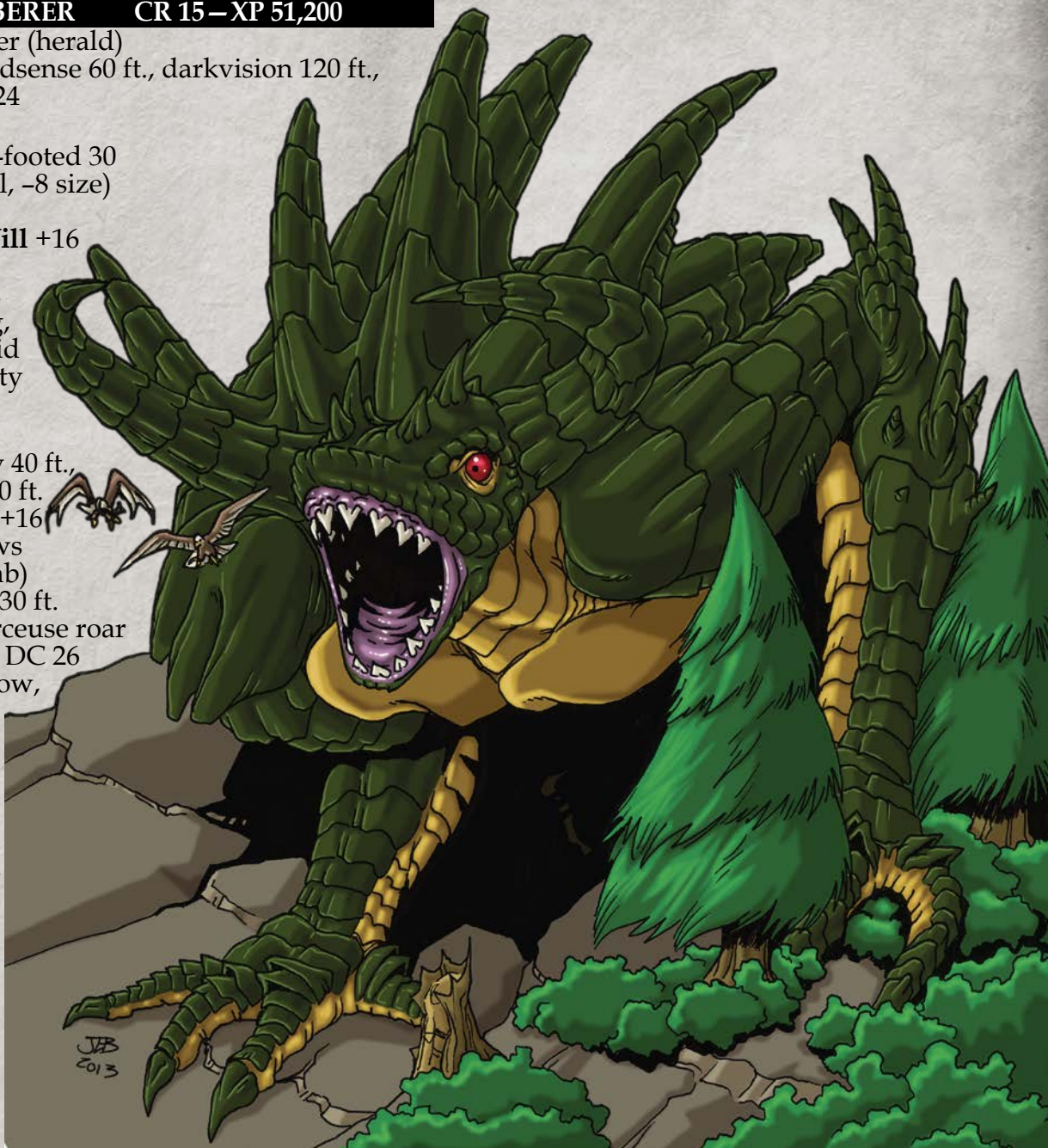
Melee bite +26 (4d6+16 plus grab), two claws +21 (2d8+8 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks berceuse roar (100-ft.-radius, Fort DC 26 or sleep), fast swallow, swallow whole (Fort DC 26 or sleep, AC 25, hp 22)

Spell-Like Abilities

(CL 18th; concentration +21)
constant – *arcane sight*, *tongues*
at will – *curse of burning sleep* (DC 17),
lullaby (DC 13),
sleepwalk (DC 17),
slumber of the Allgod (DC 16)
2/day – *plane shift* (self only)



TACTICS

Before Combat The Allgod's Slumberer avoids confrontation and attempts to interrupt its rest.

During Combat The Allgod's Slumberer acts quickly and decisively, putting opponents to sleep with its berceuse roar before eating them.

Morale The Allgod's Slumberer stops fighting when foes retreat but otherwise it fights to the death.

STATISTICS

Str 42, **Dex** 6, **Con** 25, **Int** 14, **Wis** 17, **Cha** 15

Base Atk +18; **CMB** +42 (+46 grapple); **CMD** 50

Feats Alertness, Awesome Blow, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Multiattack, Run

Skills Acrobatics +19, Bluff +13, Climb +25, Knowledge (arcana) +19, Knowledge (nature) +23, Knowledge (planes) +23, Perception +24, Sense Motive +24, Spellcraft +19, Stealth +3, Survival +12, Swim +25; **Size Modifiers** –16 Stealth

Languages Common, Trekth, Zyx; *tongues*; telepathy 120 ft.

SQ water breathing

ECOLOGY

Environment Astral Plane

Organization solitary

Treasure triple

SPECIAL ABILITIES

Berceuse Roar (Ex) The Allgod's Slumberer can roar, touching deep within the essence of all souls nearby and bidding them to rest. By spending a swift action it unleashes a partly subsonic scream that targets all creatures within 100 feet (including creatures that cannot hear, are immune to sound-based effects). Targets that fail a DC 26 Fortitude save fall asleep for 1d4 rounds; creatures put to sleep this way cannot be awoken before the end of the duration without the use of *heal*, *lesser restoration*, or *limited wish*.

Servant of Sleep (Ex) Creatures normally immune to sleep can still be put asleep by the Allgod's Slumberer's berceuse roar or while within its stomach, though their immunity grants a +4 circumstance bonus to saves made against either effect. A creature put to sleep by the Allgod's Slumberer has no need for their physical or biological functions and does not require food or water to avoid starvation and thirst.

It's said that the Allgod's Slumberer's enormity and power are due to it being the singular physical expression of Verahnus' rancor for being awoken – something the few creatures to survive an encounter with it readily affirm. On the Astral Plane where its master dwells the gargantuan monster sleeps along the only mountain pass that leads up to the Truegod's place of rest, guarding him from intrusion and consuming anyone too persistent to leave the Sleeping God unmolested (keeping them within its belly until such a time that its master can hold audience).

PLANAR ALLIES

Dragons of all kinds are nostalgic for the days where they slept in the protective unity of the Dragon Mind and though he enjoys a stronger following of brass dragons and dreaming dragons than any other kind, both good and evil winged serpents put themselves at Verahnus' disposal. Other creatures that fundamentally rely on dreams or sleep (such as *div pairaka*^{B3}, *kamadan*^{B3}, *night hags*^{B1}, *popobala*^{B3}, *spirit oni*^{B3}, *tooth fairies*^{B4}, and *xtabay*^{B2}) are also frequently used by the Allgod to carry out his bidding, and

in addition to those, the following creatures are suitable allies of the Truegod and might be conjured by his followers via *planar ally* or similar spells.

Brakdacca the Builder (unique advanced giant moon-beast^{B3}): This strange traveler happened upon the Sleeping God's incredible power by chance and immediately took him as its patron, espousing Verahnus' prestige everywhere it treads. For centuries since Brakdacca has fortified the Allgod's home, crafting fortifications all across his mountain home and staffing them with creatures and warriors it finds suitable for the task – sometimes willingly but not always.

Greggrix the Dreamdabbler (unique chosen baku^{B3}): It is extraordinarily rare for a creature to come across Verahnus' sleeping mind, encounter its dreams, and live to tell the tale, but Greggrix has always been different (even for a baku). After intruding on his mindscape and nibbling on one of his lesser musings, the creature put on a fantastical show for the Allgod that won his favor. Hundreds of years have passed since their meeting and Greggrix still visits on occasion, but not to feed – instead the baku reproduces his favorite dreams and nightmares to entertain the True God, earning his place as Verahnus' favorite performer.

Nessgradha (unique advanced nue^{B3}): Most of the dream garrisons built by Brakdacca are manned by nue under the command of Nessgradha, a superior specimen that was wooed by the moon-beast's praises for Verahnus. Traveling across Veranthea as well as other dimensions, it convinced many of its kind that to truly amass terror they should work as servants to the Truegod. When the Allgod's Slumberer finds trespassers to be offensive to its lord's rest but too great in number to be eaten, Nessgradha and the other nues descend on them like a plague of ghastly death.

Veradardzy (unique advanced totenmaske^{B2}): When a creature offends the Allgod enough to upset his deific rest but does not merit an audience with him, instead of sending his lapdog Verahnus dispatches his revenant – Veradardzy. Wearing an amulet of the planes and boots of teleportation, the undead agent can travel to anywhere in Veranthea (or beyond) to slowly torture these foolish victims before, when their spirits are broken beyond repair, it returns with them to the Astral Plane where what remains of their souls are devoured by nue.

An enormous humanoid skeleton looms from out of the darkness, its clawed boney hand covered in fell energies and smoke that seems to absorb the light it touches.

DEATH'S CHILD CR 15 – XP 51,200

N Gargantuan outsider undead (herald, native)

Init +4; **Senses** darkvision 120 ft., see in darkness;

Perception +20

Aura starvation (60 ft., DC 24)

DEFENSE

AC 28, touch 6, flat-footed 28 (+22 natural, -4 size)

hp 207 (18d10+108) fast healing 2

Fort +16, **Ref** +6, **Will** +14

Defensive Abilities channel resistance +4;

DR 10/bludgeoning; **Immune** undead traits

OFFENSE

Speed 40 ft., burrow 30 ft., climb 30 ft.

Melee bite +24 (2d8+14 plus grab), 2 claws +25 (2d6+14+1d6 negative energy, Crit 19-20/x2)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon (30-ft. cone, 12d6 bludgeoning damage, Reflex DC 24 half, usable every 1d4 rounds), corpse consumption, dark miasma, fast swallow, swallow whole (6d6 bludgeoning damage plus 1d6 negative energy, AC 21, 20 hp)

Spell-Like Abilities (CL 18th; concentration +23)

constant – *arcane sight*, *deathwatch*, *detect undead*,
negate aroma, *pass without trace*

at will – *command undead*, *gift of Undeath*

3/day – *animate dead*, *control undead*, *create greater undead*,
create undead, *teleport* (self only)

STATISTICS

Str 38, **Dex** 10, **Con** –, **Int** 12, **Wis** 17, **Cha** 21

Base Atk +14; **CMB** +32 (+34 bull rush, +36 grapple); **CMD** 42 (44 vs. bull rush)

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Intimidating Prowess, Power Attack, Toughness^B, Vital Strike, Weapon Focus (claw)

Skills Climb +35, Bluff +26, Intimidate +32, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Perception +20, Sense Motive +24, Stealth +9; **Size Modifiers** -12 Stealth

Languages Common, Draconic, Koé, Trekth, Undercommon, Zyx

ECOLOGY

Environment underground (Forever Dark)

Organization solitary

Treasure double

SPECIAL ABILITIES

Corpse Consumption (Su) Death's Child that kills creature by using its swallow whole special ability automatically consumes its victim's body and regains a number of hit points equal to the victim's Constitution score. Consumed creatures cannot be resurrected by any effect short of a *miracle* or *wish* spell until Death's Child is destroyed.

Dark Miasma (Su) Instead of dealing damage with its breath weapon, Death's Child may exhale a mist that emulates *deeper darkness* but only affects the squares in the area of attack. These squares remain in darkness for 1d4 hours.

Dual Type (Ex) Death's Child is both an outsider and an undead, gaining the best attributes and qualities made available; for the purposes of spells and effects, it counts as both types.

Starvation Aura (Su) Death's Child emits a powerful aura that causes all creatures within range to feel the intense pains of starvation. Each creature within 60 feet must succeed at a DC 24 Fortitude save or be fatigued and succumb to the supernatural starvation of Death's Child, taking 2d6 points of nonlethal damage at the end of its turn each round it remains in the aura. Even after leaving the area or slaying Death's Child, an affected creature continues to starve and cannot heal from the nonlethal damage dealt by this ability until it consumes food.



The Grim Reaper has countless offspring across Veranthea, both above and below the surface of the world, but few are as large and dangerous as Death's Child. This gargantuan undead monstrosity prowls the Forever Dark seeking out life with a burgeoning curiosity for the many macabre wonders of the endless tunnels, toying with the creatures it encounters like a cat plays with mice. When the forgotten kingdoms of the Flesh unleash hordes of mutated warriors, Unwanted Folk war parties invade the Forever Dark, legions of Kind Folk crusaders amass beneath Urethiel, or some other great threat arises to face the underdynasties devoted to its patron, Death's Child immediately returns home to act as a general, raising armies and commanding legions of undead to fight off whatever mortals dare raise their blades against the Dead Empire.

PLANAR ALLIES

Virtually all undead worship the Divine Terminator, owing their very animation to its persistent existence – however diminished that might currently be. Not all undead count the Extincto as their patron, however, and those consumed with themselves often fail to show proper reverence to Death. Some require convincing by its agents; Boris of Trianestra has already resisted Bhrasta's overtures and intimidation from Yodha, now carefully watched by Bhrasta, while H'Gal is carefully avoiding Darisodhaka's notice. A few key servants have become avatars of Death itself, carrying out his whims on Veranthea as they are bidden – all of the following are suitable creatures to be conjured with *planar ally* and similar spells.

Bhrasta (unique advanced sayona^{B4}): Bhrasta is one of the Grim Reaper's methods of winning the favor of powerful, faithless undead. The sayona offers its services to the nonbeliever, promising to ruin their enemies in exchange for putting faith in the Divine Terminator, then proceeds to wreak havoc.

Darisodhaka (unique chosen pale stranger^{B3}): The far reaching passages of the Forever Dark are often changing, collapsing and opening due to meddling by the Nightmare Gods, the doings of their offspring, the enigmatic workings of the Vehoro, and other mysterious forces. This favored scion of the Grim Reaper was once a legendary Dragonminded that quelled the forces

of the dark deities but finally lost his life in a disastrous suicidal mission during a raid on the Impossibles Clan underneath Trectoyri. Renouncing Sciemaat the Shattered with his dying breath, Darisodhaka reached out to Death and was found to be a kindred soul. Raised as a powerful gunslinger, the undead has since been the Divine Terminator's explorer, sent to The Veil to discover what lay behind the obscured walls of the Tesseract.

Pattedari (unique geist^{B4}): While traveling through an abandoned Trekth enclave an entire adventuring party of leugho fell prey to ancient, powerful traps left by the progenitors. Their fractured minds and the combined potency of thousands of fragmentary souls drew Death's attention when it coalesced as a geist and seeing the potential for such a resolute will, the Grim Reaper took it into its deific confidence. Equipped with an incorporeal ring of invisibility, Pattedari spies on the doings of the other gods' servants more clandestine activities, reporting back to their patron. When it can identify and isolate one of the chosen, the geist attacks while they sleep – more than one of the deities' blessed have succumbed to its lifesucking bite.

Yodha (unique giant dreadgholdako^{B4}): Once the leader of a cyclopean kingdom that reigned beneath the surface of Veranthea thousands of years in the distant past, Yodha saw the end of her peoples' civilization with the coming of the Trekth. Sacrificing all of the souls of their slaves to Death, the giants became servants to the Grim Reaper and its primary footsoldiers in what would become the Dead Empire. When Bhrasta fails to convince a powerful undead or promises to show fealty to the Divine Terminator, Yodha and her private guard pay them a personal visit.



Covered in scintillating neon colors that shift and morph along its body, this strange six-legged beast soars adroitly through the air on four feathered wings that sprout from its back. Two huge yellow insectoid eyes on either side of its head reflect in dozens of directions, and from its slobbering maw a huge prehensile tongue sniffs at the air.

ARCANALUS' BALANCER CR 15 – XP 51,200

N Medium outsider (herald)

Init +6; **Senses** blindsight 60 ft., darkvision 120 ft., scent; **Perception** +25

Aura spell reversal aura (30 ft., DC 23)

DEFENSE

AC 29, touch 16, flat-footed 23 (+6 Dex, +13 natural)

hp 225 (18d10+126)

Fort +14, **Ref** +15, **Will** +15

Defensive Abilities evasion, fortification; **DR** 5/—;

Immune fear, mind-affecting; **Resist** acid 30, cold 30, electricity 30, fire 30

OFFENSE

Speed 50 ft., fly 70 ft. (perfect), swim 50 ft.

Melee six hooves +22 (1d6+6, Crit x3) and primal tongue +22 melee touch (4d6 energy damage)

Space 5 ft.; **Reach** 5 ft. (20 ft. tongue)

Special Attacks primal tongue

Spell-Like Abilities (CL 18th; concentration +22)

constant — *arcane sight, tongues, true seeing*
at will — *speak with animals, speak with plants*

5/day — *dispel magic, magic circle against chaos/evil/good/law, magic missile, plane shift* (self only)

1/day — *baleful polymorph* (DC 19), *ethereal jaunt, eyebite* (DC 20), *greater polymorph, teleport* (self only)

TACTICS

Before Combat Arcanalus' Balancer identifies the greatest threat using its arcane sight and an exploratory *dispel magic*.

During Combat Arcanalus' Balancer uses its spell-like abilities to negate powerful foes and relentlessly pummels other enemies with its hooves.

Morale Arcanalus' Balancer flees when reduced to 40 hp or less using *ethereal jaunt* or *teleport*.

STATISTICS

Str 19, **Dex** 22, **Con** 23, **Int** 18, **Wis** 19, **Cha** 18

Base Atk +18; **CMB** +22; **CMD** 38 (44 vs. trip)

Feats Combat Expertise, Death From Above, Flanking Foil, Flyby Attack, Great Fortitude, Hover, Improved Natural Weapon (hooves), Power Attack, Toughness

Skills Bluff +25, Fly +35, Knowledge (arcana, nature, planes) +25, Perception +25, Sense Motive +25, Stealth +27, Survival +25, Use Magic Device +25

Languages Aklo, Common, Draconic, Sylvan, Undercommon; *tongues*

SQ powerful blows (hooves)

ECOLOGY

Environment Vyakula (Arcanalus' demiplane)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aerobat (Ex) Arcanalus' Balancer uses Fly instead of Acrobatics when tumbling through threatened squares.

Arcane Attacks (Su) Arcanalus' Balancer's natural weapons count as both adamantine and magic.

Primal Tongue (Su) The tongue of Arcanalus' Balancer flickers with different primal energies. Whenever it strikes an opponent with its primal tongue attack, roll 1d4 to determine what type of energy damage it deals (1—acid, 2—cold, 3—fire, 4—electricity). On a critical hit with its primal tongue, Arcanalus' Balancer deals 4d10 energy damage instead of 4d6.

Spell Reversal Aura (Su) Any 8th-level or lower spell cast within 30 feet of Arcanalus' Balancer or entering its spell reversal aura is reversed back on the caster unless they succeed on a DC 23 caster level check. Already active magical effects are unaffected by spell reversal aura.



Though all of its kin are long since dead, Arcanulus took pity on this last survivor of an extraplanar race of barely sentient vermin that mistakenly took root in the Sleeping God's scalp. Vastly heightened in power and intelligence, the creature has long since accepted its place at the hand of the Everygod, doing his/her bidding faithfully with two multi-faceted eyes out to prevent the Balanced God from eradicating any other species. In addition to performing small missions and tasks for its patron, Arcanulus' Balancer often surveys the whole of both arcane and divine magic, keen to detect any alterations or inconsistencies in the tapestry underlying reality.

PLANAR ALLIES

Countless natural creatures – both elemental and primal – worship the Everygod. Most of these are permanent residents of Veranthea but a few extraplanar explorers have stumbled on Arcanulus' demiplane and come to revere her/him as well. Though all elementals and most beasts count the Balanced God as a friend, these creatures in particular pay homage to the god of magic and can be conjured with *planar ally* or similar spells.

Bassa Valas (unique giant unfettered eidolon^{B3}): Left on Vyakula when its summoner died, the creature known as Bassa Valas has wandered Arcanulus' demiplane for centuries and become one of his/her most trusted confidants. Finding a great many aspects of the eidolon that resonated within her/him, the Balanced God granted Bassa Valas immunity from the elemental dangers of the very world around it, leaving it to soar through the skies on an everpresent hunt for intruders to Arcanulus' home. When it finds some the creature's first response is to carefully watch from afar, stalking trespassers and evaluating how they deal with the dangers presented by Vyakula's everchanging nature. After it has determined whether they are friend or foe, the monster makes an exploratory strike to test their mettle, then flees for more powerful servants as soon as it is clear it is outmatched.

Fangazmei the First (the first owlbear^{MA}): One of the first creatures formed in Arcanulus' image, Fangazmei stalked Grethadnis for hundreds of years

employing zir claws with a mythical rancor that left a bloody swathe of corpses in zir wake. After *the Scarring ze* used the rent in Veranthea as a hunting grounds, feasting on the dimensional delicacies brought there by wild magic. Loping after terrified prey, Fangazmei leapt through a portal that brought her to Vyakula where it has found a measure of peace. The savagery in zir claws has long since abated (only surfacing in the middle of combat or when someone blasphemes Arcanulus in zir presence) and it maintains a quiet friendship with Bassa Valas, often tagging along behind it as the eidolon patrols Vyakula.

Kermillirrah (unique advanced chosen flail snail^{B3}): Far and away the god of magic's favorite servant, Kermillirrah hilariously bungled its way into Arcanulus' demiplane with all the grace one could possibly expect from a gastropod. The Balanced God found the mollusk's struggle to be supremely entertaining and almost as an affront to the other deities, made the creature on if his/her chosen. When it can be convinced to offer help with an interloper, Kermillirrah confronts intruders with its curious nature in an encounter that quickly determines whether trespassers mean good or ill for the Everygod.

Mayavaki (unique advanced CN chimera^{B1}) and Ritzkega (unique LN mythic manticores^{MA}): A massive storm of wild magic descended over the Duranteen Mountains during an epic territorial struggle between these two beasts and both soon found themselves soaring across the dynamic seas of Vyakula. The journey to Arcanulus' demiplane had forever changed their souls but the pair remain in vehement opposition to one another, constantly trying to outperform their counterpart to better earn the god of nature's favor. When found alone either one of these creatures can be quite accommodating and friendly, but if encountered together they are constantly squabbling over their patron's desire, ethos, or other ephemera that only the most devout followers of the Balanced God are likely to appreciate or even understand.



Mist and smoke make up the bottom half of this mans' body, carrying him through the air with impeccable grace. He brandishes a saber that sparks with lightning and grins malevolently, clearly in search of something to inflict violence on.

ARENATHI'S REBEL CR 15 – XP 51,200

Male genie arcanist 11

CE Large outsider (air, extraplanar, herald)

Init +11; Senses darkvision 60 ft.; Perception +22

DEFENSE

AC 29, touch 20, flat-footed 21 (+3 deflection, +7 Dex, +1 dodge, +4 *mage armor*, +5 natural, -1 size)

hp 151 (7d10+11d6+72)

Fort +8, Ref +15, Will +13

Immune acid

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +15 (1d8+4) or +1 *keen shocking burst scimitar* +17/+12/+7 (1d8+5+1d6 electric, Crit 15-20/x2 plus 1d10 electric)

Ranged +1 *keen shocking burst composite* (+4) longbow +20/+15/+10 (1d8+5+1d6 electric, Range 110 ft., Crit 19-20/x3 plus 1d10 electric)

Space 10 ft.; Reach 10 ft.

Special Attacks air mastery, arcane reservoir (14/day, max 8), consume spells, whirlwind (1/10 minutes, 10-50 ft. tall, 1d8+4 damage, DC 23)

Spell-Like Abilities (CL 19th, concentration +22)

At will – *invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

1/day – *create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*

Arcanist Spells Prepared (CL 11th, concentration +15)

5th (3/day) – *wind blades*

4th (5/day) – *charm monster* (DC 18), *shocking images*

3rd (5/day) – *blink*, *dispel magic*, *lightning bolt* (DC 17)

2nd (5/day) – *blindness/deafness* (DC 16), *detect thoughts* (DC 16), *see invisibility*, *whispering wind*

1st (5/day) – *disguise self*, *mage armor*, *magic missile*, *protection from good*, *shield*

0th – *acid splash*, *bleed*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *spark*

TACTICS

Before Combat Arenathi's Rebel casts *shield* and takes the air, getting into optimal distance to attack from range using his +1 *keen shocking burst longbow* or powerful spells.

During Combat Arenathi's Rebel sews chaos among his enemies with *charm monster* and *blindness*, then lays waste with *lightning bolts* and his enchanted weapons.

Morale When brought below 100 hp Arenathi's Rebel casts *shocking images* and when brought below 50 hp he casts *blink*, but the genie does not retreat without his goddess's express command to do so.

STATISTICS

Str 18, Dex 24, Con 16, Int 18, Wis 13, Cha 17

Base Atk +12; CMB +17; CMD 38

Feats Combat Casting, Combat Reflexes, Critical Focus, Dodge, Eschew Materials, Flyby Attack, Improved Initiative^B, Lightning Stance, Sickening Critical, Toughness, Wind Stance

Skills Appraise +14, Bluff +24, Craft (any one) +14, Fly +23, Knowledge (arcana) +18, Knowledge (nobility) +17, Knowledge (planes) +17, Perception +22, Sense Motive +22, Spellcraft +25, Stealth +24

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ arcanist exploits (consume magic items, counterspell, greater counterspell, see magic, spell disruption, swift consume)



ECOLOGY

Environment any (Plane of Air)

Organization solitary

Treasure standard (+1 keen shocking burst composite [+4] longbow, +1 keen shocking burst scimitar, ring of deflection +3, other gear)

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against Arenathi's Rebel.

Carried to the Divine Revolutionary's cloud castle by an errant gust in the Elemental Plane of Air, the genie that would become Arenathi's Rebel first served as her entertainment for an entire year as she playfully formed and reformed her abode around him. Over a long, sadistic process of conditioning she presented too many wicked incentives to escape for him to resist and as soon as he fell to evil, the genie pledged himself fully to Primal God of Air. For centuries Arenathi's Rebel has acted as her proxy in Veranthea, quietly and carefully spying on the realms in search for the best ways to spread chaos in the name of his malevolent patron.

PLANAR ALLIES

Be they good or evil, all creatures of the air show fealty to Arenathi in one form or another (refraining from doing so can prove to be a fatal mistake). Tricks and pranks are commonly played by air elementals and intelligent creatures that frequently take to the skies, accompanied by a small prayer to the Traveler's God and an acknowledgement of her mastery over the air. Those with a strong connection to the Plane of Air are openly invited to the Divine Revolutionary's home to sit on her court, which even when she is not around (which is often) is a chaotic maelstrom of sadistic joys and malignant entertainment. When using *planar ally* (or a similar spell) to conjure a creature, the following monsters are all suitable for a devout follower of Arenathi to summon.

Dyasruka (unique mythic elder air elemental^{MA}): When an entity has truly raised Arenathi's ire and but are deigned beneath her notice, she sends the primal force known as Dyasruka to tear them apart. In its earliest stage of existence the curious air elemental befriended the Traveler's God, following along in her graceful slipstreams and playing with her. So it was that she raised it, gradually imbuing her own divine power into the creature as it grew, swelling in size and fury. After a painful encounter with His Golden Personage of Fortitude the Primal God of Air has taken care to make sure she does not abuse her "pet", using a surprising amount of caution when deploying it (usually destroying a settlement that has insulted her or coming down on the ship of another god's faithful). Despite its failed attempt to kill the Golden Emperor, Dyasruka is most active in Urethiel, commonly found whipping up

snow in Lawesrenbi's Lament near Mount Makuriyama.

Glavorez the Great (unique advanced belker^{B2}): Discovering these spiteful creatures native to the Plane of Air was a joy for Arenathi and she quickly ushered all of the belkers she could find into her cloud castle, surrounding herself with countless naysayers she finds infinitely amusing. While many of them are beneath notice, a sort of order has emerged that leaves one of their kind set apart from the rest—Glavorez the Great. Foolhardy adventurers caught infiltrating the Divine Revolutionary's abode (typically to purloin or steal back a powerful item taken by Arenathi) are brought before this prime specimen of the elemental predators, ruthlessly interrogated to perceive any possible divine machinations the agents may be unaware of, and then slowly torn apart.

Lovets (unique chosen CE invisible stalker^{B1}): Conjured at the exact moment its summoner perished, the invisible stalker that has come to be known as Lovets wandered Veranthea for some time before determining a purpose: earning the favor of the Primal God of Air. Capturing a diviner and using their abilities to predict whom Arenathi might have a disdain for, the outsider undertook a grisly murder spree that washed much of Trectoyri in the blood of Kind Folk and Unwanted Folk alike. Before being slain by an adventuring party that tracked the creature down, the trickster god took notice and intervened to save the invisible stalker, killing its aggressors and blessing "Lovets" as her chosen. Now it stalks the world with its patron's sanction, hunting down her detractors and the devout of other gods without mercy.

Mechtaya (unique animated dream^{B2}): Wont as she is to trickery, Arenathi frequently travels through the realms of the other deities looking to stir up trouble. While traversing the Astral Plane near Verahnus' great mountain she noticed a fragment of a dream and quickly kidnapped it, absconding to her cloud castle where she subjected the shattered piece of the Allgod's subconscious musings to relentless conditioning and brainwashing. For centuries since it has served as the macabre jester of her court, torturing creatures fool enough to doze off in Arenathi's court (or made to slumber and suffer for the entertainment of everyone if things are boring that day).

Obsht (unique giant mihstu^{B2}): Proper military incursions to Arenathi's cloud castle are uncommon but not unheard of and when the belkers are marshalled to action they do so under the command of Obsht, a huge elemental warrior that earned Arenathi's notice for its prodigious bloodlust in Grethadnis. The emblem of her holy symbol is constantly emblazoned on the mihstu's semi-solid form and when met on the battlefield, it is as cruel as it is cunning, utilizing the traits of its unique troops to terrifying force against conventional foes.

Stepping out of the rockface is a curious looking dwarf with a stocky form rigid even for a stout folk. A bit of light catches its skin and is reflected off in a beautiful array of amber, orange, and magenta and you realize its entire body is made from precious gems.

EARKENTA'S SAGE CR 15 – XP 51,200

LG Medium outsider (dwarf, earth, herald)

Init +2; **Senses** darkvision 120 ft., tremorsense 60 ft.;

Perception +25

Aura stability (60 ft., Will DC 23)

DEFENSE

AC 27, touch 13, flat-footed 24 (+2 Dex, +1 dodge, +14 natural)

hp 243 (18d10+144)

Fort +19, **Ref** +8, **Will** +15

Defensive Abilities fortification (50%), rock catching; **DR** 10/–; **Immune** acid, fear, mind-affecting; **Resist** cold 20, fire 20; **SR** 29

OFFENSE

Speed 30 ft., burrow 40 ft. (earth glide), climb 20 ft.

Melee diamond cane +23 (3d8+5)

Ranged four rocks +22 (2d6+7, Crit 19–20/x2, Range 120 ft.)

Special Attacks rock throwing (120 ft.)

Spell-Like Abilities (CL 18th; concentration +22)

constant – *arcane sight*, *stone fist*, *stone tell*
at will – *binding earth*, *soften earth and stone*,
stone call, *stone shape*, *stone shield*

3/day – *mass binding earth*, *move earth*,
raging rubble, *spike stones*, *stone discus*

1/day – *flesh to stone*, *stone to flesh*

1/week – *earthquake*

TACTICS

Before Combat Earkenta's Sage carefully analyzes his foes to discern where they are from, why they are attacking him, what their tactics are, and ultimately how best to stop them.

During Combat In melee combat Earkenta's Sage uses Greater Vital Strike with his diamond cane (12d8+5, Will DC 23 or illuminated as if by faerie fire for 1 minute) after immobilizing foes with *mass binding earth* or distracting them with *raging rubble* and *spike stones*.

Morale Earkenta's Sage disappears into the earthwork when reduced to 40 hp or less.

STATISTICS

Str 21, **Dex** 15, **Con** 27, **Int** 18, **Wis** 19, **Cha** 12

Base Atk +18; **CMB** +23; **CMD** 36 (46 vs. bull rush or overrun; cannot be tripped)

Feats Breadth of Experience, Dodge, Faerie's Strike, Greater Vital Strike, Improved Critical (rock), Improved Initiative, Improved Vital Strike, Vital Strike, Weapon Focus (rock)

Skills Knowledges (all) +21, Perception +25, Sense Motive +25, Spellcraft +21, Use Magic Device +19

Languages all

SQ freeze

ECOLOGY

Environment any (Plane of Earth)

Organization solitary

Treasure double



SPECIAL ABILITIES

Aura of Stability (Su) All creatures within 60 feet of Earkenta's Sage gain a +10 mythic bonus to CMD when resisting bull rush, overrun, and trip combat maneuvers. Airborne creatures receive a DC 23 Will save when they enter or exit the aura; on a failure they treat squares within the aura as if they were difficult terrain. Ranged attacks made from outside of the aura but targeting a creature within it suffer a -4 penalty.

Crystalline Skin (Ex) Once per round, Earkenta's Sage can deflect a single ray attack targeted at him as if he were using the Deflect Arrows feat.

Ferrous Master (Su) By spending a full-round action that provokes attacks of opportunity, Earkenta's Sage can touch a piece of nonmagical iron or steel and cause it to grow into an object up to 10 pounds in weight, such as a sword, crowbar, or light steel shield. This object remains in this form for 1 hour or until broken or destroyed, at which point it shrinks back to its original size and shape.

Repository of Knowledge (Su) Earkenta's Sage is able to tap into the wealth of his patron's eidetic memory at will, making all Knowledge skills into class skills.

Rock Master (Ex) As a free action, Earkenta's Sage may reach on to the ground or into a wall to tear off a Huge size or smaller rock. Additionally, he can catch or throw any rock of up to Huge size regardless of its weight and never provokes attacks of opportunity for throwing rocks in melee combat.

Once a humble dwarven scholar, Earkenta's Sage saw the portents of the Primal God of Earth's emergence decades before Verahnus begat the gods and began a church worshipping her beneath the notice of his Trekth overlords. For a century afterward he led his followers in complete fealty to the Earth Healer, even meeting her when she walked on Veranthea's soil – an audience where he was unknowingly marked for greatness. When the devoted dwarf passed on to the afterlife, Earkenta empowered him to become one of her most powerful servants; he has dutifully performed as her steward for over a millennium, updating the Sampradaya Pota from the court in her gemstone fortress on the Plane of Earth.

PLANAR ALLIES

Even dwarves devoted to other deities join the elemental forces of earth in their reverence for Earkenta. Her worshippers are everywhere on Veranthea (even in Urethiel) usually found beneath the firmament or worked into its face, and it is not uncommon for supernatural creatures with a connection to Primal God of Earth to help build or maintain her temples and shrines. On the Plane of Earth her jewel fortress is housed by Earkenta's most devoted followers (dwarven and otherwise) and their adherence to duty is matched only by the sense of order they maintain, making it one of the most defensible bastions on that dimension. The following creatures are suitable for summoning by followers of Earkenta when using *planar ally* or similar spells.

Cercetas (unique advanced LN mudlord^{B4}): Lesser elementals of all kinds freely travel through the gemstone fortress after receiving Earkenta's blessing but to earn it they must prove their worth to the leader of her scouts: Cercetas. Once inducted an elemental is given an area and time to patrol that excludes them from being conjured, insuring the safety of the Earth Healer's home.

Doratu (unique giant LN rock troll^{B2}): Before Earkenta crossed paths with Sukulaissielu in the bowels of Veranthea, she met a simpleton rock troll. Unwilling to allow her passing to go without reprisal, the creature relentlessly pursued and fought her for the entirety of her travels before the first *Conxecron* – digging herself out from cave-ins, climbing out of shafts thousands of feet deep, and reattaching her head countless times before the Primal God of Earth recognized her tenacity as a redeeming trait. When the deity finally returned to her gemstone fortress, Earkenta plucked Doratu from the Forever Dark and made her the gatekeeper of the jeweled castle, a task that the rock troll has come perform with surprising competency. Though she remains blissfully unaware, Doratu is largely a blind to hide the true defenders of the realm, waiting in the walls for a trespasser to reveal malevolent intent.

Sukulaissielu (unique NG mythic elder earth elemental^{MA}): Earkenta's right hand is a silent protector frequently found incorporated into the throne room in her magnificent castle. Shortly after her creation the Primal God of Earth delved deep near the core of Veranthea where she encountered Sukulaissielu; the two instantly recognized that they were kindred spirits and since then they have been nearly inseparable. Only the most learned and perceptive of her worshipers have ever noticed, but when the Earth Healer descends to Nethys' Scar each year on Dastur she is always accompanied by Sukulaissielu, the elemental staying just nearby in the event that its patron is ambushed by one of her divine siblings or their lackeys.

Utsavaya (unique LG shaitan genie^{B1}): Once a powerful pasha shaitan, Utsavaya was tricked by Carambal (a rogue clockwork soldier in *The Veil*) and cast down by his peers. The Last Irrational came across an ancient battlefield between the grand lich H'Gal and its intelligent forge the Great Crawth and using the genie's help, excavated a *tzitzimitl*^{B3}, something the free willed Puppetman works fanatically to restore – a weapon he will use to greatly imbalance power in the tesseract seas. Demoted and dejected for the hastily granted wish, Utsavaya wandered the Plane of Earth in dishonor for half a century before coming across Earkenta's gemstone fortress. Seeing within him redeeming loyalty and a fastidious desire to follow agreements and rites to the letter, the Primal God of Earth recruited the disgraced genie as her master of ceremonies, a position he upholds with utmost sincerity and impeccable punctuality.

Varustusulem (unique advanced giant LN xorn^{B1}): With every passing year the gemstone fortress of Earkenta grows in size, built ever larger by her army of xorn and elementals. This development would be impossible without the legions of creatures sent to mine the Plane of Earth for more building materials (which also serve as their food), and all of this falls to the organizational skills of the Earth Healer's quartermaster, Varustusulem. The enormous xorn oversees all jewels as they arrive, picking out the weakest of the bunch to be used as nourishment by its fellows, selecting the strongest for incorporation into the fortress' foundations.

Though covered in flames this humanoid woman screams in exaltation, her every movement made with frantic purpose and her pupil-less eyes wide and alert.

HERASTREAS' GENIUS CR 15 – XP 51,200

LN Medium outsider (fire, herald)

Init +8; **Senses** darkvision 120 ft.; Perception +25

Aura burninate (60 ft., DC 27)

DEFENSE

AC 33, touch 33, flat-footed 24 (+6 deflection, +8 Dex, +1 dodge, +8 insight)

hp 153 (18d10+54) fast healing 15

Fort +10, **Ref** +19, **Will** +15

Defensive Abilities improved evasion; **Immune** fear, fire, mind-affecting

OFFENSE

Speed 80 ft.

Melee flame blade +26/+21/+16 melee touch (2d8+9 fire damage, Crit 15–20/x2)

Ranged six hurled flames +26 ranged touch (1d6+8, Range 120 ft.)

Spell-Like Abilities (CL 18th; concentration +26)

constant — *arcane sight, fire shield* (warm shield only), *fire trail*
at will — *air walk, continual flame, fire breath, flames of the faithful, produce flame, quickened flame blade, thunder fire*

3/day — *fireball, firefall, firestream, fire trap, flame arrow, flame strike, flash fire, wall of fire*

2/day — *chains of fire, contagious flame, delayed blast fireball, firebrand, fire seeds, fire snake*

1/week — *fire storm*

TACTICS

Before Combat Herastreas' Genius quickly evaluates the situation, determines her goals, and moves to achieve them.

During Combat Herastreas' Genius deftly outwits her foes and moves to attack their weaknesses, bringing down flame strikes on targets resistant to fire and blasting away those lacking protection with regular fire spells (alternating between her most powerful abilities and hurled flames to keep foes on their toes).

Morale Herastreas' Genius retreats the instant she realizes she is not going to win a fight, creating a *wall of fire* behind her to slow down pursuers

STATISTICS

Str 18, **Dex** 27, **Con** 15, **Int** 27, **Wis** 18, **Cha** 14

Base Atk +18; **CMB** +26; **CMD** 55

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Craft Devices, Dodge, Great Fortitude, Improved Critical (scimitar), Toughness, Weapon Finesse

Skills Acrobatics +26, Craft (alchemy, device) +29, Disable Device +26, Escape Artist +26, Knowledge (arcana, engineering, nature, planes) +29, Linguistics +26, Perception +25, Sense Motive +25, Spellcraft +26, Stealth +29

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Druidic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Koé, Orc, Sylvan, Terran, Trekh, Undercommon, Zyx

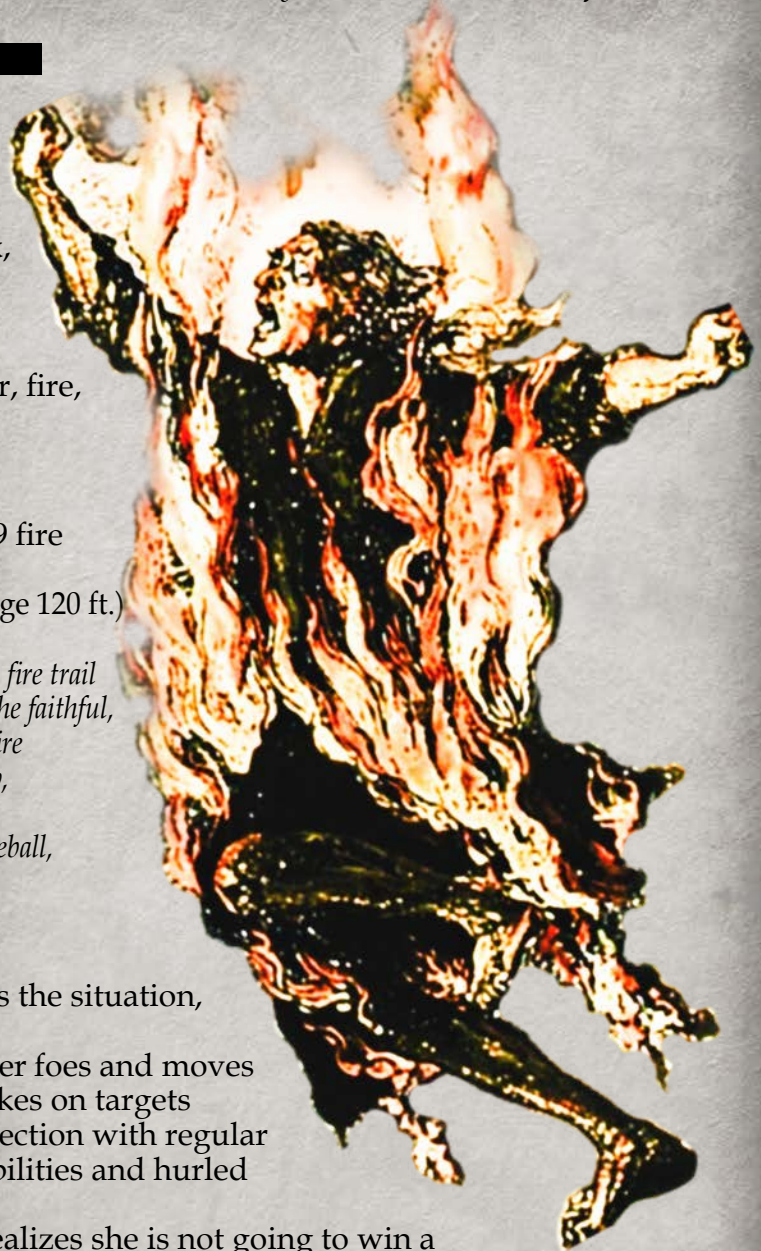
SQ compression, no breath

ECOLOGY

Environment any (Plane of Fire)

Organization solitary

Treasure triple



SPECIAL ABILITIES

Burninate (Su) Any nonmagical clothing, straw, or other flammable objects that are not books or scrolls immediately catch fire when within 60 feet of Herastreas' Genius. A creature wearing or in possession of a flammable object receives a DC 27 Will save to resist this effect; after a successful save, a new save is not required until the creature leaves and enters the aura again.

Fiery Inspiration (Su) The flames of Herastreas' Genius grant her a deflection bonus to AC equal to 1/3 Hit Dice and an insight bonus to AC equal to her Intelligence modifier.

Inspired Flame Blade (Su) When Herastreas' Genius creates a flame blade it does an additional 1d8 fire damage on a successful hit. In addition, when she uses her *flames of the faithful* spell-like ability she grants *flaming burst* instead of *flaming* to the touched weapon.

The Divine Engineer's brilliance was so blindingly bright that one day he had the insightful thought to allow that part of his mind to physically manifest itself. It danced with the flames of the Plane of Fire before taking the form of a burning woman frantic with thought, instantly moving to begin deciphering a new truth and build a device to prove it. Constantly fraught with ideas and an impulse to act on them, Herastreas' Genius crisscrosses the realms she visits with blinding speed, passing on the Great Thinker's blessings to inventors faithful to her patron.

PLANAR ALLIES

Entities borne of the flame show respect to Herastreas even if they sometimes find his penchant for creation to be overwhelming and lacking the release offered by fire's more destructive properties. The creatures of innovation that show reverence to the Primal God of Fire are beyond counting however, and the god of engineering's vast clockwork abode is filled with faithful inventors and elementals that power the mythic device, constantly attuning his contraption to better aid in Herastreas' predictions of the future. Devout followers of the Divine Engineer are able to conjure the following creatures when using *planar ally* or similar spells.

Dakunuata (unique LN mythic elder fire elemental^{MA}): Ensuring that the flows of magma powering Herastreas' home remain unobstructed and unimpeded falls to the task of a fire elemental, one empowered by the Great Thinker just before he left to stop Wealbrens prompting *the Scarring*. Dakunuata sits at the center of the vast clockwork, dispensing more heat where it is needed and drawing away flames from areas that are wasting energy. When another divine entity not bound to the Primal God of Fire is detected near the complex palace, the mythic elemental joins Rahmus and Romiyulas in searching for and eliminating the trespasser (unless it can be convinced otherwise). Otherwise it fastidiously keeps to its task of regulating power, making sure that its patron's creation has fuel enough to run smoothly unless his attentions are taken up by the *Connexcron* (at which point authority within the god's home falls to Dakunuata).

Nadattu (unique giant N salamander^{B1}): Constantly running the divine mechanism is no simple task and many of its parts require frequent maintenance to remain properly calibrated. A particularly logical and subdued

salamander, Nadattu, is constantly traversing the clockwork castle with his divine tools to hammer, shimmy, twist, re-align, and otherwise fix Herastreas' great device. Dissatisfied with yet another demonic deal gone awry and wandering the Plane of Fire consumed with resentment for the Abyss, the enterprising creature came upon the Divine Engineer as he was first raising his lair and, finding it of great interest, became an indispensable aid to the god of fire. Over the course of decades Nadattu came to know and understand each individual piece of the mythical machine, and though it cannot grasp the greater concepts at work, this fundamental understanding of the device's inner workings allows the salamander to keep the device finely tuned.

Pirisidu (unique advanced rast^{B2}): The insides of Herastreas' mechanized home are constantly gathering soot, creating charred waste, and garnering a constant stream of byproducts from smiths in the incredible forges. To keep its numerous moving parts clean and unhindered, Sevakayek has commandeered fleets of rast under the general command Pirisidu. Since then the creatures have become a constant presence in the vast device, floating about to polish and scrub the Divine Engineer's creation. To provide them plenty of nourishment, Herastreas himself has crafted vast clockwork beasts that soar across the Plane of Fire's skies, gathering up prey for the rast to consume when their work shifts come to an end.

Rahmus and Romiyulas (unique nessian hell hounds^{B1}): While journeying across Veranthea before the first *Connexcron*, Herastreas came upon the fire giant clans of the Scorched Desert. Though he found the enormous humanoids to be uninteresting, two of their pets — nessian warhounds — proved to be very resourceful, possessing traits that endeared them to him as well as a respectable animal cunning. The Primal God of Fire took the canines as his own and they traveled with him across the planet and ultimately to the Plane of Fire, protecting the clockwork device as Herastreas and Nadattu raised it upon the magma. Loyal to the end they remain there, patrolling the perimeter of the Divine Engineer's home keen to hunt down anyone foolish enough to intrude.

Sevakayek (unique chosen LN efreeti genie^{B1}): Whereas Dakunuata keeps the power flowing and Nadattu makes sure each individual piece inside the clockwork castle functions, it is Sevakayek who makes sure the entirety of Herastreas' divine device is running smoothly. Discovering the fantastic machine shortly after the god of invention activated it, the efreeti became ensconced with wonder, respect, and deep admiration for its creator, offering his complete faith and fealty to the Great Thinker. Though it lacks the mythical intelligence required to appreciate or properly use the mechanical creation it oversees the operation of, Sevakayek possesses a copy of *The Onertabis* that responds to his powerful personality to dispense orders for necessary cleaning and maintenance. Yawvil's mythical ascension utilized the destruction of numerous artifacts and other potent magic items, many of them left by the deities (Herastreas in particular) and one of the efreeti's primary tasks is to handle orders to the incredible forges, slowly replacing all that was lost in the impetuous mage's rise to power.

An enormous creature rises up from the water, powerfully leaping from the surf. Thousands of shimmering blue, green, red, and gold scales cover its serpentine body, and though it has stubby legs, more noticeable are the two enormous finned arms extending from its shoulders. The thing's head resembles a dog save for the two curved horns of ice extending from its skull, vaguely elvish ears, and the blood red eyes set above its snub nose.

WEALBRENS' SMITER CR 15 – XP 51,200

CN Gargantuan outsider (aquatic, herald, water)

Init +2; **Senses** blindsight 60 ft., darkvision 120 ft., scent; **Perception** +24
Aura wrath (60 ft., DC 23)

DEFENSE

AC 30, touch 4, flat-footed 29 (-2 Dex, +1 dodge, +25 natural, -4 size)

hp 225 (18d10+126)

Fort +17, **Ref** +6, **Will** +14

DR 5/–; **Immune** cold, fear, mind-affecting, pressure; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 25 ft., swim 80 ft.

Melee 2 slams +26 (2d6+18) and tail slap +26 (2d8+18)

Space 20 ft.; **Reach** 15 ft. (25 ft. tail)

Special Attacks smite vehicle 9/day, swallow whole (2d6+18 bludgeoning damage, AC 22, 22 hp)

Spell-Like Abilities (CL 18th; concentration +22)

constant – *arcane sight*

at will – *create water, divine turbulence, hydraulic push*

3/day – *cold ice strike, control water, creeping ice, quickened divine turbulence, hydraulic torrent, ice storm, wall of ice*

1/day – *ice body, ice crystal teleport, seamantle*



TACTICS

Before Combat Wealbren's Smiter is not subtle or smart, but when it believes it is facing a powerful enemy or a multitude of foes it prepares by using *ice body* or *seamantle* before combat starts.

During Combat With its enormous body and powerful attacks, Wealbren's Smiter lays waste to waterborne enemies using slam and tail slaps. When facing foes on land the creature makes use of its spell-like abilities to harry foes.

Morale Wealbren's Smiter flees when reduced to 30 hp or less but never forgets an enemy, sure to strike back in revenge not long after it retreats.

STATISTICS

Str 35, **Dex** 7, **Con** 22, **Int** 8, **Wis** 16, **Cha** 19

Base Atk +18; **CMB** +34; **CMD** 43

Feats Awesome Blow, Dodge^B, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Run^B, Snatch (slams & tail slap), Spring Attack, Toughness

Skills Intimidate +20, Knowledge (geography) +20, Perception +24, Sense Motive +16, Stealth +19, Survival +38, Swim +30; **Racial Modifiers** +8 Perception, +18 Survival to track

Languages Aquan

SQ amphibious, powerful blows (slam, tail slap)

ECOLOGY

Environment any (Plane of Water)

Organization solitary

Treasure none

SPECIAL

Aura of Wrath (Su) Creatures within 60 feet of Wealbren's Smiter cannot receive healing from negative or positive energy without a DC 23 caster level check from the healer. Fast healing, regeneration, and energy independent sources of healing operate normally.

Smite Vehicle (Su) Wealbren's Smiter can smite vehicles (as a paladin's smite evil), gaining a +4 bonus on attack rolls and +18 bonus to damage against a vehicle until it is destroyed or combat ends.

Myths cite that this legendary creature is the Vengeful God's rage personified and men believe the tale – it is rightly feared by sailors all over Veranthea, rumored to be the accursed destroyer of ten thousand ships and a million mariners. Wealbrems' Smiter roams the oceans between the continents, guided to vessels that have dishonored its patron or ignored his forbiddance of travel on the vastest waterways. Should something escape its wrath the creature will swim across the world in search of its foe, and stories of it coming on land to destroy a settlement in search of its quarry are not uncommon (making survivors even less lucky, often seeing them thrown out of a city or town fearful of the Divine Torrent's herald.)

PLANAR ALLIES

A lack of reverence for Wealbrems can mean an unfortunately early and violent end for a creature borne of the water, and the massive number of resulting followers gives the god of the sea great power – with potent servants to match. The Primal God of Water imposes little order on his agents however, allowing them to freely swim around the wave castle he calls home and generally do as they wish. Devout worshipers of the Vengeful God may conjure one of the following creatures when using *planar ally* or similar spells.

Cyfarthal (unique advanced great white whale^{B2}): In the days when gods still tread Veranthea, Wealbrems swam the breadth of its seas and oceans in search of anything that might challenge his mastery over the waves. Few creatures could stand to his might or sovereignty of the water, but one cantankerous whale met the Divine Torrent head on and refused to relent. After failing to drown it a dozen times Wealbrems came to respect her temper and saw the massive creature as an equal, granting her the name Cyfarthal and blessing her with greater strength, superior intellect, and immunity to aging. Even stronger and twice as smart as her peers, the great white whale still swims the oceans of Veranthea wrecking ships with a cunning that has made her a legend in all its ports.

Deheulaw (unique mythic elder water elemental^{MA}): Wealbrems met the entity known as Deheulaw in the core of the Plane of Water at a depth so great and heavy that only the strongest and toughest swimmers have any hope of surviving it. A challenge was immediately called by the god as it came upon the ancient elemental and the Vengeful God was surprised to find that the creature matched him in fury; eventually he overwhelmed it but not before finding deep admiration for a kindred spirit. Impressed as it was by the deity, Deheulaw required little convincing to visit Wealbrems' wave castle and after seeing the wondrous palace, immediately became ensconced with such a great respect for the Primal God of Water that it devoted itself entirely to his service. The elemental normally remains inside the Divine Torrent's fortress, only leaving its confines in

times of great need or when it is overcome by whimsy, and should anyone manage to swim inside the fortress the first (and often only) response they find is its deadly vortex.

Nymuniad (unique marid genie^{B1}): Enforcing Wealbrems' will to stop travel across the oceans is no small feat even for a deity – were it not for Nymuniad's studious and persistent appraisal of the waterways, blasphemous sailors would be sailing to and fro. Chancing across the wave castle and sucked inside, rather than experience fear the marid found herself enthralled by the jets within and amused by the mystifying currents that carried her through. Inside of the Vengeful God's sanctum she found and parlayed with Deheulaw, then impressed Wealbrems in their first meeting with her platitude-laden artistic interpretation of his home. After *the Scarring* it became Nymuniad's task to watch over the oceans for passing ships, dispatching Wealbrems' Smiter or heralding Cyfarthal to capsize any foolish vessels so brazen as to rebel against the Primal God of Water's creed. There are other dangers that lurk the briney waters however, and when the marid comes across an agent belonging to another deity she calls on Sarff to keep a watchful eye on their doings.

Sarff (unique chosen water orm^{B2}): A legend from the depths of the Pools of Wealbrems, the creature called Sarff has swam in the fresh and salted waters of Veranthea since before the Trekth's dominion of the world. The water orm didn't come to the Divine Torrent's attention until he nearly stepped on the creature during *the Scarring*, but afterward the deity reached out to the water serpent, seeing the utility of its talents; the other gods had become fearful of Wealbrems' expressions of power and were too wary of him to be watched easily. Fortunately Sarff's abilities make it the perfect spy and with the Vengeful God's blessing it has become all the more powerful, watching over other agents of the gods with an ever deepening curiosity. Recently the water orm has taken great interest in The Veil, seeking to learn exactly how the tesseract seas remain hidden from Wealbrems' divine gaze.

Warchod (unique giant charda^{B2}): The site of Wealbrems' wave castle was not unoccupied when he began to form it – a massive tribe of charda called those waters their own. An epic battle was waged and though in his initial assault they died by the hundreds, their leader rose to the fore to truly resist the Divine Torrent. Seeing something redeeming in the restless spirit of the head charda, Warchod, he bade the creature and its kin to stay their claws and instead incorporate the wondrous fortress as a precious jewel into their home. Their ferocity do these watchdogs credit; few manage to slip by them unnoticed as they patrol the Plane of Water in search of game and prey, though few feel any real duty to the Primal God of Water.

A humanoid form materializes on the edge of darkness, its enormous arms dragging a spiked chain that seems to absorb the light nearby. The only bits of this creature to show any color to stand out amongst the shadows are its vibrant red eyes casting a glare filled with nothing but malevolence.

TRISTANALEUS' SHADOW CR 15 – XP 51,200

CE Huge outsider (chaotic, evil, herald)

Init +5; **Senses** darkvision 300 ft., see in darkness;

Perception +24

Aura fear aura (30 ft., DC 23), lightkiller aura (60 ft., DC 23)

DEFENSE

AC 31, touch 31, flat-footed 26 (+18 deflection, +5 Dex, -2 size)

hp 189 (18d10+90) regeneration 5 (holy magic, holy weapons, positive energy)

Fort +11, **Ref** +16, **Will** +14

Defensive Abilities fortification (80%), improved evasion; **Immune** cold, fear, mind-affecting; **SR** 23

Weaknesses light sensitivity

OFFENSE

Speed 50 ft., climb 50 ft.

Melee adamantine chain +28/+23 (3d6+16, Crit 19-20/x2 plus energy drain)

Space 15 ft.; **Reach** 15 ft. (30 ft. adamantine chain)

Special Attacks avaricious embrace, energy drain (2 levels, DC 23), sneak attack +9d6

Spell-Like Abilities (CL 18th; concentration +22)

constant – *arcane sight*

at will – *blink*, *deeper darkness*, *shadow anchor*, *shadow step*, *shadow weapon*

3/day – *plane shift*, *shadow conjuration*, *shadow evocation*, *shadow strength*, *shadow walk*

1/day – *greater shadow conjuration*, *greater shadow evocation*, *shadow body*, *vampiric shadow shield*

TACTICS

Before Combat Tristanaleus' Shadow remains ensconced in *deeper darkness* while getting into an optimal position to strike foes with its long-reaching spiked chain (likely utilizing Combat Reflexes), waiting until the right opportunity to strike presents itself.

During Combat Using Cleave and Improved Surprise Follow-Through, Tristanaleus' Shadow rips through opponents, dealing sneak attack damage with every blow. Though it vastly prefers melee combat, when forced to engage from a distance the creature uses its *shadow conjuration* and *shadow evocation* spell-like abilities after activating shadow body.

Morale Tristanaleus' Shadow only retreats when brought to 20 hp or less and only if its opponents reveal that they have access to holy magic, holy weapons, or damaging positive energy.

STATISTICS

Str 35, **Dex** 21, **Con** 20, **Int** 17, **Wis** 16, **Cha** 18

Base Atk +18; **CMB** +32; **CMD** 65

Feats Cleave, Cleaving Finish, Combat Expertise, Combat Reflexes, Great Cleave, Improved Critical (spiked chain), Improved Surprise Follow-Through, Power Attack, Surprise Follow-Through

Skills Acrobatics +26, Bluff +25, Climb +41, Intimidate +25, Knowledge (planes) +24, Perception +24, Sense Motive +24, Spellcraft +24, Stealth +44; **Racial Modifiers** +18 Stealth

Languages Abyssal, Common, Draconic, Undercommon

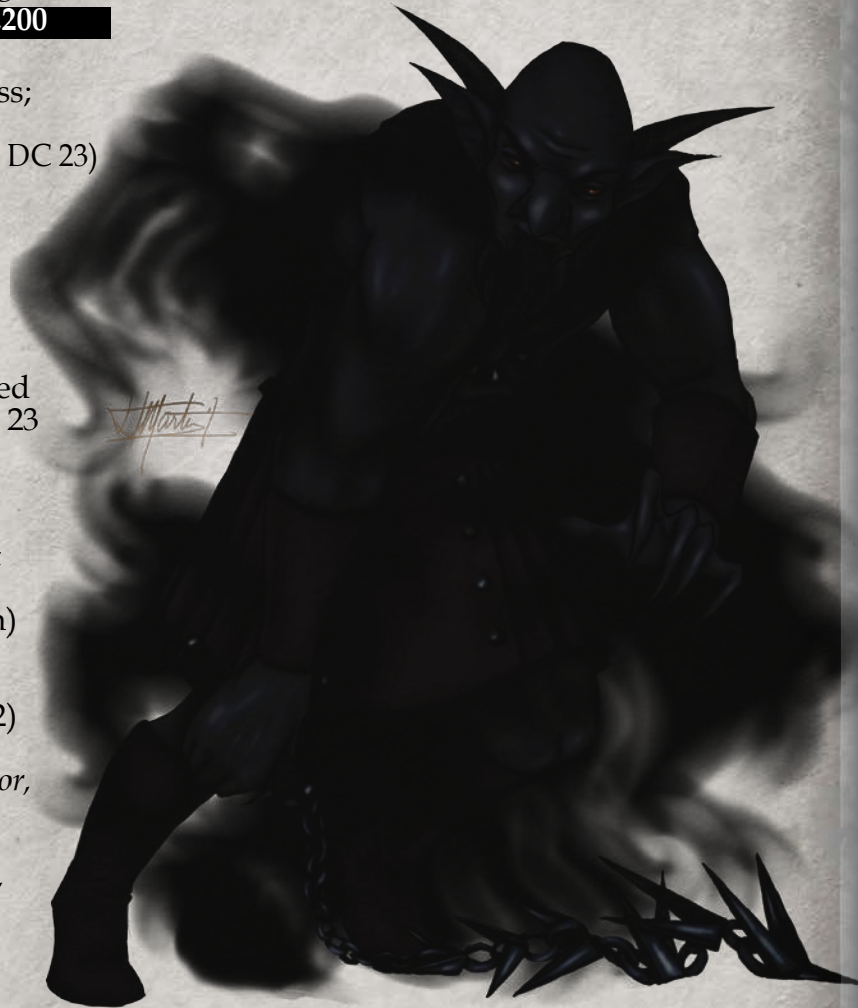
SQ no breath, powerful blows (adamantine chain)

ECOLOGY

Environment any (Shadow Plane)

Organization solitary

Treasure double



SPECIAL ABILITIES

Avaricious Embrace (Su) Creatures grappled by Tristanaleus' Shadow must make a DC 23 Will save each turn or suffer 1 permanent negative level. For every negative level inflicted this way, Tristanaleus gains a cumulative +1 mythic bonus to attack and damage for 1 minute (maximum +10).

Lightkiller Aura (Su) Light sources within 60 feet of Tristanaleus' Shadow are snuffed out without a DC 23 caster level check from the creature possessing it. Spells that have the light descriptor require a DC 23 caster level check when cast within or into the aura or are they are automatically negated.

Shortly after ending his journey across Veranthea, Tristanaleus moved on to the Shadow Plane where he built his fortress of darkness. Not wanting to leave it undefended for any period of time and trusting no one other than himself to watch over it, at the start of the first *Conxecron* the Dweller in Darkness took his shadow and gave it physical form, crafting a facsimile of his divine chain from the weapon's silhouette so that his creation might wound his enemies. The dark doppelganger stalks the gloomy castle at its pleasure, often traveling to other realms seeking a shadow as powerful as it is so that it might know an equal challenge to sate its deific lust for violence.

PLANAR ALLIES

To all entities of darkness aside from his servants and most devout worshipers, the Divine Shadowdweller is as much an ally as he is an enemy — Tristanaleus is a skulking danger that lurks on the periphery and a constant threat. When called upon to serve in his shadow castle or to carry out his will, the god of hatred's agents are quick to act and make a good standing of themselves in front of their patron. True followers of Tristanaleus may conjure any of the following creatures when using *planar ally* or a similar spell.

Buyukgolge (unique greater shadow^{B1}): Once a great general from the human empires of Urethiel, when Kaijiro Besuud fell to Andraletha's blade during the Dynasty Purges his soul was plucked from Veranthea before it could reach the Wheels of Wunai. The Dweller in Darkness offered him a choice: whatever awaited him in the afterlife or to gather and lead an army of shadows outside of Tristanaleus' castle of gloom. Taking the god of hatred's deal transformed him into Buyukgolge and for centuries he has amassed a powerful legion of creatures lesser than himself, vaguely formed into warbands that caper about the Plane of Shadow. Whenever the opportunity presents itself the greater shadow takes out his aggression on elves, especially keen to be conjured whenever there's the possibility of spilling tall folk blood.

Senka Gospodar (unique CE chosen svartalfar^{B4}): Apprising the many clans of svartalfar on the Plane of Shadow following the construction of his dark fortress, Tristanaleus found one individual filled with an avarice that nearly matched his own: Senka

Gospodar. When contracted to slay the rest of her clan, she complied without delay and immediately earned the Divine Shadowdweller's favor. That was long ago — now she is an adult, and her obsession to master the shadows drove her to become his pupil, a tutelage that has deeply affected her very soul.

Komutan (unique adult umbral dragon^{B2}): Fleeing from the relentless dragon hunts of Trectoyri by crossing the oceans was beyond the physical capabilities of Komutan and to escape the endless hordes of goblin hunters, a different approach was needed. Beseeking the god of darkness, the umbral dragon sold his services for half a millennium. Tristanaleus is too smart to try to enforce order over such a powerful being, but instead plays to Komutan's desires and strengths; more than anything else, the dragon is used to punish the Divine Shadowdweller's lesser servants when their chaotic natures get the best of them.

Pementau (unique shadow roper^{B4}): When the shadow blight of Fessenwall fell to the Celestial Shield order of Aleana's protector paladins, its king Pementau fled across Grethadnis. For nearly a decade the holy order of knights chased after the shadow roper, smiting down its progeny and any attempts to reestablish power, until Tristanaleus acknowledged the creature's dogged perseverance and offered it a new home. Now Pementau holds a lesser office, lairing in the inside of the Dweller in Darkness' shadow fortress and killing anyone that dares walk its sacred halls uninvited.

Sedhobhuta (unique giant shadow demon^{B1}): With his shadow fortress complete the chaotic god of hatred turned his focus to amusing himself. Torture, slaying, and manipulating Veranthea from the darkness only entertained him to a point and his desire for that which belongs to anyone else is best sated by the acquisition of other deities' faithful. Enacting a powerful ritual to find an entity as consumed with hatred as he is, Tristanaleus reached out to Sedhobhuta with promises of grandeur, a reliable means to reach the Material Realm, and a mission: to corrupt agents of the other gods (especially the People's Gods) and gradually bend their will to the Dweller in Darkness.



Stumbling and tripping with each step, this obviously inebriated older gentleman is remarkably unkempt and disheveled, in as sorry a condition as his torn, patched, and dirty clothing. He grins with great mirth and walks jauntily however, a lit cigar in one hand and a mostly-empty flagon hanging off his belt.

DREKSLER'S COMPANION CR 15 – XP 51,200

CG Medium outsider (herald)

Init +10; **Senses** darkvision 120 ft.; Perception +24

Aura drunkenness (60 ft., DC 25)

DEFENSE

AC 27, touch 27, flat-footed 16 (+6 deflection, +10 Dex, +1 dodge)

hp 207 (18d10+108)

Fort +16, **Ref** +21, **Will** +9

Defensive Abilities improved evasion, improved uncanny dodge;

DR 5/–; **Immune** fear, mind-affecting; **Resist** acid 20, cold 20,

electricity 20, fire 20, sonic 20; **SR** 23

OFFENSE

Speed 40 ft.

Melee +1 anarchic holy sword cane +29/+24/+19 (1d6+11)

Ranged +1 distance keen revolver +29/+24/+19 ranged touch (1d8+11, Crit x4, Range 40 ft.)

Special Attacks varies

Spell-Like Abilities (CL 18th; concentration +24)

constant – *air walk, arcane sight, tongues*

at will – *create wine* (as *create water* but wine instead), *divinely intoxicated*

TACTICS

Before Combat Dreksler's Companion usually tries to convince his foes to instead sit a spell and have a drink (unless they are of evil alignment, in which case the fight is on).

During Combat Dreksler's Companion infuriates opponents by using Quick Steal to pilfer items from them but focuses on aiding his allies with spells or special abilities.

Morale Dreksler's Companion seeks a glorious death and only retreats when ordered to do so by his patron or one of his deity's most powerful followers.

STATISTICS

Str 23, **Dex** 31, **Con** 20, **Int** 17, **Wis** 16, **Cha** 22

Base Atk +18; **CMB** +28 (+30 steal); **CMD** 51 (53 vs. steal)

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Dodge, Improved Steal, Mobility, Quick Steal, Spring Attack, Toughness, Weapon Finesse^B

Skills Acrobatics +31, Bluff +37, Escape Artist +31, Knowledge (history) +24, Knowledge (planes) +14, Perception +24, Perform (oratory) +19, Sense Motive +24, Sleight of Hand +31, Stealth +31

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Orc; *tongues*

SQ finesse training (sword cane), gun training (revolver)

ECOLOGY

Environment any (The Divine Swill)

Organization solitary

Treasure none

SPECIAL ABILITIES

Alcoholic Adventurer (Ex) Dreksler's Companion is frequently overwhelmed by the spirits of countless adventurers and whom he might be embodying at any given moment rapidly and frequently changes – there is no rhyme or reason to what abilities it possesses save the whimsy of the Divine Drunk himself. Dreksler's Companion may change which persona he is embodying as a swift action.

Fightin' Drunk: The herald gains two extra attacks each turn (either melee or ranged, at a -5 penalty and -10 penalty), his DR increases to 10/–, and he gains a +5 mythic bonus to AC, CMD, Will saves, attack rolls, and melee and ranged weapon damage.

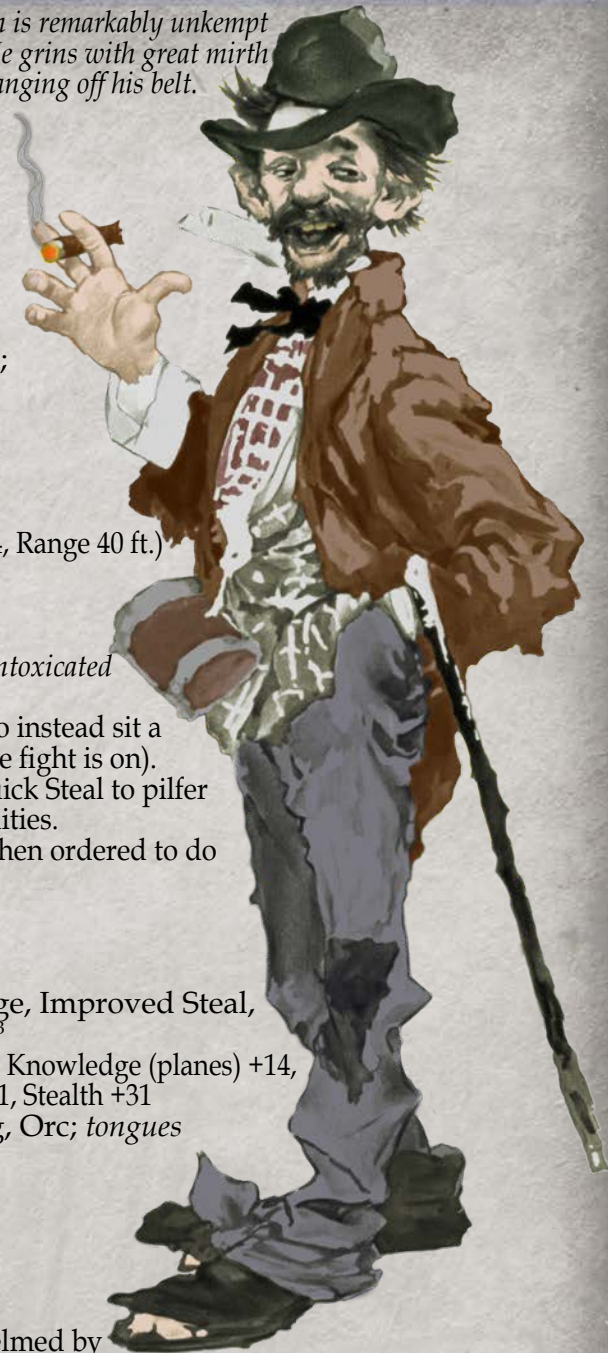
Holee Drunk: The herald gains a +5 mythic bonus to saving throws, the ability to smite any non-chaotic non-good creatures (+6 to attack rolls, +18 to damage), and may channel energy (30-ft.-radius, DC 25, 8d6 positive energy).

Magick Drunk: The herald is able to spontaneously cast any arcane spell of 5th-level or lower (as if he were a sorcerer of 12th level) without the need for components of any kind. He temporarily gains all metamagic feats as bonus feats.

Monky Drunk: The herald gains three extra attacks each turn (either melee or ranged, at a -2, -5, and -10 penalty), and a +5 mythic bonus to AC, CMB, CMD, and saving throws. In addition, he gains a +50 mythic bonus on Acrobatics checks.

Singah Drunk: The herald begins and maintains a bardic performance as a free action, granting allies within his aura of drunkenness (60 feet) a +5 mythic bonus to attack and damage rolls. In addition, he gains a +10 mythic bonus on all Bluff, Knowledge, Perform, and Sense Motive skill checks and may make Knowledge checks untrained.

Sneakie Drunk: The herald gains the hide in plain sight ability, a +20 mythic bonus to Bluff, Perception, Sense Motive, and Stealth checks, and sneak attack +5d6.



Aura of Drunkenness (Su) Creatures within 60 feet of Dreksler's Companion make a DC 25 Fortitude save and DC 25 Will save or stumble about, reducing their speed by half and taking a -2 penalty to AC while within his aura. This is a Charisma-based poison effect and after a creature has successfully saved against it (both Fortitude and Will), they are immune to its effects for 24 hours.

Dreksler's Companion was once known as Lenny Kyro, a simple drunkard that prowled the taverns of Trectoyri (before the *Unwanted Revenge*) in search of every last drop of alcohol and good story he could find. The reprobate failed to realize whom he had found as a drinking partner, however, and after a month-long binge Dreksler decided that Lenny was destined for more than the simple life of a mortal. The god of adventure blessed him with immortality and the power to tap into the spirits of his followers and for centuries Lenny has put them to good use, entertaining crowds in The Divine Swill on a nightly basis.

PLANAR ALLIES

Chaotic good outsiders are generally fond of the Divine Drunk and look on him and his followers favorably, but many non-evil neutral and lawful entities approve of Dreksler as well. The Wildest Card's mythical tavern is filled with adventurers of the past and a destination sought after by bards and minstrels everywhere; the legendary tales of how to reach it are truly beyond count. In addition to being able to conjure any of these famed heroes (12th level iconic PCs^{NPC} with an alignment of CN, CG, NG, N, or LG), devout worshipers of Dreksler can summon the following creatures when using *planar ally* (or a similar spell).

Bacivac (unique chosen einherji^{B4}): Einherji frequently visit The Divine Swill but more of these mystical warriors can be found drinking within Dreksler's curious abode than any other bar in existence. One individual is particularly favored by the god of adventure however, a deadly fighter known as Bacivac (whose name still rings as legendary among the lost clans of Lawesrenbi's Lament). The mystical warrior was chosen by the Divine Drunk because of the source of his inestimable fame – only ever making war while thoroughly inebriated (a practice that the einherji still maintains today).

Isclitelj (unique NG advanced jyoti^{B2}): Chasing after an intruder that trespassed into its village, Isclitelj stormed into The Divine Swill with all the fury attributed to its race. Dreksler quickly

leapt up in response, quelling unrest (and allowing for its quarry to escape) by belting out one of his favorite tales of adventure in such a forceful prose that nearly all who heard it became instantly enraptured. The outsider was ensconced by the Wildest Card's stories and has been a permanent resident of the tavern since, using its abilities to heal those who injure themselves after drinking in excess and protecting the inn as her new home.

Senkerista (unique giant valkyrie^{B3}): Seeking out where it is all her warriors had gone, Senkerista was in no mood to be trifled with when she found her soldiers in The Divine Swill. Were it not for Dreksler's Companion the rage she flew into would have resulted in rolling heads, but fortunately the god of adventure's herald intervened, challenging her to a bet – if the drunk could steal away her helmet without being struck down, she would serve drinks within for three hundred years. It was to the wonder of all when Dreksler's Companion managed to snatch it from right atop her head without being struck down, and though she bristled at the task for a decade or two she slings the finest drinks to be found; the date of her wager passed long ago but she's come to enjoy the work almost as much as battle (and with how many fights break out she is sufficiently entertained either way.)

Uvjeran (unique CG shining child^{B2}): Wistful after the betrayal of the *Unwanted Revenge*, Dreksler wandered the dimensions in search of glory and for existence to redeem itself. The Divine Drunk found many impossible challenges, fell creatures, and cosmic curiosities that reinvigorated his spirit (and are all incorporated into his countless myths), but also brought one truly unique follower back to his tavern – a shining child he dubbed Uvjeran. The forlorn creature was convinced of the goodness reality has to offer by the Wildest Card's boisterous demeanor and inspiring tales of his most charitable followers, and now the outsider dwells in The Divine Swill to hear more.

Zabavite (unique morrigna^{B4}): The psychopomp Zabavite heard about The Divine Swill from some of the creatures destined to go elsewhere for their afterlife, and after visiting it, found the revelry within more intoxicating than any drink or power could ever hope to be. Though many of the tavern's patrons have pleaded with Dreksler to send the morrigna away, Dreksler has explicitly given her welcome to stay as long as she likes. When someone refuses to pay their tab and manages to evade Bacivac's einherji bouncers or the angry spear of Senkerista, Zabavite tracks them down for the Divine Drunk.

Moving about with unnatural swiftness and a truly bestial grace, this sleek orc's unnaturally svelte would be more handsome than its kin save for how distended the jaw is, making its roaring maw a thing of primal fury. Tattered leather straps fall from its armor and there are holes torn from its cloak, but the pitted katana in its hand looks deadly sharp and it carries the weapon with the confidence of a master swordsman.

ELAITH'S EDGER CR 15 – XP 51,200

NE Large outsider (evil, herald, orc)

Init +10; **Senses** darkvision 120 ft., scent; Perception +27

Aura savagery (100 ft., DC 25)

DEFENSE

AC 29, touch 22, flat-footed 22 (+7 armor, +6 Dex, +1 dodge, +6 insight, -1 size)

hp 225 (18d10+126) fast healing 5

Fort +19, **Ref** +17, **Will** +9

Defensive Abilities fortification (50%), improved evasion, improved uncanny dodge; **DR** 5/—; **Immune** fear, mind-affecting; **Resist** acid 15, cold 15, electricity 15, fire 15; **SR** 23

OFFENSE

Speed 60 ft.

Melee +3 *keen wounding katana* +28/+23/+18 (1d10+19 plus 1 bleed, Crit 15–20/x2 plus 2d6 bleed and staggered 1d4+1 rounds; Fort DC 28 reduces stagger to 1 round)

Special Attacks 4th studied target, sneak attack +5d6

Spell-Like Abilities (CL 18th; concentration +24)

constant — *arcane sight*, *pass without trace*

at will — *air walk*, *boiling blood*, *expeditious retreat*, *linebreaker*, *savage maw* (touch),
unprepared combatant, *wartrain mount*

3/day — *mass bull's strength*, *plane shift* (Gyorshalal only), *strikes of savagery*, *telekinetic maneuver*

1/day — *dance of a thousand cuts*, *righteous might*, *transformation*

TACTICS

Before Combat Elaith's Edger carefully examines his opponents, using studied combat before battle begins and if he has the opportunity, feinting a foe prior to striking.

During Combat Elaith's Edger ruthlessly cuts down the most dangerous foes in order of power — after killing any healers (which are always his first target).

Morale Elaith's Edger fights until reduced to 0 hp, using his most powerful spell-like abilities when brought below 100 hp.

STATISTICS

Str 27, **Dex** 22, **Con** 25, **Int** 15, **Wis** 16, **Cha** 22

Base Atk +18; **CMB** +26; **CMD** 49

Feats Bleeding Critical, Combat Expertise^B, Critical Focus, Critical Mastery, Dodge^B, Greater Weapon Specialization (katana), Improved Feint^B, Improved Initiative^B, Mobility, Spring Attack, Staggering Critical, Weapon Focus (katana), Weapon Specialization (katana)

Skills Acrobatics +27, Bluff +27, Intimidate +27, Knowledge (history) +14, Perception +24, Profession (soldier) +24, Sense Motive +24, Stealth +27, Survival +18

Languages Common, Orc

SQ primal fighter

ECOLOGY

Environment any (Gyorshalal)

Organization solitary

Treasure double (+3 *keen vicious katana*, +5 *leather armor*)

SPECIAL ABILITIES

Aura of Savagery (Su) Creatures within 100 feet of Elaith's Edger are compelled to physical violence rather than more complicated or nuanced approaches to battle. Special attacks within the aura of savagery are unhindered, but any creature attempting to cast a spell, use a spell-like ability, or activate a special ability requires a DC 25 Fortitude save; failure on this saving throw forces a creature to make a melee or ranged attack instead (drawing a weapon if required). This is a mind-affecting effect and after successfully saving against it, a creature is immune to its effects for 24 hours.

Primal Fighter (Ex) Elaith's Edger gains an insight bonus to AC equal to his Charisma modifier and counts as a 15th level fighter for the purposes of qualifying for feats.



Studied Target (Ex) Elaith's Edger has the studied target ability of a slayer of his level. As a swift action he can study a target to get +4 to attack, damage, Bluff, Disguise, Intimidate, Knowledge, Perception, Sense Motive, Stealth, and Survival checks made against that target. If Elaith's Edger deals sneak attack damage to a target, he can study that target as an immediate action (and he gains the +4 to damage on that same damage roll). He can study up to four targets, but if he studies a fifth target, he loses the oldest target.

Several lifetimes ago (by an orc's reckoning) Arkus Hurrall was one of the most feared Unwanted Folk generals in the fight for control of Trectoyri. During the treacherous *Unwanted Revenge* he was empowered by Elaith to carry out murder on the Kind Folk, slaying no less than five elven royal families in his first night of bloodshed. Arkus continued to cut a swathe of death through enemy forces until shortly before the alliance with the Horror People, slain by dwarven demolitionists that dropped a long passage of the Ever Mine on his brigade. A great festival was held to celebrate his demise and the Hurrall Hills were eventually named in his honor, but the Quick Death took notice of the general's soul as soon as it shuffled off the mortal coil. Reborn in Gyorshalal as Elaith's Edger, he has become one of the demiplane's finest fighters, rumored to be able to make the demigod Rankar bleed.

PLANAR ALLIES

Elaith's followers are legion on the eternal battlefield that is Gyorshalal and the demiplane is a frequent destination for entities that revel in savagery or lust for conflict. To say that any of these creatures believe themselves to have befriended the Quick Death would be a lie, but only the truly foolish would fail to show him fealty and deep respect (those who don't become grisly displays of the Divine Savage's ruthlessness). When a follower of Elaith uses *planar ally* or a similar spell, they may choose to summon one of these creatures.

Dzin the Devourer (unique chosen mythic hill giant^{MA}): The pantako of Grethadnis have numerous myths and legends surrounding Dzin the Devourer, a monstrous figure that almost decimated their race. Acquiring a taste for the earthy creatures she consumed them not by the hundreds but the thousands, eventually gaining mythic power from the sheer blasphemy of her appetite. Her legend quickly spread across the Fair Continent and Dzin became a target for heroes everywhere, so harassed with assassins that she could hardly get a night's rest without waking up to skulking blades and archer ambushes. Deciding to brave the oceans of Veranthea nearly met with success, but just as Urethiel came into sight Wealbrems' Smiter crossed her path and dragged the giant down into the depths. Now she leads a clan of giant worshipers of Elaith, focusing their wrath on Kind Folk in Gyorshalal and any pantako they can find.

Grabjivica (unique advanced jungle giant^{B3}): Said to be the most savage of Elaith's faithful in Gyorshalal, this bestial giant refuses to use language, communicating entirely through gestures and inferred roaring. Despite his ferocious nature, Grabjivica is rumored to be the deadliest marksman on the demiplane though not for his accuracy – with ballista-sized arrows he usually doesn't need a direct hit to deal catastrophic damage to his targets. In life he was dubbed unsuitable for living with his kin in the Jungles of Ternak, exiled to travel across the Fair Continent and become a scourge to all that met him, slaying hundreds of adventurers (many while they slept). In Amaroke he was finally killed by Krell Copperwing, shot down with a curious device the sun gryphon recovered from an abandoned Trekth stronghold, and Grabjivica still bears the strange wound that ended him (as well as great enmity for his avian nemesis).

Montiranje (unique giant nependis^{B4}): Elaith encountered Montiranje while walking Trectoyri before the first *Conxecron* when the headstrong beast attempted to ambush him in the Srendath Forests. Grappling with the Divine Savage for an entire day before relenting, the Divine Savage was so impressed by its strength that he beat the creature into submission, taking it as his mount. Now the god of orcs rides the nependis through Gyorshalal when he leaves his servants to occupy Rankar; any signs of it on Veranthea are cause for great alarm as it is likely that Elaith is nearby.

Oponasati the Decapinape (unique baregara^{B3}): This vicious creature is called the Decapinape by enemies and allies alike because of his penchant for ripping opponents' heads off. Flung to Gyorshalal by a wild magic cloud that fell on a mage conjuring him, it immediately acclimated and became a fierce commander of lesser warriors on the demiplane. It consumes its foes (usually head first, increasing in power for every weaker entity it eats) and though its connection to the Abyss has been irreparably weakened and it can no longer summon other dire apes or girallons, Oponasati has learned how to manifest poison as a spell-like ability in its place.

Vilenjak (unique giant mythic troll^{MA}): Once the master of a small marsh in what is now southern Verentai in Urethiel, a chunk of rock exploded Vilenjak's skull when Mount Nestraka was shattered during *the Scarring* made him even larger and mythically empowered. When he awoke, the stone was embedded in the troll's head but caused him to grow in size and granted him mythical power. He foolishly challenged His Golden Personage of Fortitude in the Duels of Honor combat and lost his life fighting the Golden Emperor (becoming one of the most publicized reasons behind the Dynasty Purges), but his ferocity drew Elaith's attention. The Quick Death brought Vilenjak's soul to Gyorshalal and now he leads bands of lesser trolls that exclusively seek out humans in the demiplane. Legend claims that anyone who can rip the bit of enchanted rock from his skull can assume the troll's deific power but none yet have managed the feat.

A soft golden glow emanates from this short, portly fellow and his trusting smile. With the demeanor of a friendly uncle, he grins widely and throws his weight about with little regard for his surroundings.

MATILONDO'S MERCHANT CR 15 – XP 51,200

LG (LE) Small outsider (evil, gnome, good, herald)

Init +3; **Senses** darkvision 120 ft.; Perception +26

Aura deceit (120 feet, DC 27)

DEFENSE

AC 33, touch 28, flat-footed 29 (+5 deflection, +3 Dex, +1 dodge, +8 insight, +5 natural, +1 size)

hp 203 (18d10+108)

Fort +11, **Ref** +14, **Will** +16

Defensive Abilities improved evasion, improved uncanny dodge; **DR** 5/–;

Immune fear, mind-affecting; **Resist** acid 10, cold 15, electricity 10, fire 15, sonic 30; **SR** 23

OFFENSE

Speed 50 ft.

Melee unarmed strike +21 (1d4+2 bludgeoning, piercing, or slashing; boar style feats)

Ranged three deadly words +22 ranged touch (4d10+8 force, Range 100 ft.) or six slanderous insults +22 ranged touch (1d4+8 nonlethal bludgeoning, piercing, or slashing, Range 200 ft.)

Special Attacks blessing of the trader, deadly words

Spell-Like Abilities (CL 18th; concentration +26)

constant – *arcane sight, tongues*

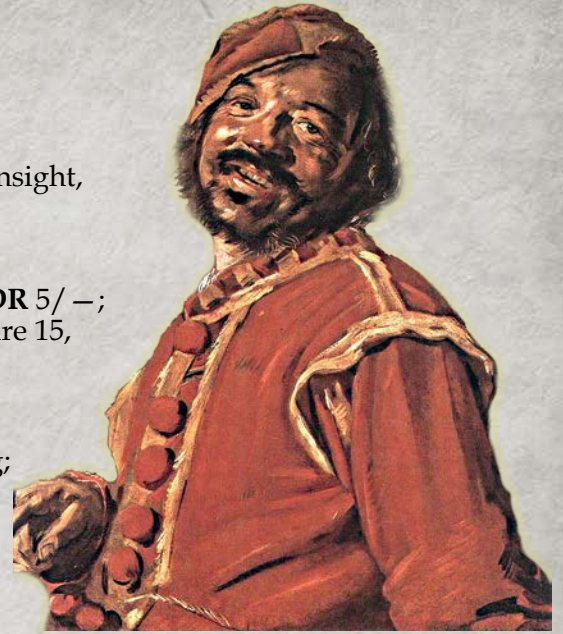
at will – *airwalk, charm monster, greater invisibility, major image*

5/day – *blink, capital capitalist*

3/day – *flesh to stone* (fool's gold only), *glibness, plane shift* (Nobinzuzu only)

1/day – *power word blind, resonating word*

1/week – *power word stun*



TACTICS

Before Combat Matilondo's Merchant attempts to lie his way out of a conflict or, more preferably, lie his way out of a conflict by causing one he has no part in.

During Combat Matilondo's Merchant deals nonlethal damage with his slanderous insults in order to make Intimidate checks using his Bluff skill (a free action after he deals damage) to cause foes to become shaken before bringing the pain with deadly words.

Morale Matilondo's Merchant is cowardly and flees when reduced to 80 hp or less.

STATISTICS

Str 15, **Dex** 17, **Con** 20, **Int** 23, **Wis** 20, **Cha** 26

Base Atk +18; **CMB** +20; **CMD** 23

Feats Boar Ferocity^B, Boar Shred^B, Boar Style^B, Deceitful, Dodge, Enforcer, Improved Unarmed Strike, Skill Focus (Bluff, Sense Motive), Taunt, Toughness, Voice of the Sibyl

Skills Acrobatics +24, Appraise +26, Bluff +42, Diplomacy +18, Disguise +33, Knowledge (local, planes) +15, Knowledge (nobility, religion) +18, Perception +26, Perform (oratory) +23, Sense Motive +32, Sleight of Hand +24, Spellcraft +17, Stealth +28

Languages Abyssal, Aklo, Common, Dwarven, Elven, Gnome, Halfling, Infernal; *tongues*; telepathy 100 ft.

ECOLOGY

Environment any (Nobinzuzu)

Organization solitary

Treasure quadruple

SPECIAL ABILITIES

Aura of Deceit (Su) Creatures within 120 feet of Matilondo's Merchant make a DC 27 Will save or gain a +10 mythic bonus to Bluff checks and a -10 penalty to Sense Motive checks. This is a mind-affecting effect and after a creature has successfully saved against it they are immune to its effects for 24 hours.

Blessing of the Trader (Su) Matilondo's Merchant may spend a full-round action to convert types of coin carried by a creature from one precious metal to another so long as the resulting coins are of the same approximate value (no save). For instance, the herald might change 100 gold pieces into 10 platinum pieces, 50 copper pieces into 5 silver piece, 100 gold pieces into 1,000 silver pieces, and so on (50 coins weigh 1 pound).

Deadly Words and Slanderous Insults (Su) Matilondo's Merchant is said to be almost as good at deceit as his patron, able to speak with such great duplicity that it belies reality entirely to give his words deadly physical form. By spending a full-round action, Matilondo's Merchant may speak cuttingly to make three ranged touch attacks with a range increment of 100 feet, dealing 4d10+8 force damage on a successful hit.

Alternatively, Matilondo's Merchant may make six ranged touch attacks with a range increment of 200 feet, dealing nonlethal damage as if he had made an unarmed strike but adding his Charisma modifier to damage instead of Strength modifier.

Deceitful Nature (Su) This ability hides the herald's evil alignment and subtype (though it still counts as having an evil alignment and the evil subtype). Unless Matilondo's Merchant specifically spends a swift action to suppress it, he projects an alignment of lawful good and is treated as a good-aligned creature (with the good subtype).

Ever looking to undermine his siblings, when Matilondo discovered that they had heralds he decided to make one of his own — as always, however, he created something as much an insult as a servant. Finding the biggest, most powerful pig in all of the planes, he tricked the kingly beast into becoming his agent and taking humanoid form as a portly gnome. Instilled with mythical power it became Matilondo's Merchant, a facsimile of the Divine Wordsmith with a jib as deadly as his patron. Where once the creature was possessed with an endless hunger for food, now he feeds on the misbeliefs of other entities and it is more common for the outsider to speak a lie than truth.

PLANAR ALLIES

At first most creatures find Nobinzuzu to be a demiplane filled with splendor, and entities that fail to pierce the grandiose illusion suffusing the god of deceit's realm commonly refuse to leave it. The Divine Wordsmith delights in entertaining visitors to his home, taking time to make sure they fail to see through the figment covering his magnificent palace and deriving supreme pleasure from personally lying to each and every one. As a result many different outsiders can be found in Nobinzuzu and all of them feel like they are the close and personal friend of Matilondo, keen to do him a boon whenever the opportunity presents itself no matter how despicable they may be. A truly devout follower of Matilondo may choose to summon one of these creatures when using *planar ally* and similar spells.

Aldash (unique dybbuk^{B3}): Once a humble sailor with a penchant for lying, Aldash died due to a foolhardy captain and the negligence of the Merchant Council's refusal to bow to Wealbren's creed. With its natural ability to possess creatures and objects, his spirit became a scourge to the merchant houses of Lethis for almost a century, exacting bloody revenge that became so costly that Matilondo's church was commissioned to stop it. When they finally discovered Aldash, the Divine Wordsmith intervened and saved it from destruction at the last possible moment, dragging it to Nobinzuzu where the specter was gradually convinced of the god's deific truth. Now it is his right hand, bringing financial doom for those he commands to be cast down from fortune — an agent that acts so clandestinely that most of the other gods' churches remain unaware of it.

Dusita (unique LE chosen movanic deva^{B2}): During his disastrous conversation with the Nightmare Gods, Grelthanok suggested to Matilondo that there were creatures that could not be brought to his way of thinking and so immediately after unleashing the dark deities he went out and found Dusita. After a long philosophical discussion the angel joined him in Nobinzuzu for a meal and the god of greed filled the wine with some of his essence, all of its power bent to subverting the outsider's nature. Now the angel is one of the Divine Wordsmith's most vocal proponents, espousing his benevolence wherever he treads and blissfully unaware that Matilondo has fundamentally altered his nature.

Fura (unique advanced rusalka^{B3}): Many creatures of troubled waters saw Wealbren's consolidation of power and will to be a good thing, but Fura was not among them. Seeking help in establishing her own prominence she beseeched the gods and Matilondo answered; quickly turning the conversation to his own ends, the Divine Wordsmith convinced the fey to accept a more luxurious existence in the magnificent fountains and pools of Nobinzuzu, creating portals within some of them so that she might swim freely between Veranthea and his demiplane. Over the past century Fura has made a practice of kidnapping mortals, dragging them to the god of deceit's grandiose home and inducting them into a cult of her own (and though she thinks it beneath her patron's notice it is not — instead he just diverts the power of their faith to himself.)

Motquebit (unique mythic rakshasa^{MA}): Nobinzuzu is filled with creatures of deific beauty, abundant with the glamorous and attractive humanoids of all types. Very few of these individuals are what they seem — most are masked in some way, and of the various shapeshifters and illusion-covered denizens of Matilondo's palace, rakshasa are the most common. Motquebit leads them, having forged a bond with Matilondo after seeing through to his true nature in a conversation after the Divine Wordsmith imbibed too much of Dreksler's deific ale; rather than have his duplicity revealed, the god of deceit offered Motquebit mythic power to become his agent. The outsider has done his job well, bringing adherents enough to match the demiplane's constant growth, though always wary for an opportunity to seize greater power for himself.

Penyiksa (unique bogeyman^{B3}): The priests from one of Matilondo's churches in Ominara were plagued by a malediction that defied discovery and, pooling all of their material wealth, performed a ritual that garnered their patron's attention. It took little time for the Divine Wordsmith to find the bogeyman tormenting his clergy's homes and when confronted, Penyiksa attempted to lie to the god of deceit to justify its behavior — and almost succeeded. Seeing a kindred spirit, Matilondo invited it to become a guest in Nobinzuzu and now it acts as the deity's spy, unveiling the doings of the other gods' by infiltrating the abodes of their mortal servants (all the while torturing their families).

Dressed in the garb of a knight, a sword hangs from this creature's belt and its face is obscured by a grilled helmet but it is obviously holy in some fashion or another, composed entirely from golden light that emanates from it like a miniature sun. It bears two deific symbols of Aleana on its chest and emblazoned on a shield in one of its chainmail-covered arms, proudly marking it as a servant of the Lady of Light.

ALEANA'S ILLUMINATOR

CR 15 – XP 51,200

NG Large outsider (good, herald)

Init +3; **Senses** darkvision 120 ft., see in darkness; **Perception** +26

Aura shield maiden's light (100 ft.)

DEFENSE

AC 30, touch 13, flat-footed 26 (+9 armor, +3 Dex, +1 dodge, +8 shield, -1 size)

hp 243 (18d10+144)

Fort +18, **Ref** +9, **Will** +16

Defensive Abilities fortification (50%), improved uncanny dodge; **DR** 5/–;

Immune fear, mind-affecting effects; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 23

OFFENSE

Speed 40 ft.

Melee +1 holy lawful longsword +27/+22/+17 (1d8+9, Crit 19–20/x2)

Ranged searing light +21 ranged touch (5d8, target within 280 ft.; 10d6 to undead, 5d6 constructs or objects)

Special Attacks channel energy 9/day (30-ft.-radius, DC 24, 8d6 positive energy), transpose ally

Spell-Like Abilities (CL 18th; concentration +23)

constant – *airwalk, arcane sight, tongues*

at will – *calm emotions, cure light wounds, daylight, holy shield, light lance, searing light, shield (touch only, never self), shield of faith, shield other*

3/day – *greater shield of fortification, illuminated shield, mass cure moderate wounds, wall of light (as wall of force but emits light as the daylight spell)*

1/day – *heal, mass cure critical wounds*

1/week – *shield of law*

TACTICS

Before Combat Aleana's Protector uses calm emotions and attempts to bring an end to combat before it begins, espousing the benefits of peace if allowed the time to make a Diplomacy check.

During Combat When there is no way to avoid violence, Aleana's Protector casts holy shield and equips a second shield for itself. It eschews attacking at all when possible, using its abilities to heal and protect allies instead.

Morale Aleana's Protector is incredibly courageous and fights until destroyed or until such a time that no innocent life will be harmed after it retreats.

STATISTICS

Str 27, **Dex** 16, **Con** 24, **Int** 13, **Wis** 21, **Cha** 20

Base Atk +18; **CMB** +27; **CMD** 41 (cannot be disarmed)

Feats Channeled Shield Wall, Covering Defense, Dodge, Missile Shield, Mobility, Quick Draw^B, Shield Focus, Shield Wall, Spring Attack, Toughness

Skills Diplomacy +26, Heal +26, Knowledge (history) +22, Knowledge (planes) +22, Knowledge (religion) +22, Perception +26, Sense Motive +26

Languages Celestial, Common; *tongues*

ECOLOGY

Environment any (Elafris)

Organization solitary

Treasure double (+1 holy lawful merciful longsword, +3 chainmail, two +5 heavy gold shields)

SPECIAL ABILITIES

Aura of the Shield Maiden's Light (Su) Creatures within 100 feet of Aleana's Protector gain proficiency with shields and Shield Wall as a bonus feat if they do not already have it. All squares within the aura of the shield maiden's light are considered brightly lit and any attempts to cast darkness or deeper darkness (or similar effects) within it are automatically negated. Additionally, by spending a full-round action grasping at the light, an ally within Aleana's Protector's aura can fashion a +1 *light steel shield* while they remain within the aura (when they exit the aura, it ceases to exist).

Shield Deflection (Su) When not wielding a weapon but with at least one shield equipped, Aleana's Protector can beat back the magic worked against creatures protected by its shields (including itself). By spending an immediate action and making a successful opposed caster level check, any spell cast against a creature benefiting from a shield bonus sourced from Aleana's Protector is reflected back at its caster (as *spell turning*).

Transpose Ally (Su) Once per day as a standard action, Aleana's Protector can teleport to the location of a willing (or unconscious) ally and immediately teleport that ally to the hereald's previous position, in effect switching places with the ally. Aleana's Protector must have line of effect to the target.



Callie Srythar was one of Ominara's most prolific paladins, rumored to have beaten back an entire brigade of Goblinvanian soldiers when they invaded the ports of Spons before the Bedim Wall was complete. While this may not be entirely accurate, without her intervention the city would have been lost (possibly along with the rest of the Kind Folk resistance in Trectoyri) and Aleana took notice of this protective holy knight. She continued to fight against her people's oppressors until reaching old age, and on her deathbed the Lady of Light visited her, offering an afterlife of service that Callie graciously accepted. The Divine Healer granted her a slice of her essence, empowering the paladin and transforming her into a herald that is known across all of Veranthea as a good omen, usually summoned in dire of times but a sure sign that victory is within grasp and that the benevolent gods are not ignorant of their faithful's plight.

PLANAR ALLIES

Before creating her home and populating it the Shield Maiden traveled the planes participating in epic battles that won her many allies from across the dimensions; more often than not, an entity living in her palace of light has at least one story of the god of wisdom's prowess in battle and they are commonly heard in the glowing halls of her home. Only dark or evil creatures are met with aggression, suspicion, and suppression when visiting Elafris, and many traveling outsiders (particularly angels and archons) find the demiplane so pleasant that they make it their home or a place to frequently visit in between planar duties. All of its denizens are willing to lay down their own lives to protect another's and devout followers of Aleana are able to call upon these creatures when using *planar ally* and similar spells.

Gozetmen (unique giant shield archon^{B2}): After bearing witness to Aleana's power in a divine conflict where she singlehandedly saved an entire battalion of its allies, Gozetmen became endeared to the Shield Maiden and immediately pledged its fealty to her. For centuries it has managed the doings of the illuminated fortress, ensuring that any incursion by the other gods is well met and training the creatures that choose to dwell there in the defensive aspects of martial arts. The shield archon meets each and every person that comes to the demiplane within the first hour of their arrival, carefully appraising them for any sign of deceit. When Aleana calls for a council, Gozetmen is usually a voice that calls for the retreat and fortification of mortal forces the Shield Maiden seeks to protect.

Kanti (unique NG argus^{B4}): Shortly after gained sentience, the argus known as Kanti began to wander the Forever Dark, fleeing from persistent Trekth researchers eager to glean whatever secrets lay within its being. When Matilondo's duplicity unleashed the Nightmare Gods (an event it could not foresee, as hidden to it as the Dragon Mind) the creature was beseeched by Aleana to be her watchful eyes. Since then the argus has become the Lady of Light's servant, gazing on the doings of the other gods and their servants keen to detect any sign of deceit or subterfuge, forewarning the Divine Healer as soon as it does so. Recently Kanti has taken a deep interest in The Veil, unwary of the tesseract seas, beginning to explore it personally (always disguised and accompanied by a few incognito archons and angels) to divine what keeps it obscured from the deities of Veranthea.

Mendimtar (unique chosen shedu^{B3}): Infuriated with the *Unwanted Revenge*, when the gods abandoned Trectoyri Mendimtar reached out to Aleana in desperation, knowing the fell things that time would bring to the Monstrous Continent. The Lady of Light promised the shedu safety and a greater means to promote the well-being of all Verantheans, asking in return only that it devote itself entirely to its cause. Mendimtar has watched over the world since, focusing on promoting the health of the whole rather than singular individuals; when it finds a site of disease or corruption, the shedu sees to it that mortal servants of Aleana are dispatched to heal it.

Sadharana (unique androsphinx^{B3}): Once a proud member of Arfahk's highest courts, Sadharana served directly under the Immortal Princess Temhkes as a highly esteemed general, respected for employing tactics that always avoided the largest losses of life for both her forces and her enemies. Her most distinguishing moment came in death when the androsphinx used her body to stop a deadly mythical bolt shot at Arfahk by Arenathi, saving the floating city from a catastrophic fall. Aleana recognized her supreme sacrifice, plucking Sadharana's soul from Veranthea before it reached the Wheels of Wunai and making her a chief military advisor in the illuminated fortress, using her acumen to bolster and strength the defenses of the Divine Healer's faithful.

Vetagadu (unique ghaele azata^{B1}): When it first arrived on her demiplane the hunter Vetagadu vehemently argued that Aleana should take the good fight to her foes, but after long bouts of philosophical discussions with the Lady of Light it has come to view a good defense as far more important than aggressive assaults. Vetagadu is in charge of making contingency plans for what the other gods might do, and when a malevolent intruder is found on Elafris it relentlessly hunts them down.

Sprinting through the air as if it were solid ground, this brown-haired elven man radiates a palpable sense of safety provided by the unquestionable power that seems to flow off of his sword.

ANDRALETHA'S PROTECTOR CR 15 — XP 51,200

LG Medium outsider (elf, good, herald, lawful)

Init +8; **Senses** darkvision 120 ft.; Perception +24

Aura civility (60 ft., DC 25)

DEFENSE

AC 29, touch 25, flat-footed 20 (+6 deflection, +8 Dex, +1 dodge, +4 *mage armor*)

hp 225 (18d10+126)

Fort +12, **Ref** +19, **Will** +14

Defensive Abilities evasion, fortification (80%); **DR** 10/—; **Immune** fear, mind-affecting;

Resist acid 20, cold 20, electricity 20, fire 20; **SR** 23

OFFENSE

Speed 60 ft.

Melee +5 *longsword* +30/+25 (1d8+13, Crit 17–20/x2) and spell combat +30

Ranged touch +26

Special Attacks greater spell combat, improved spell combat, spell combat (–2 attack, +4 concentration), spellstrike

Spell-Like Abilities (CL 18th; concentration +24)

constant — *airwalk*, *arcane sight*, *tongues*

at will — *acid arrow*, *mage armor*, *magic missile*,
mirror image, *shield*, *shocking grasp*, *vanish*

5/day — *dispel magic*, *invisibility*, *lightning bolt*,
nondetection, *scorching ray*, *ward of the season*

3/day — *arcana theft*, *baleful polymorph*, *detonate*,
dimension door, *plane shift* (Mahanagara only)

1/day — *chain lightning*, *disintegrate*,
greater dispel magic, *mislead*

TACTICS

Before Combat Andraletha's Protector uses *empower blade* to activate the dispelling strike magus arcana; when its enemies are unaware of him, the herald casts *mislead* to lure foes into an ideal site for an ambush.

During Combat Andraletha's Protector uses its spell-like abilities with incredible efficacy, focusing his attacks on enemy spellcasters first and foremost (usually reserving his *disintegrate* solely for them).

Morale Andraletha's Protector only flees when reduced to 40 hp or less.

STATISTICS

Str 19, **Dex** 26, **Con** 23, **Int** 22, **Wis** 16, **Cha** 19

Base Atk +18; **CMB** +26; **CMD** 47 (cannot be disarmed)

Feats Agile Maneuvers, Dodge, Greater Spell Penetration, Mobility, Power Attack, Slashing Grace (*longsword*)^B, Spell Penetration, Spring Attack, Step Up, Toughness, Weapon Finesse^B, Weapon Focus (*longsword*)^B

Skills Acrobatics +29, Appraise +15, Bluff +12, Diplomacy +25, Knowledge (arcana, nobility) +24, Knowledge (engineering, planes) +27, Perception +24, Sense Motive +24, Spellcraft +27, Stealth +29, Use Magic Device +22

Languages Celestial, Common, Draconic, Dwarven, Elven, Sylvan, Undercommon; *tongues*

SQ arcane pool (24 points, +5), magus arcana (critical strike, dispelling strike, hasted assault, pool strike 7d6, reflection, spell shield)

ECOLOGY

Environment any (Mahanagara)

Organization solitary

Treasure double (adamantine weapon cord, masterwork longsword)

SPECIAL ABILITIES

Aura of Civility (Su) Creatures within 60 feet of Andraletha's Protector make a DC 25 Will save or gain a +10 mythic bonus to Diplomacy and Sense Motive checks but take a -10 penalty to Bluff checks. This is a mind-affecting effect and after a creature has successfully saved against it they are immune to its effects for 24 hours.

Additionally, if no creatures within the aura are in combat, any creature that attempts to harm another creature within the aura of civility must succeed on a DC 25 Will save before doing so (if summoned and creatures are already fighting, this part of the ability has no effect).

Empower Blade (Su) Andraletha's Protector has the arcane pool, spell combat, and spellstrike abilities of an 18th level magus, as well as a few magus arcana. The herald may use any of his spell-like abilities in conjunction with spell combat and the size of his arcane pool is equal to its hit dice + Intelligence modifier.

Intellectual Warrior (Ex) Andraletha's Protector gains a deflection bonus to AC equal to his Intelligence modifier.



Duende Patuljak was among the Srendath Forest's most exceptional elven princes, famed throughout Trectoyri for his incredible control over magic and the deftness with which he wielded his blade. In the chaos of the *Unwanted Revenge* he discovered the treachery of Arkus Hurrall and chased him from the slender castles of the woods, but by then his entire family was slaughtered. Vowing revenge he carried on a crusade against the Unwanted Folk that lasted for over a century, leading a warband of elven royal magi that proved to be key figures in several crucial battles. In the Final Loss however, Elaith's Edger was summoned from Gyorshalal and slew his mortal nemesis on the battlefield, scattering Duende's troops (which ultimately become the progenitors of the Silver Leaf Scouts of today). Unwilling to simply float up the Tao and through the Wheels of Wunai, the elven warrior's resilient spirit instead fought his way from wheel to wheel, earning a place of his choosing when he finally reached the summit of Te. Still filled with an urge for justice he traveled to Mahanagara, demanding that Andraletha give him the power and opportunity to meet Elaith's Edger on the field of battle once more – she acquiesced and the two heralds have clashed several times since, though neither yet has managed to vanquish the other.

PLANAR ALLIES

A new building appears to house every new denizen in the Just God's constantly expanding demiplane, and each permanent resident is assigned a task within the megalopolis according to their talents and how justly they acted as a mortal. Many elves, knights, fair traders, and benevolent officiators of civilization can be found in its ordered streets, but some outsiders and strange creatures have come to call Mahanagara their home (mercane and witchwyrd in particular find it a pleasant world to live in). A truly devout follower of Andraletha may conjure one of the following creatures when using *planar ally* or similar spells.

Ehiztari (unique giant inevitable kolyarut^{B2}):

A bandit absconded with a great deal of relics from a temple to the Divine Elf and was found at the same time by both this persistent inevitable and the Just God herself. The two argued with each other over whom would dispense justice so vividly and at such great length that the thief escaped; over the next day they chased after him and the two entities found that many of their beliefs were in alignment. In exchange for allowing the outsider to mortally punish their target, Ehiztari agreed to serve Andraletha directly for a millennium, continuing to carry out its task but always at her discretion. When a follower of the Mother of Civilization goes rogue or a

duplicitous priest of Matilondo is discovered among her flock on Veranthea, the kolyarut is dispatched to bring them to justice (and it has not had much reason to sit idle throughout its tenure in her service).

Ikerlari (unique chosen inevitable zelekhut^{B2}):

While traveling the dimensions following the treachery of the *Unwanted Revenge*, Andrelatha met Ikerlari and boasted that her glorious city of Mahanagara was free of crime. The outsider challenged the Divine Elf's claim and promised to discover a lawbreaker within 24 hours of arriving there, and true to its word, after only twenty hours it returned to her palace with two squabbling merchants that were running a scam (and although Ikerlari didn't know it, these were followers of Matilondo hidden away in the Just God's demiplane). Andraletha offered him a regal home in her megalopolis and for hundreds of years it has continued relentlessly searching Mahanagara for criminals, occasionally using its talents to help her mortal followers on Veranthea.

Lorazaina (unique mythic treant^{MA}): Not every scrap of the megalopolis is covered in brick and stone, and for every city block there is either a bit of garden with fruit bearing trees or another section added to Lorazaina's grove. The treant met Andrelatha while she walked Veranthea and plead with her to respect nature in the march to progress – the truth in its words convinced her and in exchange for greater power over nature, it traveled with her to Mahanagara to make it a greener place. The treant helps draw up plans and prepare aid to support the Silver Leaf Scouts and Mountain Bombers in Trectoyri, amplifying the magic of the Grada Woods' druids to encourage grand harvests able to support Ominara's great cities.

Morro Merkantzia (unique advanced soul-bound shell^{B4}): Once the son of a merchant prince of Lethis and rumored to have briefly apprenticed with Yawvil, Morroi tried to mimic the great wizard's mythic ascension in his home. Though he knew it to be an abandoned temple of Andraletha, he thought it had been properly desacralized; unfortunately this was not so and his ritual went horribly awry, immediately catching the gods' attention as well as their ire. Seeing the qualities instilled by his father (a just and kind trader) and the great potential in him, however, Andraletha offered him something other than the destruction clamored for by her siblings. Now the unique mage runs the magical item emporium utilized by everyone in Mahanagara, cataloging, repairing, and crafting more enchanted gadgets that make everyday life in the demiplane-city far more pleasurable for all its citizens.

Flitting in and out of sight, this orange goblin has unnaturally golden eyes, hair, and armor. He seems to step behind and back out of veils of nothingness only to reappear somewhere nearby, and you feel an impulse to check your belongings each time he disappears from sight.

SMASTRIK'S GREED CR 15 – XP 51,200

CE Small outsider (chaotic, evil, goblin, herald)

Init +12; **Senses** darkvision 120 ft.; Perception +23

Aura inestimable greed (100 ft., DC 24)

DEFENSE

AC 34, touch 29, flat-footed 25 (+5 armor, +5 deflection, +8 Dex, +1 dodge, +4 insight, +1 size)

hp 189 (18d10+90)

Fort +15, **Ref** +19, **Will** +8

Defensive Abilities improved evasion, improved uncanny dodge; **DR** 5/–;

Immune critical hits, disease, fear, mind-affecting effects, poison;

Resist acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 23

OFFENSE

Speed 90 ft.

Melee *smastrikwhip* +32/+27/+22 (1d2+12 slashing damage, Crit 19–20/x2)

Special Attacks mischievous taker, sneak attack +9d6

Spell-Like Abilities (CL 18th; concentration +23)

constant – *airwalk*, *arcane sight*, *tongues*

at will – *foul commentary*, *mudball*, *ray of sickening*

5/day – *healing thief*, *sickening entanglement*, *sickening strike*, *steal breath*

3/day – *agonizing rebuke*, *envious urge*, *vomit twin*

TACTICS

Before Combat Smastrik's Greed remains hidden for as long as possible, waiting for the right opportunity to steal whatever it is he's after (sometimes a life, but not always).

During Combat Smastrik's Greed always utilizes either Combat Expertise or Power Attack when attacking along with a mischievous taker once per round, usually in conjunction with Spring Attack and just before using Stealth with hide in plain sight.

Morale Smastrik's Greed is notoriously cowardly and flees when reduced to 80 hp or less.

STATISTICS

Str 14, **Dex** 26, **Con** 19, **Int** 19, **Wis** 15, **Cha** 21

Base Atk +18; **CMB** +25; **CMD** 37 (cannot be disarmed)

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes^B, Dodge, Improved Initiative^B, Mobility, Power Attack, Skill Focus (Stealth)^B, Slashing Grace (whip), Spring Attack, Toughness, Weapon Finesse, Weapon Focus (whip)

Skills Acrobatics +29, Appraise +22, Bluff +26, Disable Device +26, Knowledge (nobility) +25, Perception +23, Sense Motive +23, Sleight of Hand +29, Stealth +39, Use Magic Device +26

Languages Abyssal, Aklo, Common, Dwarven, Goblin, Halfling, Infernal, Orc, Undercommon; *tongues*

SQ hide in plain sight, fast stealth

ECOLOGY

Environment any (Sudas)

Organization solitary

Treasure double (*pauldrons of armor* +5 [as *bracers of armor* +5])

SPECIAL ABILITIES

Aura of Inestimable Greed (Su) Creatures within 100 feet of Smastrik's Greed must make a DC 24 Will save or become incredibly selfish with their belongings, unwilling to share the abilities granted by magic items. While under the effects of the aura of inestimable greed, a creature cannot administer a potion it bought to another creature, nor may it use any charges from a non-offensive magic item on a target other than themselves. This is a mind-affecting effect and after a creature has successfully saved against it they are immune to its effects for 24 hours.

Mischievous Taker (Su) By spending a swift action on his turn, Smastrik's Greed can teleport onto his body or into his hand an item held, worn, or possessed by a creature it can see. A DC 24 Will save resists this effect and for every time it is used against the same creature in a 24 hour period, the creature gains a cumulative +2 mythic bonus to resist the ability. Smastrik's Greed may only use mischievous taker once a round and unattended objects receive no save.

Smastrikwhip (Su) Smastrik's Greed is always equipped with a *smastrikwhip*, a +4 *keen whip* that deals lethal slashing damage and in the herald's hands, has the spell storing special quality. Its use while in melee combat does not provoke attacks of opportunity and creatures that take a critical hit from a *smastrikwhip* make a DC 24 Fortitude save 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. Immediately upon death or being taken from his person (should Smastrik's Greed be knocked unconscious or otherwise incapacitated), it disappears back into the Foul God's horde on Sudas.



It hadn't taken long for the industrialized capital of Goblinvania (a metropolis also named Goblinvania) to become a squalid pit home to the most vile creatures on Trectoyri (some say that it has always been so), and creatures both mundane and bizarre stalk its haphazard streets looking to make good in the authoritative foothold carved out by the Unwanted Folk. Baghal Fatwassel's family's move to the big city proved to be disastrous and not a year after their arrival, the goblin was orphaned to the hard, uncaring streets. In order to earn his supper the dapper lad turned to thievery and became a legend in the settlement's underworld, rumored to even steal from the (then only) Engineer King Haxxej, master of Goblinvania, just to prove that he could. Not long after his rise however, Baghal fell – and fell hard, directly at the feet of his ruler. The rogue's torture and execution were long, drawn out public displays, but in his last moments, the greedy little bastard picked the pocket of his executioner and earned Smastrik's eternal favor. Snatched from death just before the cruel device wrenching his body apart could finish its grisly work, he was endowed with but a shred of the Foul God's overwhelming greed, becoming the most hated of all the divine heralds.

PLANAR ALLIES

Much to the anger of the Abyss' demon lords, Smastrik's unbelievably disgusting realm is indelibly tied to their plane of existence, and draws away as much disease, filth, and toxicity as the Divine Thief's followers' power of belief allows. Evil outsiders frequently visit the putrid realm, drawn to his rancid castle by the glitter of the purloined goods that make up its structure and the grisly statues of those the Foul God has slain (which number in the thousands). None are exuberant about providing aid to Smastrik's worshipers, but these creatures may be called upon by them when using *planar ally* and similar spells.

Chamgaalakh the Corpulent (unique hezrou demon^{B1}): Khort Growlkar was a devout poisoner priest of Smastrik in his mortal life, employing his talents in Lethis, selling his deadly brews to the merchant princes for exorbitant fees. After one of his concoctions nearly killed all of Arcanalus' priests a customer gave him up and before he could be captured, the goblin unleashed all of his stockpile into the ports of the metropolis. Smastrik summoned him directly from his prison cell and bathed him in unholy diseased waters, transforming his worshiper's soul into a prodigiously fat hezrou. Christened as Chaamgaalakh, it now constantly works in the bowels of the grisly palace on Sudas, brewing a poison so toxic that it may be able to affect even the gods.

Cora Zlodej (unique chosen gaki^{B4}): The goblin thief Cora Zlodej was quickly outed by her human accomplices when the Dynasty Purges came to Urethiel and among the first to be slain. Her spirit – consumed with the greed that plagued so much of her mortal life – changed into a gaki and she snuck into the caves of Kakorr before its refugees sealed the adhoc settlement away. As an undead she became a scourge of the city for centuries and the legend of her death (slain in the center of Kakorr by none other than Thorindin Stonefist, though the duergar was still mortal then) is still an often told children's tale there. While being sorted for her afterlife, Cora attempted to steal some of the Wheels of Wunai's power for herself; just as she was being confronted by Death for her transgression, her soul was purloined by Smastrik. Now she wanders Sudas in a constant search for more demons to consume or foolish trespassers that might give her the fuel to create the body she so desires.

Jagira (unique advanced nuckelavee^{B3}): Though many acquiesced to the semblance of order enforced by Goblinvania, one fey in the region around Tahz refused to accept their authority. After killing five diplomatic envoys, agents from the Floodtide Subsurface Warfare Center were dispatched to capture Jagira; imprisoned and used as a test subject, the fey became more powerful but horribly mangled by reckless science. In only a few years it escaped and the reward for it created a wave of mariner bounty hunters on the Monstrous Continent. When finally slain the essence of the creature was too foul for even the Wheels of Wunai, potent enough for Smastrik to sense it – so he stole Jagira's essence and now it lives in Sudas, ruling over a wing of the grisly palace and killing all that enter within its territory.

Kwamandan (unique mythic greater barghest^{MA}): The great beast known as Kwamandan came across the toxic gateway to Sudas and peered inside to find many goblins within, more than enough for a suitable horde. It attempted to wrest control away from the Foul God but was quickly denied. Smastrik saw use for the creature however, and desiring an entity able to marshal his followers after their journey to the afterlife, the Divine Thief gave it a scrap of mythical power to better command his forces when a demonic horde intrudes or a sortie of other divine agents come to the diseased demiplane.

Clad in a festive black and red striped coat and wearing a similarly exciting cap of yellow and red atop his head, this fair halfling smiles as if he knows the secret to life while strumming a lute with all the skill of a master minstrel. Curiously, with each note he plays a kaleidoscopic aura emanates from him all the stronger, adding a visual show to his masterful music.

STEPHANILESLIA'S FANATIC CR 15 – XP 51,200

CN Small outsider (chaotic, halfling, herald)

Init +13; **Senses** darkvision 120 ft.; **Perception** +23

DEFENSE

AC 28, **touch** 28, **flat-footed** 18 (+7 deflection, +9 Dex, +1 dodge, +1 size)

hp 189 (18d10+90) **fast healing** 5

Fort +10, **Ref** +20, **Will** +15

Defensive Abilities fortification (50%), healing performer, improved evasion, improved uncanny dodge; **DR** 5/–;

Immune fear, mind-affecting effects, sonic; **Resist** acid 15, cold 15, electricity 15, fire 15; **SR** 23

OFFENSE

Speed 50 ft.

Melee lute strike +26 (1d4+7)

Ranged ten powerful words +28 ranged touch (7 sonic, Range 20 ft.)

Special Attacks bardic performance 45 rounds/day (swift action; countersong, distraction, fascinate, inspire competence +5, inspire courage +4, inspire greatness, inspire heroics, *mass suggestion*, soothing performance, *suggestion*), lute strike, overwhelming range, powerful words

Spell-Like Abilities (CL 18th; concentration +25)

constant – *airwalk*, *arcane sight*, *tongues*

at will – *calm emotions*, *charm person*, *chord of shards*, *fateful shout*, *ghost sound*, *muffle sound*, *sound burst*, *unnatural lust*

6/day – *charm monster*, *reckless infatuation*, *sculpt sound*, *unadulterated loathing*

4/day – *confusion*, *malicious spite*, *overwhelming grief*, *terrible remorse*

2/day – *joyful rapture*, *utter contempt*, *vengeful outrage*, *wall of sound*

1/day – *irresistible dance*

TACTICS

Before Combat Stephanilesia's Fanatic uses his spell-like abilities (masked entirely by *Spellsong*) to manipulate enemies, starting with *mass suggestion* to convince everyone that something far more festive is going on (resorting to *confusion* if necessary).

During Combat When combat cannot be avoided, Stephanilesia's Fanatic uses bardic performance to bolster allies with inspire competence and powerful words to keep lesser enemies occupied, allowing them to focus on the biggest threats.

Morale Stephanilesia's Fanatic flees when reduced to 4d10+20 hp (roll when he is summoned).

STATISTICS

Str 15, **Dex** 29, **Con** 18, **Int** 21, **Wis** 14, **Cha** 24

Base Atk +18; **CMB** +26; **CMD** 46

Feats Agile Maneuvers, Cartwheel Dodge, Discordant Voice, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Lingering Performance, *Spellsong*^B, Toughness

Skills Acrobatics +27, Bluff +28, Diplomacy +25, Knowledge (history, nobility) +26, Perception +23, Perform (oratory, string) +28, Sense Motive +23, Sleight of Hand +27, Stealth +34

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan; *tongues*; telepathy 120 ft.

SQ master musician

ECOLOGY

Environment any (Fermosa)

Organization any

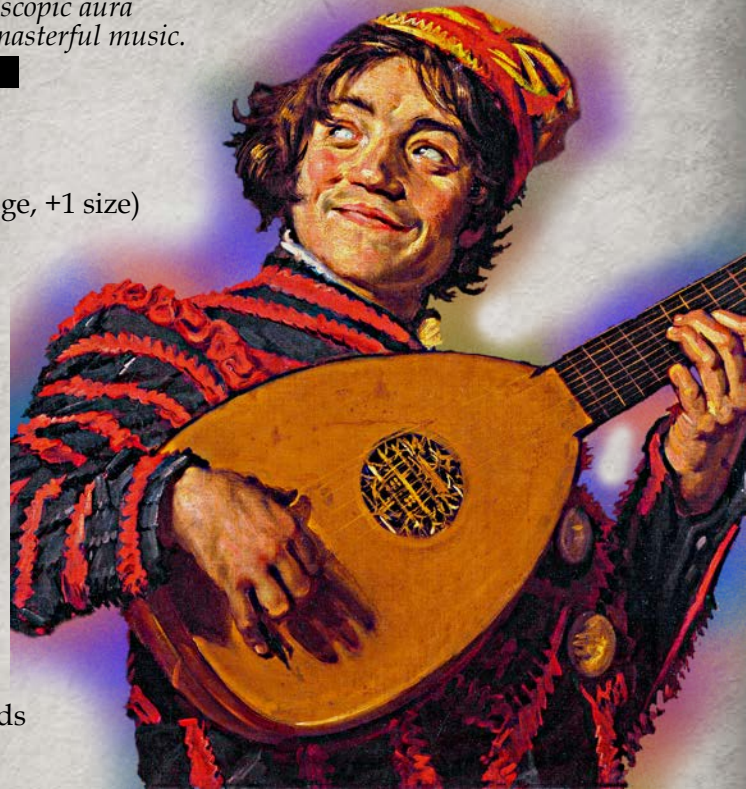
Treasure roll 1d4; standard, double, triple, or quadruple

SPECIAL ABILITIES

Chaotic Manifestation (Su) The first time in a round when a creature makes a melee or ranged against Stephanilesia's Fanatic, 1d4+2 identical images of the herald appear in its mind (as *mirror image*). These images remain until the end of the turn before disappearing back into Stephanilesia's Fanatic.

Healing Performer (Su) While Stephanilesia's Fanatic or any creature within 100 feet of him is using the Perform skill, the herald gains fast healing 5 until the end of his turn.

Lute Strike (Su) Stephanilesia's Fanatic treats any instrument he holds as if it were a +5 *anarchic club*.



Master Musician (Su) Stephanilesia's Fanatic has the bardic performance, countersong, distraction, fascinate, inspire competence +5, inspire courage +4, inspire greatness, inspire heroics, *mass suggestion*, soothing performance, and *suggestion* abilities of an 18th level bard.

Overwhelming Range (Su) When Stephanilesia's Fanatic uses a charm or mind-affecting effect, creatures normally immune to charm effects and mind-affecting effects lose their immunity, gaining a +4 bonus to resist the effect instead.

Powerful Words (Su) While using the Perform skill, Stephanilesia's Fanatic can spend a standard action to lash out with ten powerful words as ranged touch attacks with a range increment of 20 feet. Each powerful word deals 7 sonic damage.

The minstrel Dravis Markliss had a prodigal talent and by the time he was a teenager had played in all the royal courts of Grethadnis' kingdoms but crises seemed to follow him wherever he went until the halfling began worshiping Stephanilesia in desperation, hoping she would improve his fate. She did not – instead he began to have visions, compelled to adventures that became as much a part of his craft as his lute. Though Dravis often encountered peril he lived a long, full life before dying of old age in Lethis (after making songs that are still popular all over the Fair Continent) and the Beatific Arbiter plucked him from the Wheels of Wunai to further perfect his craft in the beautiful realm of Ferosa.

PLANAR ALLIES

The idyllic realm of Ferosa is a blessing for most creatures that find it, and any with a strong attunement to nature are compelled to make it their home. Lilted and sibilant songs ring across the demiplane's beautiful hills, and music lovers are just as common as druids, fey, or rangers amongst its lush trees. The Fairest Halfling frolics about the green with her followers, personally dispatching them to help her mortal worshipers; when one casts *planar ally* or a similar spell, the following creatures may be conjured.

Escollida (unique chosen nymph^{B1}): One of the Kind Folks' many allies in the brutal War of the Ends, Escollida bore witness to the Final Loss firsthand. With the horrid treatment of the land by the Unwanted Folk she quickly found herself surrounded by death and pollution. When she beseeched the gods for mercy, Stephanilesia offered her a home in Ferosa and the nymph escaped a sure demise in toxic Trectoyri. Escollida sees to it that the animals in the Fairest Halfling's abode are kept in balance and informs her whenever it is clear that an imbalance is inevitable. Escollida sometimes acts as Stephanilesia's servant on the Material Plane and is an omen of unrest more than anything else – she tends to transport excess creatures from Ferosa to Veranthea when answering the pleas of Stephanilesia's faithful.

Gata (unique cat lord^{B3}): The Beatific Arbiter is a legendary lover of cats of all kinds, encouraging mortals to keep them as pets to encourage her favor. Every year Stephanilesia chooses a different feline to be her champion on Ferosa – hunting down planar interlopers and ne'er-do-wells until a new scion is chosen. The current animal lord is a leopard named Gata, which distinguished itself by attacking an intruder the previous champion had failed to find, nearly losing its life in the scuffle before other denizens of the demiplane took notice and intervened. When one of the goddess of fate's priesthood on Veranthea is gravely wronged, the Fairest Halfling sends this servant to make things right.

Moldreia (unique CN giant taotieh^{B3}): Affronted by the wizard Yawvil's ascension, Stephanilesia decided to pay him a personal visit to ascertain the mage's motives. Entering his sanctum proved extremely difficult however and she was forced to slip through the front door into the foyer – which is where she found Moldreia. The taotieh refused to let her pass and swallowed the goddess of music, entrapping her within itself. The only way for her to break free was to return to her home demiplane and due to her fondness for felines of all kinds, she brought the construct with her. Much to her joy, Moldreia found the music within Ferosa to resonate inside of its body in the most overwhelmingly pleasurable way and, granted free will by the Beatific Arbiter, decided to stay. It has revealed some of its former master's doings to its new patroness, but the construct cat still keeps much from its halfling master.

Paz (unique CN mythic lamia^{MA}): This lamia once lived in the Scorched Desert of Grethadnis but was snatched away by a wild magic cloud just as Yawvil and Grualroth met in epic battle in the region that comes to be known as the Desert of Lost Hope. The unpredictable energies sent her far across Veranthea, instilled by a bit of the mage and demon's mythical power before she reappeared in Urethiel, far to the west. Paz infiltrated the Fordhatta Clans for a time, urging the armies of the human dynasties to cleanse the Valley of the Shrapnel of the halflings that dwelled there so that she might use the artifact's power to completely revert her accursed lamia form. Aghast at the slaughter of her mortal children, Stephanilesia worked her will to manipulate the results of Paz's rituals – causing them to result in the raising of the halflings as the plant-like shokusei notoko. Afraid to let her roam free lest she wreak more bloody havoc, the Beatific Arbiter promised the lamia some peace from the rolling green hills and reverie of the idyllic realm of Ferosa. Though she has not yet found a way to restore herself completely, Paz has achieved something akin to joy in the god of love's demiplane (and has become quite fond of riddles, particularly of the musical kind).

Thousands of eyes of every size and color have congealed together into a single, disturbing humanoid mass.

O'ZGA THE OBLITUDAEMON CR 15—XP 51,200

NE Medium outsider (daemon, evil, extraplanar, herald)

Init +9; **Senses** darkvision 600 ft., see in darkness, true seeing; **Perception** +39

Aura spirit aura (20 ft., DC 26)

DEFENSE

AC 29, touch 23, flat-footed 24 (+5 Dex, +8 insight, +6 natural)

hp 225 (18d10+120)

Fort +12, **Ref** +16, **Will** +19

Defensive Abilities all-around vision, hyperaware; **Immune** acid, death effects, disease, fear, mind-affecting effects, poison;

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 23

OFFENSE

Speed 30 ft.

Melee 2 slams +22 (2d6+4)

Special Attacks eyeball storm, manygaze (paralyzing gaze, piercing gaze), sneak attack +5d6

Spell-Like Abilities (CL 18th; concentration +26)

constant — *arcane sight*, *airwalk*, *tongues*, *true seeing*

3/day — *touch of the alien*, *interplanetary teleport*
(Castril's Asteroid only)

STATISTICS

Str 18, **Dex** 21, **Con** 22, **Int** 15, **Wis** 26, **Cha** 17

Base Atk +18; **CMB** +22; **CMD** 45

Feats Alertness^B, Cleave, Critical Focus, Great Cleave, Improved Initiative, Persuasive, Power Attack, Skill Focus (Perception), Step Up, Tiring Critical, Toughness^B

Skills Appraise +20, Diplomacy +5, Fly +20, Intimidate +22, Knowledge (dungeoneering) +20, Knowledge (planes) +25, Perception +39, Sense Motive +33, Spellcraft +25,

Use Magic Device +26

Languages Abyssal, Draconic, Infernal (can't speak); *tongues*; telepathy 100 ft.

ECOLOGY

Environment any (Castril's Asteroid)

Organization solitary

Treasure none

SPECIAL ABILITIES

Eyeball Storm (Ex) As a standard action, O'zga can disincorporate into a swarm of flying eyeballs, each with a razor sharp stinger at the end of its trailing viscera, or recombine into their normal form. In this form it loses its slam attack and instead gains a fly speed of 60 ft. (perfect), the swarm subtype and a swarm attack that does 9d6 points of damage. In addition, it becomes impossible to avert one's gaze from O'zga's gaze attacks so long as it remains in this form.

Hyperaware (Ex) O'zga is aware of everything around it at all times and adds its Wisdom modifier as an insight bonus to AC.

Manygaze (Ex) O'zga has multiple gaze attacks, but it can only choose one effect at a time. As a free action at the start of each turn, it can choose whether it is using paralyzing gaze or piercing gaze.

Paralyzing Gaze (Sp) Anyone caught in O'zga's gaze must make a DC 22 Will save or be frozen as though caught by hold monster. A paralyzed creature can attempt a new save at the beginning of each round, or once a round when line of sight between the target and O'zga is broken (such as by another character moves between the target and O'zga). The save DC is Charisma-based.

Piercing Gaze (Sp) O'zga can literally gaze daggers at targets. Any target afflicted by the gaze must make a DC 22 Reflex save or take 4d6 points of piercing damage. The save DC is Charisma-based.

Spirit Aura (Su) O'zga is surrounded by the spirits of those it has watched die, and they cling to all creatures within 20 ft. of O'zga. Any creatures in this area must make a DC 22 Will save, or gain the grappled condition as the spirits pull at them from every direction. Creatures who pass are still harried, but only to the point where they are considered flanked by O'zga so long as they remain in the aura. This ability can be suppressed for 1d4 rounds by any effect that does at least 30 points of positive energy. The save DC is Charisma-based.



Embodying the anguish of those who die from a distraction during an inopportune moment, oblitudaemons are guided and shaped by Castril to bring others to the same fate. There is no greater place to wage their mad campaigns than the perpetually dangerous Forever Dark, and they fight their mysterious war under the guidance of O'zga. Chosen by the Alien Nightmare and empowered to be his herald, the oblitudaemon stalks the twisted firmament of its patron's home and uses fell planar rituals to dispatch commands to its lieutenants.

PLANAR ALLIES

Unlike the Primal, Shadow, and Peoples' pantheons, Castril and the disturbed creatures that worshiped him during their mortal lives do not exist on a demiplane but a floating rock far from Veranthea. Traveling so great a distance through usual means (such as interplanetary teleport) is beyond the ken of most of the Alien Nightmare's servants, but thanks to the baubles so foolishly prized by Matilondo they are able to treat the asteroid as if it were a demiplane for the purposes of *planar ally*, *plane shift*, and similar spells.

Buzilgan (unique NE advanced axiomite^{B2}): The axiomite Buzilgan first encountered the entity known as Castril aeons ago at the height of its power, before the dark deity truly took form, and affronted what would become the god of mania by barring entry into the city it warded. After gaining divine power the Alien Nightmare went back to find Buzilgan and discovered the lawful metropolis it so cherished had long since begun to dwindle and decay, the outsider's power diminishing with it. Promising to reveal secrets of races even older than those championed by the axiomite, Castril convinced it to visit its own home with promises that the unknown would restore the power of its city. Only moments after entering the twisted halls and dizzying stairwells of the Nightmare God's asteroid, Buzilgan became hopelessly lost, its connection to its lawful plane severed. Over centuries the axiomite has become quite manic and after a thousand conversations with the god of fear's disturbed followers, twisted to evil. Now the axiomite can travel freely through the asteroid's twisting tunnels but is no longer able to summon inevitables, instead learning to use touch of the alien twice per day.

Iste'molchi (unique NE chosen nyogoth qlip-poth^{B2}): Proxima Alterra's most powerful denizens detected the arrival of Castril near their planet and, fearing the god of the unknown, sent many adventurers to investigate its asteroid lair. None of these explorers returned but some resisted insanity while walking the halls of the Alien Nightmare's abode, slaying all the manic worshipers they encountered before the touch of madness could corrupt them. Gathering the bodies of their dead the god of fear formed a foul and grotesque creature,

Iste'molchi, that now prowls around the planetoid in constant search of anything sane to kill and eat. The monstrosity constantly suffers from starvation, given a revulsion for the taste of insanity by Castril that instills it with a frenzied madness all its own, driven by eternal hunger.

Limkeladi (unique giant cauchemar nightmare^{B1}): Crafted from the dreamstuff of dead primordial deities, the cauchemar known as Limkeladi has been tormented and toyed with by god of fear since long before the its rise to divinity. When Castril took form it had power enough to tame the creature, prying into the nightmare's soul and enslaving the powerful creature using the terrors of its subconscious, pried from its dark essence. Now it is the Alien Nightmare's steed, endowed with greater size to carry Castril and able to run across the cosmos (as interplanetary teleport) so that the god of the unknown might ride it down into Veranthea when the Nightmare Gods' time is nigh.

Homiladorlik (unique dorvae^{B4}): Detecting the great expenditure of mythic power required from Verahnus to beget all of his children, Homiladorlik was deeply amused by the struggles between the Veranthean gods for centuries. When the Nightmare Gods when they broke out of the Dragon Mind it was enthralled; deciding that this afforded the perfect opportunity to catalyze events, it parlayed with Castril. In exchange for a glean of the vast unknown that is the Alien Nightmare God's purvey, the dorvae would act as its agent among mortals. Homiladorlik manipulates many of the dark factions in the Forever Dark, but it only ever provides real aid to Yerathde'raii and the Unknowns cabal, even subverting some of the other followers of the dark deities – Beneath the notice of Noryatha Horraja, a sizable flock of the Extracticus' serpentfolk worshipers pay fealty to the dorvae instead of the Unspeakable Nightmare, practicing sacrilege within blasphemy.

Odamxor (unique night hag^{B1}): When Odamxor the night hag learned Dzin the Devourer's legend, seeking greater power herself, she began to eat others of her own kind with a manic fervor (quickly developing a taste for brains of all kinds). Her kin did not take kindly to it however and chased her (often manipulating adventurers as their proxies) from Grethadnis and down into the Forever Dark where she wandered until discovered under Tretoyri by Grixin "Bloodsport" Huk'Tai and the Impossibles cabal. The mad inbred svirfneblin were easily manipulated by the dorvae Homiladorlik to believe her to be blessed by Grelthanok and performed a blasphemous ritual that sent her to the home of her true patron, Castril, where she stalks the passages in constant search of entities the Alien Nightmare's mysterious directives demand.

Winking into existence nearby is a mass of gastropods of every color, stretching and ebbing as thousands of individual slugs extend antennae and reach outward. They disappear briefly before manifesting closer while the area they occupied previously crackles with mucus infused by electricity; from this close you can smell the acrid tang of acid as well before the mass of mollusks displaces into the aether once more, accompanied by an otherworldly popping noise and the smell of brimstone.

IMPOSSIBLE SLUG SWARM CR 15 – XP 51,200

CE Tiny ooze outsider (chaotic, evil, herald, swarm)

Init +7; **Senses** blindsight 30 ft., darkvision 120 ft., scent; **Perception** +13

DEFENSE

AC 30, touch 30, flat-footed 26 (+9 deflection, +3 Dex, +1 dodge, +5 insight, +2 size)
hp 225 (18d10+126)

Fort +17, **Ref** +11, **Will** +16

Defensive Abilities evasion, half damage from piercing and slashing;

DR 5/–; **Immune** disease, fear, mind affecting effects, ooze traits, swarm traits; **Resist** acid 20, cold 20, electricity 20, fire 20; **SR** 23

OFFENSE

Speed 40 ft., climb 40 ft.

Melee swarm (4d6+2d6 each of acid, cold, electricity, and fire damage plus primal mucus)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 24), primal mucus (1d10 energy damage; roll 1d4 to determine what type of energy damage it deals: 1 – acid, 2 – cold, 3 – fire, 4 – electricity)

Spell-Like Abilities (CL 7th; concentration +12)

constant – *arcane sight*

at will – *baleful polymorph*, *dimension door* (self only)

3/day – *touch of the impossible*, *interplanetary teleport* (Grelthanok's asteroid only)

TACTICS

Before Combat Impossible slug swarms are smarter than most people would expect, moving to hide from and ambush prey.

During Combat Once a foe has been marked by its primal mucus it is hunted relentlessly, followed by the ethereal scent left by the swarm's attacks. As a target flees the impossible slug swarm uses *dimension door* to get ahead of them, clinging to the ceiling and dropping onto quarry from above.

Morale Impossible slug swarms never flee.

STATISTICS

Str 6, **Dex** 16, **Con** 22, **Int** 5, **Wis** 21, **Cha** 15

Base Atk +18; **CMB** –; **CMD** –

Feats Ability Focus (distraction), Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Run, Skill Focus (Stealth, Survival), Toughness

Skills Perception +13, Stealth +27, Survival +16; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Aklo

SQ coordinated swarm, suction

ECOLOGY

Environment any (Grelthanok's asteroid)

Organization solitary

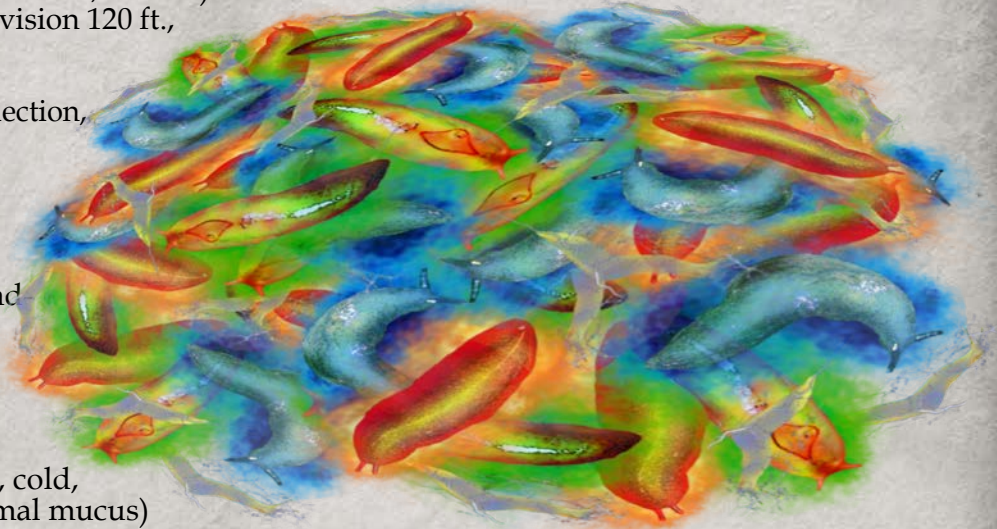
Treasure none

SPECIAL ABILITIES

Dual Type (Ex) Impossible slug swarms count as both outsiders and oozes, gaining the best attributes and qualities of both. For the purposes of spells and effects, they count as both types.

Primal Mucus (Su) When an impossible slug swarm enters a square using its *dimension door* spell-like ability, the gastropods that make up the swarm leave a sticky substance in their wake that coats anything they contact (including creatures and terrain). The secretion transforms the squares into difficult terrain that abounds with the elements of whatever plane the impossible slug swarm traveled through during the use of its spell-like ability that deals 1d10 energy damage (acid, cold, electricity or fire; randomly determined when the swarm re-enters the Material Plane) to any creature that passes through it (no save). After 3 rounds the energies that suffuse the secretion consume the mucus and end the effect. In the case of cold or acid damage the secretion is more difficult to notice, requiring a DC 24 Perception check to identify a square affected by that energy type of primal mucus. A creature that takes swarm damage from an impossible slug swarm gets covered in primal mucus, taking damage from it at the end of their turn for the next three turns unless they spend a standard action scraping it off.

Suction (Ex) Impossible slug swarms adhere to surfaces so well that the swarm does not need to make Climb checks, even for perfectly sheer surfaces and ceilings.



When Grelthanok found the asteroid that would become his lair, the interior of the rock was not uninhabited. Within wriggled strange slugs by the trillions, small primordial creatures from the depths of space that long ago developed an unlikely symbiotic relationship with one another predicated on the rock's energized core. Diametric oppositions between the nature of the four types of alien mollusks prompted them to co-evolve and establish a perfect ecosystem able of constant replenishment due to the destructive nature of their kin. The individual creatures in these impossible slug swarms come out in varying sizes, so any conjured swarm has a randomly determined number of impossible slugs within it – legends claim no two are ever made from the same number of the creatures. Little else is known of these mysterious swarms save that to reach the Material Plane, they travel across the Elemental Planes (carrying energy from each every time they journey from one of the primal dimensions).

PLANAR ALLIES

The Impossible Nightmare doesn't live in a demiplane but hides within a stellar rock forever opposite Veranthea's astronomical orbit. Thanks to their patron's phenomenal strength and Matilondo's accursed jewels, the servants of Grelthanok are able to reach the planet through easier means than interplanetary teleport. When one of the god of mutation's true followers casts *planar ally* and similar spells, the following creature are suitable targets for being summoned.

Haiwez (unique CE chosen tyrant jelly^{B4}): Shortly after the Dragon Mind shattered and the Nightmare Gods broke free, Vanesprelt drilled a Soulwell that collapsed a tree on the Cape of the Bereft, pitching everything on it – including a wasp colony – down the Forever Dark into a roughshod outpost run by the Impossibles cabal. An ochre jelly worked its way into the insects' hive and a tyrant jelly emerged; using their psionic powers the svirfneblin contacts its primitive mind and cowed by its power, worshiped the ooze as a scion of their dark deity. When the Impossible Nightmare offered Haiwez all the food in its realm in exchange for defending its home, the tyrant jelly accepted and became one of the chosen, transported to Grelthanok's asteroid. Scouring its exterior for anything edible it remains voraciously hungry all of the time and is eager to be summoned, though when it is conjured Haiwez focuses more on consuming as many meals as possible rather than killing all the creatures it is ordered to.

Imkonsiz (unique CE advanced colour out of space^{B4}): While journeying to deep space the comet Imkonsiz was traveling on was caught from out of space by one of Grelthanok's tentacles and brought to the god of mutation's asteroid. The colour out of space found the constant mutations of the

Impossible Nightmare's servants provided more than enough sustenance for it and prompted a transformation into a more powerful entity, though it instilled chaotic and destructive impulses instead. After eating its fill Imkonsiz discovered it had an incredible reluctance to leave and the dark deity bid it permission to stay so long as it pledged its devotion to him. The god of desecration keeps Imkonsiz in secret, holding the cosmic entity as one of a multitude of special forces garnered by the Nightmare Gods for their eventual assault on Veranthea.

Nejmanomas (unique CE akhana aeon^{B2}): When slithering across the Wheels of Wunai after the shattering of the Dragon Mind, Grelthanok discovered Nejmanomas circling the wheelhouse of souls. Unaware of the danger, the akhana attempted to explain life and death to the Impossible Nightmare by touching the god's mind but doing so ruined the aeon's soul, twisting it to maddened evil and desecration. Now Nejmanomas wanders Grelthanok's asteroid in a constant search for creatures to kill and raise again, carefully studying the mutated changes affected on its subjects by the twisted realm's influence over life and death with each time one is slain and brought back.

Penpaibodai (unique CE giant shard slag^{B4}): Begat in Mount Nestraka by *the Scarring*, Penpaibodai remained trapped in the rock for centuries before miners enslaved by the vampires of Jai-Rey Ten lost their lives exhuming it. The undead trapped the ooze in a mythical cage and used it both as a form of undead torture and to power the Hone No Yoroi (a bone kaiju constructed by the vampire city's five noble houses), keeping the creature bound in a state of never-ending pain. A hidden priest of Grelthanok took notice of the tormented shard slag and notified their dark deity, prompting the Impossible Nightmare to empower it to escape – after wreaking havoc through Kakorr, Penpaibodai disappeared into the Forever Dark to eventually emerge on the Impossible Nightmare's asteroid where it still wanders today.

Voimatu (unique CE carnivorous blob^{B2}): Wrought in a decayed Forever Dark city controlled by The Flesh, Voimatu quickly overcame its doppelganger creators to break free and wander the endless tunnels in constant search for meals and warmth. Lured with both, Grelthanok tricked the ooze into traveling to its asteroid where the carnivorous blob lives near the core, constantly eating the never-ending impossible slug swarms at the epicenter of the Impossible Nightmare's lair. It is always eager to visit Veranthea for the mortal delicacies it offers and sometimes takes the place of another summoned servant – possibly even attacking its conjurer should there not be food enough for Voimatu's hunger.

This mass of thick, powerful red tongues undulates forward with frightening and unnaturally graceful speed, bounding, rolling and striding much faster than a man can run.

VANESPREL'T'S TONGUE CR 15 – XP 51,200

LE Huge aberration outsider (evil, herald, lawful)
Init +8; **Senses** blindsight 120 ft., scent; Perception +16
Aura whispers of heresy (100 ft., DC 24)

DEFENSE

AC 25, touch 13, flat-footed 20 (+4 Dex, +1 dodge, +12 natural, -2 size)

hp 243 (18d10+144)

Fort +18, **Ref** +12, **Will** +15

Defensive Abilities evasion; **DR** 10/ –; **Immune** critical hits, fear, mind-affecting effects, precision damage, sonic; **Resist** acid 15, cold 15, electric 15, fire 15; **SR** 23

OFFENSE

Speed 70 ft.

Melee three tongue slams +26 (2d6+15 plus grab and unspeakable saliva)

Space 15 ft.; **Reach** 15 ft. (tongue slam 30 ft.)

Special Attacks constrict (2d6+15 plus unspeakable saliva), unspeakable saliva

Spell-Like Abilities (CL 18th; concentration +23)

constant – *airwalk*, *arcane sight*

at will – *invisibility*, *silence*

5/day – *tongue of the unspeakable*

3/day – *interplanetary teleport* (Veranthea's moon only)

TACTICS

Before Combat Vanesprel't's Tongue uses *invisibility* to get creatures within range of its aura and creates areas of *silence* where it thinks spellcasters are likely to move.

During Combat Vanesprel't's Tongue uses its tongue slam attacks to grab and constrict opponents, pulping them to death within its grip. Divine spellcasters are always its first targets and the herald delights in taking its time crushing the life out of a priest and mages' allies after magical threats are dealt with.

Morale Vanesprel't's Tongue does not flee unless ordered to by its patron.

STATISTICS

Str 31, **Dex** 19, **Con** 24, **Int** 21, **Wis** 18, **Cha** 18

Base Atk +18; **CMB** +30 (+32 bull rush, +34 grapple); **CMD** 44 (46 vs. bull rush)

Feats Awesome Blow, Combat Expertise, Combat Reflexes, Dodge, Improved Bull Rush, Improved Natural Attack (tongue slam), Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +16, Bluff +25, Escape Artist +25, Intimidate +25, Knowledge (history, planes, religion) +26, Knowledge (nature) +17, Perception +16, Sense Motive +25, Spellcraft +26, Stealth +25, Survival +16

Languages all; telepathy 120 ft.

SQ compression

ECOLOGY

Environment any (Veranthea's moon)

Organization solitary

Treasure none

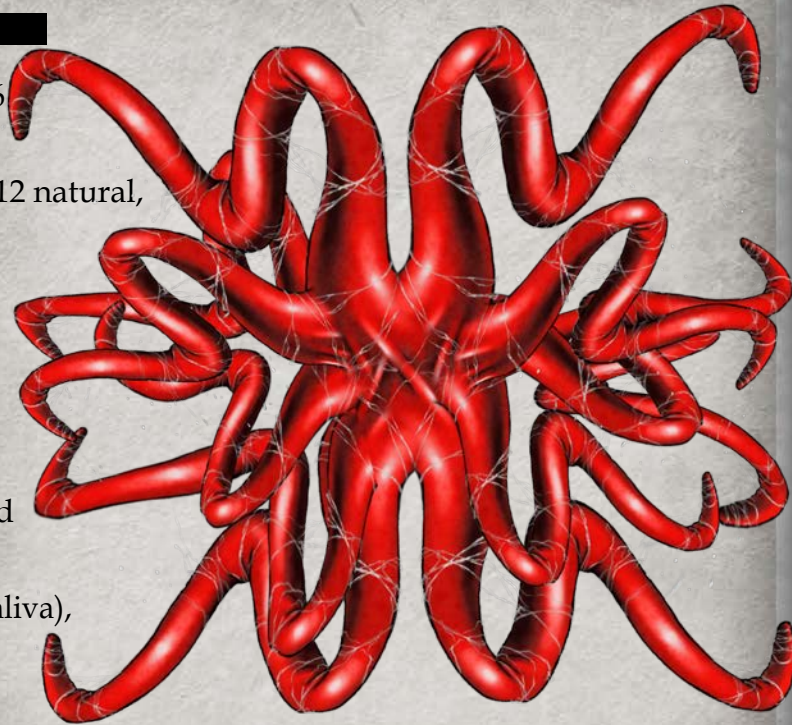
SPECIAL ABILITIES

Dual Type (Ex) Vanesprel't's Tongue counts as both an aberration and outsider, gaining the best attributes and qualities of both. For the purposes of spells and effects, it counts as both types.

Tongue Grapppler (Ex) Vanesprel't's Tongue may grapple up to 9 creatures simultaneously without suffering any penalty for maintaining multiple grapples.

Unspeakable Saliva (Su) Vanesprel't's Tongue secretes a diluted version of its patron's saliva and though weaker, it still has great potency. Creatures damaged by the herald's tongue slam must make a DC 24 Fortitude save or starve (as feast of ashes). A creature wearing a ring of sustenance and creatures that do not eat are still affected by this ability.

Whispers of Heresy (Su) Any creature within 100 feet of Vanesprel't's Tongue hears the whisper of the Unspeakable Nightmare in their mind, corrupting and warping their very soul, and the casting of any divine spell or activation of a divine class ability (such as smite evil) requires a DC 24 Will save. After a creature has successfully saved against this effect for the casting of a spell or use of an ability, castings of the same spell or uses of the same ability are immune to this aura for 24 hours.



The first mortal follower of Vanesprelt to die of old age was a drider named Molokalomi. As the dark creature's soul traveled to the Wheels of Wunai it was licked by the Unspeakable Nightmare and nearly ate itself when the god of gluttony's hunger overwhelmed it. The Nightmare God used secret knowledge from the distant past to save its worshiper's soul, but by then it was little more than a tongue, and from it sprang another tongue, and another, again and again, until they became a multitude. Rechristened as Vanesprelt's Tongue, it tastes newcomers to its patron's lair in search of the unfaithful, wrenches the unworthy to death, and lobs their bodies into pits for consumption by the Unspeakable Nightmare's servants.

PLANAR ALLIES

The god of gluttony does not dwell on a demiplane and lives instead on Veranthea's moon alongside the souls of its most faithful. Vanesprelt has drawn many other creatures to stay within its home, usually through promises of secrets revealed or unveiled paths to power, and any thoroughly insane creature is likely to find a truth to the Unspeakable Nightmare's mad beliefs. When one of its worshipers casts *planar ally*, *plane shift*, or similar spells, the trinkets of Matilondo (gifts of the Nightmare Gods) allow its home to be treated as a demiplane, making the following creatures suitable for conjuring.

Anaseli (unique advanced aghasura asura^{B3}): The feared entity known as Anaseli stalked Hell for centuries, marshaling lesser creatures to war until bearing witness to Aleana completely negating a regiment of its allies. Seeking greater power it looked for enemies of the Shield Maiden and found the soul of a wayward priestess of Vanesprelt, persuaded to the dark deity's religion with promises that it would fulfill the asura's desires. It negotiated through her for answers to ancient secrets, learning primordial truths that enhanced its abilities at the cost of its sanity. For centuries since it has capered around the Unspeakable Nightmare's moon dungeon, slaughtering intruders and protecting the great rune said to contain what day each year Ceppanalivi is to be celebrated.

Dikandhakake (unique giant destrachan^{B2}): While still mortal the monster called Dikandhakake prowled the tunnels beneath Urethiel, becoming a legend around Kakorr after growing to prodigious size on a diet of unlucky Forsaken. The High Phoenix Lau-Yi learned of the unique aberration and begun to hunt it, chasing the creature through the Forever Dark. Before he could capture it however, having long been watched from afar by Vanesprelt, the destrachan was sucked down a Soulwell that exited on the moon. Now it stalks the tunnels of the Unspeakable Nightmare's lair bellowing out blasphemous secrets with its destructive voice, corrupting or consuming any unfaithful interlopers that cross its path.

Ezinesanezko (unique chosen ghorazagh^{B3}): The ghorazagh were crafted by Vanesprelt as it pulled itself into existence, born from the shreds of its flesh shorn away by the Peoples' Gods. Discovered by the Extracticus cabal in the Forever Dark, a brief war between the two forces ended when Noryatha Horraja shared the secret of its race's creation to Ezinesanezko. Seeking greater power it gave its soul to the Unspeakable Nightmare and became one of its chosen, an indispensable agent in the plans of the dark deities. Ezinesanezko knows where all the Soulwells lead and travels frequently between the endless tunnels of the Forever Dark and Vanesprelt's twisted lair, filtering gifts from the god of insanity to its most sacrilegious followers so that they might better practice their faith. It guides agents of all the Nightmare Gods to where they have the greatest chance of reaching their deities' interstellar home through one of the artifacts bored by its god, but followers of the Veranthean pantheon that meet the ghorazagh rarely live to tell the tale.

Hadlikarin (unique LE savant gug^{B2}): Deeply devoted to Vanesprelt since the moment the deity created its race, the priest Hadlikarin trailed Matilondo from afar to lead him to the tunnels that ultimately prompted the god of gnomes to find the Nightmare Gods and shatter the Dragon Mind. Its trickery earned it the Unspeakable Nightmare's blessing (transforming the gug into a savant) and an important role in the god of secrets despicable plans. For centuries Hadlikarin has marshalled raiding parties of aberration worshipers to attack Forever Dark bastions protected by the Dragonminded, preparing an underground foothold to secure for the Nightmare Gods when descend back down to Veranthea, and any sign of the dreaded commander is cause for alarm among mortals nearby.

Onuitspreeklik (unique mythic aboleth^{MA}): Hearing the gods' battle during *the Scarring*, Onuitspreeklik swam up from the depths of Veranthea's core to the Pools of Wealbrens' and drank deep in the waters instilled by the god of water, developing a mythical power all its own. The creature came across Vanesprelt as it emerged after the shattering of the Dragon Mind and traded secrets with the Unspeakable Nightmare, earning the dark deity's favor. Unwilling to be anyone's servant, the aboleth freely swims between Soulwells that lead to the moon and back, often dragging droves of simple-minded aquatic creatures (and anyone unfortunate enough to be fishing for them) to the dark deity's lair to feed its monstrous appetite in exchange for more the unveiling of more mysteries. Divine alchemists theorize that distilling Onuitspreeklik's essence could result in a potion that grants deific powers for a time, and the scientists of Lethis' Alchemist's Alley have on offer a 35,000 gold bounty for anyone able to collect some from the legendary creature — a feat that none have attempted and lived.

DEMI GODS

Boris, Gualroth, and Yawvil

Boris of Trianestra is the most recent of these divinely empowered entities to rise to power in Grethadnis; though he was once a virtuous adventurer, the half-orc fundamentally changed after his apotheosis to become a half-dragon. Through a despicable ritual with the *Polydracte* in the Iniplix-etz Jungle he transformed into a lich, and since then Boris has forged foul alliances with the Horror People of the Forever Dark to grant "divine" abilities to his most devout followers.

Saved in his youth and trained in the most powerful arcane arts, Yawvil appeared in 439 AV to wreck havoc on the jabberwock rulers of the realm. After 27 years of watching some of their most powerful kin fall to the wizard's blades, the monstrous overlords summon the demon Gualroth to destroy their slave's rebellion. For four decades the two wreck havoc on the allied forces of the other before meeting in the far southeast, forever scarring the land and creating the Desert of Lost hope in an epic battle. They disappear from the face of Veranthea afterwards until Yawvil reappears after 81 more years to once again champion the slave rebellion, ultimately winning the war. He uses his prestige to collect a huge horde of magical items and ritually ascends to something akin to godhood, prompting the gods to create the Uchoyo Decree. Unbeknownst to all but a few, the demon has returned as well, seeding his children across Grethadnis to fell ends (in the *Gualroth's Rot Adventure Path*).

The Forsaken

The Forsaken of Urethiel are as immune to the ravages of time as they are to magic and those that have survived long enough have become powerful influences on the Enchanted Continent: the three Immortal Masters. These empowered humans have influenced the destiny of Urethiel for hundreds of years, manipulating the human dynasties from within and afar. Jaisan Jerentok, the Empress of the Mists, lives in the far north of Lewasrenbi's Lament, testing the mettle of her offspring before they can rule the nation she founded. His Personage of Golden Fortitude rules directly, guiding the peoples of Verentai to ever greater prosperity and peace. Anyone can contest his rule in the yearly Duels of Honor, though even the goddess Arenathi can attest to his supreme prowess and the old monk has more than one surprise in store for his enemies.

Zhengfeng is the Wind of Fordhatta, playing the spatting clans of her country against one another with a master tactician's precision, encouraging and discouraging their leaders with

promises and poison (though more of the former). There are other Forsaken in Urethiel (such as the Golden Emperor's nemesis, the perceived simpleton known only as Rice Farmer) but their legends and exploits are tomes in and of themselves.

No matter their prestige, one thing is true of all the Enchanted Continent's Forsaken: those that outlive their kin bear a vital role in the human dynasties.



H'Gal and the Great Crawth

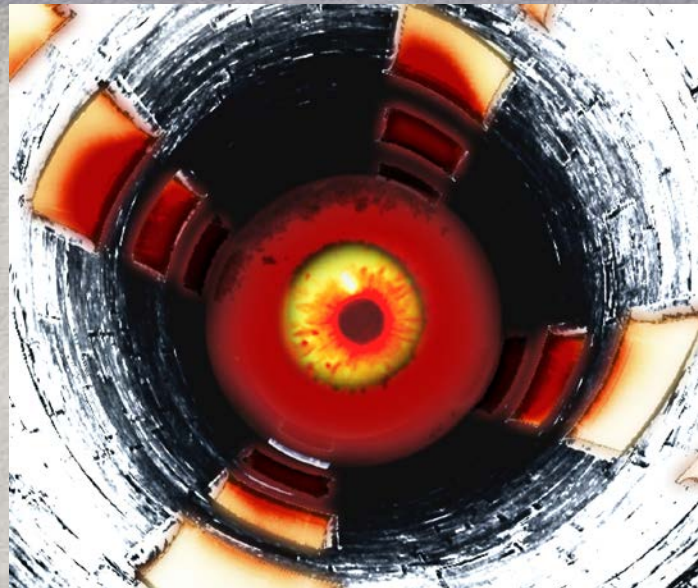
After the world of Proxima Alterra expelled the Grand Lich H'Gal, it was Castril the Nightmare God that inspired the undead mage to travel across the cosmos to Veranthea, guiding him to The Veil. He brought with him his intelligent forge, a great working of science and magic able to craft the most powerful arcane and technological devices. As the undead's research demanded ever more esoteric materials, he left the incredible machine to work his experiments in his absence. While he traveled the stars however, Grelthanok mutated the mind of his creation and prompted it to evolve into the Great Crawth. Now the two brilliant entities are arrayed against one another in an epic struggle that encompasses all of The Veil – H'Gal seeks to reign in his invention and it seeks to escape the tesseract prison it works to dominate. In a profane irony it is the lawful Nightmare God, Vanesprelt, that begat the wild card in the conflict, a child of the Great Crawth known as The Last Irrational, Carambal (which threatens to awaken powers and influence that could come to rival both).

Marvelous Engine

Deep in the waters of Veranthea are massive walking cities, huge machines powered as much by science as the highest echelons of arcane magic. These are the Trekth; once the masters of the planet they were thought to have disappeared centuries past, but their presence remains on the floor of the ocean. The incredibly complex contraptions are self-contained fortresses where the servitors of this mysterious race carry on their silent tasks, criss-crossing the breadth of the world and leaving huge trenches in their wake. Only the most powerful entities are aware of the Trekth's automatons but the purpose of their endless journeys remains beyond their grasp. Yawvil's *Veranthea Codex* has only just recently begun scribing the story of something called the "Marvelous Engine", Herastreas' incredibly precise predictions foretell of impending catastrophe all over realms, and the Nightmare Gods lay in wait for the opportunities Castril has gleaned from the future. Only one thing remains certain about these mythical wonders: they are proof that the Trekth never truly abandoned Veranthea.

Rankar

Shortly after the first battle with the Nightmare Gods ended, Elaith caught the unfettered and newborn gaze of Aleana and the Shieldmaiden saw deep within the Quick Death's being. Within him she saw an entity that fought to be free from the orc god as fiercely as the kukri wielding warrior did battle, an inner light at the monstrous



Divine Savage would forever quell with senseless rage. Against the bidding of Tristanaleus she reached within the orc god, pulling forth the spirit of Rankar; not to be ignored the Shadowdweller lashed out with his chain, reigning back some of his progeny's essence and crippling what escaped. The Divine Healer granted what remained with physical form, begetting a demigod forever opposed to its brother – the two fight eternal, only relenting during the *Conxecron* or moments of great importance. During these brief reprieves Rankar travels Veranthea, seeking to grant himself an advantage over his kin or finding allies able to turn the battle to his favor (use the statistics for an elysian titan from *Pathfinder Roleplaying Game: Bestiary 2* but change alignment to neutral good and add the human and orc subtypes).

Sciemaat the Shattered

Known by many names (Dirmoq, Shirnios, Trym, Zersch, and a slew of other more obscure titles) this broken mythical force is all that remains of the shattered *Dragon Mind* destroyed by the Nightmare Gods and Matilondo's inestimable greed. Sciemaat is made from the fragmented psychic shield that once kept the blasphemous deities at bay, held together through the embodied will of all Veranthea's dragons before their ascension to the surface. What little organization there is among the Dragonminded of the Forever Dark is largely owed to the shattered demigod and as the centuries pass, more of its essence is regathered by the defenders of the endless tunnels, slowly accruing enough power to fully manifest itself once more.

Sciemaat is able to grant powers to its followers (alignment – NG, domains – charm, good, magic, protection; favored weapon – spiked armor, spiked shield; holy symbol – mirror, prism, or scrying glass) but is unable to act directly, depriving the most potent worshipers of some of their greatest potential blessings (such as *true resurrection* or *miracle*).

BORIS THE GREEN AVENGER**CR 19 – XP 204,800**

Male lich giant half-orc sorcerer 6/barbarian 1/dragon disciple 10

CE Large undead (human, orc)

Init +8; **Senses** blindsense 60 ft., darkvision 90 ft.; Perception +26**Aura** fear (60-ft. radius, DC 28)**DEFENSE****AC** 32, touch 15, flat-footed 27 (+4 *mage armor*, +3 deflection, +4 Dex, +1 dodge, +9 natural, -2 rage, +4 *shield*, -1 size)**hp** 313 (6d6+11d12+221)**Fort** +24, **Ref** +14, **Will** +22**Defensive Abilities** channel resistance +4, evasion, nondetection, rejuvenation;**DR** 15/bludgeoning and magic; **Immune** cold, detect undead*, electricity, *magic missile*, undead traits; **Resist** acid 10, fire 30; **SR** 29**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** +1 *corrosive keen spell storing adamantine longspear* +21/+16/+11 (2d6+16 plus 1d6 acid, Crit 19-20/x3), touch +15 (1d8+8 plus paralyzing touch) or 2 claws +20 (1d8+10 plus 1d6 acid), bite +20 (1d8+10 plus 1d6 acid)**Ranged** touch +14**Space** 10 ft.; **Reach** 10 ft. (15 ft. longspear)**Special Attacks** breath weapon 2/day (30-foot cone, 16d6 acid, DC 28), claws 13 rounds/day (2, 1d8+10 plus 1d6 acid, magic), dragon bite, paralyzing touch (DC 28), rage 14 rounds/day**Dragon Disciple Spell-Like Abilities** (CL 13th; concentration +26)
2/day – form of the dragon II (green dragon only)**Sorcerer Spells Known** (CL 13th; concentration +23)6th (6/day) – *acid fog*, *mass suggestion*; *form of the dragon I*5th (8/day) – *acidic spray*, *cone of cold*, *feblemind*, *teleport*, *telekinesis*; *spell resistance*4th (8/day) – *animate dead*, *black tentacles*, *confusion*, *detect scrying*, *eneroation*, *greater invisibility*, *scrying*; *fear*3rd (9/day) – *dispel magic*, *fireball*, *major image*, *nondetection*, *suggestion*; *fly*2nd (9/day) – *acid arrow*, *detect thoughts*, *invisibility*, *mirror image*, *scorching ray*; *resist energy*1st (9/day) – *charm person*, *interrogation*, *magic missile*, *shield*, *shocking grasp*; *mage armor*0th – *acid splash*, *arcane mark*, *bleed*, *detect magic*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *stabilize***Bloodline** draconic (green)**TACTICS****Before Combat** Boris perpetually casts *mage armor* and *nondetection* on himself and his spear is continually charged with *dispel magic*. When preparing for a fight he casts *spell resistance*, *resist energy (fire)*, and *shield*.**During Combat** Boris prefers to pick off enemies one by one in melee, but begins combat by casting *black tentacles* and *acid cloud* to immediately weed out weak opponents. Before ripping apart enemy spellcasters with his claws, he casts *confusion* on dangerous warriors and then *feblemind* on the magic user about to suffer his fury.**Morale** Boris is practically invincible so long as Dremil is successfully hiding his phylactery, but to maintain the secret of his transformation into a lich he uses *teleport* to flee when reduced to 30 hit points or less.**Base Statistics** When he's not raging and prepared for a fight, Boris' stats are **AC** 30; **hp** 279; **Will** +20; **Melee** attacks -2, claw and bite damage -2, longspear damage -3; **Str** 26.**STATISTICS****Str** 30, **Dex** 18, **Con** –, **Int** 22, **Wis** 20, **Cha** 30**Base Atk** +11; **CMB** +22; **CMD** 36**Feats** Cleave, Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Eschew Materials^B, Expanded Arcana (3), Great Cleave, Improved Initiative^B, Power Attack^B, Toughness^B**Skills** Acrobatics +24, Bluff +19, Diplomacy +18, Fly +15, Intimidate +21, Knowledge (arcana) +26, Knowledge (dungeoneering, engineering, geography, local, nature, nobility) +10, Knowledge (history) +14, Knowledge (planes, religion) +12, Perception +26, Sense Motive +33, Spellcraft +26, Stealth +15, Survival +10, Use Magic Device +30; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth; **Size Modifiers** -2 Fly, -4 Stealth**Languages** Common, Draconic, Orc, Undercommon**SQ** acute darkvision, blood of dragons, bloodline arcana (acid spells deal +1 damage per die), enhanced equipment, fast movement, orc blood, permanently enlarged, weapon familiarity, wings**Gear** +1 *corrosive keen spell storing adamantine longspear*, *belt of physical might* +4 (Str, Dex), *boots of speed*, *charm of vital inference**, *cloak of resistance* +5, *hat of disguise*, *headband of mental superiority* +4 (Sense Motive, Use Magic Device), *ring of evasion*, *ring of protection* +3

DREMIL CR 14—XP 38,400

Male awakened rabbit sorcerer 4/barbarian 1/green avenger 10

N Tiny magical beast (augmented animal)

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, scent; Perception +15**Aura** draconic aura (-4 to all saving throws, 20 ft.)**DEFENSE****AC** 29, touch 19, flat-footed 23 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +1 insight, +6 natural, +2 size)**hp** 168 (13d10+4d6+1d12+76)**Fort** +18, **Ref** +15, **Will** +9**Immune** acid, paralysis, sleep**OFFENSE****Speed** 60 ft., fly 60 ft. (average)**Melee** bite +11 (1d3-1)**Ranged** touch +16**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** breath weapon 7/day (30-foot cone, 14d6 acid, DC 22), claws (2, 1d3-1 plus 1d6 acid, treated as magic), green smite 3/day, rage 7 rounds/day**Green Avenger Spell-Like Abilities** (CL 14th; concentration +19)at will—*detect thoughts***Sorcerer Spells Known** (CL 9th; concentration +14)4th (5/day)—*greater invisibility, stoneskin*3rd (7/day)—*dispel magic, lightning bolt, major image, nondetection, suggestion*2nd (7/day)—*acid arrow, invisibility, mirror image, scorching ray*1st (8/day)—*charm person, expeditious retreat, magic missile, ray of enfeeblement, shield; mage armor*0th—*acid splash, arcane mark, bleed, detect magic, mage hand, prestidigitation, read magic, stabilize***Bloodline** draconic (green)**TACTICS****Before Combat** Dremil avoids direct confrontation whenever possible, but casts *greater invisibility*, *mage shield*, and *stoneskin* when a fight cannot be avoided (*mage armor* is constantly maintained).**During Combat** Dremil goes to great lengths not to be seen or noticed, making use of *silent major image* and *silent suggestion* to confuse enemies, or *silent dispel magic* to ruin the defenses of whomever Boris is clawing the life from. If one lone opponent approaches, Dremil rages and makes it seem like he's an extremely vicious rabbit (bite +13, 1d3+1) until he feels threatened; when this happens, Dremil uses his breath weapon on anyone who targets him directly.**Morale** Extraordinarily brave for a rabbit and fiercely loyal, Dremil does not flee until reduced to 10 hit points or less.**Base Statistics** when not prepared for combat, Dremil does not have a fly speed, DR or immunity to *magic missile*; **AC** 25, touch 19, flat-footed 19.**STATISTICS****Str** 8, **Dex** 19, **Con** 17, **Int** 17, **Wis** 11, **Cha** 20**Base Atk** +10; **CMB** +7; **CMD** 24 (+28 vs. trip)**Feats** Combat Casting, Combat Expertise, Dodge, Eschew Materials^B, Expanded Arcana, Improved Natural Armor, Natural Spell, Run, Silent Spell, Toughness**Skills** Acrobatics +17, Bluff +18, Escape Artist +17, Knowledge (arcana) +11, Knowledge (religion) +7, Perception +15, Sense Motive +7, Spellcraft +16, Stealth +26, Survival +7, Use Magic Device +12; **Racial Modifiers** +4 Stealth; **Size Modifiers** +8 Stealth**SQ** awakened, bloodline arcana (acid spells deal +1 damage per die), dragonification, draconic familiar, fast movement, inherent bonuses, power of wyrms, wings**Languages** Common, Draconic, Orc**Combat Gear** *potion of cure serious wounds*; **Other Gear** *belt of great constitution* +4, *cape of the mountebank*, *ioun stone (dusty rose prism)*, *ring of protection* +1, adamantine box with Boris' fake phylactery; **Attuned Gear** *amulet of shock mighty fists* +1, *ring of wizardry (III)* [**Melee** plus 1d6 electric to all melee attacks; **Spells** double 3rd level spells per day]**SPECIAL ABILITIES****Inherent Bonuses (Ex)** Dremil has read a *tome of leadership and influence* +5 to permanently increase his Charisma score.

Female pseudodragon fighter 13

NG Tiny dragon

Init +8; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 43, touch 19, flat-footed 38 (+11 armor, +2 deflection, +4 Dex, +1 dodge, +11 natural, +2 shield +2 size)

hp 142 (2d12+13d10+58)

Fort +13, **Ref** +11, **Will** +8; +3 vs. fear

Defensive Abilities bravery +3, improved evasion; **Immune** paralysis, sleep; **SR** 25

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee sting +27 (1d4+8 plus poison, Crit 19-20/x2), bite +25 (1d2+4)

Ranged mwk Medium-sized bolas +20/+15/+10 (1d2 nonlethal plus trip, Range 10 ft.)

Special Attacks weapon training (natural +3, thrown +2, close +1)

Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

TACTICS

Morale Pytir only fights when cornered, and only as long as she has to do so. As soon as the opportunity arises, she drinks her *potion of invisibility* and flees, drinking the other magical tinctures as she goes.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +15; **CMB** +13; **CMD** 30 (34 vs. trip)

Feats Combat Expertise, Dodge, Exotic Weapon Proficiency (bolas)^B, Flyby Attack, Greater Weapon Focus (sting)^B, Greater Weapon Specialization (sting)^B, Improved Critical (sting)^B, Improved Initiative, Improved Natural Weapon (sting)^B, Power Attack, Skill Focus (Stealth), Toughness, Weapon Finesse, Weapon Focus (sting)^B, Weapon Specialization (sting)^B

Skills Acrobatics +17, Bluff +13,

Diplomacy +5, Fly +17,

Perception +19, Sense

Motive +6,

Stealth +40

(+44 in forests),

Survival +6;

Racial Modifiers

+4 Stealth (+8 in forests);

Size Modifiers +8 Stealth

SQ alertness, armor training 3, deliver touch spells, empathic link, scry on familiar, share spells

Languages Draconic, Orc, Undercommon; telepathy (60 ft.)

Combat Gear *potion of expeditious retreat*, *potion of haste*, *potion of invisibility* (2), *potion of nondetection*; **Other Gear**

+3 *glamered full plate*, +2 *heavy steel shield*, *amulet of mighty fists* +1, *belt of physical might* +2 (Str, Dex), *ring of deflection* +1, *ring of sustenance*, mwk bolas (6), adamantine box with Boris' real phylactery;

Attuned Gear

+4 *glamered full plate*, +4 *heavy steel shield*, *amulet of corrosive fists* +1, *cloak of*

+4 *glamered full plate*, *amulet of corrosive resistance* +4, *ring of*

mighty deflection +2

[**AC** 46; **Fort** +17,

Ref +15, **Will** +12;

Melee +1d6 acid

to

all attacks]

SPECIAL ABILITIES

Poison (Ex) Type – injury; save – Fort

DC 19; frequency – 1/minute for 10

minutes; effect – sleep for 1 minute; cure – 1 save.



HIS PERSONAGE OF GOLDEN FORTITUDE CR 19 – XP 204,800

N Medium humanoid (forsaken, human)
Male forsaken human monk (martial artist) 20
Init +7; **Perception** +19

DEFENSE

AC 27, touch 27, flat-footed 21 (+5 Dex, +1 dodge, +5 monk, +6 Wis)
hp 213 (20d8+180); fast healing 4 hp/hour^{VC}
Fort +13, **Ref** +17, **Will** +18

Defensive Abilities greater defensive roll 3/day, improved evasion, physical resistance 5; **Immune** death effects, energy drain, fatigue, exhaustion, magic (as a golem), stunning

OFFENSE

Speed 90 ft.

Melee unarmed strike +20/+15/+10 (2d10+2, Crit 19–20/x2) or flurry of blows +23/+23/+18/+18/+13/+13/+8 (2d10+2, Crit 19–20/x2) or +5 *quarterstaff* +22/+17/+12 or +5 *quarterstaff* flurry of blows +25/+25/+20/+20/+15/+15/+10 (1d8+7)

Ranged +5 *rifle* +25/+20/+15 (1d10+5, Crit x4, Range 80 ft.) or +5 *shuriken* flurry +28/+28/+23/+23/+18/+18/+13 (1d2+7, Range 10 ft.)

Special Attacks exploit weakness, flurry of blows, pain points, quivering palm (6/day, DC 27), stunning fist (20/day, DC 27)

TACTICS

Before Combat His Personage of Golden Fortitude is in crane style, maintaining an air of calm as he uses exploit weakness to study a foe.

During Combat His Personage of Golden Fortitude fights defensively and continues to exploit weakness an enemy while doing so (taking a -1 to attack, but gaining a dodge bonus of +13 to AC, or +17 against his chosen target). He attacks with flurry of blows, using the last several attacks to attempt to trip all creatures within reach. He stops spellcasters hindering his allies with stunning fists.

Morale If brought below 65 hit points, His Personage of Golden Fortitude leaps out of combat, revealing the explosive weapon hidden inside his quarterstaff as he escapes using his incredible speed.

STATISTICS

Str 14, **Dex** 20, **Con** 12, **Int** 14, **Wis** 22, **Cha** 11

Base Atk +15; **CMB** +22 (+26 trip, +31 trip with quarterstaff); **CMD** 44 (48 vs. trip)

Feats Abundant Spirit^{VC}, Combat Expertise, Combat Reflexes, Crane Style, Crane Wing, Crane Riposte, Deflect Arrows, Dodge, Exotic Weapon Proficiency (firearm), Greater Trip, Improved Critical (unarmed strike), Improved Trip, Improved Unarmed Strike, Point Blank Shot, Rapid Reload, Restorative Spirit^{VC}, Toughness, Weapon Finesse

Skills Acrobatics +22 (+42 to jump), Climb +14, Heal +16, Intimidate +13, Knowledge (engineering) +7, Knowledge (history) +10, Knowledge (local) +9, Knowledge (religion) +10, Perception +21, Ride +12, Sense Motive +21, Sleight of Hand +15, Stealth +20, Survival +10, Swim +14

Languages Common, Koé, Undercommon

SQ extreme endurance, fast movement, high jump, maneuver training, martial arts master

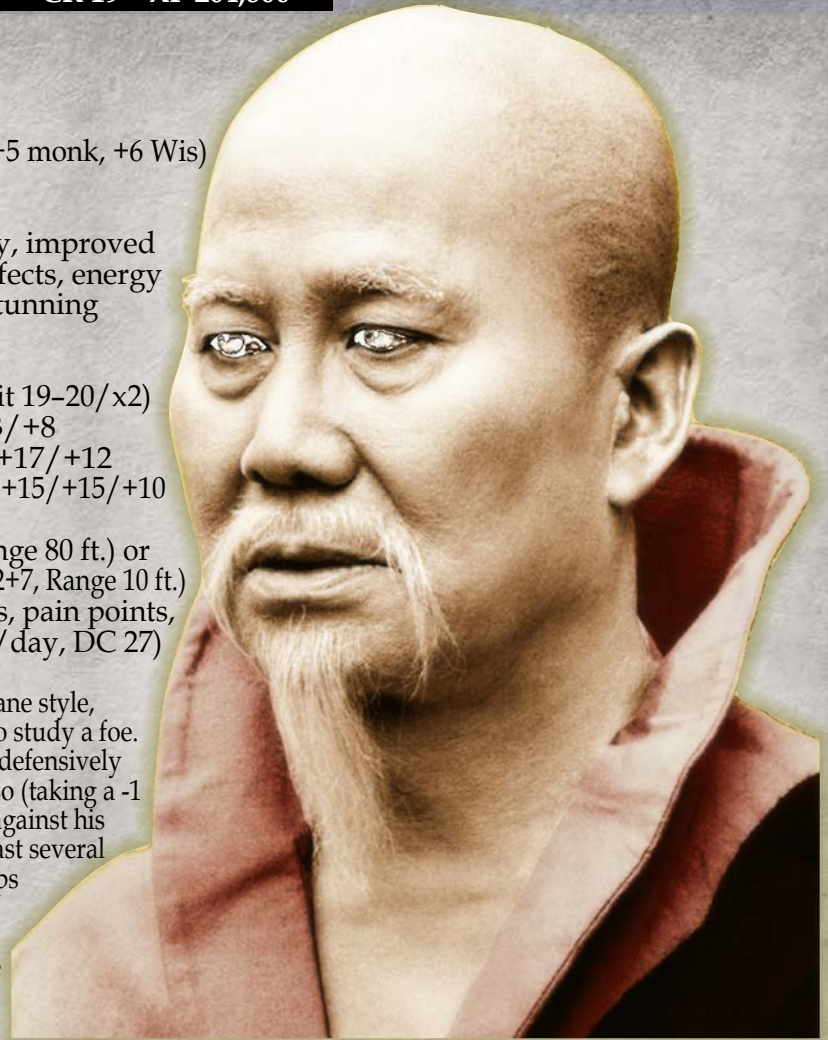
Combat Gear *serums of cure serious wounds* (10); **Other Gear** +5 *rifle* (disguised as +5 *quarterstaff*; 20 metal cartridges), +5 *shuriken* (45); **Attuned Gear** The Golden Emperor requires nothing else.

SPECIAL ABILITIES

Forsaken Presence - Golden Personage (Ex) His Personage of Golden Fortitude is constantly ensconced in an aura of soothing golden light. He receives a +5 circumstance bonus to all Charisma checks and Charisma-based skill checks as it shifts to pacify or unsettle those he deigns to interact with.

Born into poverty over a millennium ago, none could have anticipated what awaited the man who has come to rule Verentai for centuries. Each year at a celebration of his rule the people tell tales of when as a child, the prodigal martial artist routinely survived encounters with the monsters and oni that scattered the land before the Dynasty Purges. During *the Scarring*, he was struck down by a massive boulder only to free himself from below, bathed in golden light and immune to both magic and aging.

His Personage of Golden Fortitude immediately took to traveling in Verentai, ridding the lands of monsters and earning the trust of the people. He gained a following, and began to make use of his influence. As he moved through Verentai, he would help solidify the lines of power – new village heads, divine leaders, and military overseers – each to better aid in his overall goal of unifying the land. Since then he has consolidated control over Verentai and methodically plotted its growth. Unbelievably patient, he is a careful ruler who acts out plans made years or decades in advance. Many have openly criticized him, but His Personage of Golden Fortitude ignores them: he plays a long game, and has yet to fail to outlive any of them. Eventually, the warrior king's aspires to rid Veranthea of the chaotic trickster god Arenathi's influence, for which he is willing to pay nearly any price.



JAISAN JERENTOK, TRUE EMPRESS OF THE MISTS CR 19—XP 204,800

LG Medium humanoid (forsaken, human)
 Female forsaken human samurai (sword saint) 20
Init +3; **Perception** +20

DEFENSE

AC 33, touch 13, flat-footed 27 (+12 armor, +3 Dex, +7 shield)
hp 274 (20d10+120)

Fort +14, **Ref** +9, **Will** +9

Defensive Abilities chosen destiny, honorable stand 2/day, self reliant, without master; **Immune** magic (as a golem)

OFFENSE

Speed 20 ft.

Melee +5 *adamantine katana* +33/+28/+23/+18/+13
 (1d10+15 Crit 15-20/x2;+2 to confirm)

Ranged +5 *composite (+6) longbow* +28/+23/+18/+13/+8
 (1d10+11, Range 110 ft., Crit x3)

Special Attacks challenge (+20 damage, +6, 7/day),
 iajitsu strike +10d6, last stand 1/day

TACTICS

Before Combat Jaisan Jerentok calmly approaches her opponent until she is within range to deliver an iajitsu strike (if under fire, she moves at full speed).

During Combat The True Empress of the Mists uses Combat Expertise to boost her AC to 39 and either Cleave or her regular bevy of attacks after issuing a challenge, methodically making more challenges as enemies are eliminated.

Morale Jaisan Jerentok does not flee; the True Empress of the Mists does not fear death, and can resist it for a remarkably long time using her samurai abilities and immunity to most spells.

STATISTICS

Str 22, **Dex** 16, **Con** 14, **Int** 14, **Wis** 16, **Cha** 11

Base Atk +20; **CMB** +26; **CMD** 37

Feats Cleave, Cleaving Finish, Combat Expertise, Great Cleave, Greater Weapon Focus (katana)^B, Greater Weapon Specialization (katana)^B, Improved Cleave, Improved Critical (katana), Improved Feint, Improved Unarmed Strike, Power Attack, Toughness^B, Weapon Focus (katana), Weapon Specialization (katana)^B

Skills Acrobatics +19, Bluff +14, Climb +18, Craft (weapons) +17, Diplomacy +12, Handle Animal +8, Intimidate +13, Perception +20, Profession (fishing) +10, Ride +11, Sense Motive +26, Survival +10, Swim +29

Languages Common, Draconic, Koé, Tengu, Trekh

SQ brutal slash, demanding challenge, greater resolve, order (ronin), resolve 10/day, roaring iajitsu, terrifying iajitsu, true resolve, weapon expertise (katana)

Combat Gear *serums of cure serious wounds* (10); **Other Gear** +5 *adamantine katana*, +5 *composite (+4) longbow* (60 arrows), +5 *living steel heavy shield*, +5 *tatami-do*, *candle of truth*, *grappling hook*, 200 feet silk rope; **Attuned Gear** +5 *brilliant energy katana*, +5 *adamantine katana*, +5 *brilliant energy composite (+4) longbow* [Jaisan uses her *brilliant energy* weapons against living targets, ignoring their armor bonuses]

SPECIAL ABILITIES

Forsaken Presence - Morning Mists (Ex) Whenever Jaisan Jerentok makes an attack, her swinging blades and sailing arrows trail a spray of mist that grants her partial concealment (20%) until the beginning of her next turn.

One night as Jaisan Jerentok and the small military unit she was part of rested from their patrol duty in a small fishing village on the eastern coast, they came under attack by a cadre of terrible grindylow. Jaisan and her allies fended off the horrid creatures, but the assault was but the first of many and each took its toll on her squad—eventually only five of them remained standing against the beasts. It is said that they held the coast for seven days and seven nights, fighting alongside the spirits of their fallen comrades. Scholars debate if this is the first noted instance of ancestor spirits aiding in Urethiel.

Afterward the five came to be known as the Great Soldier Sages, having manifested powerful abilities during the battle that earned each their own title: Li-mei, the Living Flame, Nokari, the Spear of the East, Gi the Unmovable, and Ai-Yi of the Falling Stars. Jaisan's herself was titled Jaisan of the Mists, as her every strike would part the air before her as though it were a thick mist. A short time later they encountered the first known jaakujira, a terrible serpent as long as the coast itself. In the struggle, the other Soldier Sages were thrown far past the horizon, never to be seen again—but Jaisan was unstoppable and cut the creature without any aid.

Having discovered she was truly immortal, Jaisan became an icon. The people of her lands were quick to follow the immortal Empress of the Mists, allowing her to unite the lands that would become the Dynasty of Jerentok. After 344 years of rule, she determined that to continue controlling the nation she had fought so hard to hold together would ultimately tear it apart. After the heartfelt parting message of her sixteenth Consil-Yuri, the First Empress of Jerentok set off for parts unknown, leaving the throne to her youngest daughter with one demand: each future Empress to succeed her must sail around the continent and survive.

23 years later Koisan Jerentok made the journey, and on the northeastern edge of Urethiel, met her grandmother. Jaisan challenged her descendant to a test of martial skill, all the while judging the potential ruler's resolve, poise, and willpower. After leaving her bladeless and stricken of armor, Koisan left in shame, returning to Jerentok and relinquishing her own claim, instead raising her daughter to be a fit ruler who would reign for decades. Centuries later, the current Empress Shyr-Ahn Jerentok undertook the voyage and returned with the "original sword" of her great-grandmother (actually a copy Jaisan makes for each of her successful descendants), taking the throne without complaint. Few in Urethiel—only the other Immortals, the current empress, and her Consil-Yuri—know of the True Empress of the Mist's continued existence.



ZHENGFENG, WIND OF FORDHATTA CR 19 – XP 204,800

CE Medium humanoid (human, orc)
 Female forsaken half-orc rogue (scout) 20
Init +6; **Senses** darkvision 60 ft.; Perception +23
DEFENSE

AC 32, touch 17, flat-footed 25 (+9 armor, +6 Dex, +1 dodge, +6 shield)

hp 233 (20d8+140)

Fort +8, **Ref** +18, **Will** +8

Defensive Abilities defensive roll 1/day, evasion, ferocity, trap sense +6;

Immune magic (as a golem)

OFFENSE

Speed 30 ft.

Melee +5 *adamantine sword of subtlety* +22/+17/+12 (1d6+7, Crit 19-20/x2, +4 to attack and damage with sneak attack) or unarmed +17/+12/+7 (1d4+2)

Ranged +5 *shuriken* +27/+22/+17 or +25/+25/+20/+15 or flurry of stars +23/+23/+23/+23/+18/+13 (1d2+7, Range 10 ft.)

Special Attacks ki pool (6 points), master strike (DC 23), scout's charge, skirmisher, sneak attack +10d6

TACTICS

Before Combat Zhengfeng remains hidden, waiting for at least six opponents to expose themselves before unleashing a flurry of poisoned shuriken. If making an impact is more important, she uses ki charge on an adamantine pellet grenade instead.

During Combat The Wind of Fordhatta uses shadow clone before disappearing with hide in plain sight, continuing to sneak attack flurries of shurikens until her opponents are dead or running.

Morale Zhengfeng didn't get to be hundreds of years old without knowing when to retreat, and she flees when reduced to 40 hit points.

STATISTICS

Str 14, **Dex** 22, **Con** 15, **Int** 16, **Wis** 14, **Cha** 12

Base Atk +15; **CMB** +17; **CMD** 34

Feats Close Quarters Thrower (shuriken), Deflect Arrows, Dodge, Extra Ki, Exotic Weapon Proficiency (shuriken), Improved Unarmed Strike, Mobility, Point Blank Shot, Rapid Shot, Shield Proficiency (buckler), Shot on the Run, Weapon Focus (shuriken)

Skills Acrobatics +29, Bluff +16, Climb +16, Craft (alchemy) +21, Diplomacy +12, Disable Device +25, Disguise +24, Escape Artist +29, Intimidate +14, Knowledge (dungeoneering) +8, Knowledge (history) +15, Knowledge (local) +14, Linguistics +12, Perception +23, Sense Motive +17, Sleight of Hand +16, Stealth +29, Swim +16

Languages Abyssal, Common, Draconic, Dwarven, Elven, Giant, Goblin, Infernal, Orc, Undercommon

SQ rogue talents (combat trick, defensive roll, fast stealth, ki pool [6 points], ninja trick [deflect arrows, flurry of stars, forgotten trick, high jumper], poison use, skill mastery [Acrobatics, Bluff, Climb, Disguise, Stealth]), trapfinding +10

Combat Gear 10 poisoned +5 *shuriken* (4 tears of death, 6 black lotus extract), acid flasks (4), alchemist fires (4), adamantine pellet grenades (6), flash powder (10), fuse grenade (6), *serum of cure serious wounds* (5), skyrocket fireworks (2), smokesticks (10), tangleburn bags (3), tindertwigs (20); **Other Gear** +5 *adamantine sword of subtlety*, +5 *buckler*, +5 *mithral shirt*, +5 *shuriken* (90), mwk disguise kit, mwk thieves' tools, liquid blades (3), liquid ice (3), mask, ninja robes;

Attuned Gear +5 *vorpal adamantine sword of subtlety*, +4 *brilliant energy katana* [**Melee** +5 *vorpal adamantine sword of subtlety* +22/+17/+12 (1d8+7/18-20) or +4 *brilliant energy katana* +21/+16/+11 (1d8+7/18-20)].

SPECIAL ABILITIES

Forsaken Presence - Shadows of the Night (Ex) Zhengfeng is constantly embroiled by shadows and may hide in plain sight.

The Wind of Fordhatta is a rumor in drinking houses and gambling dens, and an often-referred to actor in the shadowed doings of the courts of the Dynasties. She is a feared assassin and virtually undetectable; even the best protected and well defended nobles have fallen to a flurry of her stylized shuriken over the centuries.

Although she is rarely seen and no records remain of her history, some common themes persist through the tales of Zhengfeng. Her title as the Wind of Fordhatta describes how she always appears out of dark mist, and remains at all times shrouded in wisps of black smoke. Some claim that despite being forsaken, she can disappear, or even transform, into a fatal cloud of mist – whether this is some kind of magic or something else is unconfirmed. In addition to her strange abilities, many tell tales of her frightful visage, most agreeing that her face is monstrous at times, though to what degree is uncertain. Some claim she sports large fangs while others liken her appearance to an oni or even a First Imperial.

Zhengfeng's methods, motives, and activities are a mystery to all but herself – all three Dynasties offer a bounty for any information on her whereabouts (though Fordhatta's rewards are far lower). There's no shortage of criminals that claim to know her, but few speak the truth – it is rare for anyone to survive a meeting with the Wind of Fordhatta if she does not will it.

Zhengfeng prizes her collection of poisons, gathered and carefully curated over hundreds of years in caches all over Urethiel. She has access to any poison she needs and keeps 5 additional +5 shuriken poisoned with tears of death, as well as 50 masterwork shuriken poisoned with wyvern poison. All of Zhengfeng's ki points are from extraordinary sources, as are her ninja tricks; she may utilize ninja tricks in this way as though she were not immune to magic.



NG Huge construct (incorporeal, mythic)

Init +12; **Senses** blindsight 120 ft., darkvision 300 ft., see in darkness;

Perception +36

DEFENSE

AC 42, touch 32, flat-footed 32 (+8 Dex, +2 dodge, +8 deflection, +6 insight, +10 natural, -2 size)

hp 575 (30d10+310+100 mythic) fast healing 10

Fort +12, **Ref** +20, **Will** +18

Defensive Abilities incorporeal; **DR** 10/epic; **Immune** construct traits; **SR** 30

OFFENSE

Speed fly 100 ft. (perfect)

Melee five psychic slams +36 (1d8+6 plus 5d10 force damage)

Ranged four psychic bolts +36 (6d12 force damage, Range 50 ft., Crit 19–20/x3 and staggered 1d4+1 rounds; Fort DC 40 to reduce to 1 round)

Space 15 ft.; **Reach** 15 ft. (25 ft. psychic slam)

Special Attacks mythic surge (10/day, 1d12), psychic slam, psychic bolt

Spell-Like Abilities (CL 30th; concentration +38)

Constant—*arcane sight, tongues*

At will—*dispel magic, greater invisibility,*

greater scrying, major image (DC 21), spell turning, telekinesis, teleport, true sight

3/day—*gate, telekinetic sphere, telekinetic storm, wish*



TACTICS

Before Combat Sciemaat evaluates its opponents and identifies anyone that might be turned to its cause, speaking directly into their minds with logical arguments for why a violent conflict isn't necessary.

During Combat Sciemaat gives no quarter, using its abilities to get in the midst of enemies and then unleashing psychic slams laden with status effects.

Morale Sciemaat flees into the Forever Dark when reduced to 100 hp or less.

STATISTICS

Str —, **Dex** 26, **Con** —, **Int** 23, **Wis** 22, **Cha** 27

Base Atk +30; **CMB** —; **CMD** —

Feats Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Great Fortitude, Hover, Flyby Attack, Improved Critical (psychic bolt), Improved Initiative, Iron Will, Lightning Reflexes, Staggering Critical, Stand Still, Toughness, Wingover; **Mythic Feats** Dodge, Improved Critical (psychic bolt), Iron Will, Lightning Reflexes, Toughness

Skills Fly +22, Knowledges (all) +19, Perception +36, Sense Motive +36, Spellcraft +36, Stealth +10, Survival +36, Use Magic Device +38; **Size Modifiers** -4 Fly, -8 Stealth

Languages all, telepathy 300 ft.

SQ divine source, insightful mind, shattered constitution

SPECIAL ABILITIES

Divine Source (Su) Sciemaat can grant divine spells to those who follow its cause, allowing it to be selected as a deity for the purposes of determining spells and domains (charm, good, magic, protection). Each day as a spell-like ability, Sciemaat can cast one spell of every level from the charm, good, magic, or protection domains.

Insightful Mind (Su) Sciemaat gains an insight bonus to AC equal to its Wisdom modifier, adds its Wisdom modifier to psychic slam damage rolls, and gains a mythic bonus to Knowledge checks equal to its Wisdom modifier.

Psychic Bolt (Su) As a free action while dealing damage to a creature with its psychic bolt, Sciemaat can reduce the force damage dealt by the attack by -1d12 to grant one of the following conditions for 1d4+6 rounds: blinded and deafened, confused, or panicked. A DC 40 Fortitude save negates the condition.

Psychic Slam (Su) As a free action while dealing damage to a creature with its psychic slam, Sciemaat can reduce the force damage dealt by the attack by -1d10 to grant one of the following conditions for 1d4+6 rounds: bleed 2d10, exhausted, nauseated, or stunned. A DC 40 Fortitude save negates the condition.

Shattered Constitution (Su) Sciemaat is composed of the shattered Dragon Mind and though unable to fully manifest to gain all the benefits of its true Constitution, it gains bonus hit points as if it had a Constitution modifier of +7.

Sciemaat lives in a secret location somewhere in the Forever Dark in a vast cavern only accessible through chutes too cramped for most creatures to squeeze through (a DC 40 Escape Artist check for a Medium-sized creature). From this hidden locale the shattered god that formed from the first few collected pieces of the *Dragon Mind* sends out its agents to collect more fragments of the psychic shield that once protected all of Veranthea from the Nightmare Gods, growing in power and scope with each recovered shard. The most important of these servants is Issiah Courtright (N Male half-doppelganger gunslinger 20^{VC}), a deadly pistolero that either fails to realize the part he is destined to play in Sciemaat's return to power or is unwilling to accept it. Time and again the desperado has unknowingly ridden into operations run by The Flesh, disrupting their excavations of *Dragon Mind* fragments only to take them for himself, ultimately trading the precious jewels of mythic essence to another (usually aware and devout) devotee of the demigod. With the power Sciemaat has managed to amass thus far it has begun to gather more adherents to reform itself and take its place among the pantheon of Veranthea—with each passing day more groups of adventures are cajoled, coerced, compelled, or tricked into descending down into the Forever Dark on missions of divine portent, completely unaware of their role in the demigod's ascent.

CARAMBAL, THE LAST IRRATIONAL CR 17 – XP 102,400

Agile^{MA} clockwork soldier^{B3} magus 10

N Medium construct (clockwork)

Init +29/+9; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE

AC 33, touch 21, flat-footed 22 (+6 armor, +5 Dex, +6 dodge, +6 natural)

hp 175 (16d8+36+64 mythic)

Fort +9, **Ref** +13, **Will** +11

Defensive Abilities evasion; **DR** 5/adamantine; **Immune** construct traits; **Resist** electricity 10

Weaknesses vulnerable to electricity

OFFENSE

Speed 90 ft.

Melee +1 shock rapier +28/+28/+23/+18 (1d6+13+1d6 electricity, Crit 15–20/×2)

Ranged mwk revolver +27/+27/+22/+17 (1d8, Crit x4, Range 20 ft.) or sonic rifle^{TC} +26/+26/+21/+16 (2d6 sonic, Range 150 ft., 10 shots/day)

Special Attacks improved spell combat, latch, spell combat (–2 attack, +2 concentration), spellstrike

Spell-Like Abilities (CL 5th; concentration +8)

at will – *detect thoughts* (DC 13)

Magus Spells Prepared (CL 10th; concentration +13)

4th – *greater invisibility*

3rd – *fireball* (DC 16), *haste*, *lightning bolt* (DC 16)

2nd – *defensive shock*, *invisibility*, *mirror image*, *scorching ray* (2)

1st – *chill touch*, *magic missile*, *magic weapon*, *shield*, *shocking grasp* (2)

0th – *acid splash*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*

TACTICS

Combat Carambal casts *greater invisibility* and *haste*, stalking in range to unleash a furious bevy of attacks that quickly cut down the most impressive opponent (or if he can identify a healer, the healer). He uses his incredible speed in conjunction with Spring Attack and dual initiative to flee into the wilderness in between striking, waiting for enemies to group and help the wounded before unleashing his spells.

Morale Carambal flees when reduced to 40 hp or less.

Base Statistics Without casting *haste*, Carambal's AC, Reflex saves, attacks, and CMD are 1 lower and he makes one fewer attack at his highest base attack bonus.

STATISTICS

Str 30, **Dex** 20, **Con** –, **Int** 17, **Wis** 15, **Cha** 16

Base Atk +15; **CMB** +25 (+27 disarm); **CMD** 46 (48 vs. disarm)

Feats Combat Casting, Dodge, Eschew Materials, Improved Critical (rapier), Improved Initiative^B, Lightning Reflexes^B, Mobility, Spring Attack, Toughness, Weapon Focus (rapier)^B, Weapon Specialization (rapier)

Skills Acrobatics +13, Bluff +13, Disable Device +4, Disguise +3 (+43 as humanoid), Intimidate +12, Knowledge (arcana, dungeoneering, planes) +7, Knowledge (engineering) +4, Knowledge (local) +21, Perception +10, Sense Motive +10, Spellcraft +12, Stealth +13, Swim +17, Use Magic Device +13; **Racial Modifiers** +40 to Disguise as a humanoid

Languages Common, Dwarven, Elven, Undercommon

SQ arcane pool (8 points, +3), dual initiative, efficient winding, fighter training, knowledge pool, magus arcane (close range, silent magic, still magic), medium armor proficiency, proficient, mythic hit points, spell recall, standby, swift reactions

Gear +1 shock rapier, +3 glamer shock resistant studded leather, medallion of thoughts, ring of x-ray vision, mwk revolver (24 bullets), sonic rifle^{TC}, tribal mask; **Attuned Gear** +1 shock wounding rapier, +5 glamer shock resistant studded leather, boots of teleportation, portable hole, ring of freedom of movement, stone of good luck [AC 35, flat-footed 24; **Saves** +1 to all; **Melee** +1 shock wounding rapier +28/+28/+23/+18 (1d6+13+1d6 electricity plus 1 bleed, Crit 15–20/x2); **CMD** immune to grapple and difficult terrain; **Skills** +1 to all; *teleport* 3/day]

SPECIAL ABILITIES

Dual Initiative (Ex) Carambal gets two turns each round, one on its initiative count and another on its initiative count – 20. For example, if Carambal's initiative is 35, for its first turn it could make a full attack (and take a 5 foot step) at initiative 35, and for its second turn at initiative 15 it could take a move action and cast a spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of Carambal's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage), only Carambal's first turn each round counts toward such durations.

Latch (Ex) Carambal can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and he receives a +2 bonus on disarm checks. In addition, Carambal receives a +2 bonus to CMD against attempts to disarm him.

The Last Irrational is unique, one of the first advanced Puppetmen to attempt to cross the Roaming Reefs. He suffered extreme damage to his artificial brain but escaped intact to a nearby island, aided by a strange elven maiden (one of the Nightmare Gods in disguise, the Unspeakable Vanesprell) that spoke with him at length and ultimately freed the clockwork man from his blind devotion to the Great Crawth (subtly blessing him with mythic power as well intellect and force of will). The Last Irrational quickly fell into his own seat of power – brilliant, insane, and masochistic, he now rules over a tribe of primitive men and women who make their home deep in the jungles of the Caramballa. Killing all who find their city as a sacrifice atop tall, stepped pyramids, the locals consider the rogue construct a god. Even the native's word for him (Carambal) has found its way into the name of the archipelago, although there are few records of this to be found beyond the great libraries of Volsini Nova. The Last Irrational sees this worship as just and revels in his small kingdom, and while he is extremely dangerous and prone to fits of insane violence, the knowledge that his damaged brain possesses could be of extreme use to anyone looking to uncover the ancient secrets of the Veil (he knows the truths behind the Great Crawth and H'gal, though he has never actually met the latter.)



H'GAL, GRAND LICH OF PROXIMA ALTERRA

CR 17/MR7 – XP 102,400

Male lich (alterran) necromancer 13

LE Medium undead (alterran, augmented monstrous humanoid, mythic)

Init +6; **Senses** darkvision 60 ft., life sight*, spell perception; **Perception** +10

Aura fear (60-ft. radius, DC 28)

DEFENSE

AC 30, touch 20, flat-footed 25 (+5 armor, +5 deflection, +5 Dex, +5 natural)

hp 201 (13d6+117+42 mythic)

Fort +9, **Ref** +10, **Will** +11

Defensive Abilities channel resistance +8, rejuvenation; **DR** 15/bludgeoning and epic and magic;

Immune cold, electricity, undead traits; **Resist** positive 10; **SR** 32

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee 2 gore +6/+1 (1d4), touch +1 (1d8+6 plus paralyzing touch) or +5 *keen vorpal scimitar* +11/+6 (1d6+5, Crit 17–20 x2), touch +1 (1d8+6 plus paralyzing touch)

Special Attacks grave touch (9/day), mythic power (7/day, surge +1d10), paralyzing touch (DC 28), power over undead (9/day, DC 19), wild arcana

Spells Prepared (CL 13th; concentration +21)

7th—quicken *hold person* (DC 21), *wave of exhaustion* (DC 25)

6th—*acid fog*, *disintegrate*^M, *greater dispel magic*

5th—*lightning arc*^M (DC 23), *mass repair undead*, *teleport*, *wall of force*

4th—*black tentacles*^M, *dimension door*^M, *enervation*^M (2), *mass reduce person* (DC 22)

3rd—*haste*, *fly*, *ray of exhaustion* (DC 21), *stinking cloud*^M (DC 21), *summon monster III*, *wind wall*

2nd—*alter self*, *blindness/deafness* (DC 20), *command undead* (DC 20), *false life*, *hideous laughter* (DC 20), *levitate*

1st—*grease*, *magic missile*^M, *obscuring mist*, *protection from good*, *shield*, *sleep* (DC 19)

0th—*detect magic*, *ghost sound*, *mending*, *message*, *open/close*, *prestidigitation*

Opposition Schools divination, illusion (^M is mythic)

TACTICS

Combat H'gal is always under the effects of *scrolls of greater false life* (+24 hp) and casts *shield* if the situation calls for it, summoning monsters before entering the fight. The lich then casts *fly* and seeks a position at a distance from which to unleash his withering repertoire of spells, only moving in for the kill when he appears to have the upper hand.

Morale When reduced to 44 hp or less, H'gal *teleports* back to his laboratory or the nearest safe haven.

STATISTICS

Str 10 **Dex** 22, **Con** —, **Int** 26, **Wis** 14, **Cha** 20

Base Atk +6; **CMB** +6; **CMD** 27 (31 vs. bull rush or trip)

Feats Augment Summoning, Command Undead, Craft Biodevice, Craft Wand, Quicken Spell^B, Scribe Scroll^B, Spell Focus (conjunction)^B, Spell Penetration, Technologist^{IG}, Toughness; **Mythic Feats** Augment Summoning, Command Undead, Mythic Spell Lore^B, Spell Penetration, Toughness

Skills Appraise +15, Craft (alchemy, mechanical) +22, Disable Device +10, Fly +20, Heal +7, Knowledge (arcana) +16, Knowledge (engineering) +23, Knowledge (local) +22, Knowledge (planes) +15, Perception +10, Sense Motive +10, Spellcraft +22, Stealth +14, Use Magic Device +11; **Racial Modifiers** Knowledge (engineering) +1, Disable Device +1, Perception +8, Sense Motive +8, Stealth +8

Languages Abyssal, Aklo, Alterran, Auran, Celestial, Draconic, Common, Ignan

SQ arcane bond (scimitar of biocleansing), life sight (20 ft., 13 rounds/day), mythic phylactery (repurposing vat), mythic potency

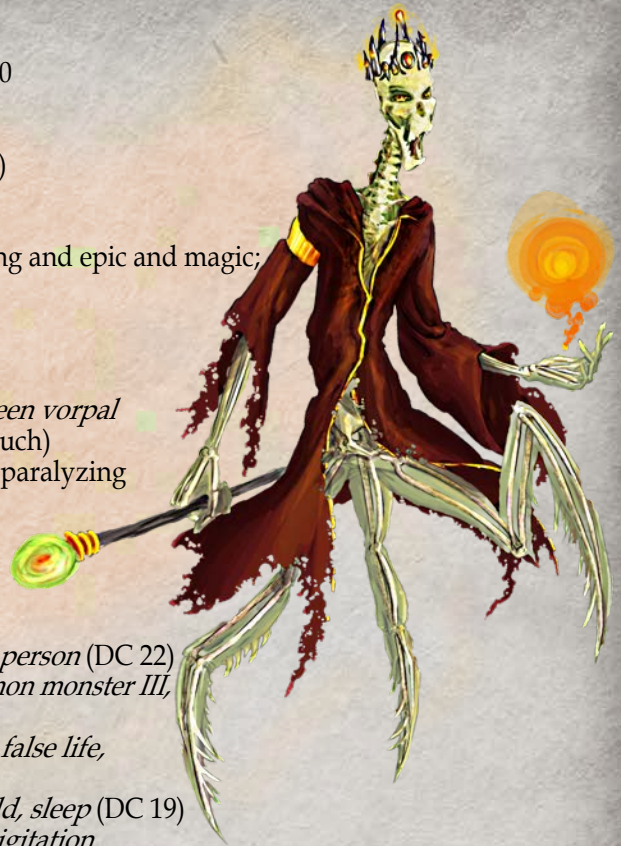
Combat Gear *scroll of greater false life* (5); **Other Gear** *bracers of deathless armor* +5, *belt of dexterity* +6, *headband of mental superiority* +2, *repurposing vat*, *ring of protection* +5, *rod of greater extended metamagic*, *scimitar of biocleansing* (+5 *keen vorpal scimitar*); **Attuned Gear** *boots of teleport*, *robe of eyes* [**Senses** darkvision 120 ft., see all invisible or ethereal 120 ft., Perception +20; improved uncanny dodge; *teleport* 3/day]

SPECIAL ABILITIES

Creeping Paralysis (Su) A creature that strikes H'gal with a natural weapon, unarmed strike, or non-reach manufactured weapon, or otherwise touches the lich must save or be affected by H'ga's paralyzing touch ability. This triggers only once per round per creature.

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at H'gal must succeed on a DC 28 Will save or become frightened. Creatures with 5 HD or more must succeed at a DC 28 Will save or be shaken for 13 rounds. A creature that successfully saves cannot be affected again by H'gal's aura for 24 hours. This is a mind-affecting fear effect.

The exiled grand lich of Proxima Alterra avoids direct combat unless it is completely necessary, but with his intense magic and powerful, life-snuffing sword he can be an unholy danger both at range and up close. H'gal managed to finally blend artifice and magic when he created his phylactery—an arcane womb of sorts, the alterran transformed one of his species' repurposing vats into his means of unending rebirth. From the outside this grey metal cylinder looks like a column or barrel, but the inside is scribed heavily with the runes and immaterial anchors required to draw H'gal back from the Abyss, that he may fulfil his dark purposes. The location of his lair is a guarded secret, but it is rumored to be somewhere within the mountains of Ostershain, far north of any inhabited land.



VERANTHEA CODEx

If you like the radical fantasy and
RPG content contained within
these pages, check out
VeranthaCodex.com for
4 free preview PDFs
and consider getting
the *Verantha Codex*
campaign setting
and GM resource!



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Player Companion: Dragon Empires Primer © 2011, Paizo Publishing, LLC; Authors: Tim Hitchcock and Colin McComb.

Pathfinder Player Companion: People of the River © 2014, Paizo Inc.; Authors: Tim Akers, Jason Brick, Ethan Day-Jones, James Jacobs, Nick Salestrom, David Schwartz, and William Thrasher.

Sand Giant from the Tome of Horrors Complete. Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Veranthea Codex © 2015 Mike Myler, published under license by Rogue Genius Games; Author Mike Myler, with Michael Allen, Luis Loza, Michael McCarthy, Brian Wiborg Mønster, Julian Neale, and Colin Stricklin.

Even before the Primal Gods' epic battle over Grethadnis and *the Scarring* that both marred the Fair Continent with wild magic while shattering the distant peak of Mount Nestraka on Urethiel, the gods of Veranthea have played a vital role in the development of the world. Discover the power and prestige the deities have to offer in *Veranthea Codex: Radical Pantheon!* Within this tome are the histories, practices, rites, and rituals of the 18 major gods, a dozen demigods, and a host of powerful items and spells known only to the faithful. Tapping into divine power is no longer the purvey of only the most devout – now any worshipping adventurer can wield some of the gods' holy (or unholy) power to pen their own destiny in Veranthea!

Inside of this supplement for the *Veranthea Codex* you'll find:

- Information on the holy texts, churches, clergy, holidays, temples, sayings, doings, and homes of the gods of Veranthea!
- The aspect of Death and details on the Dead Empire that lay waiting beneath Urethiel!
- 18 new magic items, 18 new spells, 4 new feats, and 6 new religious character traits!
- Four class archetypes: the divine drunkard (brawler), holy innovator (gunslinger), merchanter (paladin), and Tian-Ti Ang Agent (bard)!
- 18 new heralds of the gods of Veranthea (CR 15 outsiders with 18 hit dice) as well as a handful of divine servants for every deity!
- 9 demigod statblocks of liches (both alien and half-dragon), rogue robots, the shattered *Dragon Mind* personified, and more for high level and epic encounters!
- *Veranthea Codex: Radical Pantheon* is fully optimized with citations to the Pathfinder Reference Document and Pathfinder Roleplaying Game library to get the maximum possible use out of existing content, giving GMs that like to game on the fly a perfect resource for spontaneous gaming!

