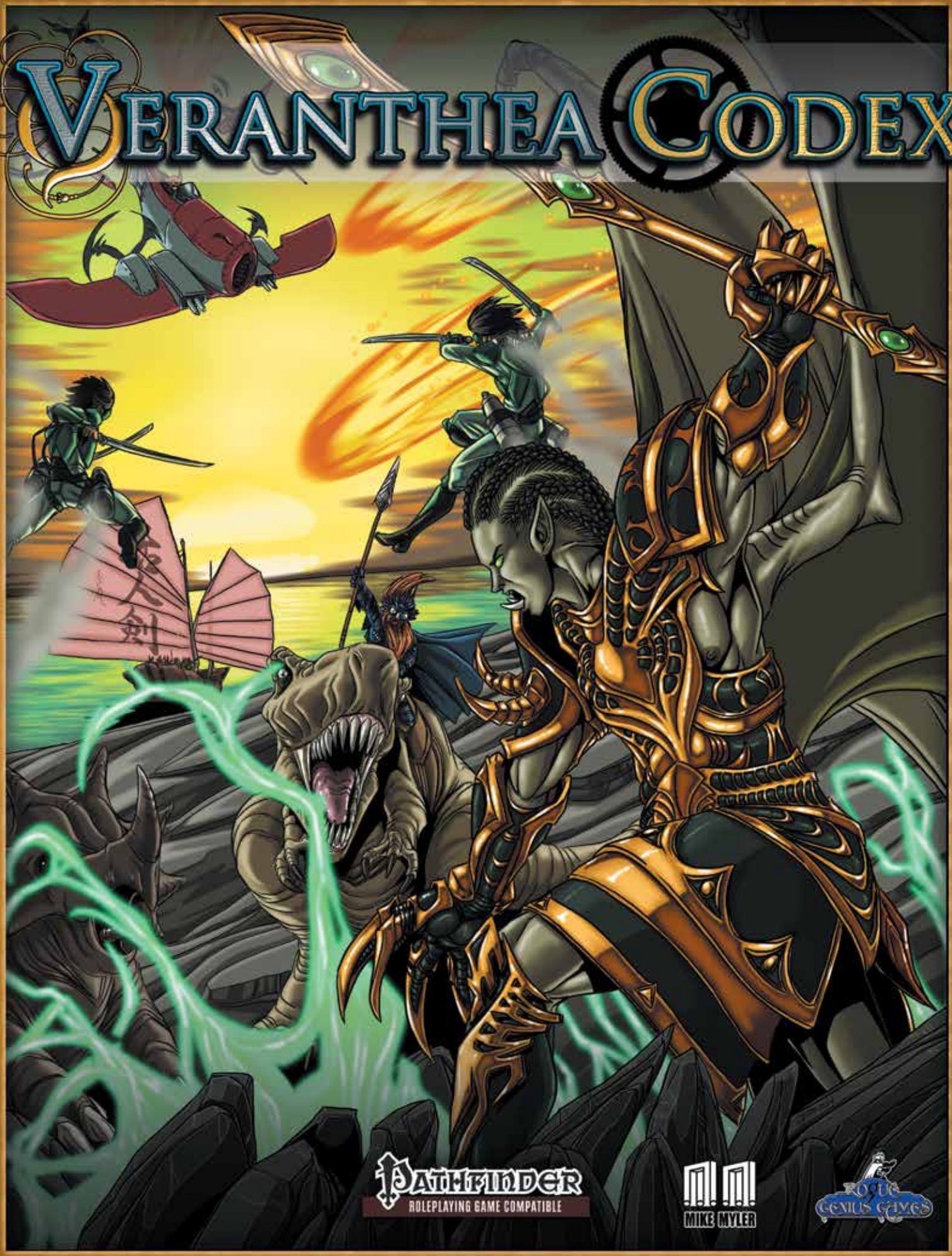
Veranthea Codex



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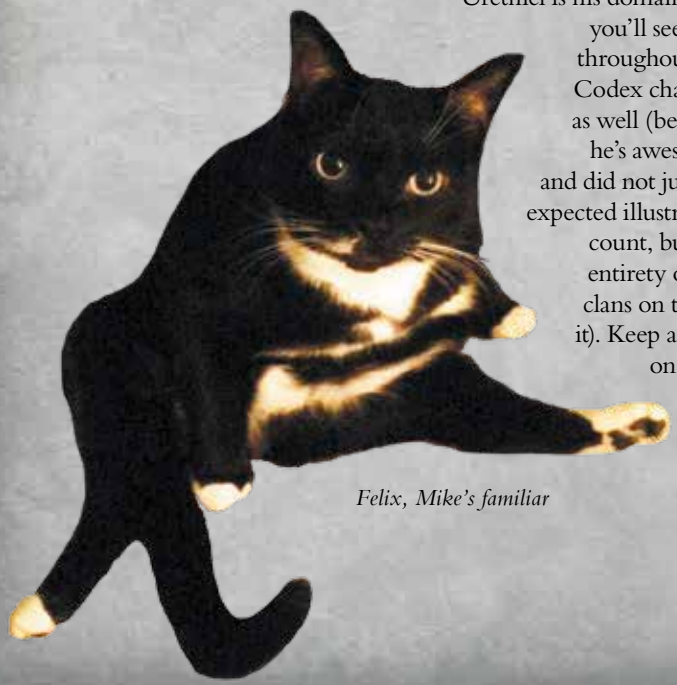
A RADICAL BEGINNING...

Veranthea began almost a decade ago (and depending on how you count it, perhaps longer) and is the birthplace of countless adventures. Many of the NPCs within are former PCs, and much of the world was determined by player actions years before I ever got the idea that my personal universe would be fully realized in such a way.

Which inspires a fantastic feeling—not many people are lucky enough to receive this kind of opportunity, and I'm humbled by it. **Thank you for buying this book, or if you were a Kickstarter backer, funding the project.**

As I write this, we're about halfway through development and I'm finally able to safely say *we've doubled our minimum-expected page count*. There's an amazing resource in your hands or on your screen, and in addition to the folks who funded our Kickstarter to make that possible, there are six individuals that bear an additional mention for their efforts. Before I dispense with *what amazing things await you*, we're going to bring light to *their* heroic deeds.

1. **Justin Andrew Mason:** You'll notice as you flip through this book that we made liberal use of the public domain—and sometimes, you won't. That's because JAM is amazing at his job, fantastically productive, and worked on or created scores of illustrations and graphics for Veranthea. He is also featured in the magickarr (page 43). Without him, this book would be much, much smaller (and less exciting to boot).
2. **Michael McCarthy:** Michael is incredibly polite and a very hard worker, both of which had something to do with his agreeable nature throughout this hectic process (as he deals with a new baby and prepares for an incoming one). Despite our ballooning word count, he stayed with things and kept the boat afloat. Update: Baby was safely evacuated, folks!
3. **Indi Martin:** Indi's work is displayed quite prominently throughout Veranthea, largely in Grethadnis but also the Codex chapters. She unexpectedly got the deities, and remained affable and flexible throughout development to *blow us all away*. Watch for her star to keep on rising.
4. **Nathanael Batchelor:** Young and talented, Nathanael's bitten into this with his entire jaw and won't let go. Urethiel is his domain, but you'll see him throughout the Codex chapters as well (because he's awesome, and did not just his expected illustration count, but the entirety of the clans on top of it). Keep an eye on him.



Felix, Mike's familiar



5. **Lj Stephens:** In addition to driving me around Seattle and generally being a wonderful lady, Lj swooped in at the very end of the project and fixed a massive number of my mistakes, doing all of the layout for the book from scratch! She uncovered even more oversights along the way and with her peculiarly detailed vision brought the many radical elements of Veranthea into the perfect focus you're about to enjoy. My hat is not just taken off for her—I owe her a hat.
6. **Stephanie Connors:** Without this woman I'd never have sold a word. She deals with my brutal work schedule and constant pontificating on fictional places, and without her Veranthea would've remained locked away in my skull. We all owe a nod to the Beatific Arbiter.

The other developers, artists, designers, and writers involved with this project also did an amazing job, and I can honestly say that we've made the best possible book for my world that we could—I am overwhelmingly proud of our work. Please enjoy the fantastic campaign setting contained within these pages, and make sure to let us know about the adventures that you have in Veranthea! Countless hours of toil have gone into the world you are about to experience, and our fondest wishes are that you derive as much pleasure from reading and using it as we did making it. This is a special place and it was our supreme joy to bring it into existence.

Without further ado, we present to you the *Veranthea Codex*.

Mike Myler

Chapter 1

...TO A RADICAL WORLD

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



GRETHADNIS

Sword, Sorcery, and Steampunk

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

URETHIEL

High Fantasy Wuxia



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



TRECTOYRI

Dieselpunk Monsters

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

FOREVER DARK

Western Underworld

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

Immortality is a tedious thing to some, but not Yawvil: the wizard never lost his youthful curiosity; the wealth of knowledge within his reach never enough. With the same enthusiasm the ancient mage took to his first spellbooks, he prepared the last of the meticulously arranged reagents on the floor, practicing in his mind the powerful incantations for the ritual required to view the *Conxecron* without revealing his presence.

What petty arguments would the pompous, deific fools engage in this century? What "powerful secrets" will they reveal? What ridiculous decrees are to be forced upon the land? With a familiar sense of supreme satisfaction, Yawvil began the initial arcane gestures for the centennial delight but out of the corner of his eye, a book floated down from its shelf—the *Veranthea Codex*. The old wizard grinned and nodded to the worn adventuring journal as it emanated a shimmering blue light, teleporting away from his keep. Only while the gods were distracted could his clever little book do its work, its grand accumulation.

If the pantheon's predictions were correct, this year's read would be most interesting indeed…

Braxthar gave a sigh and straightened up—after spending hours exploring another abandoned town in the Forever Dark, the ache in his back was excruciating. A search that, once again, had turned up nothing. This place had been looted by adventurers centuries before he found the map leading beneath the surface.

Turning back towards camp, Braxthar caught something just at the edge of his vision: a faint glow, the telltale sign of a secret door. He checked to ensure his revelator was on in disbelief, but the glow remained. It made no sense to the dwarf; he'd been through this area three times already today, and his meticulously crafted devices *never* gave false readings, even if his brother's did. He turned a knob on the detectorium to check for traps and, finding none, carefully pressed his hand against the door.

To his surprise it swung open easily, not just unlocked and unbarred but almost as if it moved of its own volition. All that greeted Braxthar was a small plinth and a worn old book upon it, which beyond all reason, he felt compelled to read. He prepared to scan the room beyond for traps, but before he knew it he was standing with his hands on the tome. The dwarf struggled for the reason he'd just blindly walked into what could have been his death, but whatever *had* just happened was out of the grasp of his normally ordered and calculating mind. Before the intrepid explorer had time to ponder the anomaly any further, blue energy shimmered around both Braxthar and the book—and the world turned black.



Chapter 1

An enormous giant charged toward him across a dry expanse, greatsword held ready to strike. Braxthar nearly dropped the book scrambling for cover that wasn't there, barely avoiding the gnome that rocketed overhead to slash the behemoth's hamstring with surgical precision. The ground shook as the giant crashed not two feet from Braxthar, momentarily stunned. Before it could recover, the gnome flashed Braxthar a casual smile, then buried his sword in the giant's neck.

And Braxthar's hold on the world slips away once more.

—

Swimming back to consciousness, the smell of saltwater fills Braxthar's nose as he finds himself on the deck of a sailing ship. Spotting the gleaming spires of fair Srendthay on the horizon, the dwarf briefly feels a semblance of place before being thrown into a wall of barrels by the unwary elbow of an orc twice his size.

Braxthar spins about to find the ship full of orcs and goblins prepared for war; a red fist decorating every uniform and crimson-painted hands clutching firearms of every type. As curiosity of these strange firearms begins to get the better of his caution, blackness consumes Braxthar again.

—

Sitting on the floor of the secret chamber, empty handed and confused, the dwarf hears a smooth, royal voice state, "Thank you, Braxthar Grimdrahk."

The rattling of chains echoed deep beneath Mount Nestraka, where Shojo Matsumo, the Master in Irons, stalked a sect of the cult of Elaith. He knew they were down here, but after hours of searching, Shojo found a sliver of doubt had made its way into his steel heart.

The tunnel finally opened, yawning into a blinding expanse of shimmering colors, as if the brightest light of the sun shone upon His Personage of Golden Fortitude's treasury. Unable to see beyond the threshold, Shojo focused his spirit and stepped within—expecting a cultist trap. Instead, a kaleidoscope of emotions overwhelmed him: his mind whipped between sublime bliss, great rage, and bottomless depression.

Without warning, the light disappeared and Shojo's emotions calmed once more, leaving him in a small cavern littered with dozens of eyeless bodies facing the center of the room where a thick tome floated above the floor, encircled by an azure halo. Hesitantly, Shojo approached the old leatherbound book and plucked it from the air—and in a blue flash the room was empty. Unable to explain what had happened, Shojo knew to take the tome to scholars in Verentai, for surely they could tell him what it truly was.

The tunnel behind him was not the same he had entered—miles of mazelike tunnels were now a hundred feet long, opening to a horizon hundreds of miles from where he had been. He could see Nokada, the seat of his ruler's power in the distance, but felt compelled to instead visit Bahran-Tayl to the north and see what new wonders the ju-wai shu masters were tearing from the veil of reality. Somehow, he knew that His Golden Personage of Fortitude could wait.

—

In Bahran-Tayl the Master in Irons found himself ignored and unquestioned, walking alongside the powerful mages as though one of their number. Yet, after only an hour of marveling at their breathtaking experiments he grew profoundly weary, and lay down on a nearby cot to rest.

In what felt like moments, Shojo awoke in another place entirely. While he knew this was inexplicable, he remained untroubled and stepped outside into majestic Oisho, capital of Jerentok. For another hour, he took in the sights and sounds of the city before growing tired, laying down to rest, and awakening elsewhere.

The Master in Irons cannot recall how long this continued.

—

Shojo explored the thick Jungles of Zerrah, scaled the Triple Peaks of Wunai, and braved the Korelli Swamps. He sparred with dragonii warriors in Prealant, traded tales with pirates in Rukharr, and slept with a Crent-Sira nobleman. Eventually, Shojo found himself in Nokada once more.

He immediately returned to His Personage of Golden Fortitude to present the inexplicable book, only to find it had simply vanished. The ancient emperor nodded as though this were no surprise, and simply presented Master in Irons his next task. Though Shojo was relieved to avoid reprimand, he left the throne room puzzled, doubly so by a disembodied voice stating plainly, "thank you, Shojo..."

Black rain fell off the coast of Ominara as men and machines tumbled from the sky. There were flak clouds and fireballs and shrapnel, the bellow of guns, and Explodicus© engines roaring all around. Spoony's Squadron swarmed like flies above a carcass—the blockade runner was a few short miles from shore and safety, but she was nearly down.

"What do you think, Gimmick? Time to board?"

The pseudodragon looked startled. "You're kidding, right boss? That thing's a flying wreck." The Zeit Commander licked his lips and grinned, a response to which Gimmick could only groan. Spoony slammed the speedbrakes, held her steady, and screamed to a stop on the back of the crashing carrier.

He leaped from the cockpit and came up in a roll. Nobody came to challenge him though—his boys had done their work well. "Alright, Gimmick. You know what we're after—check the hold."

"Aye aye, Spoony," said the dragon,winging off through an open hatch. Spoony followed after, but went forward where his familiar had flown aft. Goblinvanian Intelligence

hadn't known much, just that it would be small, whatever it was. If it was his job to grab some advanced magical whatsit, and he couldn't leave it with the rest of the cargo.

The flight deck was full of bodies, broken glass, and the blinking autopilot light. "Too easy," said the goblin. Yet the captain's pockets were empty, and a search revealed no secret compartments. Then Spoony's ears twitched, hearing something behind his head. "Didja find it?"

No answer.

Spoony frowned as he turned. The sound hadn't been Gimmick but instead an old, leatherbound book floating in the air totally ignorant of the scene around it. "Oh," said the Zeit Commander. "Yeah. That would be it." He reached...

Blue light. Elsewhere.

Spoony coughed on dust and looked around wildly. The engines sounded *wrong,* not aircraft at all. He was in some kind of arena full of oversized gobchoppers with enormous drivers at the controls—trolls, ogres, and giants. They swung lengths of chain longer than he was tall, and the crowds in the stands screamed for blood. As a pair of leather clad giants swerved towards him, Spoony braced for impact...

Elsewhere.

The engines were gone. Brine filled the air, and a strange chanting echoed all around. Spoony stood upon a tiny green island at sea. Weirdos in robes standing along the banks—worshiping him!

Spoony cupped a hand around his mouth and shouted, "Yeah thanks. Listen, your god commands you to tell him where the hell he is!"

The chanting abruptly stopped, and the robed figures looked at him bewildered. Then the green island moved, rising up, higher and higher, as gigantic tentacles reached for Spoony...

Elsewhere!

He was on his back, blinking at the roof of the cockpit. Gimmick was trying to drag him out of the crashing plane. "Boss! Are you OK? Did you find the thing?"

"No," he said, and realizing the book wasn't in his hand any longer, "and no. Now run for it!"

Stunned by what he'd seen and heard, Yawvil stumbled to his bed, falling down on the soft linen and for the first time truly feeling the weight of his very, very long life.

The *Conxecron* had not gone well.

For the first time in centuries, the gods knew more of what was happening in the mortal realms than he did—to even think of it filled him with frustration! The Metal Clans in Urethiel were fighting, scheming, and raiding. That bizarre wizard in Privatend was brewing trouble as well, with some demented sorcerer named Boris. Then there's Goblinvania to worry about—when did they develop planes big enough to brave the flight across the ocean?

Summoning one of his many golems, Yawvil began to send for the items he would need, devices to harness their power, reagents for his most exotic magics—and the *Veranthea Codex*! That above all would prove to be pivotal in the arduous times ahead!

Its place on the bookshelf stood empty, and for a brief moment, the ancient mage felt anxiety—something he had long thought lost to him—until a familiar blue light filled the chamber. Yawvil's old adventuring journal, once more embossed with resplendent gold and luxurious leather, had returned.

Hungrily he picked up the tome, searching through the *Veranthea Codex* for the fresh writing that detailed the many emerging threats of this world he had declared his own...



Chapter 1

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 forth a trio of 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—Wealbrens, Herastreas, Arenathi, and Earkenta—to be used as primal weapons in his assault on the Impossible Grelthanok.

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

Aleana emerged from Verahnus' heart, and from her sprang the gods of the 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.

Verahnus



Titles The Great Sleeper, The True God
Alignment Lawful neutral
Portfolio cosmos, existence, gods
Worshipers commoners
Domains death, repose
Favored Weapon quarterstaff

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—always at a 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 worshippers, they are never truly in contact with their deity.

Primal Gods



Arcanalus

Titles The Balanced God, Everygod
Alignment Neutral
Portfolio knowledge, magic, mongrelmen, nature
Worshipers druids, magi, mongrelmen, rangers, sorcerers, wizards
Domains animal, knowledge, magic, plant
Favored Weapon dire flail

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). She/he always wields a dire flail however, one side harboring the power of the elements and the other pure arcana, good, and evil.

Arenathi



Titles Primal God of Air, Traveler's God, The Divine Revolutionary
Alignment Chaotic evil
Portfolio air, revolution, travel, trickery
Worshipers anarchists, rebels, sylph, tricksters
Domains air, chaos, evil, liberation, travel, trickery
Favored Weapon blowgun

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 to 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.





Earkenta



Titles Primal God of Earth, The Earth Healer
Alignment Lawful good
Portfolio dwarves, earth, stability, tradition
Worshipers dwarves, geomancers, monks, traditionalists
Domains community, earth, good, healing, law
Favored Weapon earthbreaker

The longest lasting dynasties worship Earkenta for her place in tradition. Other than Arcanalus, 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.

Herastreas



Titles God of Primal Fire, The Great Thinker, Divine Engineer
Alignment Lawful neutral
Portfolio engineering, fire, inventions
Worshipers alchemists, dwarves, inventors, rogues
Domains artifice, fire, law, protection
Favored Weapon warhammer, dagger

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



Wealbrens



Titles Primal God of Water, The Divine Torrent, Vengeful God
Alignment Chaotic neutral
Portfolio vengeance, water, weather
Worshipers sailors, vengeful folk
Domains chaos, strength, water, weather
Favored Weapon trident

Favored by sea captains, fishermen, sailors, and the wronged, Wealbrens is one of the two strongest Primal Gods, and is by and far 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.



Shadow Gods



Tristanaleus

Titles God of Hatred, Divine Shadowdweller, Dweller in Darkness
Alignment Chaotic evil
Portfolio avarice, darkness, hatred, shadows
Worshipers murderers, thieves, the ruthless
Domains chaos, darkness, evil, strength
Favored Weapon spiked chain

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, fetchlings 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.



Dreksler



Titles Dwarven God of Adventure, The Wildest Card, The Divine Drunk
Alignment Chaotic good
Portfolio adventure, alcohol, charity, dwarves, fame
Worshipers adventurers, cooks, drunkards, dwarves, fighters
Domains chaos, charm, glory, good
Favored Weapon heavy pick

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 always 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. His church, the Church of Discovery, recognizes those of impressive deeds and heroic exploits, and offers them boons and celebrations in their honor.







Elaith

Titles The Godly Savage, The Monstrous God, The Quick Death
Alignment Neutral evil
Portfolio combat, orcs, savagery
Worshipers barbarians, lycanthropes, Unwanted Folk, orcs
Domains destruction, evil, strength, war
Favored Weapon battle axe, kukri

Elaith is the most monstrous deity of the Kind Folk; not because of his appearance, but rather his nature. Favoring an instantaneous kill to any sustained confrontation, the Quick Death strikes from the darkness and enters battle with a ferocity matched only by his uncanny precision. Renowned among the gods for his skill in battle, warriors and generals alike make respectful sacrifices in his name before important military operations. Virtually all orc tribes are among Elaith's flock and he personally seeks out the most talented among them to guide towards still-greater power while disguised as either a charming rogue or an ancient wizard of indeterminable race. When beheld in combat, his body is constantly morphing from shadow to toned muscle, a battleaxe in one hand and a kukri in the other, always with the hide of a jabberwock draped over his enormous chest. The Monstrous God 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.



Matilondo

Titles The Divine Wordsmith, God of Capitalism
Alignment Lawful good (lawful evil)
Portfolio deceit, evil, gnomes, greed, trade, wealth
Worshipers gnomes, merchants, royalty
Domains charm, good (evil), glory, nobility, trickery
Favored Weapon dagger, dart, sword cane

To the majority of Veranthea, Matilondo is a deity that exemplifies all the beneficial qualities of good leadership and flowing commerce. Only 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.



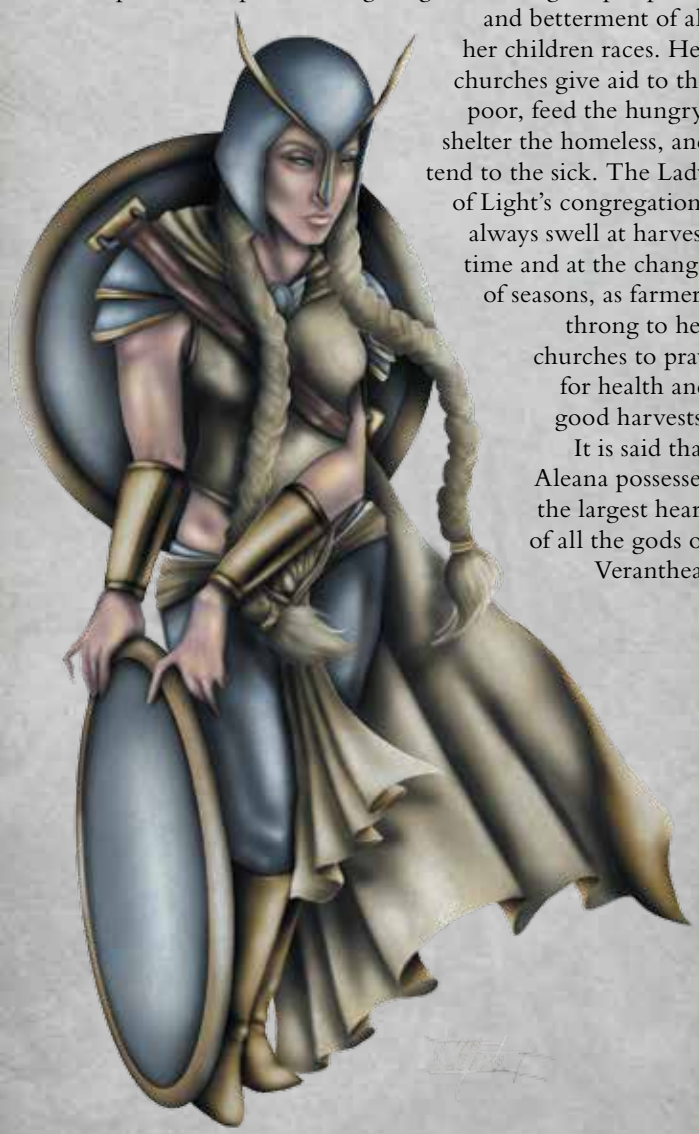
People's Gods



Aleana

Titles Lady of Light, The Shield Maiden, The Divine Healer
Alignment Neutral good
Portfolio humans, life, light, oracles, wisdom
Worshipers farmers, healers, humans
Domains community, good, healing, protection, sun
Favored Weapon heavy shield

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. It is said that Aleana possesses the largest heart of all the gods of Veranthea.





Andraletha

Titles Mother of Civilization, The Just God, The Divine Elf
Alignment Lawful good
Portfolio civilization, commerce, justice, elves
Worshipers elves, government officials, paladins, teachers, traders
Domains community, good, law, nobility
Favored Weapon flail, rapier

Paladins flock to the banner of the Lady of the 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 full plate armor crafted from countless coins hammered together, wielding a flail in one hand and a rapier in the other.





Smastrik

Titles God of Mischief, The Divine Thief, The Foul God
Alignment Chaotic evil
Portfolio chance, goblins, mischief, thieves
Worshipers goblins, thieves, tricksters
Domains chaos, evil, glory, luck, trickery
Favored Weapon whip



Easily 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 gods down in a tangle. The gnome and halfling deities 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.

HAZARDOUS CONSEQUENCES

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 they had previously been sneaky and manipulative, they developed even keener minds and propagated nonetheless (page 229).



Stephanilesia

Titles Goddess of Fate, The Fairest Halfling, Beatific Arbiter
Alignment Chaotic neutral
Portfolio beauty, fate, halflings, love, music
Worshipers artists, bards, gamblers, halflings, lovers
Domains charm, chaos, luck, travel
Favored Weapon club, lute

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—it is said that if one is truly lucky, she will appear at the last 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; 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.



Vanesprelt

Titles The Unspeakable Nightmare
Alignment Lawful evil
Portfolio darkness, insanity, secrets
Domains darkness, evil, law, madness
Favored Weapon tongue (unarmed)

Castriil

Titles The Alien Nightmare
Alignment Neutral evil
Portfolio fear, mania, the unknown
Domains evil, madness, rune, void
Favored Weapon scythe

Grelthanok

Titles The Impossible Nightmare
Alignment Chaotic evil
Portfolio desecration, destruction, mutation
Domains chaos, destruction, evil, madness
Favored Weapon tentacle (unarmed)

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. 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 their presence (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 abberations, 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.

YEAR	HISTORY
2,000 BV - 1 BV	The Trekth Empire rules over the three great continents of Veranthea. Primitive "Kind Folk" and "Unwanted Folk" live in terror of their mysterious ways, enslaved by the technologically advanced progenitors. Long before the True God creates the pantheons his subconscious emotions manifest the First Imperials, dragons in Urethiel powerful enough to resist the robotic overlords.
0 AV - 99 AV	The Trekth mysteriously disappear when Verahnus begets the pantheon of Veranthea through his deific dreams. The gods explore the world, finding themselves and leaving their mark upon the realms.
100 AV - 199 AV The War of the Gods	After a century of wandering Veranthea, the pantheon comes to blows. The War of the Gods rages across the world, though its effects are seen and felt mostly in Grethadnis and Urethiel.
200 AV - 299 AV Conxecron I The Jabberwar	To bring an end to the War of the Gods, the pantheon holds the first Conxecron. Each deity swears to peacefully convene to discuss the state of Veranthea every century to ensure that Verahnus remains asleep.
300 AV - 399 AV Conxecron II Matilondo Turns	The gods stage minor interventions against the jabberwocks in Grethadnis and impart scant divine knowledge to some in Urethiel and Trectoyri. As commerce on Veranthea begins to take root, Matilondo—always keen to find a profit—begins communicating with the Nightmare Gods. The Divine Wordsmith increases his power through a corrupted pact that turns him wholly evil, an agent for the Nightmare Gods in the conflicts of the divine.
400 AV - 499 AV Conxecron III The Scarring Unwanted Revenge Sea God's Smite	The gods take a larger role in the Jabberwar, attempting to stall the jabberwocks in Grethadnis, and teasing more knowledge of artifice to the gnomes in Trectoyri. Then in 424 AV, someone desecrates a Grethadnis temple dedicated to Wealbrens, the sea god of vengeance. The Divine Torrent prepares to flood the continent only to be stopped by the fire god, Herastreas. Before the conflict spills out of control, Arcanalus appears between them and strikes the ground, creating Nethys' Scar in Grethadnis and shattering the peak of Mount Nestraka in Urethiel, forever changing both continents. Tristanaleus, Smastrik, and Elaith manipulate their followers in Trectoyri and stage the Unwanted Revenge. The gods realize this duplicity and are irate with one another; Wealbrens turns the oceans into seething tempests for hundreds of years. Travel between continents on the water becomes virtually impossible and the storms foil all but the most powerful (9th-level) mortal magic.
500 AV - 599 AV Conxecron IV Radross Purge The Wizard Ascends	Attempting to mitigate the wild magic pouring out of Nethys' Scar, the deities forge the *Polydracte*. In 546 AV, Matilondo convinces Andraletha to physically appear between the murderous armies of the Radross Empire a small gnome settlement nestled against the Grondov Mountains—Kerai. The Shield Maiden brings an end to the Radross Purge. Yawvil, a potent mage from Grethadnis, uses the power of countless magical items to ascend to a higher state of being that rivals the gods themselves.

YEAR	HISTORY
600 AV - 699 AV Conxecron V The Uchoyo Decree Eclipse of the Elves	The gods are furious that a mortal has ascended by design. They attempt to strip Yawvil of his power—and fail. Through the Uchoyo Decree, the deities ensure that no mortal may again utilize items of power this way. Arenathi and His Golden Personage of Fortitude come to blows marking the first instance of a human (granted, a Forsaken) standing against a god and surviving. Elven refugees from Trectoyri enact a powerful ritual while attempting to cross the oceans, transforming into aquatic elves who disappear beneath the waves for decades. Distracted by this anomaly, Andraletha reacts only quickly enough to shield some of her children from the supernatural eclipse outside of the Arajakata Woods and Korokah Forest. All elves who see it immediately fall asleep; many (often the most avaricious and malicious) are drow when they awaken.
700 AV - 799 AV Conxecron VI Realms Abandoned	Elven high mages use the Conxecron to enact complex rituals that change the face of Trectoyri and instantly forge powerful artifacts. Most of the gods are deeply offended, completely abandoning the peoples of that continent. After seeing the danger presented by His Golden Personage of Fortitude and the other Forsaken, most of the deities agree to abandon Urethiel for a time as well. The elemental deities refuse, unwilling to leave their many followers there powerless, though they take great precautions when revealing their presence while in the lands of the dynasties. Exactly as planned by the most spiteful of the gods, Arenathi's curse takes effect in northern Urethiel and transforms countless creatures into elements of air that throw the continent into chaos as Oni pour out of the Wheels of Wunai, overwhelming the Silver Clan. Before order is restored, hobgoblins establish a nation of their own in the tumultuous north with the subtle and insidious aid of the despicable goblin deity, Smastrik.
800 AV - 999 AV Conxecron VII	The gods play a small part in leading an adventuring group to a temple of the Rand Kai, alerting some to the re-awakening of a powerful demon and bringing to light a conflict—and danger—as serious as the Trekth once were. One of the few remaining jabberwock rulers inspires an umbrage with Elaith; the God of War slaughters it, leaving only one of the reptilian overlords alive on the continent of Grethadnis, setting the stage for an orc-led uprising. Conditions for Kind Folk in Trectoyri continue to deteriorate and they flee to the isle of Ominara, constructing a massive fortification that surrounds most of the landmass. Meanwhile, the alliance between the Unwanted Folk and the Horror People comes to a bloody, traitorous end as Goblinvanian engineers realize that they've stripped the continent of its resources, turning their gaze to overcoming the tempestuous oceans in search for more.
1,000 AV - 1,046 AV (current date) Conxecron IX Sanity Sickness	Wealbrens is convinced by the other gods to let his rage at mortals dissipate, and over the next 50 years the oceans become traversable once more, albeit only by the most talented sailors. Strange psionic powers that the gods cannot account for (save Matilondo, who of course, says nothing) begin to spread across the continents of Veranthea. Unable to stop it, the pantheon blankets the world in a subtle effect that makes these powers of the mind obvious to all, disrupting their potency as well. GM NOTE: This is an optional event, and should your campaign be disrupted by Goblinvanian war efforts, the meddling of the Fair Folk's kingdoms, or the intrigue of the clans, feel free to ignore (or prolong) this historical event.

ADVENTURING IN VERANTHEA

There are countless options for players in Veranthea (many contained within this book; page 229), both mechanically and otherwise. Below are some suggestions for what races, classes, or themes fit best in the various locales of the world, but Veranthea is a tumultuous place and these are *only* suggestions—it's strongly encouraged that players and the GM work together to craft PCs, making awesome origin stories that incorporate the many plot seeds woven throughout this tome. There's no reason wild magic couldn't miraculously transport a shokusei notoko from the Jungles of Zerrah to the Free Isle of Ominara, or for a surprisingly fast and long dormant section of the Forever Dark's vehoro to whisk away a half-doppelganger and spelunking Trectoyri witch doctor to Grethadnis' Duranteen Mountains—and of course the soulwells are known to instantly transport those who stumble upon them unexpectedly across the world!



KIND FOLK AND UNWANTED FOLK

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

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

GRETHADNIS

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

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

- **Kind or Unwanted:** Choose a side in the brewing conflict and further your agenda, manipulating the battle lines of the continent to your favor before waging war as important agents of any of the major kingdoms of Grethadnis—or beyond.
- **Dawn of Chaos:** War is afoot! Travel the continent averting disasters or performing sabotage—for the right price—and try to ride out what will go down in history as an epic age of conflict. True heroes will save all whom they can, but for the unethical and ambitious adventurer, war can turn quite a profit indeed.
- **Grualroth's Rot:** One of the greatest enemies to ever threaten Grethadnis has begun to stir once more, sewing seeds of evil across the Fair Continent (page 51)!

Common PC Races: Drow, Dwarves, Elves, Fetchlings, Feylves (page 229), Gnomes, Goblins★ (page 229), Half-Elves, Half-Orcs, Halflings, Humans, Ifrits, Mongrelmen★ (page 230), Orcs, Pantako (page 231), Ratfolk, Undines, Vanaras

URETHIEL

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

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

- **Deny the Immortals:** Three Forsaken (page 97) have manipulated the events of the Enchanted Continent for centuries—work to disrupt their plans and allow the peoples of Urethiel to once more forge their own destinies!
- **Dynasty Anew:** Claim a lordship for yourself or in the name of another and establish your own line of power among the noble houses of Urethiel. Vie alongside them for control in the dynasties, and write your own chapter of history.
- **Maintaining the Balance:** Urethiel's delicate balance is being thrown askew—focus on averting disaster to ensure a golden age of prosperity emerges from the tumultuous events beneath the continent's veneer of calm.

Common PC Races: Aasimars, Dengus (page 229), Dhampirs, Dragonii (page 232), Dwarves, Elves, Gripplis, Half-Elves, Hobgoblins, Humans, Kitsune, Oreads, Pengus (page 230), Ratfolk, Samsarans, Shokusei Notoko (page 230), Strix★ (page 229), Sylphs, Tengus, Tieflings

TRECTOYRI

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

In many ways the Monstrous Continent is like the world of today—though a lot more ecologically unsound and prone to taking slaves. Depending on where you are, vehicles can be common, bureaucratic drudgery may be the order of the day, or mania the right state of mind; the only real constant is the diversity of its monstrous denizens. Trectoyri's populace are monsters you would normally expect to be terrorizing the countryside, which can lead to some very interesting adventures (page 221 in the Adventuring chapter).

- **Atypical Oddities:** As truly strange creatures—perhaps dragons (page 222) or Horror People—you seek to remain under the radar of Goblinvania, but is it so you can build an empire of your own or to topple what already exists and revel in the glory of its destruction?
- **Slave or Master:** Whether tasked with unruly slaves or on the road to liberty yourself, you're poised on the brink of one of the most charged conflicts on the continent, and every faction on Trectoyri has an opinion on whether you should succeed…or fail.
- **Wartorn Adventure:** As soldiers of Goblinvania or saboteurs from Ominara, your goal is to hasten or end the monstrous army's effort to spread across Veranthea.

Common PC Races: Gnolls, Goblins★ (page 229), Half-Orcs, Hobgoblins, Lizardfolk, Ogre, Orc, Ratfolk, Sahuagin, Troll; truly monstrous PCs are also encouraged (page 221), and Kind Folk are common on Ominara.

FOREVER DARK

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

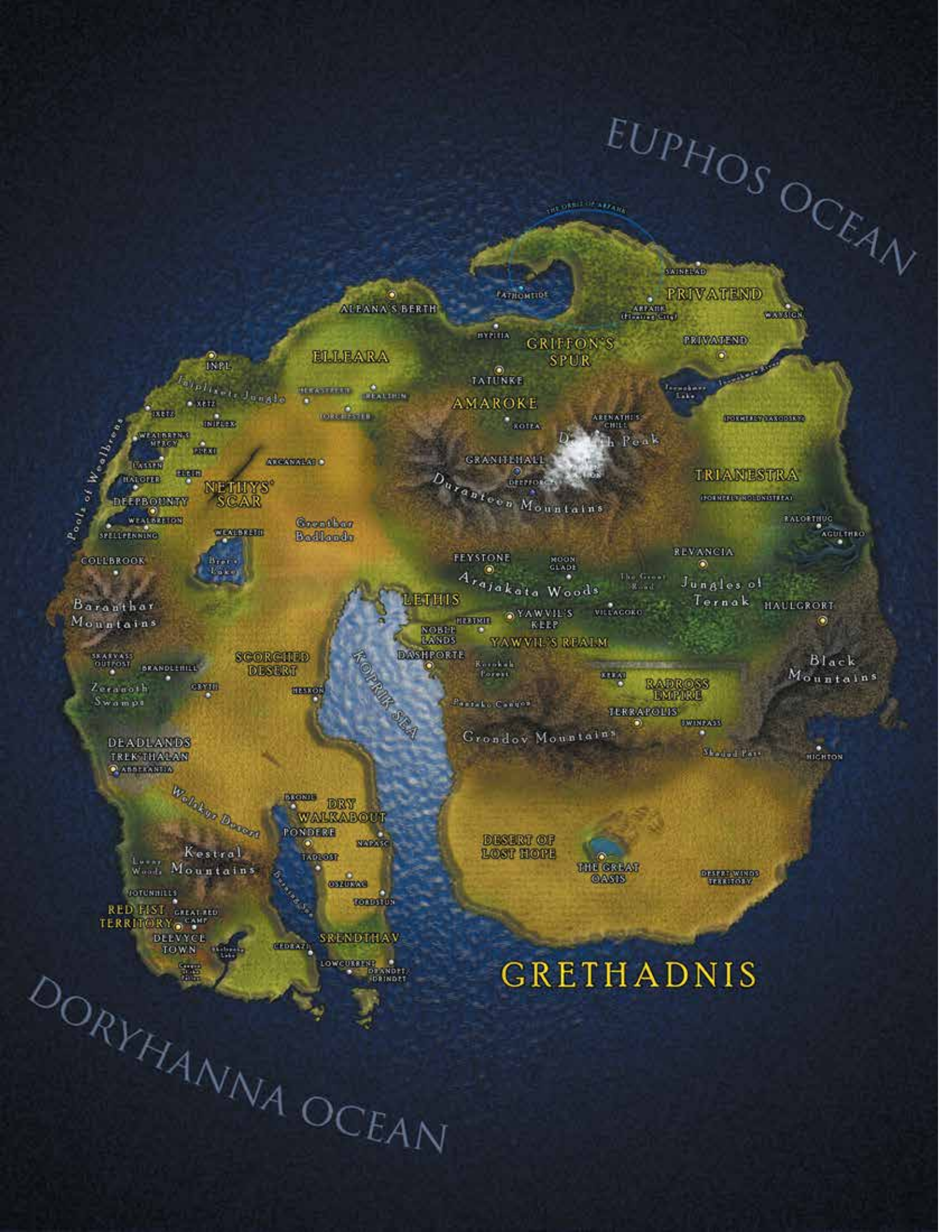
Most people find it better to simply *not* be here, while those that do eke out an existence using whatever advanced technology they can salvage (and figure out how to work). It's rare for an encounter down here not to end in bloodshed—or worse—as mad grifters, merciless bandits, and paranoid explorers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

- **Collector Cultists:** An order of adventurers has arisen, one that remains above the petty allegiances of the surface world. As members of this devoted order, you search throughout the Forever Dark for pages of the *Lexicon*, using the Vehoro to follow up on leads across the planet (page 202).
- **Madness Incarnate:** The Nightmare Gods hold great sway over the interior of Veranthea and you are either their agents, bent on bringing their terrifying deities to the heights power, or determined to stop one of these insane prophecies from reaching fruition.
- **The Shattered Prison:** It is said that beneath even the Forever Dark lurks the prison in which the Nightmare Gods were once held. You might be searching for it to lock them away—or prevent such a thing from happening—but find the dark entities' power and influence only strengthens the deeper one descends.

Common PC Races: Dhampirs, Duergar, Dwarves, Gnomes, Half-Doppelgangers (page 229), Humans, Kobolds, Leugho (page 229), Mongrelmen★ (page 230), Pantako (page 231), Ratfolk, Svirfneblin

Nature vs Nurture

While *many* of the drow are evil and the majority of sun gryphons are good, Veranthea is not dominated by so stark a contrast that they *must* be these things. There are plenty of heroic, crusading dark elves as well, and malevolent sun gryphons are legendary villains! Ultimately, nurture is more important than nature to both PCs and NPCs.


EUPHOS OCEAN
ALEANA'S BERTH
FATHOMTIDE
SAINLAD
PRIVATEND
ARFATH (Floating City)
WAYSIGN
HYPHIA
GRIFFON'S SPUR
PRIVATEND
ELIEARA
INPL
TATUNKE
Fairplanks Jungle
HEARTSEED
HEALSHIN
XPIZ
IXBIZ
INIPLEK
ORCHESTER
AMAROKE
KOTEA
ARENATHE'S CHILL
Dragonteeth Peak
WEALBREN'S MERCY
PREKI
LASSEN
ELSEIN
HALOFER
ARCANALAS
GRANITEHALL
DEEPFORGE
TRIANESTRA
(FORMERLY NOLDNISTRIA)
Duranteen Mountains
NETHYS' SCAR
DEEPBOUNTY
WEALBRETON
SPELLPENNING
WEALBRETH
Greathar Badlands
Pools of Wealbreth
RALORTHUG
AGULTHRO
COLLBROOK
Bryn's Lake
FEYSTONE
MOON GLADE
REVANCIA
Arajakata Woods
The Great Road
Jungles of Ternak
LETHIS
YAWVIL'S KEEP
VILLACOKO
HAULGRORT
Baranthar Mountains
NOBLE LANDS
MERIMIL
YAWVIL'S REALM
SKARVASS OUTPOST
BRANDLEHILL
SCORCHED DESERT
DASHPORTE
Kooloh Forest
KOIPRIK SEA
Black Mountains
Zeraoth Swamps
CEYIL
HESTON
KERAI
RADROSS EMPIRE
Pentako Canyon
TERRAPOLIS
TWINPASS
Grondov Mountains
DEADLANDS
TREK'THALAN
ABBERANTIA
Skaded Pass
HIGHTON
Welokyr Desert
BRONIC
DRY WALKABOUT
PONDERE
NAPASC
DESERT OF LOST HOPE
Kestral Mountains
Lunar Woods
TAOLOST
THE GREAT OASIS
DESERT WINDS TERRITORY
OSZUKAC
Dunbrae Sea
JOTUNHILLS
FOLDSTUN
RED FIST TERRITORY
GREAT RED CAMP
DEEVYCE TOWN
Skelwater Lake
CEDRAZI
SRENDTHAV
LOWCURRENT
BRANDT'S DRINDT
GRETHADNIS
DORYHANNA OCEAN

HISTORY OF THE FAIR CONTINENT

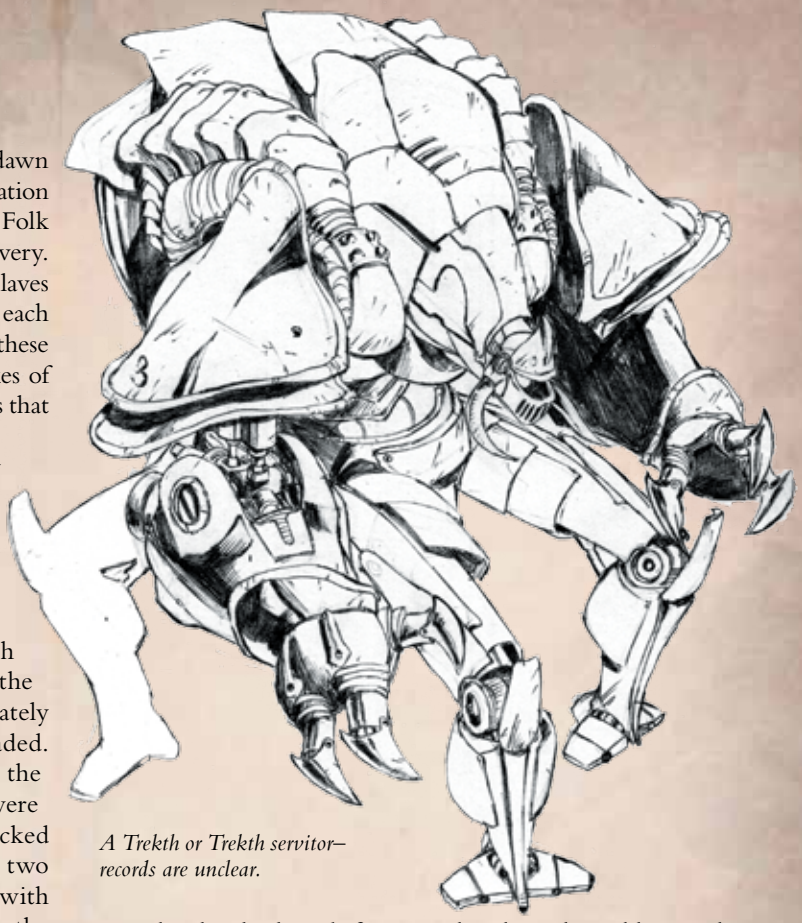
Legends tell of the rise of the Trekth Empire at the dawn of recorded time—a technologically advanced civilization that subjugated the Kind Folk and the Unwanted Folk indiscriminately, holding both in the ruthless grasp of slavery. Throughout the millennia there were several charismatic slaves who sought freedom for themselves and their fellows, but each rebellion was dealt with in a harsh and ruthless manner by these progenitors, and tales of fields of executed slaves and lakes of blood appear in the legends of many different civilizations that today populate the continent of Grethadnis.

More than 3,000 years ago the Trekth's superiority was shattered as some unseen calamity shook the planes, heralding strange portents across Grethadnis. The first and most prominent sign came from the Kestral Mountains, subsumed by a purple aura for days. The Trekth sent several patrols into the mountains to investigate the phenomenon but none ever so much as reported their arrival. Even the slaves registered the Trekth's worries, though they were not able to immediately benefit from the oddity; at least, not until the glow faded. As the Trekth prepared another attempt to investigate the curious happening in the Kestral Mountains they were attacked by a host of massive, truly strange, long-necked flying reptiles. Even in the first skirmishes between the two powerful forces, the progenitors fought these creatures with their sophisticated technology, only to eventually fall to the incredible might of the impossible monsters.

At first the Trekth feared that their cities would be overrun and prepared for war, but the expected onslaught never came—instead the creatures consolidated their hold on the Kestral Mountains, often observed fighting amongst themselves. The slaves in Trekth holdings near the Kestral Mountains often succeeded in their escape attempts, only to quickly discover that they had merely exchanged one ruthless master for another. It was from one of these slaves the progenitors finally named the new threat: jabberwocks.

1,200 BV: Rise of the Pale

The Trekth acted tirelessly to contain the jabberwocks for centuries and succeeded for nearly 800 years until a colossal jabberwock named the Pale rose to power. Under its leadership, the powerful jabberwocks were structured into clans and along family lines, facilitating teamwork amongst the otherwise egotistical creatures. With order guiding their chaos, the Pale leads the jabberwocks from victory to victory, carving out an empire which sprawled across southwestern Grethadnis, from the range of the Baranthar Mountains to the Koprik Sea, which they ruled with a ruthlessness comparable to the Trekth. The victory that showed the jabberwocks the wisdom of the Pale came in 1,000 BV when a massed host descended upon the sprawling capital of the Trekth, north of the Kestral Mountains.



A Trekth or Trekth servitor–records are unclear.

The battle lasted for months, but the jabberwocks displayed a tactical acumen previously unheard of, tenaciously holding onto gained territory while their assaults shifted between massive offensives and lightning raids. It was during this conflict that the reptilian overlords first made use of small groups of magically-dominated slaves, forcing them to carry out nearly suicidal attacks and extreme measures to assassinate enemy officers. These assaults kept the Trekth on the defensive for the entire campaign and after only a few months, the commanders abandoned the capital to their enemies; in their wake the jabberwocks acquired more than 20,000 slaves left behind after the fall of Trek'thalan.

553 BV: Yawvil's Preceptor

The jabberwock expansion is followed by centuries of relative peace, with only small skirmishes along the border between the two foremost powers of the continent. It is during this time that a lone jabberwock starts to educate a promising slave in the ways of magic, distraught by how his people treat the enslaved Kind Folk and armed with a belief that only by allying with them can the jabberwocks ultimately prevail over the Trekth. It hides the slave, a talented young boy with a gift for arcane magic, in a secret cavern somewhere on Grethadnis, and both the human and his jabberwock protector disappear from history for more than 800 years.

Chapter 2



Left to right: Arcanalus, Wealbrens, Herastreas, Arenathi, Earkenta, Grelthanok (tentacles), Vanesprelt (tongue), Castriil (clawed, eyeballed arm)

100 BV: The Failed Ritual

The Trekth, discovering that the jabberwocks are preparing a ritual which would ensure their plans over the coming decades would all come to fruition, dispatch a small group of elite technomancers to disrupt it. They ultimately succeeded, but the clash of powerful magic and technology proved to be too volatile a mix, and the backlash engulfed the area for dozens of miles in every direction with an unnatural fire that burned white-hot for seven years. Where there had once been fertile plains now only a blasted desert remains, stretching from the Koprik Sea and for miles inland, which has come to be known as the Scorched Desert due to its unnatural and unrelenting heat. All that remains of the jabberwock ritual is a mysterious obelisk of black stone reaching high into the sky.

0 AV: The Gods Emerge

The All-God Verahnus creates the pantheon of Veranthea through his deific dreams and in the same moment the presence of the gods reaches down to the world, the Trekth entirely disappear—scholars still debate how and why these momentous events coincide, but can only agree that they are too coincidental not to be related.

Quick to exploit the disappearance of their only true enemies, the jabberwocks expand aggressively. Over the next century they conquer the whole of western Grethadnis, from Aleana's Berth down over the Duranteen Mountains ending in what today is known as Pantako Canyon.

In eastern Grethadnis, former Trekth slaves taste freedom for the first time in known history and band together into racial tribes. Skirmishes between them are common, mostly erupting between groups of Kind Folk and Unwanted Folk. Ultimately the Kind and Unwanted Folk band together to resist the jabberwock encroachment, though they remain distracted by the War of the Gods raging above as the newly born deities fight over worshippers in the fledgling civilizations across Veranthea (and Grendathis in particular).

200 AV: The 1st *Conxecron* and the *Jabberwar*

The gods meet for the first *Conxecron* to discuss the state of the world—some are more willing to assemble than others, but because Verahnus himself remains asleep only so long as the *Conxecron* is held, all gods are in attendance; it is a small price to pay for a century where Verahnus does not meddle in your schemes no matter how big, small, good, or evil. In the century that follows, the clashes between jabberwocks and the fledgling nations of the east slowly escalate in frequency, especially across the Grondov and Duranteen Mountain ranges (which bear witness to many major battles).

These conflicts rage for centuries in what becomes known as the *Jabberwar.* The jabberwocks and the tribes of Kind Folk both seek a decisive victory to the conflict, where the winner can utterly destroy their foes—but neither side is willing to fully commit their forces to such an endeavor, the losses to each would be too dire to suffer.

As the *Jabberwar* grows in intensity the gods can no longer ignore their subjects, and at the second *Conxecron* some of the deities agree to help the Kind Folk against the jabberwocks (though only on a small scale). In 214 AV, the jabberwocks make two major attacks on a small port which becomes known as Lethis, taking a sudden and particular liking to the location.

367 AV: Trectoyri Landfall

Ships from Trectoyri make landfall on the northwestern coast of Grethadnis in 367 AV, establishing trade relations between the dwarves of Iniplexetz Jungle and the halflings from across the Doryhanna Ocean. These seaborne merchants found a colony, Fort Gaussott, named after the expedition leader (one Vermer Gaussott). It flourishes even as the jabberwocks take notice of the new arrivals in their territory.

382 AV: Strangers in the Jungle

Representatives of tribes and civilizations of Grethadnis visit Trectoyri and are welcomed as brothers and sisters, even as Fort Gaussott falls under siege by the jabberwocks. Vermer's only son dreams of a powerful artifact that can aid in the battle and sets out to find it. Telinger is never heard from again, but his dream takes root with the Fort Gaussott's beleaguered colonists and over the next few decades many attempt to find the artifact, (which they suspect is hidden within a temple of Wealbrens, only spoken of by the dwarves of the Chaos Jungle).

400 AV: The Third *Conxecron*

The third *Conxecron* results in a larger involvement from the gods to halt the jabberwocks, but even with the deities aiding them, the eastern civilizations are taken by surprise when jabberwocks establish a foothold in the Black Mountains the same year. Overwhelmed, the armies fighting the jabberwocks are in need of a miracle, managing to just barely keep this new advance in check through the sheer courage and grim determination of free peoples.

424 AV: *The Scarring*

An expedition from Fort Gaussott finds Wealbrens' temple, raising hopes that the end of the *Jabberwar* is near—but unwittingly, the explorers desecrate the holy place and enrage the god to a point where he prepared to flood the entire continent of Grethadnis, an act that would end the war—by eliminating both sides. Before Wealbrens does, Herastreas intervenes and the two deities fight each other across the continent, causing other gods to align for what briefly seemed like a second War of the Gods. Before the situation escalates further Arcanalus stops both enraged deities, striking its flail into Grethadnis between the two gods and in the process—which becomes known as *the Scarring*—creating the Scar of Nethys.

Despite Herastreas' interference, the resulting flood from Wealbrens' rage cripples or destroys most civilizations on Grethadnis, sparing only the Radross Empire north of the Grondov Mountains as others are washed away in tsunamis hundreds of feet high. The jabberwocks suffer few casualties but are still forced to regroup as their empire lay in shambles. A newborn human child is saved from the waves by an ancient, wizened man bearing marks of time spent in jabberwock slavery. He and the child are flown away on a lone jabberwock, disappearing for fifteen years.



Left to right: Tristanaleus, Dreksler, Matilondo, Elaith, Smastrik, Andraletha, Stephanilesia, Aleana

Chapter 2



The following year, a race of stony creatures emerges from the Grondov Mountain where they have been hibernating since before even the era of the Trekth—they call themselves the pantako. Meanwhile the fury of Wealbrens reaches its full potential and the oceans of Veranthea become impassable as the winds and waves prevailing across the great waters making navigation impossible, effectively isolating all three continents from all but the most powerful magic.

439 AV: Yawvil's Emergence

Emerging seemingly from nowhere, the young wizard Yawvil leaves his preceptor and jabberwock ally to negotiate terms of alliance between the Radross Empire and the pantako. The agreement allows the Kind Folk to keep the Black Mountain jabberwocks at bay while Yawvil travels the eastern part of Grethadnis, rallying the survivors of *the Scarring*—he is even credited with singlehandedly killing a jabberwock at the port of Lethis. With the populace reunited, the Radross Empire and their new allies invade the Black Mountains in 456 AV to surprising effect; the jabberwocks are so desperate that they turn to using bound demons in battle against the Kind Folk.

Over the next decade it seems that Yawvil is present at every battle, banishing demons and killing jabberwocks, becoming such a threat that the abnormal reptilians invoke their vilest and most dangerous ritual in 466 AV, summoning the demon Grualroth—though none know quite at what price. Grualroth halted the Radross advance in the Black Mountains, beginning a game of cat and mouse with Yawvil that would last 40 years. In southwestern Grethadnis gnomes and halflings settle in the Dry Walkabout, an area largely ignored by the jabberwocks due to the abundance of giants and lack of natural resources. After some struggle, they experience a technological leap that helps them fight the native giants there to a stalemate with the help of the newly founded Beztekorps.

500 AV: The Fourth *Conxecron*

The fourth *Conxecron* was flooded with the repercussions of *the Scarring*, particularly as wild magic surged out of Nethys' Scar beyond the control of any of the gods. To mitigate the effects of the wild magic they forge the *Polydracte* and send it to Grethadnis, where it is discovered by jungle dwarves in the ruins of Fort Gaussott; the primitive stout folk worship it as a god. In 506 AV, Yawvil and Grualroth finally meet in an epic battle, at the end of which both powerful entities disappear. The scar of their battlefield is named the Desert of Lost Hope.

Yawvil and Grualroth's "final" battle.

546 AV: Taisykles' Madness

King Gareth Taisykles of the Radross Empire, driven completely insane by his experiences and memories from the Battle of Lost Hope, carries out genocide against all nonhumans in his empire, swiftly ending the alliance with the pantako—and all of Radross' other alliances, besides. King Gareth is assassinated the same year, leaving the isolated armies of the Kind Folk to continue battling the jabberwocks.

A mysterious hero appears at many battles between jabberwocks and Kind Folk over the next three decades, who eventually is revealed to be Yawvil, returning after 81 years with no explanation as to where he was. The wizard asks for the most powerful items from the nations of Grethadnis, which they deliver to him without question. Ten years later Yawvil enacts his plan: more powerful than ever, he reunites the isolated armies and renews the alliance with the pantako. Under the aging mage's leadership the combined armies easily beat back the jabberwocks, whereupon Yawvil and the jabberwocks make an agreement that brings an end to the *Jabberwar*, granting the jabberwocks the southwest territories and nothing more.



Wealbreth's rage at work.

597 AV: Yawvil's Ascension and the Fifth *Conxecron*

Yawvil conducts a ritual that catapults him into near godhood, an act that enrages the pantheons, who attempt to strip him of his power during the fifth *Conxecron*—and fail. The Uchoyo Decree is the lasting result, a deific law ensuring that no mortal holds too many items of power.

Twelve years later, a strange eclipse only visible to elves appears in the skies of Veranthea; any elf with evil or avarice in his heart is transformed into a drow. The elves of Arajakata Woods are untouched, protected by the fey that dwell there, and the elves in Korokah Forest, (protected by Andrelatha), are transformed into feylves. Many drow migrate to the jabberwock empire over the next four decades where they are welcomed with open arms, settling into the Kestral Mountains and the western forests in what the dark elves refer to as the year of acceptance.

620 AV: Lethis Rises

The merchants of Lethis start a profitable venture to control the trade of magical items due to the Uchoyo Decree; the port evolves as a hub of commerce and begins its transformation into a metropolis.

682 AV: A Port Divided

A host of aquatic elves stumble onto the beach south of Drindet, where they found the undersea city Drandet. Tensions immediately arise between the two settlements, ending in 700 AV when King Wearantir of Drandet marries the daughter of the ruler of Drindet and the complicated law of heirs to the throne is laid down, merging the two realms into one: Avrosrendath. Many sailors are dissatisfied with forgiving the aquatic elves for their attacks on Drindet ships and these privateers establish the port of Cedrazi in the jabberwock empire—to this day, the bad blood between both seaside cities remains. The *Conxecron* of the same year mostly concerned matters of Trectoyri, although rumors spread that the emergence of aquatic elves on the southern coast of Grethadnis is somehow connected to the disparate continent.

800 AV: Time of Tranquility

The century that followed the sixth *Conxecron* was mostly peaceful on Grethadnis – apart from the occasional border dispute between realms and city-states, the ever-lasting battles between the giants and small folk in the Dry Walkabout, and the bickering of monarchs. Before the next *Conxecron* the settlements of Gryth and Hesron are established on the borders of the Scorched Desert, finalizing the trade route that cements Lethis as a continental hub of commerce.

The seventh *Conxecron* was easily the most peaceful so far, and with no major events to draw

out conflict, some deities beseeched Wealbrens to calm the oceans—to no avail. One of the last jabberwock rulers begins a mortal feud with Elaith; he quickly slays the creature, leaving only one otherworldly overlord in Grethadnis. Six years later, a half-orc ranger named Phot Fangjaw witnesses the return of Grualroth as his adventuring companions explore a mysterious Rand Kai temple. Details are sketchy but the demon is born anew, free to terrorize the continent of Grethadnis once again.

910 AV: A RENAISSANCE BEGINS

Settlers from Kerai in the Radross Empire travel west to found Brandlehill and in the process spread their knowledge of alchemy across the continent. In the east, the nations of Saxodsky and Moldnistrea begin fighting over resources; what began as a border skirmish escalated wildly, until with neither nation prepared to back down soon both become embroiled in full-out war.

It isn't until the ninth *Conxecron* a century later that the gods finally convince Wealbrens to calm the oceans, an endeavor that takes more than fifty years.

After centuries of relative peace the drow instigate a revolution amongst the remaining slaves – a rebellion so successful that at its end, the last jabberwock lay dead. The slaves (who mostly consisted of orcs and goblins) travel south of the Kestral Mountains to found a new tribe: the Red Fists. The drow, however, are cursed to the last with lycanthropy, a final revenge of the jabberwocks on their erstwhile allies turned traitor that forever marks them as the dogs they are.

1038 AV: SAVAGES GATHER

A goblin pilot, Fedix Pozetall, completes the first intercontinental flight since Wealbrens calmed his rage. Seeing the Red Fist's need for firearms, he organizes the manufacture of thousands of guns to supply the Unwanted Folk's army. He teaches the secrets of gunpowder to goblins native to the continent and dramatically shifts the power balance in southwestern Grethadnis, allowing the Red Fists look to the north with expansion in mind.

The charming half-orc sorcerer Boris sets out in search of adventure with two companions: the human paladin Archibald and the halfling rogue Feeliu. Five years later Boris is driven mad and maniacal in a magical mishap, and seeing himself as the next Yawvil (albeit far more egotistical), he promptly conquers Trianestra. Over the next three years, he sets his eyes on the neighboring nations of Saxodsky and Moldnistrea. Still locked in war, Boris quickly annexed both countries with a mixture of diplomacy, intimidation, and outright bribery.

Boris' new nation dwarfs the nearby Radross Empire, who in response to his aggressive expansion turn to their militaristic history and prepare their army for war. Rumors tell of Radross ambassadors traveling to the Pantako Canyon to renew their ancient alliance in preparation to stop what is seen as a mad despot's deluded dreams of conquest.



The heavy fortifications of Tatunke

1046 AV: TURMOIL ESCALATES

This is where Grethadnis stands today; the menace of the jabberwocks is gone only to have a new power-hungry dictator rise in the east. The savage but well-equipped Red Fists have a foothold in the southwest, and now the oceans are calming, allowing transcontinental travel again, so the threat they pose may soon expand wildly, serving as the landing point for a military presence from distant Trectoyri. With no new savior at hand and Yawvil scarcely seen, the rallying cry for heroes goes out all over Grethadnis—even Boris, the "True Avenger", calls for those with mettle enough to help him "defend" his realm!

AMAROKE — *RUGGED NORTHERN WILDERNESS*

Alignment: LN
Capital: Tatunke (17,430)
Notable Settlements: Hypitia (12,165), Kotea (5,570)
Ruler(s): The Council
Government: democratic electives
Languages: Common, Elven
Religion: Verahnus, Wealbrens, Arcanalus
Common Terrain: forest (deciduous), jungle, mountain, coastal
Notable NPCs: Val Tislo (LN Female half-doppelganger witch 15; page 358)

Amaroke is a naturally beautiful stretch of land stretching from a jagged coastline to jungles against the mountains. The space between is densely forested, but there are a few settlements and some natural grasslands dotting the countryside.

Amaroke Defensive Force: While not nearly as swift as their neighbors in Griffon's Spur, these career soldiers utilize a combined arms approach using guerilla tactics to ambush foes with both magic and stealth. Each member is trained in nearly all aspects and weapons of war, and the battlefield acumen of their commanders is lauded throughout Grethadnis.

Hypitia: Located along the the northern coast and perched alongside sheer cliffs overlooking the sea, Hypitia's maritime trade is second in northern Grethadnis only to Aleana's Berth. The city's odd ports are located along Amaroke's coast, literally built into the seaside crags by repurposing naturally formed coves into docks able to take ships as big as a frigate.

The city proper consists mostly of a complex scaffold of structures leading up the cliffside from each cove-dock to the tops of the rock face, where the richest and most important buildings stand (including a magical lighthouse visible through even the most inclement weather). Tales of generous traders disappearing beneath the surface with unsuspecting merchants in tow have begun to circulate, and prophets among the Kadajihi fear this may be the start of a cult to the unspeakable deities (though in truth it is an effort by the nagaji once native to Amaroke and has been ongoing for decades).

Kadajihi Tribe: Anyone traveling through southern Amaroke must be willing to brave the treacherous territory patrolled by a tribe of female warriors who claim half of the country as their own. Though primarily composed of half-doppelgangers along with the occasional human female, they also accept male shapeshifters who identify themselves as women, living and training side-by-side in the wilderness. The Kadajihi zealously defend their lands, raiding caravans and striking in force upon anyone they perceive as a threat while they hunt around Satosem Mine, but rumors among them claim that one of their most prominent members is on the council in Tatunke.



Val Tislo is the spiritual and political leader of the Kadajihi and high priestess of Arcanalus. This half-doppelganger has lived with the tribe since her birth in Kotea, scouting the whole of Amaroke (including both Hypitia and Tatunke) on behalf of her kin. Her most common form is that of a human female, usually an attractive young woman with shoulder length graying hair and lightning blue eyes.

Kotea: The only proper settlement of the Kadajihi is a secret place used for mass gatherings, major religious services, and the miracle of childbirth. Those in the tribe know the exact location as initiation into the group's outer ranks requires newcomers to guard and patrol the city for a time, bonding with the transient population. To keep unwanted outsiders at bay dubious and poisonous traps around Kotea are studiously maintained, all aimed to maim and call attention to trespassers.

Satosem Mine: Near the base of the Duranteen Mountains, just inside Amaroke's borders, lies a rich mithral mine—a massive piece of Trekth wreckage ripped up out of the ground during *the Scarring*, marked by overgrown plants where it juts out from the surface. Tales speak of a creature born directly from Aracanalus' flail lurking beneath the debris and that it sometimes surfaces to hunt the jungles nearby.

Tatunke: The most prominent city within Amaroke's borders is its capital, located in the center of the nation's only major road. A key facilitator of commerce throughout the region, Tatunke plays host to loaded merchant caravans traveling from Griffon's Spur to Elleara, but itself imports or exports little more than fine elven wine and hardy lager. Though it is home to a talented and venerated blacksmith's guild, their weapons tend to find immediate use amongst their own people; Amarokians as rugged as the land in which they live.

Independent to the core, the people of Amaroke are aware of troubles across the rest of Grethadnis—and willfully stay out of them. Those in and around Tatunke are fairly accepting of outsiders, so long as the foreigner brings something to trade or a useful skill (be it magical talent or otherwise). A small council of six elected officials leads the city and they spend little time or money making the settlement visually appealing, focusing their resources to ensure the settlement is sturdy and defensible instead.

Chapter 2

ARAJAKATA WOODS — *FORESTS OF FOLLY*

Alignment: CG
Capital: Feystone (178)
Notable Settlements: Moon Glade (103)
Ruler(s): Feyspeaker Tranil Silvestrau (CN Female gnome druid 13; Fey Friend[NPC])
Government: anarchic
Languages: Common, Elven, Sylvan
Religion: Arenathi, Smastrik, Stephanilesia
Common Terrain: forest (coniferous), forest (deciduous), hills
Notable NPCs: Helvery the Sentinel (LG Male elf paladin of Andraletha 11; Elven Honorblade[NPC])





Nestled in the southern foothills of the Duranteen Mountains, the ancient laws of the Arajakata Woods allow any creature to make its lair within the forest so long as it exists in peace with its neighbors. This has created a ragtag community of misfits, outlaws, and other undesirables living peacefully in small settlements of ten or twenty—knowing they are welcome only as long as they respect the woods and one another. The edicts of the woods also apply to its fey, but their mischievous pranks persist regardless. Alongside halflings, gnomes, and even goblins, elves of all alignments live within the Arajakata Woods, protected from the *Eclipse of the Elves* in 620 AV by the will of the enchanted forest.

Feystone: The largest settlement in Arajakata Woods has grown from a few huts to the modest village it is today under the guidance of Feyspeaker Silvestrau, a canny gnome adept at naviGating the volatile melting pot of outcasts, scoundrels, and fey. In the center of Feystone is the ancient standing stone from which the village gets its name, used by Silvestrau to address the citizenry. Scholars believe the rock has existed since the awakening of Verahnus, or possibly far before.

Moon Glade: A serene glade hides in the depths of the Arajakata Woods, obscured by magic from any the realm deems unworthy. Legends claim that the glade itself holds supernatural properties and bathing in it during a full moon can cure even the most powerful lycanthropy. These tales have naturally drawn drow into the woods, but the guardians of Arajakata (specifically the Wood's Blades) have thus far dealt with them using extreme prejudice.

Wood's Blades: Any paladin or ranger can join this loosely affiliated group and help defend the Arajakata Woods from any danger that threatens it, creating close ties to the fey of the forest in so doing. Their present leader, Helvery the Sentinel, finds it taxing that so many outlaws take up residence in the woods but is as bound by the law as anyone else.

Elven Honorblade, Fey Friend from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

BLACK MOUNTAINS — *DEMONIC, GHOSTLY WASTELAND*

Alignment: CE
Notable Settlements: Highton (356)
Government: anarchic, autocracy (Highton)
Languages: Abyssal, Aquan, Common
Religion: Demon Worship, Nightmare gods, Wealbrens
Common Terrain: caves, mountain, wastelands
Notable NPCs: Mayor Gregor Valentiir (LN Human aristocrat 3/expert 7; Mayor[GMG]), Varask Demontongue (LE Male human sorcerer 15; Diabolical Charmer[NPC])

The ridges and valleys of the Black Mountains provide little succor for even the most resourceful mountaineers. Blasted by the magic of the jabberwocks and unnaturally close to the lower planes, the desolate mountainscape is home to hungry, living rocks, treants whose powerful roots are akin to abyssal tentacles, and rivers of boiling blood (or worse). Most inhospitable of these is the barren canyon where





the stone itself still screams at the atrocity against nature that was the birth of Grualroth. Pure water is scarce – rain and melted snow flowing down from the peaks quickly mix with foul ash—yet treasure awaits discovery in forgotten caverns, ancient sites where summoning rituals were once held (and might be again if the tools and knowledge abandoned within could be put to use).

Highton: Rocky bluffs preclude most sea-borne trade through the region, but some rare coves provide merchants safe anchorage. One such refuge is Highton, a small community of outcasts in the southeast mountains who carve out a living in the harsh land. Although some residents are active (or would-be) demonic cultists, the watchful eye of a sea dragon dwelling on the floor of the Doryhanna Ocean—Deskidrio'thalka—keeps the village from being overrun by any one master.

Many cultists simply use the village to resupply before seeking out and binding the demons stepping through from the Abyss onto the distant peaks. A talented young diabolist named Varask is subtly turning the entirety of Highton to his will through careful, daily enchantments. Rumor has it that he's secured an alliance with Baron Tritas of Privatend to stop Deskidrio'thalka when she rears her head, and if true it could prove to be a pivotal moment in eastern Grethadnis.

The Shaded Passes: The border passes between the Black Mountains and the Radross Empire are filled with the shades of those slain fleeing the wrath of the mad king Gareth Taisykles. These ghosts carry the memories of murder by both demons and humans, and thirst for vengeance against both.

Diabolical Charmer from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC
Mayor from Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC

Chapter 2

DEADLANDS — *GRAVEYARD OF THE TREKTH*



Alignment: NE
Capital: Trek'thalan (0)
Notable Settlements: Abberantia (1,268)
Ruler(s): The Council of Five
Government: council
Languages: Aquan, Common
Religion: Nightmare Gods
Common Terrain: wastelands, caves, dungeons
Notable NPCs: Alphanriz (roll 1d4 to determine Alphanriz' statistics: 1 - doppelganger[B1]; 2 - faceless stalker[B2]; 3 - Rossor's stats page 199; 4 - Marram's stats page 198)

A dangerous region for even seasoned explorers, many meet their end (or worse) in the Deadlands. Stretching along the coast from the Zeranoth Swamps to the Lunar Woods, the region is home to roving pockets of wild and dead magic covered almost entirely by the Trekth's former capital, Trek'thalan. The rubble stretches deep into the Welskyr Desert and none can remember if the Deadlands were once a single settlement of massive size or countless large cities in close proximity. Regardless, even the smallest area of aggregated ruins dwarf the metropolis of Lethis and all of the wreckage is haunted by remnants of the Trekth and their slaves, slain here millennia ago.

Recently the greatest secret of Trek'thalan has revealed itself to the warring nations of Grethadnis—the shadow city of Abberantia. Assassins from the Shapeless Academy have traveled across the continent to sell their services to leaders and generals of every realm, offering them power to shape the emerging conflicts to their favor. The Council of Five do not care who they kill or work for and in most cases they've sold their services to both sides without remorse.



Trek'thalan: On a now-forgotten day around 1,000 BV, the capital of the Trekth Empire fell to a massed jabberwock assault and was abandoned by the progenitors. Since then Trek'thalan has been nothing more than ruins scattered across the bleak and barren landscape of the Deadlands. Their devices—both arcane and mundane but far beyond conventional understanding—remain littered throughout the region (some well hidden, others barely obscured by what little greenery has survived). The rumor of these treasures lure many explorers to Trek'thalan, of whom only a fraction return (most of them empty-handed). The bones of their fellows decorate the ruins; victims of heinous traps, undead Trekth, or the inhabitants of Abberantia.

Abberantia: The central ruins of Trek'thalan are far more intact than the rest of the former Trekth capital, maintained and occupied in secret for centuries by Abberantia's insidious control. Ruled by the ruthless Council of Five, every aspect of life is strictly controlled for the doppelgangers and faceless stalkers that make up the hidden city's inhabitants. The settlement itself is an enormous trap: whenever an outsider wanders in, the shapeshifters allow them access deep into the city only to be revealed as they spring cunningly engineered pit traps and other deadly contraptions. All of these citizens refer to themselves in speech as Alphanriz, using only psionic signatures and body language to depict their true names.

The Shapeless Academy: The Shapeless Academy only openly admits faceless stalkers into its members, and only after a series of grueling admission tests in the Welskyr Desert. Any member of another race seeking entry must return from the sands with the head of another applicant, ensuring that the student body is made only of survivors. Their teachers have mastered the arts of assassination and deception from all over Grethadnis and now, as the Council of Five decreed, share these talents with more apprentices than ever before.

TREKTH ARCHITECTURE

Trekth architecture is strange, and from the perspective of anyone with an Intelligence 15 or less seems to be intensely wasteful. Those with an Intelligence of 16 or more recognizes an unearthly beauty and order to the construction, and must make a Will save each day (DC 20 + 1 per previous day) or develop a randomly determined insanity. Creatures with the shapeshifter subtype and creatures under a polymorph effect are immune to the effects of Trekth architecture.

Doppelganger from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC
Faceless Stalker from Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC

DESERT OF LOST HOPE — *THIRSTING TRIBES*



Alignment: LE, CE, CN
Capital: The Great Oasis (1,224)
Notable Settlements: none
Ruler: Sheik Benid Akh Rahamid, the Waterkeeper
Government: anarchy, dictatorship (Great Oasis)
Languages: Common, Ignan, Aquan (forbidden in the Great Oasis)
Religion: Herastreas
Common Terrain: sand, wastelands, coastal
Notable NPCs: Sheik Benid Akh Rahamid, the Waterkeeper (CE Male human wizard 13; Pyromaniac Mage[NPC]), Aleeza of the Desert Wind (CE Female half-elf oracle 9; page 334)

It was here that the grand wizard Yawvil met the dread demon Grualroth in 506 AV and the land still bears the scars of their conflict today. After their clash of near incomprehensible arcane and infernal power, only blasted dust and sand remained save for the untouched middle of the once fertile plains—this Great Oasis became the last refuge for survival in the Desert of Lost Hope.

In the dark years after Yawvil's disappearance, people of all kinds huddled together in the shade of the Great Oasis. The fear that cradled everything in those times soon seeped into their minds, exacerbating discussions that quickly grew into arguments before becoming outright violent. In 518 AV, a rebellion broke out over the distribution of water in the Great Oasis and Sheik Ahmed El Yaharit banished the revolutionaries into the desert with just one flask of it. The rebels were expected to perish but the desert itself welcomed them and they were able to find shelter and sustenance. Now (five centuries later) their descendants have created their own tribes and frequently carry out raids on the settlement or the caravans traveling through the no-man's-land.

Desert Tribes: A dozen matriarchal tribes live in the wastes of the Desert of Lost Hope. At first this was done in protest to the patriarchal society of the Great Oasis, but today it is a sign of weakness for a tribe to be led by a man. The Crimson Wind, the largest group in the desert—led by a young gaunt woman called Aleeza of the Desert Winds—are named for their practice of executing prisoners and trespassers by "sacrificing" them to the mysterious siroccos that prowl the region, whose appearance at these rituals is too regular to not be guided by some malign intelligence. The smaller tribes are no less aggressive (the Suffocating Sand, the White Scorpions, and the Searing Light) but they lack the resources to be a true threat to the sheiks of the sands.

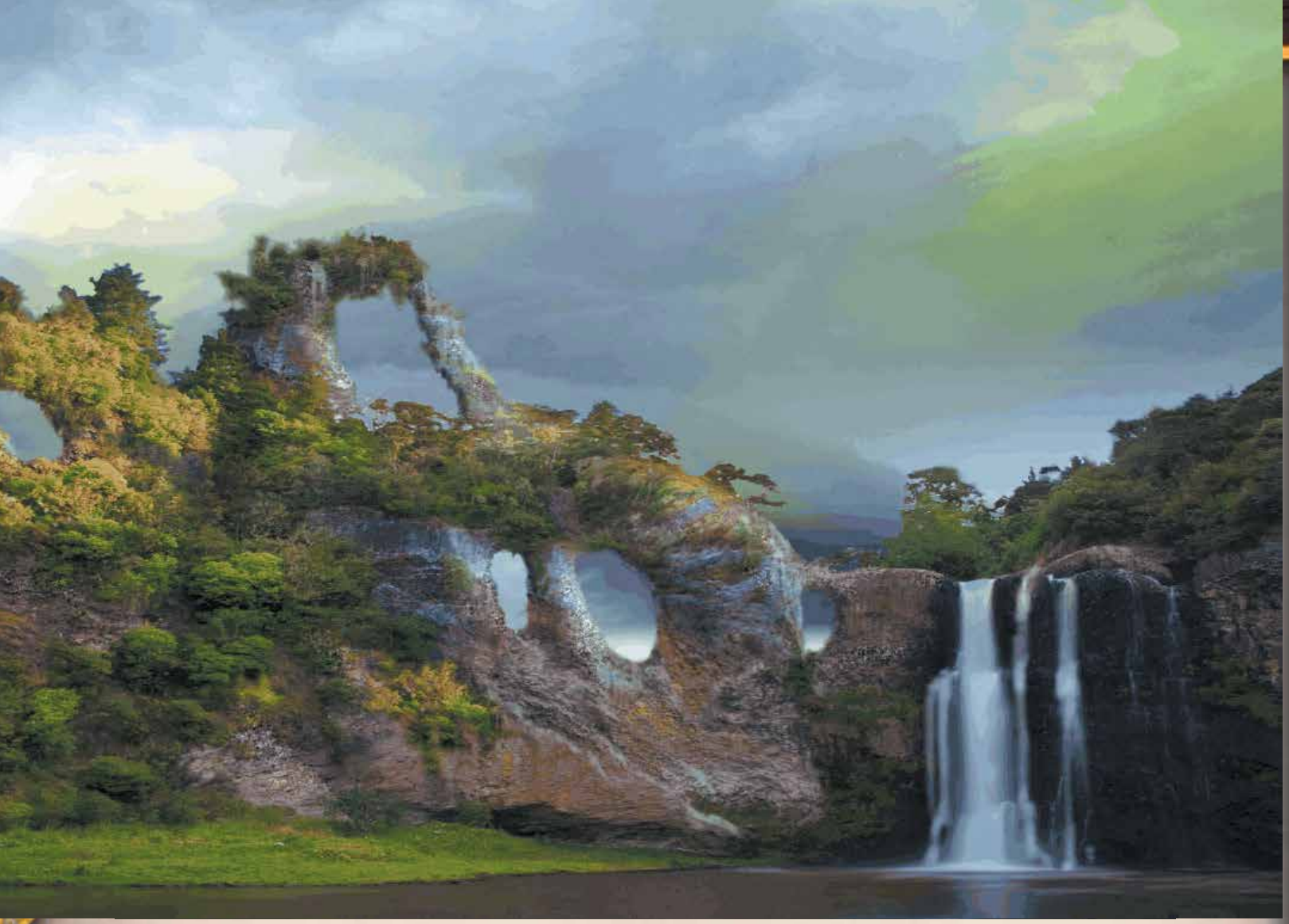
The Brotherhood of Water Purification: The Brotherhood of Water Purification is an order of mages who maintain and survey the Great Oasis' water supply and if the need arises, regulate its flow. To observers they seem to be a benign group, but beneath their polished exterior they are far more than meets the eye. The lower tier of the brotherhood are ordinary mages, but the higher one climbs in the hierarchy the more is revealed (and only their leader, Sheik Benid, is privy to all the secrets of the Great Oasis). Beneath the sands is an ancient network of tunnels and chambers guarded by efreet and fire elementals, discovered and expanded shortly after the settlement was founded. No one outside the Brotherhood of Water Purification has ever seen the central chamber where they conduct rituals to summon water elementals, binding them with wards that slowly siphon away the spirit's essence to supply the Great Oasis with the pure water for which it is known.

The Flame Guard: The Sheik maintains an elite 107 man strong company of well-armed and well-drilled warriors trained to keep trespassers out of the caves beneath the palace



Sheik Benid Akh Rahamid, the Waterkeeper

Pyromaniac Mage from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC



One of many remarkable waterfalls in this respite from the sands.

as well as keeping things from trespassing into the Great Oasis itself. The guards wear silver face masks with flame motifs, giving them the name the Flame Guard; their silvered visages are a common sight throughout the city, feared amongst the proponents of a more liberal water distribution method. The Flame Guard has a rather high proportion of ifrits among their ranks, though none can say with any certainty why that is.

The Great Oasis: A green speck in the horizon is the first a traveler sees this settlement—it seems impossible that something grows in the sweltering heat and infertile sand, but the Great Oasis is the only source of succor in the Desert of Lost Hope. Lush green fields supply it with food and livestock, and many believe that only a miracle allows for its ongoing survival. Under the watchful gaze of Sheik Benid Akh Rahamid, life flourishes where it should not, fueled by pure and plentiful water.

His grateful peoples adore their ruler and his family, a dynasty that has ruled for the last three centuries. In this paradise there has recently been voices of discontent, however, whispers that claim the water supply is neither natural nor miraculous. These instigators are few and far between, organized into the Azure Drop, a small group fighting for transparency on the matter of water supply. Most people laugh at their painted propaganda, but others ponder why the mages of the Brotherhood of Water Purification are so brutal in their efforts to quell the laughable resistance movement—some have even started wondering why ancient laws forbidding Aquan were passed in the first place. The Azure Drop is currently leaderless, for its most commander (who tried to openly explain their agenda) now stalks the chambers beneath the Great Oasis as an undead horror.

Tunnels of the Great Oasis: It is no secret that the bedrock beneath the buildings of the Great Oasis hides many caves (most of them used for storage to avoid the sun's burning rays) but the passages under the Sheik's palace hold far more. Away from prying eyes, these tunnels hold the secrets of the Brotherhood of Water Purification. Both natural caves and man-made caverns make up the impressive maze that stretches far below the palace, an intricate system of magic and ingenious mechanical contraptions that funnel water from the deepest caves, holding the imprisoned water elementals to the lush artificial park surrounding the palace. The Park of the Blessed Wells is open to all, but no noone is allowed to take water from the tranquil surroundings—heavily armed guards make sure the law is upheld, although everyone is allowed to drink from the natural wells, these powerful warriors quickly usher any undesirables back into the busy streets of the city.

DRY WALKABOUT — *SAVANNA OF GIANTS AND FLIGHT*



Alignment: N
Capital: Pondere (22,301)
Notable Settlements: Bronic (18,310), Napasc (14,230), Oszukac (13,355)
Government: individual militarized city-states
Languages: Common, Giant, Gnome, Halfling
Religion: Andraletha, Herastreas, Stephanilesia
Common Terrain: sand, wastelands, plains, coastal
Notable NPCs: Chieftain Shoiree (CN Male tonga giant druid 5), Toorrahk (CN Female tonga giant barbarian 5), Veska Pondere (NG Female halfling ranger 3/rogue 2/beztekorps 10)

South of the Scorched Desert and north of the water-borne realm of Srendath, the Dry Walkabout stretches from the Burning Sea across large spans of desert to the waters of the Koprik. Its savannas are filled with enormous predatory beasts and ruled over by powerful tribes of taiga giants—the only marks of humanoid civilization are heavily fortified city-states of halflings and gnomes.

These small folk control the vast majority of freshwater sources in the region, as well many magical springs that provide an endless supply of *ankshirr water.* The enchanted fonts formed after *The Scarring* when a devastating blow against Wealbrens sent the water deity's essence touching upon the savanna. These exotic wells have caused the two forces within the region to clash for centuries as the giants found that the unique water turned them into incredible hunters, swift on the savanna and graceful in the kill. Daily, giants from The Nameless (CN)—the largest tribe in the Dry Walkabout—clash with the walled cities under the direction of their leaders, the venerable old Shoiree and youthful Toorrahk.

As The Nameless and other taiga tribes destroyed each pocket of resistance it seemed as if the victory of the giants was inevitable. Gnomes and halflings—once common throughout the high grasses—had to band together and form cities as their former survival tactics crumbled when their enormous enemies began to traverse the savanna more swiftly than the small folk could compensate for. It was in one of these cities on the coast of the Koprik Sea, under the leadership of Pondere Beztegloven, where two things happened that changed everything.

A spring of *ankshirr water* was found near the rapidly growing fortifications of Pondere's stronghold, and a strange Trectoyri device washed ashore—the first sciobtha canister. With the help of Lehertu Reicio (NG Male gnome alchemist 3/wizard 8), Pondere deciphered the device's purpose in a matter of days and saw how to turn the tide against the giants. By drinking *ankshirr water* to decrease their already reduced weight and manipulating the expulsion of gas from the canister, the halfling and gnome were the first two persons in Grethadnis to master sailing through the air—a technique that has come to define the Beztekorps.

After an intense first week and several unfortunate deaths, Pondere forged an elite team of warriors that could nimbly flit through the air. Using *ankshirr water*, innovative Reicio forged swords that cut through the taiga giant's thick skins with ease. Wielding the superior blades and flying into battle, the halfling Pondere led their army to an astounding

Ankshirr Wells

The mystical water sources protected by the Beztegloven city-states are enormously valuable to any resident of the savanna. Their primary defenders—the Beztekorps—depend on it to fight off the persistent taiga giants.

Ankshirr Water

Aura weak transmutation; CL 1st
Slot none; **Price** 650 gp; **Weight** —

DESCRIPTION

This vial of clear, fresh water is so incredibly light that if left unattended, it floats in the air of its own accord.

Each vial of *ankshirr water* consumed reduces a character's weight by 30 lbs. (to no less than 1 lb.). This effect lasts for one hour, but has no mechanical benefit until this has reduced a character to at least 20% their original weight, at which point the imbiber feels the other effects of the enchantment.

An affected character gains a +2 enhancement bonus to Dexterity, a +15 enhancement bonus to Acrobatics checks made to jump (and are always treated as having a running start) as well as a +5 enhancement bonus to all other Acrobatics checks. Finally, affected characters also increase their base movement speed by +10 ft. (plus an additional 10 ft. for each size category above Small).

Ankshirr water can also be applied to inanimate objects, reducing their weight by 30 lbs. for one hour.

The effects of a *vial of ankshirr water* last for 1 hour and if drawn from a naturally occurring source, cannot be dispelled. The effects of a *vial of ankshirr water* cease if the affected creature carries more than a light load for more than one round.

CONSTRUCTION

Requirements Craft Wondrous Item, *create water, featherfall, levitate*; **Cost** 325 gp



victory over the giants.

Jumping onto the momentum of their victory, the rapidly growing Beztekorps reinforced the last desperate settlements that continued to resist their enormous enemies and for a little while it seemed as though the small folk were going to win back the Dry Walkabout. But the taiga are a spiritual people, and as the war turned against the giants, their leaders spoke more often with the deceased so as to gain valuable insight into the new methods their smaller opponents were using against them.

The small folk took advantage of what they saw as a retreat to create enormous, high standing walls around the surviving city-states, utilizing *ankshirr water* to make the task almost easy. To ensure the protection of each city, one of each of the original elite warriors of the Beztekorps was assigned to a settlement where they trained their bands of warriors. Yet before long the halflings and gnomes saw their string of victories come to an abrupt, disheartening end in a new wave of assault and horror known as The Reckoning.

Having spoken at length to their dead kin, the giants learned not only how to best strike down the flitting halflings but also how to fill them with fear. The first wave of defenders—all experienced warriors of numerous bloody battles—were slaughtered and eaten alive as the giants climbed the walls, Pondere Beztegloven herself disappearing in a melee of taiga warriors. Only after heavy losses did the small folk beat the giants back, veteran Beztekorps each using their own unique martial style.

After The Reckoning the city states banded together as the nation of Beztegloven and have remained in an uneasy stalemate with the taiga tribes, neither able to shift the balance of power permanently. Rumors of new springs of *ankshirr water* always interest both forces but exploratory parties that strike out for them are often never heard from again—huge predators of the wastes being made all the more dangerous after drinking from the enchanted waters.

Yet it seems that new wells of *ankshirr water* spring into existence wherever the Beztekorps venture, even beyond the Great Walkabout. Increasingly, the aerial warriors have been skirmishing over them with the Red Fist orcs or Cedrazi pirates, and even far-roaming cultists of Trianestra. To stand against their seemingly inexhaustible and ever growing list of enemies within and without, the four city-states (Bronic, Pondere, Napasc and Oszukac) have begun seeking new alliances or capable Beztekorps fliers whose skytrails are growing more common every day.

Bronic sits far to the northwest and is lauded for their siege warfare and defensive flying techniques. Pondere, on the coast of the Burning Sea, is home of the 'traditional' and most maneuverable Beztekorps style, named after the group's founder—Pondere Beztegloven. Napasc lays northeast and houses the most foolhardy (but spectacular) aerial soldiers in the country while Oszukac, in the southeast, is the craftiest of the cities filled with many warriors that are masters of hiding their movements to catch targets off guard.

NEW MATERIAL: REICIOSTEEL

This remarkably light metal is unique to the Beztegloven city-states, forged by the small folk of the Dry Walkabout (who are able to easily integrate *ankshirr water* into the forging process).

Armors made from reiciosteel are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing reiciosteel full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty to all their attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from reiciosteel are decreased by 15%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

Any item made from reiciosteel weighs one tenth (1/10th) as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of reiciosteel (a longsword can be a reiciosteel weapon, while a quarterstaff cannot.) Reiciosteel weapons count as silver for the purpose of overcoming damage reduction.



Taiga tribemember

Reiciosteel weapons are specifically designed to cut through the defenses of taiga giants; against these targets, an attacker wielding a reiciosteel weapon ignores half a taiga giant's deflection and natural armor bonuses (reducing their AC by 6 for most taiga giants). Against other creatures of the giant subtype, these weapons ignore half of their natural armor bonus.

Sciobtha Propulsion

The Beztegloven city-states have mastered the art of capturing and pressurizing gasses. When used in conjunction with *ankshirr water*, sciobtha canisters can propel creatures through the air as if they were flying.

Sciobtha Harness

Price 260 gp**; Weight** 15 lbs.; **Slot** shoulders

This tight-fitting harness primarily made from chains and thin metal plates into which at least a half dozen brass canisters have been fit, each with nozzles pointed in different directions.

These complex harnesses allow the wearer to carefully control the release of gas from a number of sciobtha canisters, granting them limited powers of flight. Being nonmagical, these harnesses are extremely complex and any character without the sciobtha trained class feature takes a -10 circumstance penalty on all checks to use it.

As a swift action, characters under the effect of *ankshirr water* can activate a sciobtha harness with a DC 15 Fly check, gaining a fly speed equal to twice their base speed with poor maneuverability until the end of the round. Doing so uses 2 charges, of which a fully charged Sciobtha Harness has 60. Failing this check by 4 or less results in the character moving double their base speed in a direction of their choosing; failing by 5 or more results in this movement being in a random direction. For each 5 points a character succeeds their Fly check by, they can expend one extra charge to improve their maneuverability by one stage (to average, good then perfect). Characters not under the effect of *ankshirr water* gain no benefit from activating a sciobtha harness but still expend charges.

Recharging a sciobtha harness requires special technology carefully guarded by the Beztekorps and generally costs 60 gp.

A typical sciobtha harness is built for Small creatures. For each size category above Small, the price to create the same effect or to recharge is multiplied by 4.

Weapons or armors fashioned from reiciosteel are always masterwork items as well; the masterwork cost is included in the prices given below.

Reiciosteel has 20 hit points per inch of thickness and hardness 12.

Type of Reiciosteel Item	Item Price Modifier
Light armor	+2,000 gp
Medium armor	+6,000 gp
Heavy armor	+12,000 gp
Shield	+3,000 gp
Other items	+750 gp/lb.

Diminishment Gas

Aura moderate transmutation; **CL** 13th
Slot none; **Price** 10,000 gp; **Weight** ½ lb.

DESCRIPTION

This black tube of metal is surprisingly light. "XXX" is emblazoned on its front in bold, white letters.

When a Beztekorps assault squad or fortification is being overrun by their enormous enemies, they are sanctioned to use *diminishment gas*. Canisters of *diminishment gas* are designed to be thrown and act as simple weapons with a range increment of 40 feet. A round after being activated a canister of *diminishment gas* spews forth smoke that spreads like a *stinking cloud* for 10 rounds. Creatures of the giant subtype must make a DC 20 Will save or take 1 negative level every round that they remain within the confines of *diminishment gas*. Once activated, a canister of *diminishment gas* expels smoke until it is empty.

CONSTRUCTION

Requirements Craft Wondrous Item, 3 vials of *ankshirr water, enervation, mass reduce person*; **Cost** 5,000 gp

Veska Pondere — CR 14 — XP 38,400

Female halfling ranger 3/rogue 2/beztekorps 10
NG Small humanoid (halfling)
Init +8; **Senses** Perception +13

DEFENSE

AC 31, touch 24, flat-footed 20 (+7 armor, +2 deflection, +5 Dex, +1 dodge, +5 insight, +1 size)
hp 103 (3d10+2d8+10d8+33)
Fort +9, **Ref** +22, **Will** +5 (+2 vs. fear)
Defensive Abilities aerial bonus +5 (AC and Reflex), improved evasion, improved uncanny dodge

OFFENSE

Speed 30 ft., fly 60 ft. (varies)
Melee *+1 shock reiciosteel rapier* +21/+16/+11 (1d4+2 plus 1d6 electric, Crit 15-20/x2) or 2 *+1 shock reiciosteel rapiers* +17/+12/+7 (1d4+2 plus 1d6 electric, Crit 15-20/x2)
Ranged mwk musket +21 (1d10, Crit ×4, Range 40 ft.) or shortbow +20/+15/+10 (1d4, Crit ×3, Range 60 ft.)
Special Attacks aerial bonus +5, aerial dervish, combat style (two-weapon fighting), defensive roll 3/day, favored enemy (giants) +6 (+2d6 precision), improved reaction +4, slashing charge, sneak attack +1d6

TACTICS

Before Combat Veska drinks an *ankshirr water* and takes to the skies.
During Combat Veska uses Flyby Attack and flits around opponents, in and out of cover.
Morale A good commander knows when to retreat; Veska flees when reduced to 30 hit points or less.
Base Statistics Without drinking *ankshirr water*, Veska's stats are **AC** 25; **Speed** 20 ft.; **Ref** +16, **Melee** *+1 shock reiciosteel rapier* +20/+15/+10 or 2 *+1 shock reiciosteel rapiers* +16/+11/+6; Acrobatics +18, Escape Artist +26, Fly +21, Sleight of Hand +8, Stealth +20; **Dex** 18.

STATISTICS

Str 12, **Dex** 20, **Con** 14, **Int** 13, **Wis** 10, **Cha** 10
Base Atk +14; **CMB** +14; **CMD** 35
Feats Cartwheel Dodge, Combat Expertise, Dodge, Endurance, Flyby Attack, Greater Two-Weapon Fighting, Improved Critical (rapier), Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +19 (+29 jump), Bluff +5, Climb +9, Diplomacy +4, Disable Device +10, Escape Artist +27, Fly +22 (+26 with sciobtha harness), Intimidate +7, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nature) +5, Perception +13, Sense Motive +6, Sleight of Hand +9, Stealth +21, Survival +11, Swim +5, Use Magic Device +5; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception; **Size Modifiers** +4 Stealth
Languages Common, Halfling
SQ ankshirr catalyst (quadruple duration), favored terrain (plains) +2, keen senses, rationed resources, rogue trick (finesse rogue), sciobtha master, sciobtha trained, sure-footed, track +1, trapfinding +1, weapon familiarity



Combat Gear *potions of cure moderate wounds* (3); **Other Gear** *+3 slick reiciosteel chain shirt*★, *+1 shock reiciosteel rapiers* (2)★, *ankshirr water* (6), *handy haversack* (grappling hook, 200 ft. silk rope, four sciobtha canisters), *ring of deflection +2,* mwk musket (20 reiciosteel bullets), mwk sciobtha harness, shortbow (20 arrows); **Attuned Gear** *+5 slick reiciosteel chain shirt, +2 shocking burst reiciosteel rapiers (2), amulet of natural armor +2, belt of physical might +2* (Str, Con), *necklace of fireballs type V* [**AC** 35; **HP** 118; **Fort** +10; **Melee** +23/+18/+13 or +19/+13/+8 (1d4+4 plus 1d6 electric, Crit 15-20/x2 plus 1d10 electric); **CMB** +15; **CMD** 36; Climb +10, Swim +6]

DURANTEEN MOUNTAINS — *PEAKS OF FIRE AND ICE*

Alignment: LN
Capital: Granitehall (6,780)
Notable Settlements: Deepforge (2,860), The Frozen Bastion (192)
Rulers: Thane Derrack Brassbeard, Cymirc Holgarth
Government: descriptor
Languages: Common,
Religion: Earkenta, Dreksler
Common Terrain: mountain, caves, dungeons, urban
Notable NPCs: Cymirc Holgarth (LG Male dwarf paladin 12; Forge Rider[NPC]), Micamber Garnoc (LG Male dwarf ranger 18; Golem-Breaker[NPC]), Thane Derrack Brassbeard (LN Male dwarf fighter 12; Shieldbreaker[NPC])



While all the dwarves of the Duranteen Mountains derive great joy from the fabrication of exquisite arms and armor, the bearded folk are divided into two distinct tribes: those above the stone and those below. Stout folk living above are the guardians of their icy peaks, the first line of defense against frost giants and monsters of the cold. In sharp contrast, within the bones of the mountains dwarves of the flame and forge build a great city on a lake of lava, sailing the magma flows that run through the mountain range deep underground.

In the past decade, both clans have begun to travel to other nations, setting up trade missions, seeking new knowledge, and breaking free from the rigid dictates of mountain society. These dwarves tend to worship Dreksler rather than Herastreas as their brethren do, with many espousing the Wildest Card as a deity for the young while the Divine Engineer is the god for those tempered by the wisdom of years.

THOSE ABOVE

The dwarves in the peaks are led by Cymirc Holgarth and operate out of a string of fortresses, commanding roads to the lowlands as well as cave and tunnel systems leading down into the underground halls. He leads not only traditional companies of dwarven shield warriors and war priests, but an elite group of paladins and cavaliers that patrol the slopes on skis and astride snow orms, whose ability to burrow uphill through the cold terrain grant these mounted troops significant tactical advantage.

THOSE BELOW

Officially ruled by King Argurim III, the king of those who dwell below disappeared in the Forever Dark two centuries before. His empty throne remains guarded by his steward, Thane Derrack Brassbeard, until such time as he or one of his heirs emerge. Over the years, many have attempted to press their suit for the seat of power, but none have proven their legitimacy.

Deepforge: Deep below Granitehall, at the edge of a lake of lava known as the Heart of the God, sits one of the dwarves' greatest settlements: Deepforge. Its forges are heated by molten rock that pools into a lake after it cascades down the thousand-foot cliff out of Granitehall. The quickest way down is by barrel, though riding the magically-cooled platinum and mithral drums down (or via the chain back up) costs a fee only the wealthiest can afford.

Denath Peak: Next to the majestic Denath Peak, Yawvil's tower seems like a calculated cry for attention. The mountain is so massive and full of power that gods, monsters, and mortals alike seek to take its summit, and its very shadow causes all who behold it to tremble.

While the mountain is home to the expected drakes, dragons, and giants who can survive the icy climate, it is also inhabited by a thunderbird of incredible size that nests high upon the great alp. This avian finds itself frequently caught between the torments of Arenathi and the kindness



Forge Rider, Golem-Breaker, Shieldbreaker from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC



of Micamber Garnoc, a reclusive dwarf sometimes encountered out near Fort Bastion. None are sure why the dwarf chooses to traverse the slopes alone, but many believe he seeks a bond with the thunderbird that he lacks with his stout kin.

Herastreas' Vein: Despite the vast distance it travels, this river of lava remains molten as it snakes through the entire Duranteen range before ultimately cascading down into the Forever Dark. Brave dwarven traders sail its length on boats carved from huge zircon crystals.

Granitehall: Resting between a lake of lava fed by Herastreas' Vein atop a sheer cliff that opens to Deepforge below, Granitehall is a sprawling city of stone bridges all set upon silicate foundations that rise up into grand structures. Those dwarves who cannot afford to live within the city live around it in small clusters of buildings (though still fantastical compared to most constructions of other races) along the shore of the lake. The poorest stout folk live even farther away in complexes carved out of the cavern walls.

Granitehall's location makes it a prime target for fire giants who live in the surrounding caverns. These tribes (and their red dragon allies) attack the city as well as Deepforge below, and have a close relationship with Yarek Firebeard's clans in the Scorched Desert. The two malicious groups use the ogre Granthror (CE Male ogre ranger 6; Ogre Hunter[MC]; change favored enemies to: aberrations +2, dwarves +4; favored terrain to underground; hunter's bond to companions) to pass messages or lead groups of reinforcements in or out of the mountains for none know the surrounding tunnels better.

The Frozen Bastion: While several dwarven strongholds dot Duranteen's peaks – guarding against yeti, frost worms, and drakes – the most important is the Frozen Bastion. Built upon the slopes of Denath Peak, it protects all other dwarven settlements from Arenathi's Chill; a village of unpredictable frost giants, air and ice elementals led by Faeria Coldflame, the Voice of Arenathi (CE Female chosen frost giant druid 10; Frost Giant Houndmaster[MC]; add chosen template, page 380).

The walls of the Frozen Bastion are formed from a single unbroken slab of ice harder than stone, protected from fire by magical wards. Ambitious mountaineers set out towards the peak from here, but the bastion itself is high enough above sea level to challenge those not acclimated to high altitudes.

Frost Giant Houndmaster, Ogre Hunter from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

A maw with razor sharp teeth graces the front of this flat, wormlike creature. Horny spikes shaped like plows run down the first third of the body, which ends in a split tail that powers the animal as it undulates through ice and snow.

Snow Orm **CR 1** **XP 400**

N Large animal
Init +2; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, –1 size)
hp 15 (2d8+6)
Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 15 ft., burrow 40 ft. (ice and snow only)
Melee bite +4 (1d8+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks jumping tail slap (+4 melee 1d8+3)

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7
Base Atk +1; **CMB** +5; **CMD** 17
Feats Endurance, Run[B]
Skills Perception +6
SQ uphill moguls

ECOLOGY

Environment any cold
Organization solitary, pair, or frenzy (3–30)
Treasure none

SPECIAL ABILITIES

Jumping Tail Slap (Ex) When charging over or through snow and ice, a snow orm can make a second attack with its tail if it succeeds on its bite attack.

Uphill Moguls (Ex) In areas of snow and ice, the snow orm moves uphill with no movement penalty.

Snow orms prowl the deep snowdrifts of both the frozen tundra and the peaks of great mountain ranges. Though they spend most of their time burrowing through ice and snow, they are more than capable of traveling across frozen, rocky terrain (in a manner not unlike a snake), making them desirable mounts to the natives of those regions. Their riders don't sit directly astride the snow orm, instead standing in a special harness that allows them to stay above the beast even as it powers through, or under, the tundra.

SNOW ORM COMPANIONS

Starting Statistics: **Size** Large; **Speed** 15 ft., burrow* 40 ft.; **AC** +4 natural armor; **Attack** bite (1d8); **Ability Scores** Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** jumping tail slap, low-light vision, scent, uphill moguls. *Use the snow orm's burrow speed in areas of snow and ice.

4th-Level Advancement: **Ability Scores** Str +2, Con +2

Mantle of the Snow Orm

Aura moderate transmutation; **CL** 7th
Slot shoulders; **Price** 5,600 gp; **Weight** 1 lbs.

DESCRIPTION

Made from the tanned skin of the snow orm, this short cape is activated as a move action and grants a burrow speed of 40 feet through ice and snow for up to 7 minutes per day. These minutes need not be consecutive, but must be spent in one minute increments.

CONSTRUCTION

Requirements Craft Wondrous Item, *elemental body I*; **Cost** 2,800 gp

Snowbound Collar

Aura moderate conjuration; **CL** 7th
Slot neck; **Price** 5,600 gp; **Weight** 1 lbs.

DESCRIPTION

Designed to be worn by a snow orm, this thick leather collar provides a continuous stream of snow and ice under its wearer, allowing it to travel as though moving through snow 3 feet deep. Squares occupied by the collar's wearer and all squares adjacent to them are considered difficult terrain (though a snow orm or similar creature can move through them at its burrow speed).

CONSTRUCTION

Requirements Craft Wondrous Item, *cone of cold*; **Cost** 3,000 gp

Skis of the Cavalier

Aura faint conjuration; **CL** 4th (lesser), 8th (greater)
Slot feet; **Price** 1,400 gp (lesser), 5,000 gp (greater); **Weight** 20 lbs.

DESCRIPTION

These skis are always usable as mundane skis. Once per day *lesser skis*, for four hours of continuous use, allow the user to travel and engage in combat in snowy terrain as if mounted, permitting the use of all mounted combat feats and bonuses.

Greater skis are enchanted to provide a continuous stream of snow underfoot allowing them to be used for up to 8 hours in terrain other than snow and ice. These hours need not be consecutive, but must be spent in one hour increments.

CONSTRUCTION

Requirements Craft Wondrous Item, *mount* (lesser); *mount*, *cone of cold* (greater) **Cost** 700 gp (lesser), 2,500 gp (greater)

ELLEARA — *GOLDEN GATES OF THE NORTH*



Alignment: LG
Capital: Aleana's Berth (16,452)
Notable Settlements: Grealthin (665), Torchester (426)
Ruler(s): Priestess of the Light Alyane Thenoster (LG Female human cleric 13; High Priest[GMG])
Government: theocracy
Languages: Common, Dwarven, Elven
Religion: Aleana, Andraletha, Dreksler
Common Terrain: plains, urban, sewers, coastal
Notable NPCs: Lord-protector Kwern Ungradon (LG Male human paladin 10; Pious Guard[NPC])

Elleara has long since stood as one of the most powerful countries on Grethadnis, a factor often attributed to the divinely empowered magickarr that patrols the walls of Aleana's Berth—however, the true strength of the Golden Gates lies in the courage of its people and their devotion to the gods. Centuries ago when pious adventurers and holy warriors traveled from all over to quell the chaos stemming from Nethys' Scar, they held strong to their bonds of fellowship rather than fragmenting like the nearby crusader city-states. To this day its paladins and cavaliers patrol the border of the wild magic region to the southwest, maintaining the trade routes that supply its settlements. Indeed, only caravans guarded by Elleara's bravest can navigate the Scar and badlands in relative political and military safety.

Aleana's Berth: Elleara's capital city is situated on its northern coast and is named after the temple at it's heart, the largest shrine to Aleana in the world. It is the terminus for many trade routes from across eastern Grethadnis and their missions crowd the mercantile district in this prosperous port. The most recently founded mission – that of the dwarves from the Duranteen Mountains – is often at odds with their cousins from the jungle of Iniplexetz, but the two groups find commonality in drink and dice (the townspeople forgive their inebriation as a sign of respect for the Drunk God).

Grealthin and Torchester: Built on Elleara's high plains, these two settlements provide a respite for weary travelers and a midpoint for farmers and tradesmen keen on avoiding the traffic of the big city. Grealthin is a destination for traders more "casually inclined" to pay import duties, though it is nowhere near as lax as other smugglers' haunts.

Banners of the Crusades: The border of Nethys' Scar is marked by thousands of banners maintained by a dedicated order of heraldry and bardic lore. Some are the original flags planted when the crusades first began, preserved by divine favor and blessed with the spirit and memories of the devout. A rare number of these banners grant magical boons to those who stand the appropriate vigil. Some merchants and guides arrange their route to pass by a banner and obtain a blessing before venturing into Nethys' Scar; a donation to the heralds that maintain the line of banners is considered appropriate thought the blessed banners contain a trapped and cursed lock box against those who would seek to rob the pious. While a donation is not needed to receive the boon, a DC 16 Will save is required to obtain a boon by those who eschew such a gift. Only one boon may be active at a time; sample boons are detailed below.

Banner of Restwin's Sacrifice: Spending a full night in prayer at this banner grants the ability to cast *shield other* (CL8th) once per day as well as the ability to lay on hands as an 8th level Paladin once per day (**mercies**: *sickened, staggered*). When laying on hands, a DC 15 Fortitude save is required or any condition cleared and half of the damage healed transfers to the healer. The boon lasts for 30 days or until the blessed uses the lay on hands ability on herself and may only be gained once every six months. **Value**: 7,500 gp **Suggested Donation:** 750 GP

Pennant of the War Mages: An hour long ritual and a Spellcraft check grants this boon. Each day a caster may sacrifice a 1st–, 2nd–, 3rd– or 4th level spell slot to gain the ability to modify one spell with a metamagic feat that increases the spell level by the same as the spell slot sacrificed (+1 metamagic for a 1st–level slot etc.). The Spellcraft check determines the power of available metamagic; a DC 15 result grants access to +1 metamagic and every 5 points beyond 15 increases the access by +1. The boon may not modify a spell level above the level of the highest-level spell that the recipient is capable of casting. The boon lasts for 30 days and may only be gained once every six months. **Value**: 8,500 gp **Suggested Donation:** 850 GP

Flag of The Challenger: A two-hour ritual of weapons kata grants this boon. Once per day as a swift action the recipient gains the benefit of *greater heroism* (CL12th). While under the effects of this spell, a creature must advance to engage in melee with any visible enemies at its best possible speed. Failure to do so ends the spell and failing a DC 19 Will save results in the boon recipient gaining the shaken condition. Failure by 5 or more grants the frightened condition, failure by 10 or more the panicked condition. This is a fear effect; the source of the fear is any enemy in sight when the heroism ends. The boon lasts for 30 days and may only be gained once every six months. **Value**: 12,500 gp **Suggested Donation:** 1,250 GP

Facing: Justahn Andremason, Dwarven Engineer and Expert Magickarr Pilot

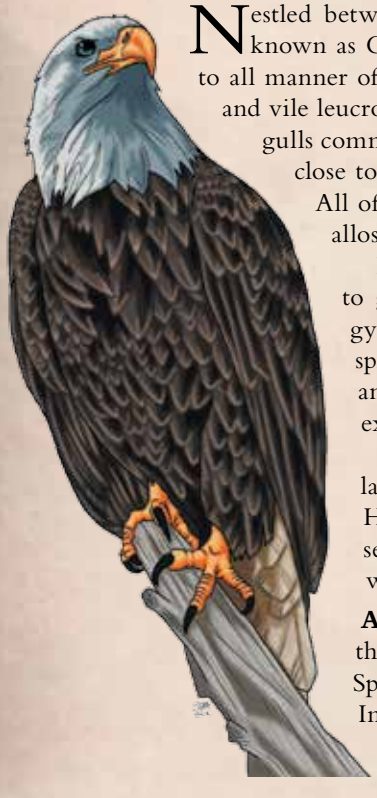
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GRIFFON'S SPUR — *THE UNFETTERED PROTECTORATE*



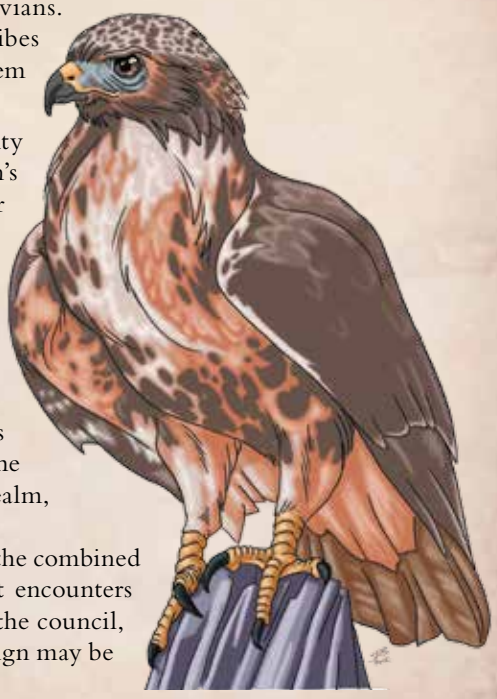
Alignment: N
Notable Settlements: Arfahk (1,245), Fathomtide (1,781)
Ruler: Her Immortal Princess Temhkes
Government: Monarchy, Tribal
Languages: Auran, Draconic, Sphinx, Sylvan
Religion: Arcanalus, Arenathi, Earkenta
Common Terrain: coastal, hills, plains, mountains
Notable NPCs: Bloodfeather (NE Awakened deinonychus barbarian 4), Krell Copperwing (CG Male sun gryphon paragon 5/fighter [unarmed fighter] 3), Ixon Dragonhoof (N Male centaur shaman 11), Senoj Sharkbreaker (NG Male storm giantblood merfolk aristocrat 3/ranger 6)



Nestled between the Duranteen Mountains and the Doryhanna Ocean is an untamed wilderness known as Griffon's Spur. The rolling hills and plains that stretch the length of the Spur are home to all manner of hoofed creatures from bison, cattle, and horses to tribal centaurs, majestic hippogriffs, and vile leucrotta. The forests and air are filled with even more species of avians, whether they be the gulls common along the northern coast, hunting raptors—eagles, hawks, and owls—who propagate close to the Duranteen Mountains, or the smaller sparrows and thrashers that nest in between. All of these creatures fall prey to the feathered theropods: dinosaurs such as deinonychus and allosaurus.

Despite the expansion of civilization in recent years, these lands appear to have continued to go unclaimed—by a typical nation, at least. The Spur is considered dominion of the gynosphinx Temhkes, who guards the region against any seeking to harm its natural splendor. Hunters in Griffon's Spur are allowed, but warned to use all of what they kill; anyone found murdering for sport is dealt with harshly (destroying leucrotta is the only exception, as they are truly detested).

As technology spreads across Grethadnis, more and more foreigners try to establish larger settlements in the domain of the avians. However, Temhkes and the local centaur tribes see these cities as anathema, extinguishing them whenever they arise.



Arfahk: Not located on any map, Arfahk is a city that soars high above the rolling hills of Griffon's Spur. This floating fortress is home to Her Immortal Princess Temhkes (N Female suzerain gynosphinx cleric 9) and her servitors, though none know how the city remains aloft.

Centaur Tribes: Several centaur tribes roam the grasslands of the Spur, living in harmony with the land and its creatures. Each of these nomadic tribes consists of fewer than a hundred centaurs living under the guidance of their druidic elders, wandering the realm and ensuring that the flora and fauna within its borders remains abundant. These leaders formed a council centuries ago to help keep the peace between the various tribes, ensure their harmonious standing with the realm, and to prevent inbreeding within their number.

In times of war a single member is elected from among these chieftains to lead the combined tribes—and with the encroachment of civilization upon Griffon's Spur, violent encounters with outsiders and centaurs have only increased. The current warchief of the council, Ixon Dragonhoof (N Male centaur shaman 11), is well aware that his reign may be the bloodiest in the history of the tribes.

GRIFFONS AND GRYPHONS

Though there is little visible to differentiate the two races, sun gryphons detest being mistaken for their less intelligent cousins. To reduce the confusion amongst humanoid races, they spell their race "G-R-Y-P-H-O-N", and stress this with all those they interact with. To many peoples' surprise, 'lesser' griffons do exist in the Spur and are trained by sun gryphons much like humans train dogs. There are specialized units in the Spur military with sun gryphons that command war-trained griffon flights.

Fathomtide: Though Griffon's Spur is named after its mostly benevolent avian overlords, they are not its only intelligent inhabitants. Within the rolling waters off the peninsula that wraps around Orcawash Bay is the merfolk settlement of Fathomtide. They largely keep to themselves but are known to trade fish, crustaceans, coral, and shells with the centaur tribes of the Spur and have given their word to Temhkes to harry any vessels carrying poachers until they can be dealt with properly by the sun gryphon wardens.

Even the limited trading they do with the surface is uncomfortable for the merfolk of Fathomtide, and they do not take well to strangers so much as approaching their settlement (regardless of their intent). Those within the upper reaches of the city find they are actively dissuaded from entering the undercity, and even flat out assaulted unless already in the company of the undercity guards.

Fathomtide's current ruler is Senoj Sharkbreaker (NG Male storm giantblood merfolk aristocrat 3/ranger 6). A disproportionately massive merfolk, he claims one of his ancestors was a storm giant. Possessing black dreadlocks and a close-cropped beard, he's known for his jovial nature when happy—and great temper when angered.

Roads of the Spur: Work can always be found for an immigrant to Griffon's Spur toiling on its many roads, for though there are no cities within the country, its inhabitants encourage the swift travel of outsiders *through* the land. Crews of 60 to 100 laborers are guided by small groups of druids who ask the land what it wants and then lay roads in ways that are most in tune with natural growth. Work crews include typical laborers but also dedicated "recyclers" who ensure the complete use of anything the crew cuts down or digs up. Lumber is trimmed, treated, and laid out to be used for bridges later on, while loam is transported to areas where rich soil is scarce. A finished Griffon's Spur road is fifteen feet wide and made of compacted gravel (or fired clay, depending on the terrain) with a cleared verge about five feet on either side and clearings for camp to be made every four miles (complete with firepits).

Sun Gryphons (page 237): This race of exceptional gryphons was created by Princess Temhkes, who found the griffons common to the spur pleasing but not sufficiently intelligent to compliment their majesty. Over the course of several decades of selective breeding and magical manipulation, sun gryphons were brought into being—former griffons with intelligence to match humanoid races and claws dextrous enough to manipulate tools. These powerful creatures serve as the knights and wardens of Temhkes' Protectorate, watching over the Spur, its lands, and the inhabitants to ensure the beauty and splendor of nature is not defiled by outside influence. Though vastly outnumbered by their bestial cousins, there are still suspected to be thousands of these majestic creatures roaming the skies of the Griffon's Spur.





Krell Copperwing **CR 7** **XP 3,200**

Male sun gryphon paragon 5/fighter (unarmed fighter) 3
CG Large magical beast
Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 20, touch 12, flat-footed 17; (+2 armor, +2 Dex, +1 dodge, +6 natural, -1 size)
HP 64 (8d10+16)
Fort +9, **Ref** +7, **Will** +4; +1 vs. exhausted, fatigued, staggered, ability damage
Defensive Abilities harsh training, tough guy

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)
Melee bite +12 (1d8+7), 2 claws +12 (1d6+5)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws +12 1d6+5)

TACTICS

Before Combat Krell observes a conflict before engaging; if he sees a spellcaster or thinks the situation warrants them, he drinks potions of *protection from evil* and *haste*.

During Combat Krell begins battle by dropping fuse grenades into the midst of his enemies. He then dives in and out of melee combat, striking a single opponent with his pounce ability before flying out to strike from a different angle (using his perfect maneuverability and high Acrobatics to dive in and out of an enemy's threatened area). If ever entangled, he drinks his *potion of gaseous form*.

Morale When reduced to less than 20 hit points, Krell disengages from battle, flies to safety, and drinks a *potion of cure moderate wounds*. He then watches his targets from afar until he can determine if another strike is advisable without reinforcements.

STATISTICS

Str 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8
Base Atk +8; **CMB** +14; **CMD** 27 (31 vs. overrun and trip)
Feats Acrobatic, Dodge[B], Dragon Ferocity, Dragon Style, Elemental Fist, Flyby Attack, Improved Initiative[B], Improved Maneuverability ×2, Improved Unarmed Strike, Wingover
Skills Acrobatics +19, Climb +13, Diplomacy +7, Fly +23, Perception +16, Stealth +6, Survival +10; **Racial Modifiers** +2 Fly, +2 Perception
Languages Auran, Common, Sphinx
SQ dextrous claws, sunlight dependence, unfettered predator, voracious
Combat Gear *potions of cure moderate wounds* (2), *potion of gaseous form*, *potion of haste*, *potion of protection from evil*, fuse grenade (6); **Other Gear** *bracers of armor +2, ring of energy shroud*; **Attuned Gear** *amulet of mighty fists +1* [**Melee** bite +13 (1d8+8), 2 claws +13 (1d6+6)]

Krell's explorative nature and love of the adventuring life makes him likely to play a recurring role in campaigns set in Grethadnis, helping PCs out when they are new to adventuring or lending a talon once they're more experienced. Most of all Krell serves as a means to provide information to the party, even in terms of attitude alone—he is businesslike or sullen because of a tragedy beyond his reach to divert, grouchy when stolen from, or intensely focused if danger is nearby. If adventurers are good to him he is likely to consider them friends, willing to provide them favors ranging from first-class passage through the territories, legal refuge or asylum, or even gathering information on their behalf.

As PCs increase in level Krell is likely to as well, either through gaining levels (at a rate of about one for each three the PCs gain) or through a class template (from the *Pathfinder Roleplaying Game: Monster Codex* or from page 381) as befits his interactions with the party. As PCs begin to outstrip him he may even undergo mythic ascension[MA] through his rivalry with Arenathi, making him a powerful ally indeed.

Krell's brother (and nearly Krell himself) was killed by a rockslide when he was 12, and is especially wary of entering unstable construction, unexplored caverns, and narrow mountain passes—he won't even walk under an archway that looks badly maintained if he can avoid it. He hopes to inspire among his enemies a monicker of "the phoenix gryphon" (and thus, a reputation for being unkillable) thanks to his *ring of energy shroud* (fire).

USING KRELL COPPERWING:

Things Krell Will Do	Things Krell *Won't* Do
carry someone away in his claws as an emergency	serve as someone's mount
show PCs the entrance to a dungeon	enter a dungeon
provide sudden rescue in open terrain	appear unexpectedly underground
make a dramatic entrance	avoid joining in song or dance
eat his full and bask in the sun	fail to assist beleaguered allies without good excuse
brag about his exploits with humility	lie and misdirect for selfish or ignoble reasons
fight savagely, maiming or killing when angered	forego magically removing any scars
act with civility and good manners	fail at being hilarious and embarrassing at parties
act to glorify his allies rather than himself	refuse to provide a diversion

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Griffon's Spur, Traveler's Guide Entry 813
- Krell Copperwing

Krell Copperwing, Warden of Heights and Homes, Voice of Temhkes, Wingleader, and majority owner of Aerie-Village Downspout's ciderhouse, is a sun gryphon who has ranged to every corner of Grethadnis in the last twenty years. His sisters, the cartographer Riast Freesoarand and the druid Sulica Slowturn, as well as his brothers, the mage Kantur Opener and Urvi (deceased) are also of note, but will not be discussed in detail. Krell's father and mother, Coastline Defense Marshal Hakrack the Wavebreaker and Soft Speaker, were instrumental in the royal committee that established the wide-road system in Griffon's Spur and the mobile combined arms doctrine that helps defend the Unfettered Protectorate. Soft Speaker is credited for the compact between the nomadic centaurs and the druids of the Spur that allow the roads to operate to the benefit of all.

Krell continuously "ran away from home" before he could even fly, exploring as far as he could get before being "rescued". On one of these adventures, his unfledged, younger brother Urvi followed Krell only to be trapped and ultimately killed by a rockslide. Krell himself was pinned while trying to save his already-dead brother and was not found until two days later, caught where his sibling's slack face still stared at him, crushed under stone.

The experience left Krell mentally broken—his once boundless joy for life faltered and he spent entire days in self reflection. As he recovered over the course of the next year, self-awareness replaced Krell's foolhardiness and he adopted a facade of playfulness to cover his silent, deep consideration of any repercussions. With his cavalier demeanor the sun gryphon appears honest to a fault—though friends say it is because he lies through omission, as opposed to untruths.

While Krell Copperwing does not have a death wish, he willingly puts himself into risky and even dangerous situations as penance for his past failings. He keeps scars and every indication of his injuries—even those that can be removed by magical healing—as reminders to himself of his mortality and the fragility of flesh.

Copperwing keeps a stunning network of allies and friends across northern Grethadnis, and anyone seeking to do him harm should be warned—there is no telling who, or how many, may seek revenge for it. One close friend, dwarven commander-turned-barkeep Dopro Stoutheart, affectionately teases him as "That Flying Dandelion," even while recounting how Copperwing gleefully acted as a diversion and bait in three engagements, using his flashiness to divert attention away from the advance of conventional forces. The stout has grudging admiration for the gryphon, concluding that "anyone with that much love of explosives can't be all useless."

During confessions inspired by hard-cider Krell speaks at length of his dream to have an Aerie-Village with a large statue of him as part of its main shelter, its wings protecting everyone, with inscriptions to all that he was a good soul. How he is remembered is of great value to Krell and seems to be more important to him than lasting love, and while he has had many admirers, the sun gryphon does not think he will ever have a mate or children. Currently, Copperwing has a home at the Aerie-Village Downspout and a spire apartment on Arfahk where he is said to frequently spend private time with Temhkes.

It is suspected that Copperwing carries a reserve of *Ankshirr water* and imbibes it before battles with forces that far outnumber him. He has flown alongside the Beztekorps twice for certain, and as a Wingleader of an allied griffon-riding detachment in at least one other

From an interview with Grim Bock Smashes-Mug-Over-Head, a moody bard/brewer who out-drank Krell. —Sarilyn

BY PRIVATE TIME DO YOU MEAN PLAYING CHESS OR SOMETHING MORE CARNAL? CLARIFICATION, PLEASE. —PROF. THURMUR, GCMS

Krell is rumored to spend private time with everything that moves. —Sarilyn

Moving is not a requirement. --Ignacio

CITATION NEEDED. —PROF. THURMUR, GCMS

Let's get back to what is actually known, shall we? --Ignacio

confrontation. Why Krell Copperwing was there at all is unknown, but it is confirmed that he personally delivers artifacts and treaties for Temhkes—this may have been such a case, and the battle merely a coincidence. Eyewitnesses to these sorts of engagements refer to the gryphon's inconceivably fast movement and aerobatics.

Krell Copperwing has also been seen in flight alongside the thunderbird of Denath Peak, engaging it in conversation (for comparison, Krell's entire wingspan is less than one of the thunderbird's flight feathers). Some say that the sun gryphon was speaking with the thunderbird on behalf of Arfahk and Temhkes to forge an agreement or treaty, but with no others present to observe the conversation, their topics of discussion remain unknown.

While Krell's allies are many, his foes are of no small number either. The sun gryphon's most powerful known adversary, at least, does not want to outright kill him, and stories of Krell Copperwing's challenges and torments from the goddess Arenathi propagated immediately after he spoke with the thunderbird. The Divine Revolutionary is spiteful at best and enjoys wounding Krell's ego for daring to be such a good flyer, though she sometimes chooses to advance her little vendetta instead through the sun gryphon's friends and acquaintances.

In one public exchange between them, the Primal God of Air buffeted Krell away from completing an aerial obstacle course against her draconic champion and called out, "hah! I beat you!" to which he replied, "if you cheated, you didn't really beat me, did you? You achieved a result, not a victory." After this rebuke the Traveler's God disappeared with an angry glare while her draconic flier departed with a begrudgingly respectful nod.

At least one enemy, however, does want Krell dead; after reporting a defunct magickarr lost in a mountain crevice in Amaroke, the sun gryphon was shot from the sky with an incredibly accurate heavy bore sniper rifle. He was rescued from his cliffside crash site—bleeding out and near death—by a team of Amaroke Defense Force commandos. As yet, no one knows who fired the deadly missile from what experts think must be an extraordinary weapon never before seen. Krell openly wears the spear-like, brass boat-tailed bullet as a personal ornament, hoping someone might recognize it one day and give him a clue to its origin.

Krell's nickname, "Copperwing," comes from the brown-gold color on the dorsal side of his wings, further supplemented by "leaves" made from pressed-out copper coins. One rumor says that he wears one for each worthy foe he has defeated. These coins compliment his travelling equipage, specially designed for and tailored to his body and coloration (and he famously insists any new additions to his gear must be modified to match).

It is known that while Krell is a very capable killer (with a body count in the thousands) he does not enjoy it. Sometime within an hour following a battle, the sun gryphon can be heard apologizing to each opponent he has slain.

If it can be described, it is conceivable. I do not think that word means what you think it means. --Ignacio

THIS IS INSANE. THAT COULD NOT HAVE HAPPENED. —PROF. THURMUR, GCMS

Have you seen our world at all? This is far less insane than most things out there. You need to travel, Thurmur, not just grade papers all year long. --Ignacio

SERIOUSLY, ARE YOU BEING PAID BY THE WORD? MORE RUMORS! DO WE ACTUALLY KNOW ANYTHING ABOUT THIS GRYPHON, OR IS THIS JUST A LIST OF RUMORS? — PROF. THURMUR, GCMS

THIS IS ACCEPTABLE FOR STUDENT WORK. —PROF. THURMUR, GCMS

I would liked to have seen more hard facts but understand that such things are hard to get about such a peregrinator. Well done. -- Ignacio

I HOPE YOU KNOW THIS WILL BE GOING ON YOUR PERMANENT RECORD. —PROF. THURMUR, GCMS

I learn more from rumors every day than I do from scrolls and books. --Ignacio

OUR CIVILIZED WORLD SHALL ONLY BE SAVED BY THE RELENTLESS RECORDING OF FACTS. — PROF. THURMUR, GCMS

Even rumors are a kind of fact. I am withholding judgment so far. —Sarilyn



GRONDOV MOUNTAINS — *MONSTER INFESTED SHORTCUT*

Alignment: CE, NG (Pantako Canyon)
Notable Settlements: Pantako Vault (2,607)
Ruler: none
Government: clans of Unwanted Folk, pantako monarchy
Languages: Common, Giant, Terran
Religion: Arcanalus, Earkenta
Common Terrain: caves, dungeons, mountains



Notable NPCs: Stone King Gurram Ne'Thako VI (see page 230; add advanced and giant templates)

Used for extensive mining by the Trekth Empire, the Grondov Mountains were home to slaves that toiled their entire lives without ever seeing the light of the sun, living and dying beneath the whips of cruel overseers. Now the mountains are home to tribes of Unwanted Folk who prey on travelers, including clans of giants across the peak that wage aggressive campaigns on their neighbors (regardless of whom they might be). The Radross Empire to the north has littered their border with heavily fortified keeps and fortresses to rebuff the dangerous savages, a stretch of fortifications known as the Imperial Line (though the clans simply call it a challenge).

The Stone Tower: A huge network of mining tunnels once served as the center of the Trekth presence in the mountains. After running dry of resources, it became a favorite shortcut through the region and down into what is now known as the Desert of Lost Hope. The Trekth carved the mountain above the main tunnel into the towering likeness of some long-forgotten being, its features now eroded beyond identification save for the outline of a face and a humanoid form reclining against the mountainside. The tunnels around the Stone Tower descend for hundreds of miles, infested with all manner of beasts from undead and trolls to earth elementals used to dig through the rock millennia past, still bound by ancient rituals and quite insane.

Rumors persist of many-armed statues appearing far from the light of the sun, and of the vile rites carried out in front of them. Carvings all throughout the tunnels whisper to travelers in evil tongues that question their deepest beliefs, warning that all those before them have been taken by monsters, offering protection for those willing to offer tribute. Only the Order of the Muted Maiden keep the Pantako Canyon—and the other major routes between the Desert of Lost Hope and the Korokah Forest—safe, though they remain (unsurprisingly) silent about the oddities.

Pantako Canyon: While the mountains are full of dangers, Pantako Canyon has always been a peaceful exception. None knew why the local clans avoided the place until after *The Scarring,* when the pantako emerged from the rock they had hibernated within for millennia. These strange stone creatures allied with the great wizard Yawvil and proved instrumental in beating back the jabberwocks.

Today the pantako live in the Pantako Vault, tunnels and caverns deep beneath the surface, connected to the subterranean network under the Stone Tower. Ruled over by Stone King Gurram VI they continue to keep to themselves, but the recent turmoil in Grethadnis has once again seen ambassadors of the Radross Empire and other kingdoms of Kind Folk petition for the aid of pantako warriors.

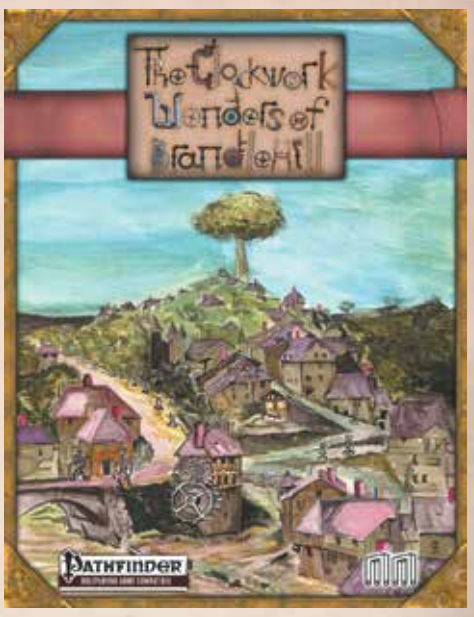
Order of the Muted Maiden: This order of male-only warriors and female-only sorceresses and oracles have established a keep near the summit of the Grondov Mountains where they overlook both the Desert of Lost Hope and the Korokah Forest, spanned by the Pantako Canyon. From the Fortress of Solitude they patrol the tunnels beneath the Stone Tower and have kept travelers safe for almost a decade, allowing more caravans to make the trek between the two regions safely each year (enriching all three realms). The Order of the Muted Maiden are very secretive and communicate amongst themselves with a unique sign language used only by their sect of warriors.

Grualroth's Rot Adventure Path —

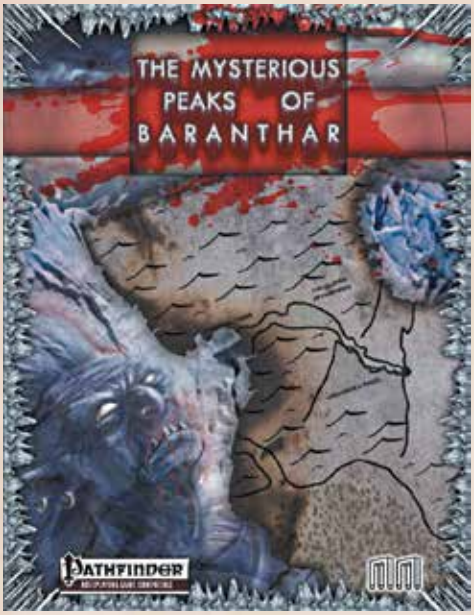
The Return of the Demon

GMs looking for more details can find them in *The Clockwork Wonders of Brandlehill, Mysterious Peaks of Baranthar,* and *Bandit King Grogth Bloodfang*! Be sure to keep an eye out for the rest of the *Grualroth's Rot Adventure Path!*

The Clockwork Wonders of Brandlehill
Regions Brandlehill, Zeranoth Swamps
Notable NPCs
Mayor Bogden Cutterstein (NG Male gnome expert 2)
Terrence Threncewell (NG Male gnome bard 3)
Threnta (NG Male grippli druid 6)
Fleghemoth the Longuetongue (CE Advanced half-fiend fey giant toad)



The quaint town of Brandlehill, home to small folk and humans alike, has recently suffered attacks from the normally amicable grippli tribe from the Zeranoth Swamps to the west. Mayor Bogden hires out adventurers to seek a peace with the treetop village of Togafor, but they uncover more than that in the nearby Fort of the Mired Infantry. A dead ranger's journal describes the true source of trouble in the region—a strange demonic toad in a cave to the north—but slaying it only leaves more questions than answers, along with a trail leading northward to the mountains.



Mysterious Peaks of Baranthar
Regions Baranthar Mountains, Skarvass' Outpost
Notable NPCs
Skarvass Grimdrahk (NG Male dwarven alchemist 5)
Xyrk (CE Male ice troll ranger 2)
Yalroth (NE Male half-fiend yeti barbarian 2)

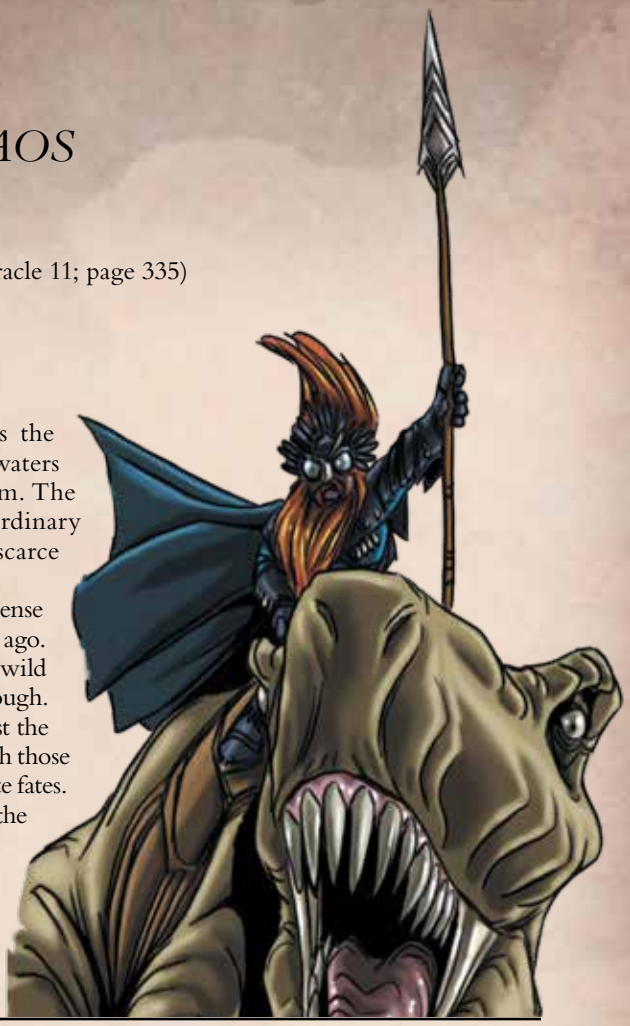
Along the summit of these mountainous peaks sits a meager hamlet called Skarvass' Outpost, named after the alchemist that founded it. The dwarven bomber tells travelers of the abnormal weather surrounding the peaks over the past few years, and warns them that none who venture upward ever return. A perilous journey through the snows leads adventurers to soon find out why—the Thickskinne Tribe of ice trolls. Despite the obvious danger they pose though, a far greater threat awaits anyone who reaches the distant peaks.

Bandit King Grogth Bloodfang
Region Collbrook
Notable NPCs
Sharid Dalsoun (NG Male half-elf aristocrat 8)
Darius Ventraliu (CE Female sylph oracle 8)
Svensk Brajja (N Male human rogue 9)
Baroose Synd (NG Male human alchemist 8)
Weaky Leeks (CN Male kobold rogue [charlatan] 8)
Prazi Snagfoot (NE Male goblin rogue 5/ranger 4)
Yargno (N Male awakened dire ape fighter 5)
Rathi Jones (NE Half-fiend doppelganger rogue 4)

The strange doings on the *Mysterious Peaks of Baranthar* have irrevocably changed the mountainside settlement of Collbrook, tainting the spring waters flowing through the aqueducts feeding the farmlands below. Most of its inhabitants remain unaware of the insidious danger about to overwhelm them, distracted by the army of bandits outside the city walls. Truly sinister things lurk in the sewers—the twisted spawn of Grualroth—but adventurers that venture deep enough into Collbrook's underbelly find an ancient temple that reveals a threat far older than the great demon.

INIPLEXETZ — *JUNGLES OF CHAOS*

Alignment: CN
Capital: Iniplex (4,347)
Notable Settlements: Inpl (1,568), Ixetz (1,103), Plexi (875), Xetz (346)
Ruler(s): Sayidkiisa oo Godkiina, the Great Keeper (CG Male dwarven oracle 11; page 335)
Government: tribal councils
Languages: Dwarven (obscure dialect)
Religion: *Polydracte*
Common Terrain: jungle, caves, dungeons, coastal



Densely populated and intensely magical, the jungle of chaos hugs the coastline of the ocean and prevents the wild magic borne on the waters from Nethys' Scar from spreading out into the Doryhanna in its purest form. The monsters and plant life inside of it grow at inconsistent rates and in extraordinary ways both beautiful and terrifying—truly natural beasts in the jungle are scarce indeed, and few who enter Iniplexetz survive.

Clever jungle dwarves are the only denizens within, carving out lives in the dense wilderness with the use of dinosaur steeds domesticated by their tribes centuries ago. Some believe that the *Polydracte*—a mysterious multi-faced gem that feeds off wild magic—was instrumental in this prodigious feat, and the stories seem likely enough. The jungle dwarves depend on the power of the artifact for protections against the plethora of exotic dangers around their homes, though their myths are filled with those that attempted to wield the *Polydracte*'s great power only to find truly unfortunate fates.

All twenty of the tribes that live within the region pay reverence to the Sayidkiisa oo Godkiina, or "Great Keeper," a shaman who protects the *Polydracte* with his life, forbidden to ever use the artifact's great power, instead acting as its steward. Every few months (typically when the seasons change) all the jungle dwarves join together in a great festival, engaging in bloodsport to determine who, if any, are worthy. The few that survive are rewarded the highest honor one can earn in the Iniplexetz Jungle: rolling the *Polydracte*.

Polydracte

Aura overwhelming (any school; determined randomly); **CL** 20th
Slot none; **Weight** —

DESCRIPTION

All of this stone die's twenty sides each have a rune carved upon it, worn almost smooth by the passage of time. The sheer power contained within the trinket is evident—it radiates a cascading aura of energy made up of a panoply of colors.

The *Polydracte* is activated as soon as a creature rolls it (either intentionally or by accident), at which point they consult Table 1-1: Polydracte (Fateful Roll). Any attempt to attack the *Polydracte* or stop the roll from occurring (such as grabbing it out of the air or catching it in one's cap) requires a melee touch attack roll with a natural roll of 20.

The permanent and irreversible effects bestowed by this artifact are put upon the very soul of the creature that rolls it; no amount of magic, or even death, can alter the outcome of the *Polydracte* in any way (either during the act of using it or afterward). Any effect with a caster level treats a creature's caster level as its hit die.

Once a creature has rolled the *Polydracte*, it becomes completely immovable—except by a creature that has not yet rolled it.

DESTRUCTION

A sorcerer must cast *mage's disjunction* on the *Polydracte* at the exact moment that a paladin (wielding an *anarchic* weapon) and antipaladin (wielding an *axiomatic* weapon) both strike the artifact at the same time while using their smite abilities.

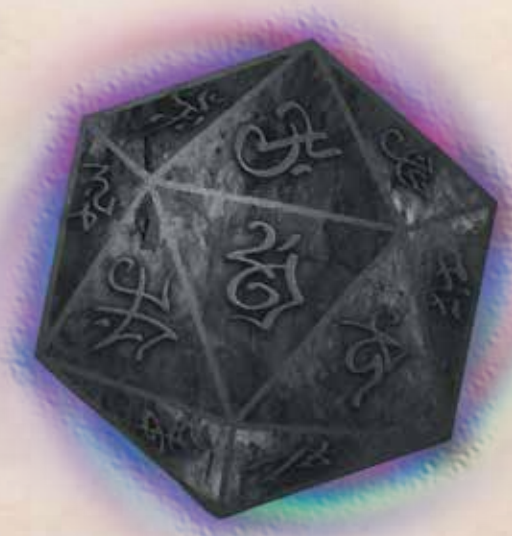
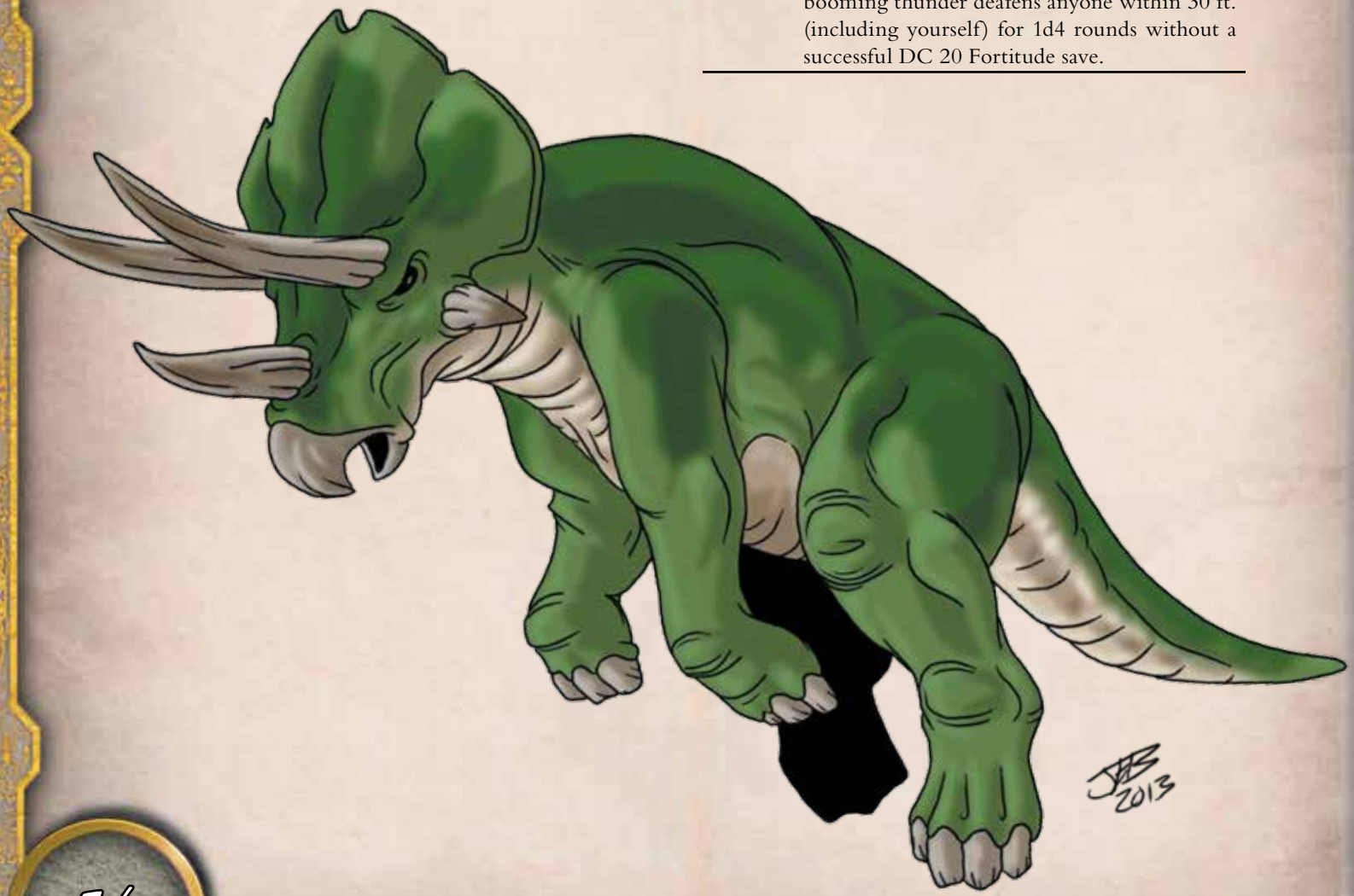


TABLE 2-1: POLYDRACTE (FATEFUL ROLL)	
1	Roll again on Table 2-3: Polydracte (Unfortunate Roll)
2	Gain a +1 luck bonus to Will saves. Once every 1d4 hours you inadvertently telepathically project an impolite thought.
3	Gain the use of *featherfall* as a spell-like ability once per day. Every 1d6 hours you must make a DC 18 Fortitude save or cough up feathers.
4	Every time your name is said within 10 ft. a melodic rift of guitar strings cuts through the air. If you possess the Leadership feat you gain a +3 bonus to your Leadership score.
5	Whenever you speak your voice is thrown as though you were constantly using *ventriloquism* as a spell-like ability.
6	Whenever you relieve yourself what comes out is bright blue, smells disturbingly pleasant, and possesses a random magic aura. With a DC 30 Spellcraft check this can be collected and used to substitute components for a spell (one day's waste is equivalent to roughly 15 gold of components).
7	Dirt and dust seem to be attracted to you, soiling your things and always drifting in your direction—you are forever unclean. Gain +1 CL when casting spells with the earth descriptor, and gain a +1 luck bonus to attack rolls, weapon damage rolls, AC, CMB, and CMD while both you and your target are standing on the ground.
8	Any time that you pass gas you must make a DC 15 Fortitude save or inadvertently use *flare burst*[APG] as a spell-like ability (centered on yourself) as a free action. You must make this save once every 1d10 rounds during combat or other intense situations. Conversely, you may voluntarily pass gas to produce this effect at will with a DC 10 Constitution check.
9	The spirits of your ancestors sometimes share what they know of a creature before you. As a free action once per day, you may make a single monster Knowledge check to determine what a creature is and what abilities it has, with a +10 luck bonus to the check. However, there is a 30% chance that the information they give you is completely wrong.
10	Roll again on this table; effects are delayed for 1d20 days.
11	With a DC 15 Use Magic Device check you can use either *summon minor monster*[UM] or *snapdragon fireworks*[UM] as a spell-like ability. In either case the effect produced is tiny little jungle dwarves (corporeal or as pyrotechnics).
12	Your spittle becomes as fire. Anything you spit on (a ranged touch attack) takes 1 point of fire damage and if flammable, is affected as though you had cast *spark* on it. This makes it impossible to eat anything cold (and you are forever denied icy treats).
13	Gain the use of *enlarged mage hand* as an at will spell-like ability; unlike normal, you may affect objects of up to 10 lbs. in weight. Whenever you use this power it causes you to laugh hysterically while doing so.
14	Your icy stare becomes truly chilling and anytime that you make an Intimidate check against a creature, you may also attack them with an invisible *ray of frost*.
15	Gain the use of *mending* as an at will spell-like ability. Everything repaired this way is patched and covered with a durable gray band of paper and adhesive.
16	Everything you have ever owned (except for coins) is emblazoned with a detailed *arcane mark* of your face that changes to match your appearance. Anything that is not currency that comes into your ownership afterward becomes the same way as soon as you attain ownership of it. These *arcane marks* can never be removed and depreciate the value of non-magical items by 10%.
17	You do not become immortal, but you never suffer any penalties from aging and appear to be forever youthful.
18	A thin copper antennae sprouts from your head. This appendage never hurts, regenerates when cut off, and also sways towards the north (granting you the use of *know direction* as an at will spell-like ability).
19	Once per day per hit die you randomly *detect thoughts* as a free action for 3 rounds (this does not require your concentration).
20	Roll on Table 2-2: Polydracte (Lucky Roll)

TABLE 2-2: POLYDRACTE (LUCKY ROLL)

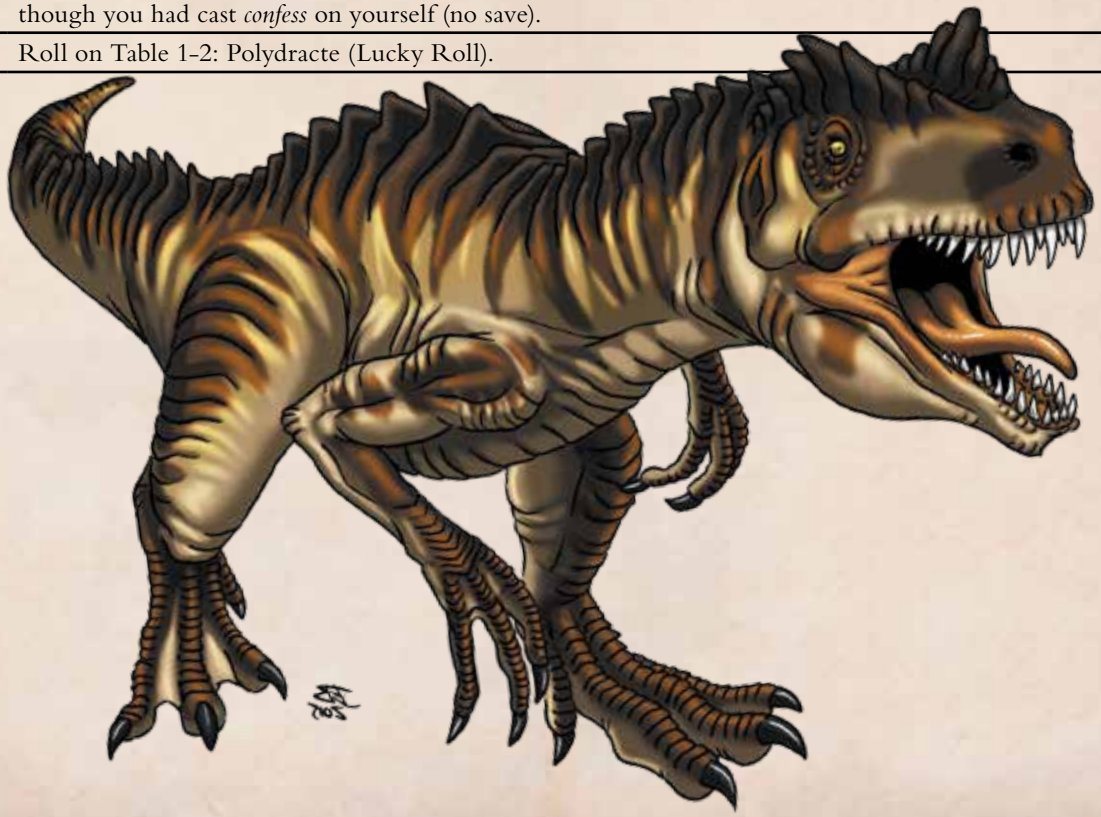
1	Roll on Table 1-3: Polydracte (Unfortunate Roll).
2–5	You gain telepathy 15 feet.
6–9	Your density decreases 50%; gain a +2 inherent bonus to Dexterity, +5 ft. bonus to base speed, and a +5 luck bonus to all Acrobatics checks made to jump.
10	Roll again on this table; effects are delayed 1d20 days.
11–12	You are *reincarnated* as per the spell and gain enough experience to level.
13–14	You gain a familiar, treating your level –4 (minimum 1) as your wizard level for determining its abilities. If you already possess a familiar, increase your level for determining its abilities by 4.
15–16	You are *reincarnated* into an animal (of the GM's choice) and gain enough experience to level, as well as a bonus feat. Spellcasters must select the Wild Spell feat for their bonus feat. No matter the outcome, you are capable of speech.
17–18	Gain *major creation* as a spell-like ability once per day, but everything you make is a horrendous shade of bright green.
19	You earn the eternal favor of a nymph[B1]. If you possess the Leadership feat you may take the creature as a cohort (treat its HD as its effective class level).
20	Whenever you roll a natural 20 on an attack roll or concentration check to cast a spell, you may make one free additional attack at your highest attack bonus or cast an additional spell with a casting time of a standard action or less. Every time that you do so, lightning crackles from the sky and to your hands and booming thunder deafens anyone within 30 ft. (including yourself) for 1d4 rounds without a successful DC 20 Fortitude save.



Nymph from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC

TABLE 2-3: POLYDRACTE (UNFORTUNATE ROLL)

1	You are turned into a mongrelman (retaining all your class levels and mental attribute scores) and gain a random oracle's curse (roll 1d6 to randomly determine which).
2	Your arms and legs become ooze, granting you a natural slam attack (1d8 bludgeoning for a Medium sized creature) that you are automatically proficient with. In addition, your touch becomes corrosive and you deal 1d6 acid damage with any natural weapons or unarmed strikes. Your manual dexterity is so reduced that you are unable to manipulate any object with your limbs and you take a -10 ft. penalty to base speed, but gain a 10 ft. climb speed. You cannot cast spells with somatic components but gain Still Spell as a bonus feat if you could cast spells. Any time that you take a critical hit or sneak attack damage, there is a 50% chance it is negated (this bonus stacks with that granted by the *fortification* magic armor enchantment).
3–5	Your density increases 50%; gain a +1 inherent bonus to Strength and a +2 luck bonus to CMD when resisting Bull Rush, Overrun, and Trip combat maneuvers, but take a -2 penalty to Dexterity, a -5 ft. penalty to base speed, and a -5 circumstance penalty to Acrobatics checks made to jump.
6–7	You are transformed into a magical beast (of the GM's choice) of a CR equal to your level + 1. You lose all class levels but retain all your memories and mental ability scores.
8–9	You have an odd version of spell resistance (11 + HD) that you have no control over. Whenever a creature fails a spell resistance check against you and has a final result that is an odd value, one of these randomly determined (1d6) spells activates, centered on you: *black tentacles* (grapple only, no damage), *darkness, glitterdust, hallucinatory terrain, magic circle against chaos/evil/good/law* (roll 1d4 to determine randomly), *reverse gravity*.
10	Roll again; effects are delayed 1d20 days.
11–12	You project an aura opposite what your alignment actually is and the power of your aura is determined as if you were a cleric of your level.
13–16	A spectral pixie follows you around until you die (and maybe afterward) speaking to you at length and at inopportune times. A DC 20 Diplomacy check convinces it to hide and remain quiet for a while (1d4 + your Wisdom modifier minutes); this check may be made a number of times per day equal to your Intelligence modifier. The spectral pixie emits light as though it were an everburning torch.
17–19	Any time that you are asked a question, you must answer truthfully in the same language or take damage as though you had cast *confess* on yourself (no save).
20	Roll on Table 1-2: Polydracte (Lucky Roll).

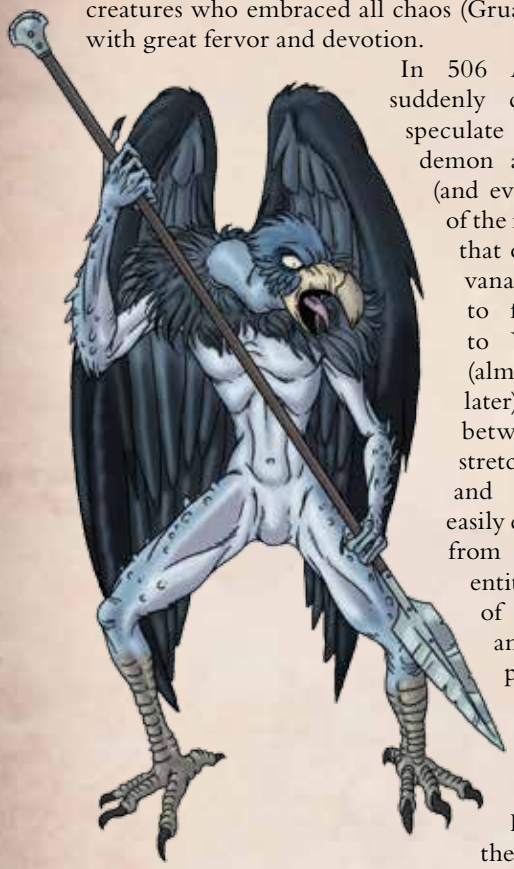




JUNGLE OF TERNAK — *ABYSS TAINTED WILDERNESS*

Alignment: CE
Capital: Hualgrort (2,650)
Notable Settlements: Ralorthug (460), Argulthro (340)
Ruler(s): Hassruak Mawfang (CE Female vanara cleric 5)
Government: tribal
Languages: Abyssal, Aklo, Common
Religion: demons (Grualroth)
Common Terrain: jungle, mountain, swamp
Notable NPCs: Feska Vinnear (CE Male vanara gunslinger 4), Nguoi Tchokt (NE Male vanara bard 6), Batutukt (CE Female vanara slayer 4)

Grualroth's evil and chaos have taken root deep in the fertile loam of both earth and soul in the Jungles of Ternak. Jabberwocks were not alone in bargaining with demons for greater power—their slaves, both those trusted and rebellious, made their own pacts with the lower planes. They fought and enslaved one another and at the very bottom of their pecking order were the vanara, ape-like creatures who embraced all chaos (Grualroth in particular) with great fervor and devotion.



In 506 AV these masters suddenly disappeared. Some speculate that the great demon absorbed the souls (and even material bodies) of the mortals and demons that once ruled over the vanara in a vain effort to fuel his resistance to Yawil. Even now (almost six centuries later) the boundaries between planes are stretched by their battle and vanara diabolists easily draw abyssal essence from the beyond. These entities are reminiscent of ancient demons and fell heroes, all part of an endless endeavor to hasten the return of Grualroth by any means possible. Favorite amongst these is the fashioning of tremendous sculptures, massive stone heads depicting their demon lord—though impressive and often imposing, they are distinctly primitive in contrast to the ruined cities that surround them.



Despite the omnipresence of these icons, lesser demons constantly immigrate from the Black Mountains seeking to claim faithful vanara for themselves and dozens of small cults can be found throughout Ternak. Some of these groups thrive for a time, recruiting from Trianestra or Privatend while others sputter out quickly, but all are hunted down as apostates and heretics by Grualroth's true followers. Batutukt is amongst the most accomplished of such hunters, tirelessly prowling the jungle and making temporary alliances with any nearby creature or traveler that might aid her cause. For those that meet her care is required for Bakutukt reports all she sees to her cousin Nguoi Tchokt, whose knowledge of the jungle's secrets is unmatched.

A web of rivers and creeks saturates coastal Ternak, creating vast swaths of swampland. These rivers are so shallow that it is navigable only by flatboat or canoe, and lead further inland to where the waters are pure, untainted by the corrupt streams that flow down from the Black Mountain. Instead the western jungle is fed by clean watersheds from the hills of Trianestra and proves far more palatable for its less monstrous inhabitants. Massive lizards flourish in the otherwise difficult terrain, ignoring the demons and ape-men if unprovoked, instead hunting other megafauna—or adventurers searching for Ternak's exotic offerings.

Agulthro and Ralorthug: Built where the boundaries between planes is weakest, these two large villages are home to those who coax demonic creatures into Grethandis for plots unknown.

Haulgrort: An echo of its former self, the vanara occupy only a small fraction of this once vibrant city. A nexus of the river network, Hualgrort still attracts those who seek exotic goods but let the buyer beware: a shrine to Grualroth lies hidden inside a massive downed tree in the central square. Bazaars stretch out from both sides of the massive trunk and those deemed worthy of sacrifice are slowly enticed deeper within by offers of lush comforts and excellent bargains.

The Visage of Grualroth: Though most of the stone heads in the jungle are simple carvings, one sculpture is said to host a true shard of Grualroth's power. None outside the faithful know which icon is his true visage, whether it is simply a focus for his worship, or if it bears other, darker portents.

Facing: Another dwarven warrior is touched by the entropy of the Polydracte.

Mistress of High Places from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Chapter 2

KOROKAH FOREST — *WOODS OF REVERIE*

Alignment: NG
Ruler(s): High Druid Shelak Leafrunner
Government: autocracy
Languages: Elven, Sylvan
Religion: Andraletha, Arcanalus
Common Terrain: forest (coniferous), forest (deciduous)

Nestled inside Pantako Canyon, the Korokah Forest has been shielded from most of the events that have shaped Grethadnis—literally, in the case of the *Eclipse of the Elves*. Drow emerged from elven settlements all over Veranthea, but those within these enchanted woods never left the global reverie, transforming into a new race forever lost in their own dreams: feylves (page 229). Though they look like ordinary elves, feylves exist in a constant waking dream, never truly fully aware. Their eyes are pits of black, where constellations appear to those who look too closely; some say that to look a feylf in the eyes is to gaze into the void itself.

Korokah Forest is host to other mystical beings and a bountiful populace of woodland animals curiously devoid of lizards of any kind—the feylves uniformly hate all reptiles and dragons, swiftly killing any they find. Druids travel here to experience a virgin wilderness and see the innocent inhabitants of the serene, tranquil woods, but most who make the journey petition to join the Grondov Druid Cricle (though few are admitted). High Druid Shelak Leafrunner (CN Female half-elf druid 11; Mistress of High Places[NPC]) tends to the ever dreaming feylves, protecting them and using the benign small folk to facilitate communication with visitors to the region.

The Grondov Druid Circle: Founded after *The Scarring* to watch over the natural balance of Veranthea, the Grondov Circle have long worked towards calming Wealbrens' anger and the raging seas. With both finally subsiding, the druids have turned their gaze towards far-flung areas of Grethadnis and the other continents. Some prominent members lobby to send representatives to Urethiel and Trectoyri to help these savage places regain the important balance in Veranthea, while detractors have expressed concerns over sending anyone across the oceans before more is known of these distant realms. This ongoing debate, as discussions go in the circle, could take decades to reach a resolution.

Korokah Ruins: Mysterious, millennia old ruins hide deep within the woods. The Grondov Druid Circle harshly dissuade any that trespass nearby and the feylves consider the area taboo, refusing to even speak of it. A few intrepid scholars have described the ruins' architecture as completely different from the remains of the Trekth that dot the landscape around the Koprik Sea, but historians cannot account for any other races in Korokah Forest before the undersized elves.



Masked Lord from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Grethadnis: Realm of the Fair Folk

LETHIS — *THE PORT METROPOLIS*



Neutral metropolis
Corruption +6; **Crime** +5; **Economy** +6; **Law** +3; **Lore** +6; **Society** +7
Qualities: academic, notorious, prosperous, rumormongering citizens, strategic location, well-paid enforcers★
Danger: +20
Common Terrain: coastal, dungeons, urban, sewers
DEMOGRAPHICS
Government: council (merchant guild)
Languages: Common, Dwarven, Elven, Gnome
Primary Religions: Andraletha, Matilondo
Population 89,000 (21,000 humans; 17,000 halflings; 12,000 gnomes; 11,000 dwarves; 9,000 elves; 8,000 half-elves; 6,000 half-orcs; 5,000 other)
Notable NPCs: Neemad Torenselt, Leader of the Merchant Guild (LN Male human rogue 17; Masked Lord[NPC])

MARKETPLACE

Base Value 27,200 gp; **Purchase Limit** 180,000 gp; **Spellcasting** 9th
Minor Items all; **Medium Items** 4d4; **Major Items** 3d4

★Well-Paid Enforcers is a new settlement quality that increases Corruption and Law by +2.

The largest settlement on Grethadnis, Lethis serves as the central hub of trade for the entire continent; a sprawling urban landscape devoted to commerce and ruled over by a council of its most prominent traders (who are also, incidentally, the paymasters of the city's watch, the Flaming Hammer Mercenaries). While the Port Metropolis technically has an elected mayor, currently Gurwin Borreal, he largely serves as a representative who grieves to the Merchant's Guild on behalf of the people of the city, as with most things in Lethis, getting anything done is always a matter of coin.

Arcana Quarter: Traditionally the nine colleges of Lethis made up Arcana Quarter, but recently the Bardic Academy and Alchemists Alley have made homes within the district (much to the chagrin of the quarter's more traditional wizards).



A student from the Arcane Academies is subjected to an alchemist prankster.

Alchemists and mages increasingly squabble over reagents or engage in "friendly" sabotage (such as a missing valve or fake scrolls ruining rituals) but tensions between the two groups are high enough that some worry Lethis is on the brink of another Quarter-War—not unlike the 'sorcery versus wizardry' debate of 964 AV, when schooled mages fought against innate spellcasters' rights to attend their institutions. The conflict was a flashfire; over the single night it took for the Flaming Hammers to restore order, at least 40 were dead and over a hundred more missing, (many of whom were assumed to be polymorphed and thought to persist still). Today the colleges are somewhat more progressive, allowing all spellcasters entry (with the evokers' headmaster even being a sorcerer himself, descended from one of the leaders of that same Quarter-War). Popular belief holds that Yawvil himself founded the nine colleges, feeding into the wizards' superiority complex, but thanks to recent alchemically-driven advances the two disciplines are almost on equal footing in Lethis.




ARCANA QUARTER
NOBLE'S QUARTER
GOVERNMENT OFFICES
Divination
Conjuration
Evocation
Necromancy
Eldeval's Vineyard
Halls of Worship
Abjuration
Enchantment
Illusion
Transmutation
School of Universal Magicks
Bloody Miracle
THE THRONE
ALCHEMIST'S ALLEY
WAREHOUSE DISTRICT
Drunk Mallets
Ignacio's Inebriators
FLAMING HAMMER MERCENARIES
The Blessed Stout
WORKERS QUARTER
1 Mile
Maritime Union Hall
Wasted Journeys
SAILOR'S WHARF
Out With the Tide
POOR DISTRICT
The 12
Bottom of the Bottle
KOPRIK SEA
Ports of Lezla
N
W
E
S

The outward appearances of each college is reflective of the magic studied within—the Enchanter's Academy is almost supernaturally pleasing to the eye, the sweeping buttresses of the Diviner's School inspire those who look upon them, while the Institute of Necromancy's gothic exterior speaks of the dark powers articulated within—the School of Universal Magicks, conversely, is comparatively unassuming, and can be difficult to pick out among the mundane buildings around it. East of center, the Alchemists Alley sounds with explosions, almost indistinguishable from those of the nearby, heavily scorched Halls of Evocation. To the east the air is filled with haunting tunes and carefree melodies that greet visitors to the Bardic Academy—the most welcoming area of the Arcana Quarter.

Joyful singing and drinking are constants in Ignacio's Inebriations, the Bardic Academy's tavern owned by the Inimitable Ignacio, an old bard who performs weekly and thoroughly embarrasses those who are rude to him or his patrons. The only other tavern in the Arcana Quarter is the Bloody Miracle, located directly between the alchemists and the wizards. Many speculate that the proximity to so much magic does something to improve the tavern's drinks, as the inn is known all over the Koprik Sea as an excellent drinking house: one that must be visited when traveling through Lethis (especially to sample the aptly named Blood Miracle).

Lethis' town hall, seat of the city's puppet mayor Gurwin Borreal, lies within the district, as does one of the metropolis' most famed celebrities: Julianz Bantagret. The talented inventor works from here in cooperation with scientists and alchemists, finding the Alchemist's Collective, welcoming of anyone in search of scientific guidance or counsel. Were it not for these keen minds, the dangers posed by the goblingineers of the Red Fists (and indeed, Trectoyri) would be insurmountable.

Holy Quarter: Southeast of the Nobles' Quarter are four majestic buildings whose spires reach high above Lethis' skyline. Tallest among them is the Shield of the Sky, the Lady of Light's second grandest temple, eclipsed only by Aleana's Berth in Elleara. Its singular massive dome is flanked by one spire whose rays are kissed by the sun as it first rises, and another who catches it's final rays. High Priestess Ursele Morewill explains that this is so the goddess sees her worshippers at every moment the sun shines.

Next to Aleana's temple the High Priest of Arcanalus, Yolan Lorgdran, oversees the Eight Spires' fantastic swirling towers and curates the trees planted around it. During the day they seem mundane, but at night the structures shield the city from the light of the dazzling spells that dance over the temple walls.

In the nearby Halls of Worship, High Priestess Presdae the Fair welcomes nearly all faithful to come within and only forbids the worship (or even the discussion) of the Nightmare Gods.

The smallest of the temples, though by no means the least beautiful, is the Heart of the City where High Priest Sigrid Callawoe holds services to Andraletha. From the top of the temple's tower there is a perfect view southeast to Matilondo's shrine in the Poor District. From here, Sigrid watches and commands his side of their centuries-long shadow war, his paladins and Matilondo's antipaladins long since trying to tip the scales of this unseen conflict permanently to their own favor.

Law Quarter: Home originally to the city's watchmen and soldiers, a series of scandals a century ago revealed corruption that shocked the citizenry so deeply that the Merchant's Council moved to have the watch disbanded entirely. Instead it was proposed that the Port Metropolis use mercenaries as a private force of defenders, and if need be, as an army. The largest among these were the Flaming Hammers, who quickly subsumed all other groups to become the city's sole defenders and keepers of the law. With only minor dissent it was argued that so long as they are paid from the city's treasury, they would be the people's army, stationed where the watch was in the Law Quarter.

Today the mercenaries are commanded by General Trelaine Skipfoot and Colonel Korban Gordell, who remain unaware that the scandals that put them in power were fabrications created by powerful, devious traders who



needed the original watch out of their way (so as to continue their own highly unethical activities, with direct control over who might ever find out). The Flaming Hammers patrol all quarters of Lethis in four man squads (LN Human ranger 3; Poacher[NPC]), while more elite members of the group (LN Dwarf fighter 7; Spell Hunter[NPC]) remain on standby for backup.



There's a lot of looking the other way in the Poor Quarter.

The Throne: Lethis' northernmost district caters exclusively to its wealthiest mercantile families. Owning one of its extravagant, gold-roofed mansions or huge pleasure craft are top indicators of status in the port-city, even if they are used only to host extravagant parties. The bulk of the district is built atop the city's northern hill, and gives their owners an added air of superiority as they overlook the warehouses and docks of Koprik's Jewel.

The city's oldest, continuously run inn, Eldrial's Vineyard (currently run by Cedrick Mortimer Lethis III, direct descendant of one of the city's founding members), can be found here just outside the city's true heart of power: the Merchant's Guild. They convene at least once a week under the leadership of Neemad Torenselt (though in times of turmoil or prosperity they meet more often) and the group of thirteen is the most powerful force in Lethis. They decide with absolute authority who might benefit from their pooled fortunes or whose business should wither and die—and in some incidents pass judgement of life or death over those who have transgressed against Lethis.

Poor District: This shanty town might not be what one expects when arriving in the Port Metropolis, but Lethis attracts the poor and hopeful as much as it does the rich and powerful. Recently, an influx of dwarves from the Duranteen Mountains have pushed a number of Lethis' resident craftsmen into these slums—not out of hostility, but the opportunity to ply their wares. Fears that the grumblings of those they displaced might spill over into racial violence are becoming commonplace.

Its said that *anything* can be found in the Poor District, for the right price, but the goods (and services) paid for range from mediocre to utterly useless. In addition, Lethis' worst drinking hole can be found here; the Bottom of the Bottle. This bar deserves its bawdy reputation; the drinks are bad, the service is worse, and the clientele is downright violent.

High Priest Jurgen Cain runs the district's temple of Matilondo, a well-kept building that seems out of place amongst the rickety shacks making up the bulk of the district. The temple offers "Trickle Down Tithing", a service that offers free food to all comers (though it isn't very filling and those who eat it are often filled with avaricious impulses afterward.)

Poacher, Spell Hunter from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Sailors' Wharf: All manner of creatures pass through Lethis' docks, leaving bits of their culture behind—not to mention bottles of spirits. Zetgar Standish, head of the Maritime Union, keeps tabs on every sailor and dockworker to pass through and anyone found working without a union pass is quick to develop a sudden need for a prosthetic. While the labor is union business, the inns along the wharf are open to all and each caters to a different sort of sailor; from the foreign marines that frequent Out with the Tide to The 42 (named after the city's piers), a place which caters largely to pirates. Wasted Journeys, run by the old sailor Grond Fasthand, is closed to outsiders but appears to do brisk business (entirely because it is a front for a secret passage to Tristanaleus' temple under the Warehouse District).

Trade Quarter: Home and workplace to most of Lethis' craftsmen, smiths and merchants, the trade quarter is a perpetual din of activity and noise. Only adding to the commotion is the closest thing Lethis has to a temple of Dreksler: The Blessed Stout. They say that if men need one hour, dwarves need at least four to savor the magnificent brews of the Divine Drunk. The next most popular tavern in the area is the Drunken Mallet, which started as a hobby and is still run by the smiths of Lethis. The two businesses compete in everything from deals with suppliers to nightly performances, and the rivalry is beginning to grow increasingly hostile as tensions between Lethis' smiths and the dwarves recently arrived from Duranteen Mountains mount.

Warehouse District: Row upon row of warehouses store the bulk of goods that pass through Lethis, whether they be destined to cross the Koprik Sea or loaded on carts headed east. At all hours the sun is up, the streets are a sea of activity, and what little order there is remains hidden beneath the chaos of bodies and carts. Daily, hurried or careless laborers act out of line, starting short (but decisive) fist fights. When the sun sets the district becomes a ghost town, save for shadowy shapes that flit between buildings to evade Flaming Hammer patrols.

Most of these figures are moving to or from Bethwick's Poisons, a hidden, underground tavern run by a goblin defector from Deevyce Town who refuses to discuss anything of her past (those who press the issue are soon found floating face down in the docks). Bethwick's is considered neutral ground by the Port Metropolis' thieves' guilds, and features a fighting pit where fortunes are made and lost every night. Even more secret, hidden beneath a disused warehouse near the Noble's Quarter is Lethis' temple of Tristanaleus. Within its darkened chambers, High Priestess Torgir Obsidio tends her small but faithful congreGation.

A slow night at Out with the Tide.





Thieves' Guilds

Lethis is home to at least five acknowledged thieves guilds, each with their own agenda. Three of these guilds (the Hellspaht, the Blades of Vengeance, and the Shades) are locked in a bloody war against one another, throwing the underworld into turmoil. Those in the know fear that this guild war only foreshadows the conflicts brewing in eastern Grethadnis.

Of these three the Shades are the most established, headquartered in Eldrial's Vineyard in the Nobles' Quarter and led by the halfling Feeliu, a former adventurer and ally to Boris the True Avenger. She oversees the robberies, kidnappings, and assassinations that keep the guild's coffers full, even as she dips into them to pay for frequent divinations of which she will speak to nobody about.

The Hellspat operate out of the Bloody Miracle in the Arcana Quarter, focusing much of their ire on the Blades of Vengeance. Their leader, Veskari the Vivid, controls dozens of blackmail and smuggling schemes across the city, and has always had strong ties to the Radross Empire.

The Blades of Vengeance operate out of Out with the Tide in the Sailor's Wharf and are a direct proxy for Trianestra. Ralton Slickhammer leads these magical thugs and makes no secret that his guild's black market can procure anything for the right amount of money, so long as they aren't busy with a job from Boris himself or performing maritime sabotage.

Recently The 42 has clandestinely joined the list of inns that double as criminal headquarters and it is from here that Lethis' newest guild, the Waves, takes every job it can, be it smuggling, sabotage, or poison—a practice that increasingly puts them at odds with all four of their rivals. The Red is the official leader of this ragtag group, with Terry the Fence as their second in command. Through some agreement known only to them, The Red keeps the services of Rercival the Grand (an obese old wizard) on retainer.

Lastly, Sarilyn the Sibilant runs the Bards out of Ignacio's Inebrations. They are generally considered the nicest of the thieves' guilds, for what little that is worth, and their minstrels and performers mostly deal in forgeries, panhandling, and poisoning with an effectiveness unlike any other in Grethadnis.

Feeliu, the most deft halfling in all of Grethadnis.

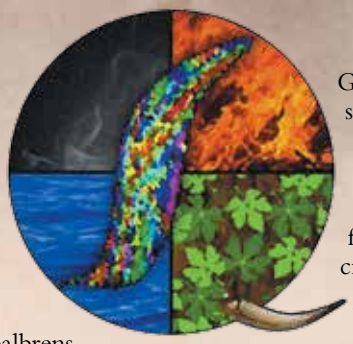
NPCs in Lethis	
TAVERNS	The Inimitable Ignacio (CN Male half-elf bard [sandman] 14)
	Barkeep Cedrick Mortimer Lethis III (LG Male human alchemist 3; page 273)
	Bethwick (LE Female goblin alchemist 7; Goblin Stickylord[MC])
	Grond Fasthand (N Male human expert 4/warrior 1; Barkeep[GMG])
FIGURES OF AUTHORITY	Mayor Gurwin Borreal (N Male human aristocrat 3/expert 7; Mayor[GMG])
	Julianz Bantagret (CG Male drow alchemist 12; Drow Poisoner[MC])
	Neemad Torenselt (LN Male human rogue 17; Masked Lord[NPC])
	General Trelaine Skipfoot (LN Female halfling fighter 11; General[GMG])
	Colonel Korban Gorrdell (LN Male human fighter 7; Watch Captain[GMG])
	Union Head Zetgar Standish (N Male human fighter 8/rogue 4; Bandit Lord[GMG])
ARCANA QUARTER	*Abjurers College*: Adjunct Faculty Brialla Fineman (N Female abjurer 16; Deep Marshal[NPC])
	Diviners School: Assistant Professor Igtar Setjaw (N Male half-orc diviner 6; Tribal Seer[NPC])
	Conjurers College: Professor Jaithwyn Silverflight (LE Male human conjurer 15; Cruel Conjurer[NPC])
	Enchanters Esteemed Faculty: Professor Quidrin Stalnoak (CE Male half-elf enchanter 19; Puppet Master[NPC])
	Halls of Evocation: Professor Kaiwain Swiftstop (CN Female halfling sorcerer 13; Azure Bolt Sorcerer[NPC])
	Illusionists: Professor Torbal Wellgnoll (CG Male gnome illusionist 10; Prankster Illusionist[NPC])
	Institute of Necromancy: Professor Sarzan Fordhain (N Male human necromancer 11; Undead Creator[NPC])
	Transmuters Academy: Professor Faksin Dorlais (NG Female elf transmuter 12; Toothy Transmuter[NPC])
	School of Universal Magicks: Headmaster Xedran Porphyrian (LG Old male human wizard 20; Master Universalist[NPC]), Head Apprentice Datrell Negsegt (CN Male halfling sorcerer 11; Lucky Mage[NPC])
CLERGY	High Priestess of Aleana, Ursele Morewill (NG Female elf cleric 9; Priest[GMG])
	High Priest of Arcanalus, Yolan Lorgdran (N Male halfling bard 5/druid4/mystic theurge 4; Sound Warrior[NPC])
	High Priestess of Tolerance, Presdae the Fair (LN Female halfling cleric 7/loremaster 2; Divine Loremaster[NPC])
	High Priest of Andraletha, Sigrid Callawoe (LG Male half-elf paladin 19; Mithral Master[NPC])
	High Priestess of Matilondo, Jurgen Cain (LE Female gnome inquisitor 20; page 314)
	Shadow Priestess of Tristanaleus, Torgir Obsidio (CE Female half-orc cleric 8; Wrath Priest[NPC])
THIEVES	Veskari the Vivid (CN Male elf rogue 3/magus 4/master spy 2)
	Ralton Slickhammer (CE Male dwarf sorcerer 7/dragon disciple 2; Storm Prophet[NPC])
	Feeliu (CN Female halfling rogue 10/shadow dancer 10; Darkstar[NPC])
	The Red (N Female half-orc bard 4/rogue 3/arcane trickster 2; Stage Magician[NPC])
	Terry the Fence (CN Male half-elf bard 6; Con Artist[NPC])
	Rercival the wizard (N Male human abjurer 5/expert 7; Sage[GMG])
	Sarilyn the Sibilant (CN Female elf bard 8; Street Artist[NPC])

Drow Poisoner, Goblin Stickylord from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.
Bandit Lord, Barkeep, Mayor, General, Priest, Sage, Watch Captain from Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC
Azure Bolt Sorcerer, Con Artist, Cruel Conjurer, Darkstar, Deep Marshall, Divine Loremaster, Lucky Mage, Magis Universalist, Masked Lord, Mithral Master, Prankster Illusionist, Puppet Master, Sound Warrior, Stage Magician, Storm Prophet, Street Artist, Tribal Seer, Toothy Transmuter, Undead Creator, Wrath Priest from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Celestial Theurge, Midnight Dancer, Trapsmith from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC
Wild Magic Effects table from the Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC

Chapter 2

NETHYS' SCAR — *THE WILD BLEED*



Alignment: CN
Notable Settlements: Arcanalai (1,564), Eleth (1,387), Herastreth (1,430), Wealbreth (1,398)
Governments: autocratic
Languages: Auran, Common, Ignan, Polyglot
Religion: Arcanalus, Herastreas, Tristanaleus, Wealbrens
Common Terrain: hills, plains, coastal, underwater
Notable NPCs: Bret (NE Female awakened hippopotamus druid 11), Kaz Spritz (N Female gnome rogue 8; Trapsmith[NPC]), Syddria Fenkytt (NE Female fetchling bard 9/shadow dancer 4; Midnight Dancer[NPC]), Uhai (LN Mongrelman cleric 3/sorcerer 2/mystic theurge 2; Celestial Theurge[NPC])

Still bleeding torrents of wild magic into Veranthea, Nethys' Scar remains as fresh on the land after eight centuries of Earkenta attempting to heal it as when Arcanalus first rent the earth. Adventurers continue to pour into the region to quell the creatures spawned by the energies hundreds of years ago, but those who remain nearby are changed by the raw chaos overwhelming the realm.

Four settlements sprang up as crusaders merged with the strange locals: Arcanalai, Eleth, Wealbreth and Herastreth, each diametrically opposed to the others. Their rivalries have survived centuries and as military forces mass across Grethadnis, all vie for alliances with these strange settlements, keen to make use of their knowledge of the Wild Bleed.

Nethys' Scar: Miles of badlands surround this massive rift, which constantly spews forth waters infused with chaos. Strange creatures of all sorts spawn here, from proteans, to adventurers cast off from distant realms, or beasts wrought from entropy itself. Wealbren's Shrine, the source of all the trouble from *the Scarring* long ago, sits at the very center, protected by the undine in Wealbreth.

Nethys' Scar and the badlands around it have the wild magic planar trait. All spells cast in the region generate an effect on both the Wild Magic Effects table (Planar Adventures)[GMG] and the Wild Magic Outcomes table (page 216). Magic items that produce spell effects roll only on the Wild Magic Outcomes table.

Arcanalai: Rumors have long persisted that the Everygod occasionally visits Arcanalai, creating a strong presence of talented mages who live side by side with mongrelman hunters, farmers, and craftsmen. These spellcasters uncover secrets both arcane and divine in Nethys' Scar, building upon the wealth of knowledge accrued by their elders (led by Uhai).



Eleth: A perpetual shroud of darkness casts the village of fetchlings into shadowy gloom during the day, blots out the moon at night, and discourages predators prowling the border of Iniplexetz. There are no laws in Eleth save one—worship of Tristanaleus. Assassins, thieves, and scoundrels frequent the Shaded Village in search of Syddria Fenkytt, seeking her tutelage. Worshipers of other deities are turned away without exception, but followers of the Dweller in Darkness can learn to wield shadows as a weapon so long as they bring her a mongrelman's head.

Herastreth: Often called the Village of Inspiration, Kind Folk tinkerers and engineers from across Grethadnis travel to the ifrit settlement on pilgrimage for Herastreas. Their engineers (headed by Kaz Spritz) have been hard at work alongside Elleara and Lethis, helping the City of Light repair a salvaged magickarr and clandestinely crafting a powerful steam ship within the metropolis—a massive vessel capable of braving the oceans. They universally hate Wealbreth and remain ever vigilant for attacks from their aquatic rivals as they test new inventions in the Chaos Jungles.

Wealbreth: Sitting on the shores of Bret's Lake, the undine of Wealbreth are the only creatures that can visit Wealbren's Shrine without being accosted by the entropic creatures of Nethys' Scar (though they never set foot inside of it—or allow any others to do so) and aside from occasional bouts in piracy, generally keep to their territory, disinterested in the remainder of Grethadnis.

Bret's Lake: Bret has lived here for hundreds of years, luring the unwary to watery deaths. Granted longevity and intelligence by the wild waters surging from Nethys' Scar, the hippopotamus has at times aided Wealbreth and is rumored to travel across Grethadnis, granting other animals the gift of greater intellect.

Bret — CR 14 — XP 38,400

Female awakened hippopotamus druid 11
NE Large magical beast
Init +7; **Senses** low-light vision, scent; Perception +25

DEFENSE

AC 29, touch 13, flat-footed 26 (+3 armor, +1 deflection, +3 Dex, +13 natural, –1 size)
hp 196 (18d8+115)
Fort +16 (+18 vs. nonmagical disease), **Ref** +11, **Will** +12; +4 vs. fey and plant-targeted effects
Defensive Abilities sweat; **Immune** poison

OFFENSE

Speed 40 ft.
Melee bite +14/+9 (2d8+5)
Space 10 ft.; **Reach** 5 ft.
Special Attacks capsize, trample (1d8+6, DC 23), wild shape 3/day
Domain Spell-Like Abilities (CL 9th; concentration +13)
7/day—*icicle*
Druid Spells Prepared (CL 9th; concentration +13)
5th—*animal growth, awaken; ice storm*[D]
4th—*dispel magic, flame strike, scrying; control water*[D]
3rd—*call lightning* (2), *cure moderate wounds, spike growth; water breathing*[D]
2nd—*barkskin, cat's grace heat metal, summon swarm, tree shape; fog cloud*[D]
1st—*charm animal, cure light wounds* (2), *entangle, longstrider; obscuring mist*[D]
0th—*bleed, detect magic, light, purify food and drink*
D domain spell; **Domain** Water

TACTICS

Before Combat Bret casts *barkskin* and *cat's grace*, then *tree shape* to hide in plain sight.
During Combat The hippopotamus casts *spike growth* to hedge opponents in, then uses *call lightning* and trample, retreating to heal herself when the need arises.
Morale Bret flees when reduced to 30 hit points or less.

Base Statistics Without preparing for a fight, Bret has the following changes: **AC** 23, **Ref** +9, Acrobatics +8, Stealth +8 (+18 underwater).

STATISTICS

Str 18, **Dex** 12, **Con** 20, **Int** 14, **Wis** 18, **Cha** 6
Base Atk +12; **CMB** +16; **CMD** 28 (32 vs. trip)
Feats Combat Casting, Deceitful, Endurance, Improved Initiative, Improved Natural Armor, Natural Spell, Power Attack, Skill Focus (Bluff), Skill Focus (Perception), Toughness
Skills Acrobatics +10, Bluff +12, Diplomacy +2, Knowledge (geography) +10, Knowledge (nature) +14, Perception +25, Sense Motive +13, Spellcraft +14, Stealth +10 (+20 underwater), Survival +16, Swim +11
Languages Aquan, Common, Sylvan
SQ hold breath, nature bond (Water domain), nature sense, trackless step, wild empathy +9, woodland stride
Gear *bracers of armor +3, ring of protection +1*; **Attuned Gear** *amulet of mighty shocking fists +1, boots of striding and springing* [**Speed** 50 ft, **Melee** bite +15/+10 (2d8+6 plus 1d6 electricity)]



Successful Merchant from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Chapter 2

NOBLE LANDS — *HILLS OF THE FAIR COAST*

Alignment: NG
Capital: Dashportee (1,200)
Government: Vassal State to Lethis and Yawvil
Languages: Common
Religion: Andraletha, Wealbrens
Common Terrain: forest (deciduous), hills, plains, coastal
Notable NPCs: Hazrad (NG Male human expert 7; Successful Merchant[NPC])

Stretching from Lethis to where the Grondov Mountains meet the coast, these rolling farmlands exist as an independent nation thanks to an ancient agreement between Yawvil and the Lethis Merchant's Guild. The vassal state pays (mutually reasonable) taxes to both the grand wizard and the metropolis and in exchange, the powerful forces refrain from interfering with the day-to-day business of the country.

Most of the Noble Lands are simple farmlands, the only sharp contrasts in the region being the Grondov Forest and Stark's Lake. These lonely farms attract the attention of monsters that prowl the shadows of the idyllic territory, but deeper secrets await those who seek them in the Noble Lands.

Dashportee: On the southern road out of Lethis, Dashportee has grown from a meager hamlet to the biggest settlement in the Noble Lands thanks to the increase in merchants attempting to avoid the steep docking tariffs imposed by the cities to the north. One such merchant, Hazrad, has had particular luck in expanding his business and in addition to his expansive trading post, makes a good profit selling passage and shipment from Dashportee to Hesron (with no questions asked).

Dashportee has also become a popular port for smugglers, the security in the growing city notoriously lax when compared to the docks of Lethis. The Salty Drink tavern is regularly abuzz with rumors, many that claim a secret passage runs beneath the building (leading to coastal caverns through which many



illicit goods have passed). Yet, even with all the clandestine business, people have noticed a growing numbers of strangers moving through town towards Trianestra and are becoming uneasy over the number of disturbed graves nearby.

Fort Goblinski: Deep in the Grondov Forest is a ruined fortress so ancient that it was reclaimed even by the Trekth. The remnants of those days are long gone (save for one secret chamber installed by the Trekth, still unopened) but the fortification still stands and today serves as a lair for Red Fist scouts moving in to secure a foothold across the Koprik Sea. Despite strict orders to avoid detection the goblins have left the corpses of horses hacked apart in the woods—often with a small round metal pellet in their necks. Locals don't know the truth yet, but interest in what could be causing animals and hunters to disappear is only growing.

Hedrak's Pointe: Overlooking the treacherous Galleyrod's Current (a fierce current which requires a DC 20 Profession [sailor] or Swim check to traverse) stands Hedrak's Pointe. Pirate hunters from Lethis have drawn and quartered their bounties here for centuries on makeshift gallows leaning out over the water. Buried afterwards in mass graves, the spirits of those wrongly slain occasionally rise, bringing the corpses of dozens of guilty scallywags with them. To alleviate the concern of undead, the hunters have begun locking the pirates in chains and throwing them off the cliff instead—many say it is only a matter of time before they, too begin to rise.

Stark's Lake: An ingredient in many tall tales, the cold and deep Stark's Lake has recently seen a rash of disappearances and tales attributing them to the Stark Beastie (awakened giant octopus[PB]) are resurfacing with the locals. So far the disappearances have been dismissed as incidental but as the number of absent citizens grows, the cry for a band of adventurers to come and sort things out becomes louder and louder.



POOLS OF WEALBRENS — *BOUNTIFUL DEPTHS*

Alignment: CN
Capital: Deepbounty (3,231)
Notable Settlements: Halofer (2,175), Lassen (2,114), Spellpenning (698), Wealbren's Mercy (1,129), Wealbreton (354)
Ruler(s): Councilor Brearg Marnden (CN Male halfling commoner 4; Accomplished Angler[NPC])
Government: council of village elders
Languages: Aquan, Common
Religion: Stephanilesia, Wealbrens
Common Terrain: caves, dungeons, underwater

The Pools of Wealbrens were created in 424 AV as the Divine Torrent staggered away from Arcanalus' flail when the divine weapon appeared between him and Herastreas, rending *the Scarring*. In the decades immediately following the area was home to all manner of magical catastrophe and beasts crawled from the roiling energies only to be stopped by the crusaders who poured into the region in response, making it the safest realm west of Nethys' Scar. Before long the locals discovered that the pools were filled with bounties of the sea, and to this day all manner of fish can be caught here—even those who normally live only in deep oceans or warmer waters. Fishermen from all over Grethadnis ply their trade in the Pools of Wealbrens rather than sail to an early death on the oceans. Legends tell that when Aleana thanked Wealbrens for this at *Conxecron IV*; the god of the seas flew into a rage, threatening the very sanctity of the gathering.

While the fishing is bountiful, it is also perilous—for the pools contain not just the sea's bounty, but its stranger and more dangerous denizens as well. All agree that the seemingly bottomless pools hide more than they reveal, and tales of great serpents crushing fishing boats or devouring honest fishermen whole are heard all too often.



Six highly specialized villages work together to fish the Pools of Wealbrens, making cooperation imperative: the net fishermen of Wealbren's Mercy need their catches gutted in Halofer; while the deep anglers of Deepbounty and the spell fishers of Spellpenning need the experts of Lassen to extract valuable materials from the countless new species they discover. Lastly, they all need Wealbreton to export their fish to the rest of Grethadnis. The elders of each six villages sit together on a council led by Brearg Marnden, mayor and elder of Deepbounty.

There are a plethora of soulwells spread across the Pools of Wealbrens and more often than not, travelers from the other continents emerge here. The Dragonminded (page 204) haven't yet worked out where exactly each of these Trekth relics are topside but the lawmen of the Forever Dark make a point to frequently travel near known exits, ever ready with an extra supply of rations for the unfortunate folk sucked down into subterranean Veranthea.



Accomplished Angler from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC



Soulwell (minor artifact)

Aura overwhelming abjuration; **CL** 21st

DESCRIPTION

This circular well is full to the brim with translucent, faintly blue liquid.

Soulwells appear and disappear randomly across Veranthea (most often in Grethadnis) and though it has not been proven, many believe the artifacts are linked to the Forever Dark's vast Vehoro.

Any creature who spots a *soulwell* immediately falls under its compulsion and a GM should make a DC 15 Will save for each such creature. Failure on this save compels a creature to approach the *soulwell* to examine it more closely. Once there—by free will or not—the creature must make a DC 18 Reflex save or be magically pulled into the *soulwell*, where they must make a DC 21 Fortitude save each round or be rendered unconscious for 1 minute and transported deep into the Forever Dark. If the creature is anchored in any way, the *soulwell* attempts a combat maneuver to pull anchoring objects or creatures into itself (CMB +25); if an anchoring object or creature is too large to enter the *soulwell*, it is reduced in size as though subject to *shrink item* (no save) even if it would not normally be subject to the spell.

DESTRUCTION

A *soulwell* is destroyed when exposed to plasma (electrified gas; as created by a simultaneous *fog cloud* and an electrical charge of at least 10 damage per turn) for three consecutive minutes.

PRIVATEND—*TURMOIL OF THE EAST*



Alignment: CN
Capital: Privatend (5,690)
Notable Settlements: Sainelad (149), Waysign (465)
Ruler: Lord Baron Tritas (CE Male human summoner 20; page 349)
Government: dictatorship
Languages: Aklo, Common
Religion: Andraletha, Matilondo
Common Terrain: wastelands, forest (coniferous), hills, plains, urban, coastal
Notable NPCs: Caspian Tritas (CN Male human rogue 6/expert 4; Merchant Prince[GMG]), Gwendolyn Roundbottom (CN Female gnome bard 6; Minstrel[GMG]), Vedestrian Pallamor (N Male half-elf necromancer 11; Undead Creator[NPC]), Torlin Slighthaft (N Male dwarf barbarian 2/fighter 6; Viking[GMG]), Gladys Shorthill (LE Female gnome cleric 12; Trickster Priest[NPC])

North of what is now Trianestra lay a kingdom that has been steeped in constant turmoil for decades. Privatend struggles with strange hazards and supernatural beasts, all while remaining at near-constant war with the unkillable demon-creature known as Lord Jayip. Fortunately for the people, Lord Baron Tritas keeps the fiend mostly at bay, slaying it after each atrocity it commits.

Privatend: Hiding behind walls fifty-feet high is a city of peace and beauty, sectioned into four grand quarters. The Low Quarter houses farmers and laborers that ride back and forth to the homesteads outside town, producing the food that serves as Privatend's primary export to Trianestra. In the High Quarter nobles and titled houses dwell in lavish estates alongside the Lord Baron's extended family, well-equipped with the finest comforts of Grethadnis. A large temple to Matilondo (tended by Gladys Shorthill) overlooks these mansions, dwarfed only by the spires of Baron Tritas' Estate itself. The merchantile quarter is in the oddest structure in Privatend, the Trading Shell: a fifty-foot high seashell that occupies the entire quarter, where all the city's major businesses run under the watch of Caspian Tritas (the most affable of the baron's relatives).

The Valourwerks is home to Guildmaster Torlin Slighthaft's Warrior Guild, the Magical Academy overseen by Chief Magician Vedestrian Pallamor, and the School of Performance run by Head Artist Gwendolyn Roundbottom. Here, heroes train and learn to quell the dangers of the countryside. Each year, a statue of the bravest hero slain by Lord Jayip magically appears in the Courtyard of Heroes (and while people believe this is the Lord Baron's doing, he is entirely unaware of the occurrence).

The city offers countless taverns and inns, from the Five Pence in the Low Quarter (run by retired adventurer Bastwill Proudore; LN Female dwarf fighter 7; Spell Hunter[NPC]), or the Wandering Traveler near the Trading Shell (one of the many buildings owned by Odierus Hidewyn; NE Female half-elf ranger 5/assassin 4; Slayer[GMG]) to The Headmaster's Tavern in the High Quarter (owned by First Apprentice Rory Gladwell; NE Male halfling evoker 7; Thunder Wizard[NPC]).

Baron Tritas Estate: Only Baron Tritas walks the inner sanctum of his estate, the most heavily fortified and carefully trapped structure in Privatend. He claims it is protection against Lord Jayip, who is occasionally seen attempting to attack the estate, but the truth is that it is entirely a scam: Baron Tritas and Lord Jayip are one and the same, the 'benign' baron acting out his insatiable thirst for death and chaos through his outlandish alter ego, abetted by the magic of his eidolon.

Nerladd Wastes: A hellish, monster infested landscape hunches to the west of Privatend, where legends say the very laws of nature hold no sway—time moves erratically or even backwards, and the senses cannot be trusted. Portals to other worlds open seemingly at random, spewing forth all manner of unnatural beasts to stalk the countryside—all under the secret, distant control of Baron Tritas, who scries on the creatures to giddily watch the havoc they inflict.

Ralstonway Bridge: Along the main road between Trianestra and Privatend, an old stone bridge crosses the Toowohmee River. Travellers are advised that a surly and wrinkled troll named Boomer lives beneath it, demanding a toll from all who cross. Sometimes he asks for nothing more than a vivid discussion, but other times he demands as outlandish a thing as a feature upon a person's face. None have been able to determine how Boomer performs these magical feats but he's been killed at least as many times as Lord Jayip, leading many to suspect the troll is far more than what meets the eye.

Waysign: This small village on the coast east of Privatend is home to the Final Port tavern and their Final Mead, a strong, spicy drink famed as the worst concoction north of Highton. Recently the village has suffered unexplained attacks by lacedons, elementals, and sharks—and the only clue uncovered points towards a Saxodsky fortress to the south, but so far no one has determined what (if any) connection exists.



The Nerladd Wastes periodically emanate strange energies.

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Slayer, Spell Hunter, Thunder Wizard, Trickster Priest, Undead Creator from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

RADROSS EMPIRE — *THE OLDEST KINGDOM*



Alignment: LN
Capital: Terrapolis (16,400)
Notable Settlements: Kerai (6,740), Twinpass (800)
Ruler: Emperor Reginald Joseph Taisykles (LN Male human cavalier 18; see page 292)
Government: hereditary monarchy
Languages: Common, Gnomish (Kerai)
Religion: Earkenta
Common Terrain: hills, plains, urban, sewers
Notable NPCs: Alseir Hellspaht (LE Male half-doppelganger inquisitor 10; page 309), Beezlow Yuntrell (N Female half-orc wizard 12; Toothy Transmuter[NPC]), Trask Drasleen (LN Male elf fighter 17; Elven Recluse[NPC]), Pre'lat Tarryndorn (CN Male elf ranger 13; Fiendslayer[NPC])

A key player in the ultimate victory in the jabberwar, citizens of the Radross Empire espouse it to be the most advanced political entity in Grethadnis—despite their black history of xenophobia, genocide, and an isolationism that only recently drew to a close. Patrols out of the capital of Terrapolis keeps the empire's borders safe along with the natural bulwark of the Grondov Mountains and the man-made Wall of Compassion.

Only recently open to commerce, the core of the nation's mostly human population largely relies on its extensively irrigated farms to remain fed, though they have quickly become avid consumers of the exotic goods imported from the Jungles of Ternak. Taxes on this trade has allowed Radross a surge of growth feeding both its infrastructure and the rapid militarization of the empire itself, the centerpiece of which is a magickarr recovered from the Desert of Lost Hope.

The Emperor's Court: The Taisykles family has maintained control since the true empire of centuries ago, and any legitimate child of the current sovereign can claim inheritance only after completing the Trials of Order and defeating their siblings in a duel of honor. The nation's current leader, Emperor Reginald Joseph Taisykles, is more progressive than his forebearers, but as all of his predecessors he rules by law and law alone.

His court includes several figures who would have been scandalous to consider even a generation ago—in particular, Beezlow Yuntrell, an ambitious young spellcaster who recently rose to the position of High Mage despite rumors that she and Commander of the Imperial Guard Trask Drasleen accompanied the Emperor on his trials to attain the crown. The inclusion of half and nonhumans in the court has many traditionalists plotting against the nation's new direction. Fortunately the royal line is protected by the Crown's Shadow, a known but officially denied guild headed by the mysterious Alseir Hellspaht, whose half-blood heritage is one of the many secrets he guards for the royal family.

Kerai: The only enclave of nonhumans who escaped the genocides of Emperor Gareth Taisykles five centuries ago, the gnomish town of Kerai has a tenuous relationship with the empire around it. Although the clockworks from here are one of Radross' prime exports, giving the gnomes significant bargaining power, Emperor Reginald refuses to recognize their sovereignty any more than he will the barbarian nomads of the Desert of Lost Hope to their south.

The Wall of Compassion: The foundation of the wall that now protects the empire's northern border was originally laid to hem in the gnomes of Kerai during the genocide. Since the dark days of the Mad Emperor, his descendants have completed it, ensuring that the races could remain divided and that no such tragedy would ever occur again. The names of those slain in the madness were for many years inscribed in secret on the wall, but as the Radross Empire looks outward, more and more are carved in memoriam.

Rumors abound of curses and haunts plaguing the Wall of Compassion, driving guards insane or killing them outright—High Mage Yuntrell is beginning to suspect that some foul influence from the north may be responsible.



King Gareth Taisykles, the Mad Emperor

Elven Recluse, Fiendslayer, Toothy Transmuter from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

RED FIST TERRITORY — *REALM OF THE ARMED HORDE*



Alignment: CN
Capital: Deevyce Town (23,920)
Notable Settlements: Cedrazi (14,350), Great Red Camp (43,240)
Ruler(s): Kratcher the Ogress-Magi (LE Female ogress-magi magus 4)
Government: military theocracy
Languages: Goblin, Orc, Undercommon
Religion: Elaith, Smastrik, Tristanaleus
Common Terrain: forest (deciduous), mountain, hills, plains, swamp, caves, dungeons, coastal
Notable NPCs: Dagkill the Render (CN Male orc magus 12; page 320)

Over a century ago southeastern Grethadnis was the domain of one of the last of the great jabberwock rulers—and it may have remained so were it not for the *Eclipse of the Elves* and the emergence of the drow from their impossible sleep. The jabberwocks welcomed these new elves with open arms, the greatest of slaves, making them overseers of all lesser slaves (tens of thousands of orcs, goblins, and other Unwanted Folk).

In 876 AV the area's ruler suddenly became the last great jabberwock when the second-to-last met his end at Elaith's divine Kukri, having taken umbrage directly with the God of War. For the next century the drow plotted, schemed, and prayed to Arenathi and Smastrik, preparing for a rebellion that would alter the course of the continent's history. The last jabberwock and his loyal slaves held out against the liberated goblins and orcs for over a decade, but it was the Foul God whose intervention truly sealed the fate of the uprising. Almost simultaneously, dozens of goblin tinkerers were inspired by dreams of weapons powered by exploding powder: firearms. Smastrik's devices delivered the end of the jabberwock's rule—and its life—only months after they propagated throughout the rebellion.

For the next several decades the region raged in turmoil until a leader came forth to unite the trolls, drow, orcs, and goblins of the liberated territories. Kratcher the ogress-magi banded the tribes together in a united front against the rest of Grethadnis and after the arrival of Fedix Pozetail decades later, their moment to march has arrived. The first pilot to survive a transcontinental flight (thanks to his prototype Hauzblazt Extreme Distance Gobchopper™—or gobberwing) isn't an engineer, but the knowledge he brought from Trectoyri was enough to inspire Grethadnis' first Goblin Technical Artificer Institute (typically called GTAI). The subsequent rapid technological boom (both figuratively and literally, as the goblins inventions are known to frequently explode) has given Kratcher's armies of Unwanted Folk the edge they needed in many battles, and in the past six years they have seen little resistance. Today their forces mass against the border of the Dry Walkabout; Srendthav and Elleara have already pledged to ally against Kratcher and her forces, and Gryth is in league with Lethis should the reach of the Red Fists stretch to the Scorched Desert.



Canyon of the Fallen: East of Deevyce Town lays a twisting canyon dotted with ancient tombs. Though none are truly sure, the wind having scoured away all names and details on the enormous statues therein, most suspect the tombs (and the spirits within that lure careless adventurers to their dooms) are the last mortal remains of the jabberwocks.



A jabberwock spirit chasing after relics pilfered by an adventurer.

Great Red Camp: This sprawling military encampment of tents and primitive barracks surrounds a concentric rings of tents from which Kratcher commands her military force. Despite the ad-hoc settlement's general disorder, a strict daily regimen led by the ogress-magi's second-in-command and tutor, Dagkill the Render, ensures they stay well organized and protective of the stockpile of firearms at the camp's center.

Jotunhills: Since the first victories of the uprising, Tristanaleus has called trolls from across Grethadnis to gather here, creating a haven for the ugly giants. Kratcher easily won over their leaders, Cassca (CE Female troll fighter 4; Troll Render[MC]) and Harjbar (CE Male troll ranger 2; Troll Warden[MC]), and has come to rely on them as an elite assault force—rumors even claim they've singlehandedly overtaken entire castles. As reward, the ogress-magi makes sure that their small fiefdoms are well-supplied with halfling and gnome slaves (anyone meaty enough to eat rarely makes it that far).

Kestral Mountains: Just before the end of the rebellion, its masterminds (having been warned by Arenathi that a grand retribution was imminent) retreated to the Kestral Mountains, using powerful magic to avoid the last great jabberwock's dying curse that afflicted so many other drow. Since then, dark elven geomancers have carved five grand caverns beneath the mountains, each of which is ruled by one noble house. Few other races frequent these enclaves, though the jinxed drow werewolves of the Lunar Woods are often "hired" as servants.



Kestral geomancers punishing an unruly werewolf slave.

Lunar Woods: As the final jabberwock ruler's end drew near, it cursed the drow for their duplicity, afflicting all dark elves within its former realm with lycanthropy. Most of these drow have accepted, if not embraced this feral condition—loping through the forest in savage packs to descend on unwary travellers or working as lethal scouts for the Red Fists.

Rhelspahn Lake: The gentle hills around Rhelspahn Lake are the stomping grounds of hundreds of liberated centaurs led by an alpha male named Skalleros (N Male centaur ranger 4). Wanting nothing to do with the brewing war, they have forged alliances with both Cedrazi and the Red Fists, establishing their staunch neutrality. Despite this they tolerate no encroachment on their lands and swiftly drive off any trespassers. The one exception is Kratcher, whose terms in the pact secured the lake as a training ground for her aquatic forces (creating a small fortress of kelpies and sahuagin beneath the water).

[MC]Troll Render, Troll Warden from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

Kratcher: Few know of Kratcher's life before her domination of southwestern Grethadnis; a common slave who fled to the desert to avoid the bloodshed following the great uprising only to return twenty years later wielding powerful magic and leading a tribe of bloodthirsty orcs. Fewer still know that in the desert she was possessed by a powerful oni from Urethiel—one that braved the impassable ocean—only to find the ogress-magi's will too fierce to crush. Instead of becoming a vessel for the oni, she enslaved it within her, using it to fuel her newfound powers.

Neighboring territories look at Kratcher and her forces with trepidation, scheming to contain the ogress and her bloodthirsty soldiers as their numbers grow daily. These new conscripts converge on Deevyce Town, where GATI builds larger and more destructive war machines for her longer term plans. Her eyes turn north with an insatiable appetite and Grethadnis prepares for a war unlike any before.

Kratcher **CR 11** **XP 12,800**

Female ogress-magi magus 4
LE Large outsider (giant, native, oni, shapechanger)
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 23, touch 13, flat-footed 19 (+5 armor, +4 Dex, +5 natural, -1 size)
hp 161 (8d10+4d8+96); regeneration 5 (fire or acid)
SR 19
Fort +20, **Ref** +9, **Will** +16

OFFENSE

Speed 40 ft., fly 60 ft. (good)
Melee *+1 greatsword* +20/+15/+10 (3d6+12, Crit 19-20/x2)
Ranged composite (+4) longbow +14/+9/+4 (2d6+4 Crit ×3, Range 110 ft.)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 9th; concentration +13)
Constant—*fly*
At will—*darkness, invisibility*
1/day—*charm monster* (DC 18), *cone of cold* (DC 19), *gaseous form, deep slumber* (DC 17)
Magus Spells Prepared (CL 4th; concentration +8, +12 to cast defensively)
2nd—*bull's strength*, *scorching ray*
1st—*frostbite*, *shield*, *shocking grasp*, *true strike*
0th—*acid splash*, *detect magic*, *ray of frost*, *read magic*
Arcane Pool 6

TACTICS

Before Combat Kratcher casts *bull's strength*. She is rarely encountered without a detachment of red fist orcs (1d4+2 Orc Scouts[MC] and 3 Red Fist Elite; page 297).

During Combat Kratcher takes to the air and casts *shield*, then targets her enemies with *cone of cold* and *deep slumber*. She uses her bow until one side has a decisive advantage; if it is her, she makes the fight close and personal with her greatsword.

Morale When she reaches 40 hit points or less, Kratcher flees to plot her revenge; *gaseous form*, *darkness*, and *invisibility* are all spells she uses to facilitate her escape.

Base Statistics Without *bull's strength* Kratcher's statistics are Melee *+1 greatsword* +17/+12/+7 (3d6+9, Crit 19-20/x2); **Str** 22; **CMB** +18; **CMD** 32; **Skills** Climb +13, Swim +11

STATISTICS

Str 26, **Dex** 19, **Con** 27, **Int** 18, **Wis** 14, **Cha** 20
Base Atk +11; **CMB** +20; **CMD** 34
Feats Combat Casting, Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will★, Vital Strike
Skills Bluff +15, Climb +15, Disguise +15, Fly +16, Intimidate +15, Knowledge (Arcana) +15, Knowledge (Dungeoneering) +11, Knowledge (Planes) +11, Perception +13, Sense Motive +13, Spellcraft +15, Swim +13, Use Magic Device +15; **Racial Modifiers** +2 on Appraise checks involving non-magical gems or metals
Languages Common, Draconic, Giant, Gnome, Orc, Undercommon
SQ cantrips, change shape (Small, Medium, or Large humanoid; *alter self or giant form I*), flight, magus arcana (arcane accuracy), spell combat, spellstrike, spell recall
Combat Gear *wand of fireballs* (34 charges; CL 6th), *potion of cure moderate wounds* (3); **Other Gear** *+1 greatsword*, *+1 glamered chain shirt*, *cloak of resistance +2*, *rod of lordly might*, composite (+4) longbow; **Attuned Gear** *+3 glamered chain shirt, +3 greatsword, +2 composite (+4) longbow.* [+2 armor to AC; +2 to hit and damage in melee; +2 to hit and damage on ranged attacks; ★-2 Will saves and Unattainable Item feat (*rod of lordly might*)]



Orc Scouts from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.



Goblin Frog-Talker, Stickylord from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

DEEVYCE TOWN — *BIRTHPLACE OF EXPLOSIVE DEVICES*

CE large city
Corruption +5; **Crime** +2; **Economy** +3; **Law** +4; **Lore** +4; **Society** –1
Qualities academic, notorious, racially intolerant (dwarf, elf, halfling, human, gnome), rumormongering citizens, strategic location
Danger +20

DEMOGRAPHICS

Government overlord
Population 23,920 (9,500 goblins; 7,500 orcs; 3,000 half-orcs; 750 half-elves; 3,170 other)
Notable NPCs

Bloodcaptain Heidegger Brinebeard (CE Male half-elf gunslinger 11; page 299)

Engineer Liason Zexxig Doonpop (NE Female goblin alchemist 13; page 279)

Master Sekretary Jeeorg (NE Male goblin alchemist 7; Stickylord[MC])

Drekk One-Eye (NE Male half-orc gunslinger 7; page 297)

Commander Bart Headskin (NE Male orc inquisitor 8; page 308)

Hi Priezt Smist Ratkick (NE Female goblin witch 6; Goblin Frog-Talker[MC])

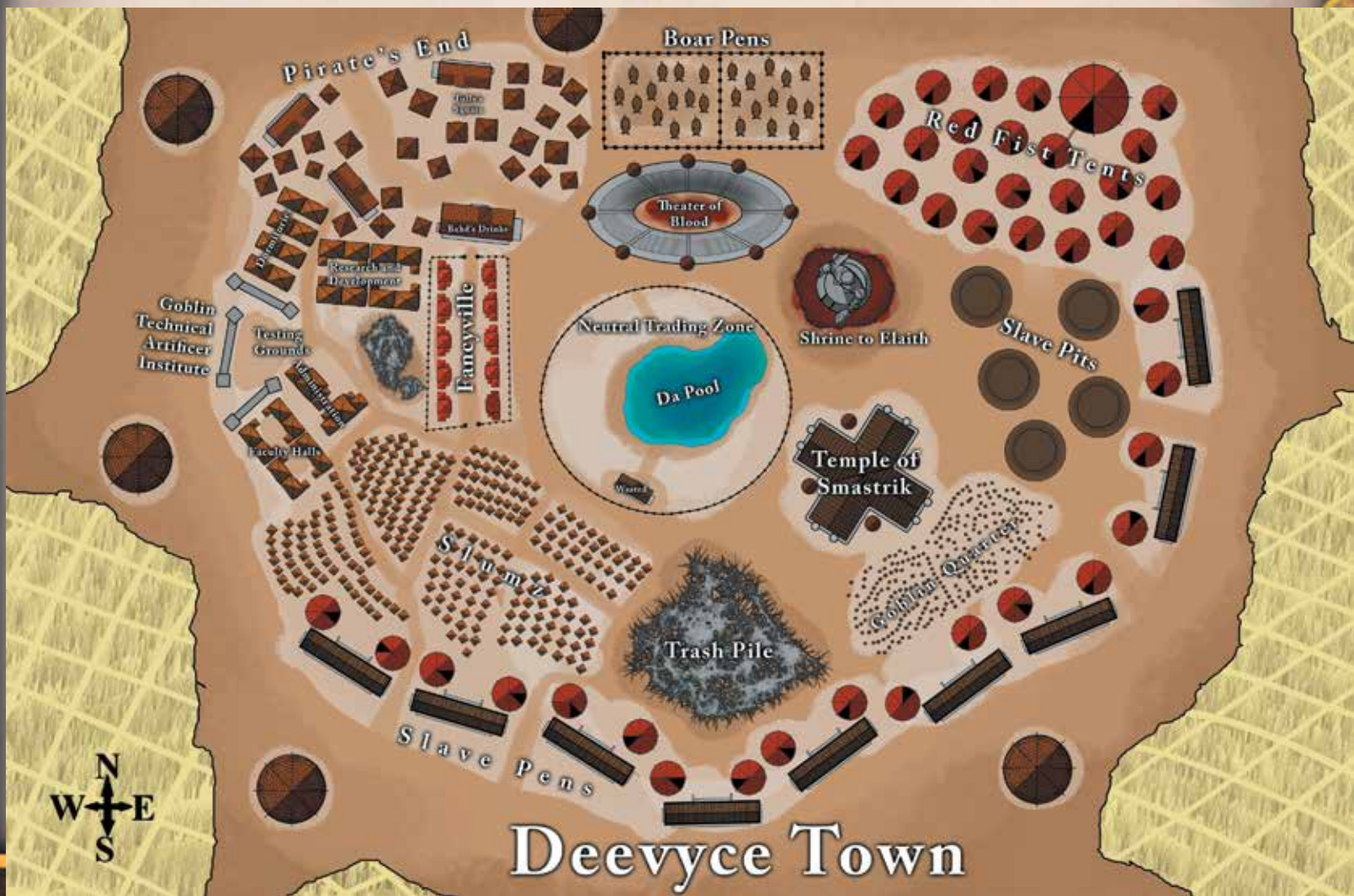
MARKETPLACE

Base Value 11,200 gp; **Purchase Limit** 65,000 gp; **Spellcasting** 8th
Minor Items 4d4 items; **Medium Items** 3d4 items; **Major Items** 2d4 items

Heidegger Brinebeard is the "head honcho" for most folks in Deevyce Town, often found in Pirate's End at Bahd's Drinks. He works closely with the leaders of the Goblin Technical Artificer Institute and the town's military commander Bart Headskin—all of whom report almost daily to Kratcher herself.

Fancyville: There are precisely ten mansions in Fancyville, and while one is always left untouched for the Engineer Liason of GTAI, the rich and powerful constantly vie for each other's homes—an estate in the gated area is considered to be the height of power.

Goblin Technical Artificer Institute: The Goblin Technical Artificer Institute (or GTAI) is the birthplace of the Red Fist's firearms, efficiently run by Engineer Liason Zexxig Doonpop and Master Sekretary Jeeorg. Its dorms are located near the town's practice grounds, where explosive devices of all kinds are tested and new users trained under the monocular gaze of Drekk One-Eye. Ostensibly the blast walls keep folks west of town safe from injury, but even the bravest slaves dread working anywhere near GTAI.





Junk Pile: This massive pile of broken equipment, doomed devices, and trash is heaped on the south end of town. Roving otyughs prowl this section of the settlement and few know that a strange tunnel has appeared near its center (leading down into the Forever Dark).

The Neutral Zone: The center of Deevyce Town is a neutral trading zone where no fighting is ever tolerated; if combat erupts, it is quickly ended by a powerful water elemental bound to Da Pool. As a result, Wasted is the most popular and safest tavern in town for travelers.

Savage Gods: Overlooking the entire town is a titanic statue of the savage god Elaith, whose feet are always heaped with fresh corpses that bathe the town in a crimson aura each night. Just south of it, the Temple of Smastrik (run by Hi Priezt Smist Ratkick) maintains a hall of worship for adherents to either mischief or misfortune.

Theater of Blood: A large amphitheater carved out of the ground, the Theater of Blood is where any lawbreakers or unruly slaves are made to fight to the death (after they've survived a week without food or water in the slave pits). The fights always end in the death of the criminal, as anyone that lasts too long in the arena soon meets their end at the hands of Finkleworth "Mad Bear" Shortlegs (page 345). When a fight gets truly out of hand the chief military officer in the settlement, Commander Bart Headskin, intercedes with soldiers pulled from the nearby Red Fist Tents and Boar Pens.



The Slumz: Most of Deevyce Town's goblin population lives in the Goblin Quarter while the rest of the unenlisted monstrous denizens have housing in the area of town known as the Slumz—though the only real differentiation between the two areas is the denizens within. The vast majority of patrons at the Peddler's Dare Tavern are from the lowly collection of dilapidated buildings.

Pirate Captain from Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC

CEDRAZI—*PORT OF PIRATES*

CE large city
Corruption +6; **Crime** +7; **Economy** +0; **Law** –3; **Lore** +3; **Society** –3
Qualities notorious, prosperous, racially intolerant (dwarves, elves, gnomes, halflings), rumormongering citizens, strategic location
Danger +40

DEMOGRAPHICS

Government anarchy
Population 14,850 (10,320 humans; 1,630 half-elves; 1,250 orcs; 890 half-orcs; 410 goblins; 350 other)
Notable NPCs

Sealord Ganzza Bloodbucket (CN male half-orc gunslinger 13; page 300)

Bloodcaptain Diyrda Phyrrance (N Female human fighter 7/rogue 5; Pirate Captain[GMG])

MARKETPLACE

Base Value 13,600 gp; **Purchase Limit** 90,000 gp; **Spellcasting** 7th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Four hundred years ago dissatisfied sailors from Drindet settled a stretch of land on a southern peninsula of Grethadnis. The jabberwocks that controlled the territory allowed it, though they demanded a staggeringly high annual tribute. In order to pay the tithe the settlers fell to piracy and it has remained such for centuries—though today the tribute lines Ganzza Bloodbucket's coffers, disguised as a fleet tax imposed on ships docking at Cedrazi.

The Port of Pirates is a perpetually busy place, thick with ships unloading ill-gotten gains from raids across the Koprik and Burning Seas, its many taverns constantly abuzz with rumors of treasure and stories of adventure from all over Grethadnis. A cornucopia of guilds, gangs and adventuring groups can be found on every street—some last only weeks, others have endured for generations.

The Blood Fleet: The key to Cedrazi's survival is the Blood Fleet; every ship that makes every port in the city is drafted into it by means of a *Cedrazi sail*, provided by Bloodcaptain Diyrda Phyrrance as she collects taxes and paperwork. These magical *Cedrazi sails* permanently affix themselves to a vessel's mast and obey the commands of the Sealord or any of her Bloodcaptains, to either show the skull and bones upon their surface or burst into flames (igniting the vessel) until ordered to stop by either of the aforementioned (though for 500 gold, Diyrda reveals the secret command to change the sail's appearance to whatever the speaker wishes). The current Sealord has on several occasions destroyed a ship just to keep the rest in line (or just to humor her own cruel tendencies) and Cedrazi is ripe with tales of how troublesome captains' vessels burst into flames as they try to evade the pirate hunters of Hedrak's Pointe.

Tadlost: In 842 AV Landon Tadlost (the ninth Sealord) founded a small settlement directly across from Cedrazi with a publicized aim of controlling the entire Burning Sea. Only a handful knew his true motivation: he'd found a magickarr in the savanna and needed a safe haven to properly examine it. Between his own considerable arcane talents and the pirates at his disposal, he restored the artifact and transported it to Cedrazi. In a matter of days Tadlost was overrun by natives and today it is a ghost town, waiting for the pirates of Cedrazi to once more try to establish a foothold in the Dry Walkabout.

The Port of Pirates



SCORCHED DESERT — *DISASTROUS DUNES OF THE WEST*

Alignment: N
Notable Settlements: Gryth (4,637), Hesron (2,058)
Government: anarchic
Languages: Common
Religion: Elaith, Herastreas
Common Terrain: sand, wastelands, coastal
Notable NPCs: Sheilia Two-Tongue (CN Female human rogue 4; Charlatan[NPC]), Braxt Bloodaxe (NE Male half-orc fighter 3; Traitorous Brigand[NPC]), Yarek Firebeard (LE Male fire giant fighter 3; Fire Giant Strongarm[MC])



This vast desert is the result of magical energies washing along the western coast of the Koprik sea, a far-flung consequence of a failed Trekth ritual in 100 BV. For centuries the area remained so hot even the jabberwocks were reluctant to enter the desert. During *the Scarring* it's said that every grain of sand Herastreas touched when he fell to avoid Arcanalus' flail birthed fire elementals; whether true or not, the searing body of the Divine Engineer is often cited as the source of the mysterious black glass sometimes revealed deep beneath the shifting desert dunes.

Even today the desert is unnaturally hot and temperatures nearing 130 °F are common. On either side of the unseasonable wasteland lay settlements vital to trade in southwestern Grethadnis: Gryth and Hesron. Almost daily, caravans brave the desert to transport goods between the cities while others traverse the Grenthar Badlands to the north, both in an effort to avoid the costly ocean voyage to Lethis from Hesron.

Dig Site 265: In the south of the Scorched Desert lies Dig Site 265. This seemingly innocuous looking archaeological excavation is in fact a cover for a secret dig funded by the Institute of Necromancy in Lethis. Almost a decade ago a half-mad adventurer sold some artifacts from the area to an agent of the institution; those small items were something which had never been seen before and all magical research indicated that they predated the Trekth Empire by decades (if not centuries). To curb interest in this section of the Scorched Desert the Institute of Necromancy hired a bardic college dropout with a severe alcohol problem to keep the appearance of a legitimate dig. Hathan Wolker (N Male human bard 1/rogue 2; Wanderer[GMG]) is not aware of the true purpose of the deception, faithfully (though poorly) doing his job—it's his assistant Laus Staunton who's in the know, cataloging all the finds and shipping the most promising back to Lethis. Amongst the pieces of rock and pottery he hides the weird and alien artifacts dug up by the crew, their loyalty secured with plenty of gold. The artifacts draw amazement and bewilderment both in Lethis but especially at the site, though their true purpose is still unknown and none yet have been able to activate them; the only things researchers agree upon is that the relics are quite old and their owners were certainly not humanoid. Lately Hathan Wolker has acted more strangely than usual, taking trips into the desert alone at night and reporting strange chittering noises coming from his tent. With the recent disappearances amongst the crew it might be time to bring in some mercenaries to deal with the problem, which so far has been attributed to the fire giant tribes of the desert. The last worker to disappear was found wandering the sands whispering the words: "Rand Kai" over and over again before succumbing to a strange withering disease within hours after returning to the dig site.

Grenthar Badlands: Gangs of outlaws prey on the caravans traveling through the cooler northern reaches of the desert. The biggest among them is the Fury of Braxt, a band of criminals from Gryth led by Braxt Bloodaxe (a hulking half-orc with a vicious disposition towards prisoners). With the constant presence of caravans traveling to or from Hesron who try to cut through the Grenthar Badlands, the need for experienced caravan guards has never been higher.

Gryth, City of Grift: After a grueling trek through the desert Gryth is a welcome sight for all travelers, but the weary soon discover the true danger of this lonely city: the grifters. While small timers swindle the caravan guards and other travelers, one soon discovers that cheating is not just the way of life here, but the law itself. Only the most talented merchants can hope to prevail in the City of Grift and no other citizen better exemplifies the rewards heaped upon those that do than the devious Sheilia Two-Tongue, head of the extensive black market operating within the settlement.

Charlatan, Traitorous Brigand Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC
Fire Giant Strongarm from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.
Wanderer from Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC

Hesron, Port of Privateers: More than half of this small coastal port are either docks or businesses catering to the caravans traveling between Lethis and Gryth. Pirate crews regularly set anchor nearby seeking the easy pickings of ships sailing the Koprik Sea, but the town routinely hires adventurers to hunt down marauders.

Southern Fire Giant Tribes: The closest tribes to Dig Site 265 all practice strange religious services, worshiping weird multi-limbed icons. Disturbingly, several of these fire giants seem to have manifested mutations such as an extra arm or small spikes protruding from their skin. The reason for these deformities are unknown mostly because the enormous Unwanted Folk do not take kindly to questions regarding their faith or the gifts from their god. Furthermore these fire giants have also resisted allying with Yarek Firebeard from the central desert and rumors claim that cannibalistic practices might have kept Yarek away—especially because his diplomatic envoys to the southern tribes disappeared without a trace.

The Obelisk: In the middle of the desert, amidst a veritable gauntlet of fire giant tribes gathered under the banner of Yarek Firebeard, stands a titanic black obelisk, its markings long ago eroded by harsh desert winds. Nearby, a cave gives clues to the obelisk's origin and hides the entrance to a massive labyrinth that stretches far below the desert sands. These passages are part of a temple devoted to an ancient god of lightning, and writing on the walls speak of a time before this was a desert, perhaps even before the Trekth Empire. None have fully explored the seemingly endless passages or the treasures within, and only at the very bottom of the dungeon does the obelisk reveal its deepest and darkest secret—an insectoid amulet sitting upon an altar, awaiting a creature worthy of its power.





Zyxxyz Amulet

Aura overwhelming transmutation; **CL** 20th

Slot neck; **Weight** 1 lb.

DESCRIPTION

This ornate adamantine disc is fitted with an eight-legged arthropod cut from lustrous black jewels.

As soon as the *zyxxyz amulet* is donned by a creature, a number of its legs clamp into the wearer (equal to one plus the creature's hit dice divided by 3, rounding up), bonding with them until death. Once per day, the wearer can activate the amulet as a swift action, becoming surrounded by a translucent avatar of a zyxxyz (an eight-foot tall, six pincer-armed, insect-headed creature bristling with electricity) for a number of rounds equal to their hit dice. This avatar grants the wearer benefits based on the number of legs bonded with the creature, as well as all lesser listed benefits: 1 leg-*jump*, 2 legs-*spider climb*, 3 legs-*shield*, 4 legs-*barkskin*, 5 legs-*lightning spray* (as *acidic spray*) once per 1d4 rounds, 6 legs-*protection from energy* (electricity), 7 legs-*arcane sight*, 8 legs-*blink*.

When all eight legs have bonded with the wearer the *zyxxyz amulet's* intellect awakens, becoming a NE intelligent item with an Intelligence of 20 and an ego of 30. Whenever the artifact is dominant, it can activate the zyxxyz avatar as a free action (with no duration).

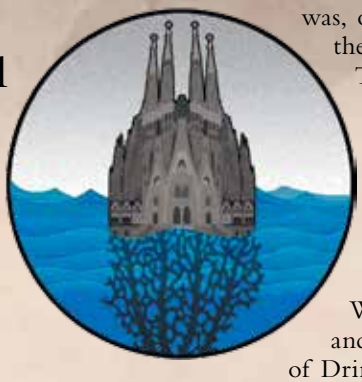
DESTRUCTION

A lawful good monk of 18th level must simultaneously strike the *zyxxyz amulet* with two fully charged *+5 mirrored weapons*.

Dancing Dervish from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Chapter 2

SRENDTHAV — *ROYAL CITY OF THE SEA*



Alignment: NG
Capitals: Drindet (6,475) and Drandet (4,732)
Notable Settlements: Lowcurrent (803), Tordstun (659)
Ruler(s): King Wearantir (NG Male aquatic elf oracle 20; page 339)
Government: complex monarchy
Languages: Aquan, Common, Elven
Religion: Aleana, Andraletha, Wealbrens
Common Terrain: coastal, underwater, urban
Notable NPCs: Veraylle Thanothir (NE Female aquatic elf witch 11; page 356), Aerynn Thanothir (LE Male aquatic elf summoner 10; page 344), Baroness Jussill Devson (N Male human rogue 10; Dancing Dervish[NPC])

Bards all over Grethadnis sing of the shining spires of Drindet, the magnificent sight greeting visitors to the southernmost tip of the Koprik Sea's western coast. They tell a tale of wealth and beauty, of a frictionless merging between humans in the City of Ports and the aquatic elves of the underwater nation of Drandet. The truth, however, is more complicated than the stories tell.

In 682 AV, the people of Drindet awoke to find a host of confused and disoriented aquatic elves on their sandy coast. Decades before, these refugees fled Trectoyri and underwent a powerful magical ritual mid-passage that transformed them to survive Wealbrens' tempest even after the Divine Torrent became aware of their passage across the Euphos Ocean. None among them could recall the reason of their flight (or being captured by denizens of the 5th World), what their mission was, or anything from before their arrival on the coast save for vague and terrible flashes. They settled the coral reefs nearby, creating Drindet's underwater mirror Drandet, and almost immediately the two cities were at odds—Drindet's ships disturbed the elves' homes and the elves sabotaged the ships in return, creating a cycle of swiftly escalating violence.

The ruler of Drandet, King Wearantir, saw a costly war in the future and approached the ruling noble families of Drindet with a proposal: he would marry a suitable titled scion, siring an heir to merge the kingdoms into the nation of Srendthav. Drindet's nobility were amicable to the proposal, but due to the longevity of the aquatic elves a very specific law of succession was drafted, as the wife and heir of King Wearantir would likely die of old age long before the king himself. Drafting the agreement took more than five years—ultimately only the king's direct children would be eligible for the throne—and all that time the negotiations were kept secret, known only to Drindet's ruling council, King Wearantir, and his closest advisors. In 703 AV the announcement went public; many citizens applauded the decision and welcomed the merging of the cities, but there remained voices of discontent.

In Drandet circles of similarly minded individuals whispered sedition while in Drindet the voices were loud



Departure of the Sailor's Guild



and public; the master of the Sailors' Guild was particularly vocal and racist in his disapproval only to die suddenly four weeks later. Suspecting foul play, the Sailors' Guild moved their base of operations to a newly founded port across the Burning Sea, Cedrazi, and to this day Srendthav and the Port of Pirates eagerly exchange everything from insults to deadly cannon volleys.

Recently a pall has descended upon the Royal City of the Sea—the final son of King Wearantir died in an accident while at sea, inspiring a great sadness in the ruler of Srendthav. Both humans and elves debate whom shall take over after their ancient king passes away. Many are concerned that the delicate situation could plunge the nation into the horrors of the civil war barely avoided centuries ago.

House Thanothir: Staunch believers in elven supremacy—and that the law of succession is treachery—House Thanothir have waited for a sign of weakness from King Wearantir for centuries. Recently they've acquired a magickarr and Baroness Veraylle has personally overseen the powerful relic's restoration. With this destructive asset and the death of the last heir, Baron Aerynn Thanothir is convinced that the time to strike is at hand; as captain of Srendthav's famed hippocampus cavalry and a close advisor to the throne, he would know better than most.

House Devson: The most influential human nobles in Srendthav, House Devson have fostered three queens of Srendthav. Baroness Jusill Devson expects trouble after the last direct heir died—but so far all the spies she's planted in King Wearantir's court have shown up floating in the docks. She suspects that the royal heir was assassinated but lacks any evidence to support her case.

Thermal Tunnels: Srendthav's pleasant tropical climate is due to ancient tunnels carved by the Trekth that carry warm currents from the Burning Sea's volcanic activity to the Koprik Sea, transforming a landscape that should be barren into a verdant paradise. No one knows the progenitors' reason for these vast underwater passages and no map covers the tunnels in full—some paths are even said to lead down into the Forever Dark.

TRIANESTRA — *CHURCH OF THE GREEN AVENGER*



Alignment: NE
Capital: Revancia (19,840)
Notable Settlements: Moldnistrea (10,300), Saxodsky (13,560)
Ruler(s): Boris the True Avenger (CE Male lich giant half-orc sorcerer 6/barbarian 1/ dragon disciple 10)
Government: dictatorship
Languages: Common, Draconic, Orc
Religion: Boris the True Avenger (none)
Common Terrain: forest (coniferous), forest (deciduous), hills, plains
Notable NPCs: Salvatore the Seer (NE Male half-orc bard 10/dragon disciple 7; Dragon Chieftain[NPC]), Lieutenant Kujara (NE Male ifrit witch 13; page 357)

This land was once a collection of peaceful, productive farming villages that looked to the Radross Empire when troubles arose, seen as an exigent territory by the Oldest Kingdom. Recently however it has fallen under the megalomaniacal rule of Boris the True Avenger, a despotic adventurer mad with power. After conquering these lands and founding the heretical Church of the Green Avenger the half-orc's ambition has driven him to ever greater acquisitions, recently quadrupling the size of Trianestra by violently annexing the feuding nations of Moldnistrea and Saxodsky.

Spies from as far as Srendthav and as near as Lethis have taken interest in Boris' doings as rumors spread that worshipers of the Green Avenger display inexplicable magical powers, and tales propagate about the Church of the Green Avenger having full control of a working magickar! As the True Avenger's ruthless rule continues all kingdoms of Grethadnis watch in wait, each desperately seeking a weakness in the as-yet unstoppable war machine of Trianestra (not a single attempt against Boris' life has borne anything but dead assassins).

Battle of Saxodsky: For years Saxodsky—a region rich with bountiful land—has fended off attacks from its neighboring country, Moldnistrea. Little more than a year ago a desperate and witless noble called for the aid of Trianestra to intervene and end the conflict. They called parley with the court of Moldnistrea, leading them to believe that they would finally be surrendering to the emerging mercantile giant.

Boris' solution, however, was to simply slaughter the leaders of both realms—ending the hostilities by laying claim to both nations and bribing, threatening, or simply killing anyone who objected. As the last body dropped to the floor, Archibald, paladin and formerly a stalwart ally to the True Avenger, refused to see any more bloodshed. Taking with him a coterie of knights, he left Trianestra, swearing that he would return with the vow, "all false gods must pay for their arrogance."

Church of the Green Avenger: Emblematic of Boris' arrogance is the means by which he undermines the very idea to rebel: by installing himself as the god he intends to one day become. In every city he conquers Boris personally tears down each religious institution devoted to any entity other than himself, cutting down all who speak out against the practice.

This "holy" institution has thousands of legitimate followers driven by promises of power, wealth, and vengeance—but also encompasses many more who have not yet fully accepted Boris' divinity. These unbelievers and sycophants are forced to attend ceremonies presided over by Salvatore the Seer and his priests (NE Orc cleric 3; Orc Mystic[MC]). Those who are absent from The Green Service more than once are hunted down by Kujaraand his Green Guard (Half-orc barbarian 11; Double Axe Fury[NPC]) to be conscripted into the most expendable ranks of Trianestra's military.

How exactly Boris provides his followers with power remains a mystery but his most trusted ally, Dremil, has seen the shadows of Horror People far below Revancia and heard the whispers of nothings in the night.

Feeliu's Folly: Bards still sing ballads of the Company of the Shining Stone, though none can truly say they remember how they know the song or who this heroic Company is: the Golden Shield (Archibald, LG Male human paladin 15; Mounted Paragon[NPC]), the Shadow (Feeliu, N Female halfling rogue 10/shadowdancer 10; Darkstar[NPC]), and the Avenger (Boris). Only the members of the disbanded adventurers know the truth of Grethadnis' most recent woes – not at all long ago Boris was a great hero fighting against the very sort of power-mad villains he has now become.

During one of the Shining Stone's exploits the company was whisked away into another dimension, a demiplane as much alive as any creature. Feeliu came upon a strange tome and unable to discern the writing within, sought Boris' help in investigating it. What she had been unable to identify, and Boris soon came to obsess over as it transformed him, was a *book of opposite alignment*. The process of twisting the sorcerer to evil was a gradual one as over the course of a year his brutality and savagery grew until he finally drove away Archibald at the Battle for Saxodsky.

It took the halfling months to piece together what had happened, but she's spirited away the magical tome with the hopes she might one day be able to end its magic, all the while subverting Boris' power in Lethis using her own allies, The Shades. However, the half-orc is well beyond his former ally's help. Ritually slaying forty of his most devout followers deep within the Chaos Jungles of Iniplixetz, he's risen beyond the limits of mortality, becoming a lich (the only creatures to know this truth, however, are Dremil and Pytir).

Darkstar, Double Axe Fury, Dragon Chieftain, Mounted Paragon from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC
Orc Mystic from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

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, feeblemind, teleport, telekinesis; spell resistance*
4th (8/day)—*animate dead, black tentacles, confusion, detect scrying, enervation, 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*
0 (at will)—*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 *feeblemind* 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.

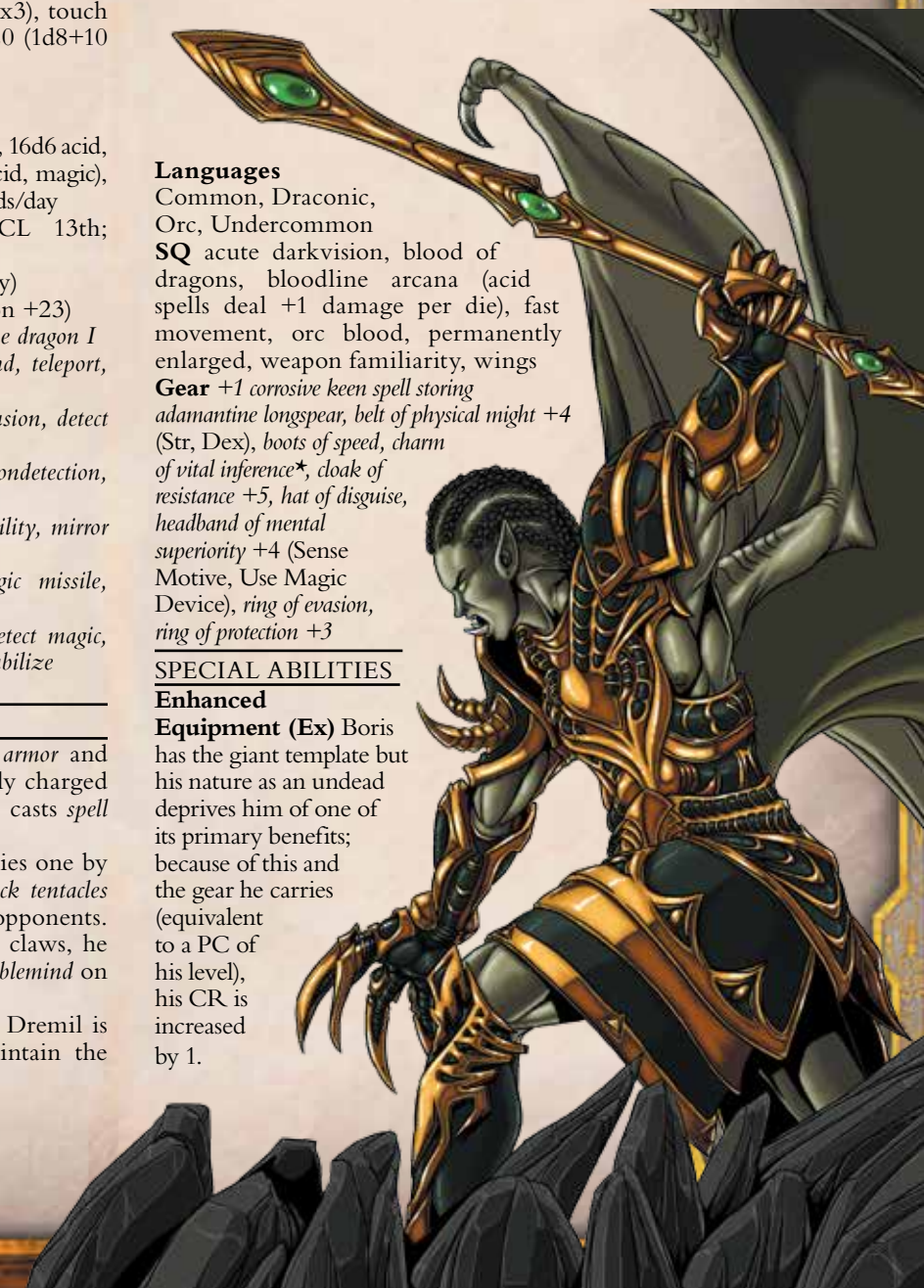
STATISTICS

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), 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*

SPECIAL ABILITIES

Enhanced Equipment (Ex) Boris has the giant template but his nature as an undead deprives him of one of its primary benefits; because of this and the gear he carries (equivalent to a PC of his level), his CR is increased by 1.



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*
0 (at will)—*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, Expanded Arcana, Improved Natural Armor, Natural Spell, Run, Silent Spell, Toughness

NEW SKILL ARRAY

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 wizardy (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.



Pytir **CR 12** **XP 19,200**

Female pseudodragon fighter 13
NE 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

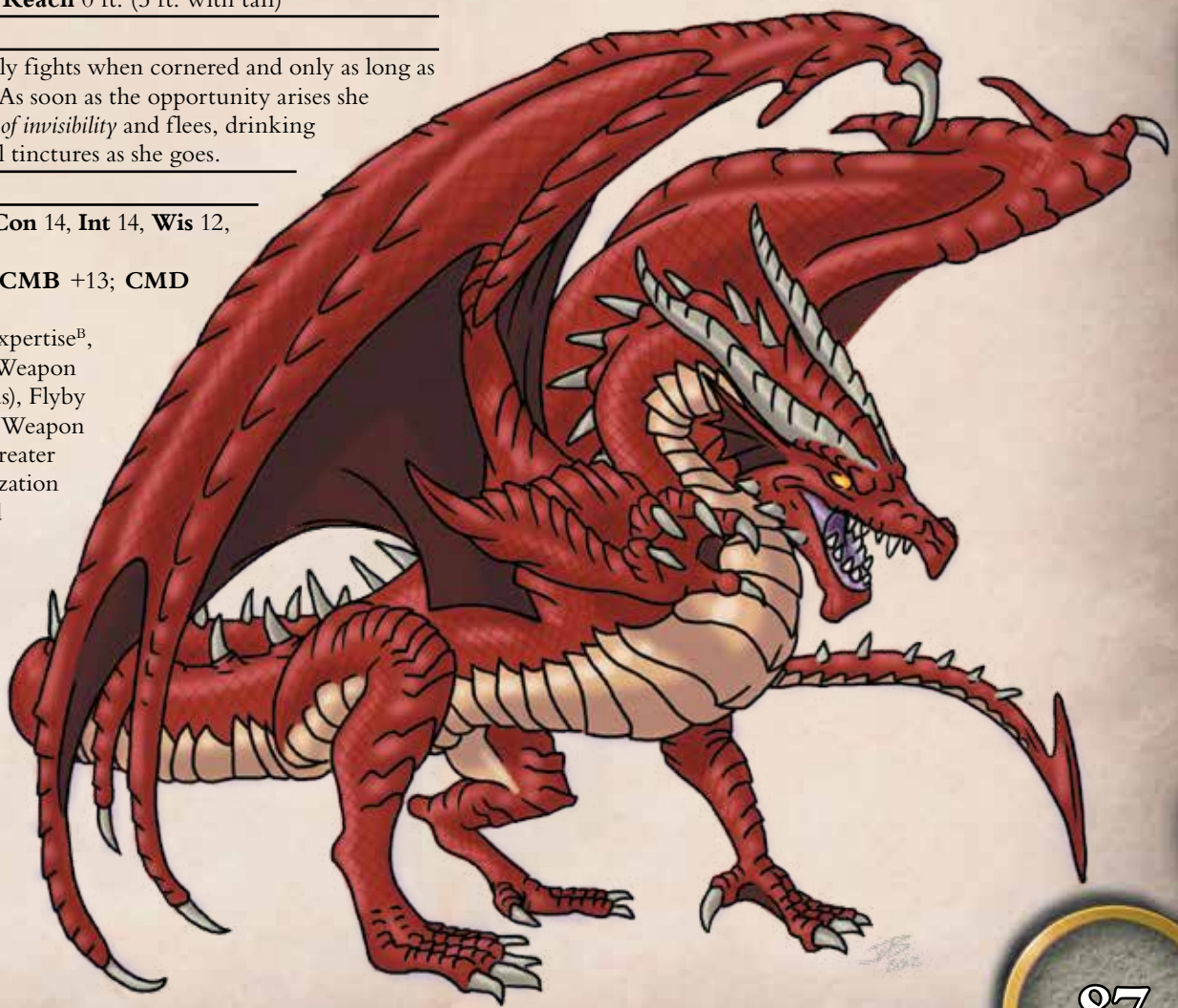
Morale Pytir only fights when cornered and only as long as she has to do so. As soon as the opportunity arises she drinks her *potion of invisibility* and flees, drinking the other magical tinctures as she goes.

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[B], Dodge[B], Exotic Weapon Proficiency (bolas), Flyby Attack[B], Greater Weapon Focus (sting)[B], Greater Weapon Specialization (sting), Improved Critical (sting)[B], Improved Initiative, Improved Natural Weapon (sting), Power Attack, Skill Focus (Stealth)[B], Toughness, Weapon Finesse, Weapon Focus (sting), Weapon Specialization (sting)
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 mighty fists +1*, *cloak of resistance +4*, *ring of deflection +2* [**AC** 46; **Fort** +17, **Ref** +15, **Will** +12; **Melee** +1d6 acid to all attacks]

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 19; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

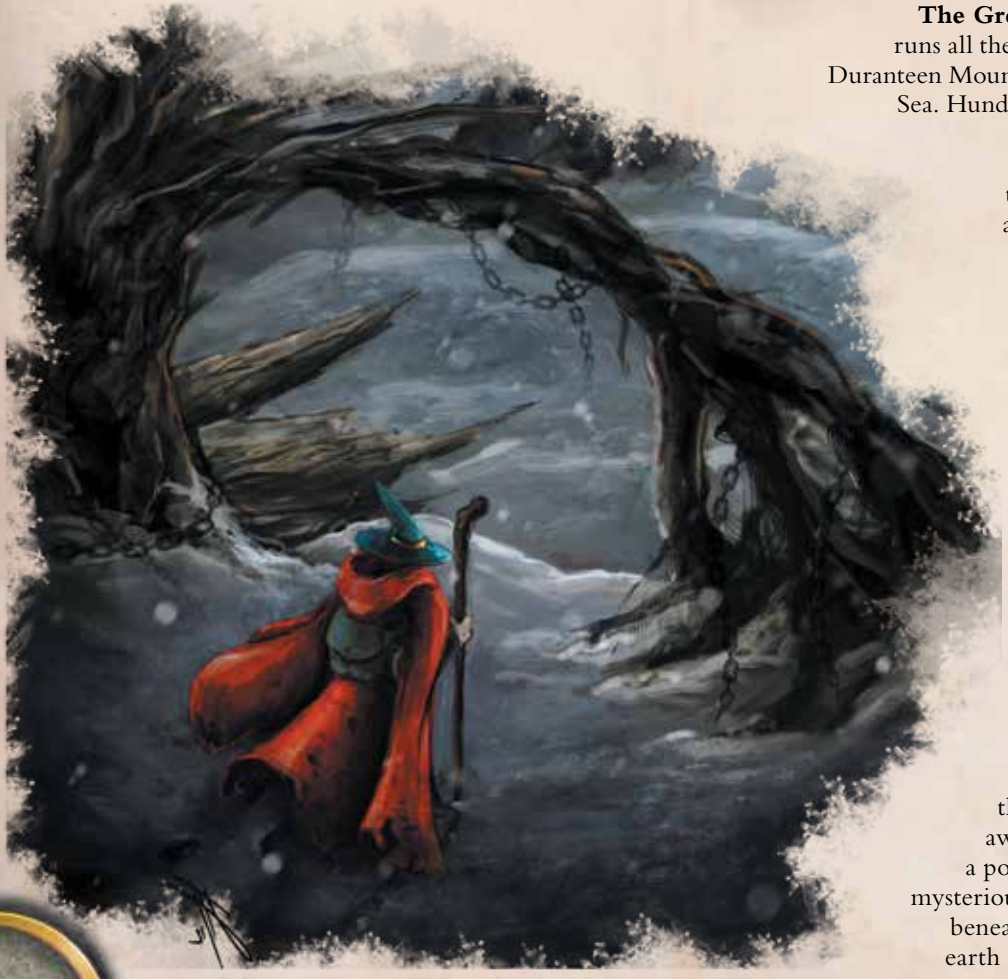


YAWVIL'S REALM — *HOME OF THE GREAT WIZARD*



Alignment: LG
Capital: Yawvil's Keep
Notable Settlements: Hertmie (180), Villagoko (375)
Ruler: Yawvil (LG Male human wizard 21)
Government: Magical benevolent overlord
Languages: Common, Draconic
Religion: Arcanalus, Verahnus
Common Terrain: forest (deciduous), hills, plains
Notable NPCs: The Apprentice (LN Male human commoner 2/wizard 3; Hedge Wizard[GMG])

Though this realm is nominally owned by Yawvil its day to day administration is handled by "The Apprentice". This title is political rather than practical—holders of the office do not enjoy any special relationship with the legendary mage and the rare times he is even present, Yawvil retreats to his impossibly tall keep between Trianestra and Lethis (south of the Arajakata Woods).



No creature or army threatens the region for long; whenever one arises adventuring companies are quickly engaged to eradicate it, making the realm popular with newly-formed companies seeking experience and glory—and so far, no force more dangerous than the orcish tribe making occasional raids from the Grondov Mountains has risked making an enemy of Yawvil directly.

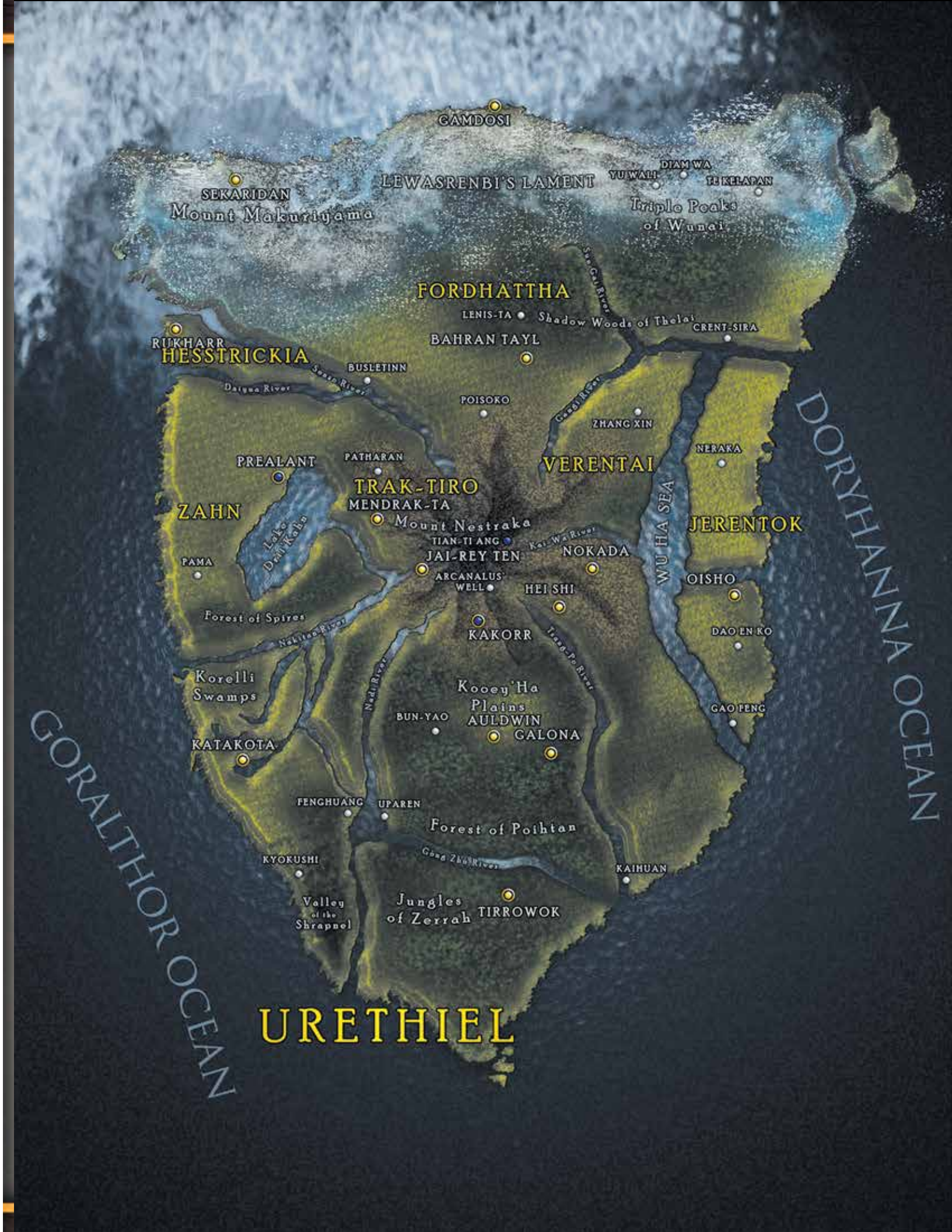
Hertmie: The small mining village of Hertmie (NG) sits between Yawvil's Keep and the Koprik Sea, nestled in the rolling hills only a short distance from The Great Road. Rumors that the ghost of a foreman killed in a mining accident haunts the site, drawing dangerous creatures to its abandoned shafts (sure to soon draw the attention of The Apprentice).

The Great Road: This great highway runs all the way from Denath Peak in the Duranteen Mountains to Lethis and the Koprik Sea. Hundreds of gypsy caravans, known collectively as The Traveling Show, journey up and down the road at all times of the year and are famed for grand shows, their audiences (depending on the time and place) sometimes numbering over a thousand.

Villagoko: Situated comfortably between Yawvil's Keep and Trianestra, Villagoko enjoys a thriving artisan community as well as a bureau of officials envious of The Apprentice's hold over the realm's administration.

Yawvil's Keep: The mage's keep has no discernible entrance and can be seen reaching high into the clouds from over 100 miles away. Rumors exist that there is a portal at its apex, but even more mysterious are the stories of a dungeon beneath it that drives as far into the earth as the tower rises into the sky.

Hedge Wizard from Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC


GAMDOSI
SEKARIDAN
Mount Makuriyama
LEWASRENBI'S LAMENT
YU WALI
DIAM WA
TI KELAPAN
Triple Peaks of Wunai
FORDHATTHA
Sen Gai River
LENIS-TA
Shadow Woods of Thelai
CRENT-SIRA
RUKHARR
HESSTRICKIA
BAHRAN TAYL
BUSLETINN
Daigua River
Susan River
POISOKO
Gaagi River
ZHANG XIN
NERAKA
PREALANT
PATHARAN
VERENTAI
TRAK-TIRO
MENDRAK-TA
Mount Nestraka
ZAHN
Lake Dark Kaba
TIAN-TI ANG
Kai Wa River
JAI-REY TEN
NOKADA
JERENTOK
WU HA SEA
PAMA
ARCANALUS WELL
HEI SHI
OISHO
Forest of Spires
Nakian River
KAKORR
Iang-Po River
DAO EN KO
Korelli Swamps
Nadi River
Kooey'Ha Plains
BUN-YAO
AULDWIN
GALONA
GAO FENG
KATAKOTA
FENGHUANG
UPAREN
Forest of Poihtan
Gaag Zhai River
KYOKUSHI
KAIHUAN
Valley of the Shrapnel
Jungles of Zerrah
TIRROWOK
GORALTHOR OCEAN
DORYHANNA OCEAN
URETHIEL



HISTORY OF THE DYNASTIES

When dragons first emerged in Veranthea their shapes were defined by their connection to the subconscious of the Allgod. Each was an aspect of Verahnus' emotions stretched to great lengths by divine avarice, love, malice, rage, and tranquility. Most dragons were changed even further as they adapted to the world around them—these powerful creatures (who would eventually become the imperial dragons) roamed the lands of Urethiel for centuries, shaping it as much as it shaped them.

The imperial dragons were filled with an intrinsic need to balance the aspects of nature as best they could and molded Urethiel to meet this desire. Forest dragons led by Great Bana tended to the plants of the realms, while Glorious Akasa and her sky dragon kin filled the firmament with light and created the winds to spread the seeds of life. The underworld dragons led by Dai-Ji guided the shaping of the mountains and valleys, while Mitsu and the sea dragons filled the valleys with water, creating the rivers. All of this was overseen by Mytra the Untethered, the greatest of the sovereign dragons—without her aid the imperial dragons would quickly fall to more base desires.

Mytra guided the First Imperials, helping them to explore their connections to Verahnus' emotions: Bana was a mighty trickster, sometimes bringing harm or destruction with a blatant disregard for others, while Dai-Ji would carve the world to his whim without any consideration. Akasa was quick to the aid of any creature in Urethiel, leading to a neglect of her skies, and Mitsu's feisty temperaments could cause sudden droughts or floods. It was with Mytra's help that harmony was attained and once it was established the imperial dragons disappeared, allowing the folk of Urethiel to forge their own destinies.

Dai-Ji, the First Underworld Dragon

2042 BV: ARRIVAL OF THE TREKTH

The Trekth came on metal feet and the clang of oppression sounded over the whole of Urethiel; their great machines fell upon the land swiftly, unknown before their might bore down on its inhabitants. For one hundred years the Trekth ruled unopposed, subjugating every race to their whim—Kind Folk became servants to the mighty lords and the Unwanted Folk became their workhorses, all toiling to fulfil the infinite requests of their masters.



1924 BV: THE IMPERIAL DRAGONS AND THE GRAND WAR

Sensing that Urethiel's harmony had been sundered, hosts of imperial dragons arose as though from nowhere to directly oppose the tyrannical invaders. The First Imperials were nowhere to be seen, but in their stead their offspring waged war against the Trekth Empire. Caught off-guard by the appearance of the mighty creatures, the skies became filled with mayhem and destruction as the great dragons faced destructive capabilities never before conceived.

They quickly realized that brute force was not enough to defeat the Trekth and shifted strategies to compensate—making use of their cunning, the imperial dragons subtly manipulated the continent itself to keep their enemies unready. Although nowhere nearly as powerful as the First Imperials, their children still manipulated the seas to flood Trekth camps and influenced the winds to topple fortifications. Dai-Ji's first son, Si-Wan, moved all the natural resources beneath Urethiel to keep them from being used by their enemies. This subterfuge helped their cause, but it was not enough to turn the tides in the imperial dragons' favor (and the true motives for this tactic remain a mystery to most).

The Grand War's balance shifted back and forth between the two sides; the dragons invented new strategies but the Trekth were never far behind, creating new technologies to counter each. Filled with inner balance and peace, the imperial dragons were less mighty than their cousins elsewhere on (or within) Veranthea and the war settled into a stalemate, neither side able to overpower the other. The Trekth, fighting other, similar wars across Veranthea, grew desperate and their scientists attempted to create a new kind of weapon to usher in victory—an entire race of creatures to combat their majestic foes.



A dragonii hero lures Si-Wan to his doom.

1435 BV: First Children of the Trekth

The strix were forged with hearts of pure wrath, rancorous and capable of destruction with unrivaled malice. Although vicious they were looked upon curiously by one of the First Imperials, and Mytra made herself known for the first and only time after her kin's disappearance. Her tenets of balance helped these new creatures find the calm hidden beneath the storms within them, and she guided the strix away from the orders written into their very beings before returning to hiding once more.

1101 BV: Second Children of the Trekth

The Trekth, enraged by the failure of the strix, wrought the dragonii (page 232) in the image of the very enemy they so hated. The warrior race grew to be a great boon against the imperial dragons, killing many of the legendary creatures (including Si-Wan the Undying) and disheartening slaves who had once more begun to feel hope.

742 BV: The Grand Rebellion

The new soldiers prolonged the Grand War for centuries but shaped in the image of the dragons as they were, they too felt the call of balance in their very nature. So it was that the dragonii rebelled, leading every slave on Urethiel to rise against their masters as one—the Trekth, it seemed, would finally fall—but before the final blow of the Grand Rebellion could be struck the progenitors disappeared, never to be seen again. Finally free, the inhabitants of the continent went their separate ways with most of the Kind Folk settling to the north and east while Unwanted Folk migrated south and west.

76 AV: Rise of the Clans

The humans of Urethiel were the first to reorganize after the Grand Rebellion. Using the existing heirarchies left by the Trekth Empire it was a short order to divide the many humans into the clans of Urethiel. These noble houses managed the primary resources of the lands and fell under one of three categories: workable metals, labored resources, and precious stones, each deposited in a single distinct location by the imperial dragon Si-Wan a quarter of a millennium before.

Trade agreements proliferated between the clans and commerce prospered throughout their regions, some even sending out merchants and traders to the rest of Veranthea to expand their economies. The cities formed by these



A sovereign imperial dragon.

intrepid traders soon grew to be known as the Dynasties, taking their names from the regions they encompassed—Fordhatta, Jerentok, and Verentai—each keeping its focus on a type of resource but forming a truce to work in each other's best interest. For a time everything was well and humans in Urethiel flourished, but before long the clans of Fordhatta yielded to their avarice and betrayed the rest.

242 AV: Sting of Steel

In Fordhatta the Iron Clan steadily gained power over all others via an alchemical discovery, establishing a monopoly on trade as they developed ever finer materials through techniques kept secret for decades. Seeing themselves as fundamentally superior they eventually took on a new name: the Steel Clan. Leading the other clans of Fordhatta in a bid for power over all of Urethiel, they brought about the dissolution of the truce between the Dynasties and eventually, all out war. For thirty years deceit, espionage, and subterfuge became commonplace, but eventually resources grew thin enough that an uneasy alliance was made once more—the clans would trade only for absolute necessities but otherwise keep to themselves. Not until after *the Scarring* many years later would the clans be properly united again.

424 AV: The Scarring

When Arcanalus struck down with his/her mighty double-flail in Grethadnis (creating Nethys' Scar), the other side of the weapon obliterated the majestic peak of Mount Nestraka in Urethiel. Scholars claim debris rained upon the continent for three days and nights in what has become known as the *Death of the Heavens*. The stones quickly grew into legend as *god tears* (many come to believe they are a representation of the anguish of the deities) and each brings with it potent and mysterious powers.

All throughout Urethiel rivers raged and winds howled, throwing the lands into a panic. The Kind Folk and Unwanted Folk alike did their best to survive in the chaos that followed as the clans warred yet again, stealing from each other (and even their own dynasties) to feed their people and survive this upheaval. Eventually as more and more *god tears* were destroyed or lost, the population of Urethiel restored order within their borders and found that much had changed.

Although magic was known throughout Urethiel it only became truly plentiful after *the Scarring*. Energy both arcane and divine flooded the continent and its people quickly became attuned to it in a way unlike any others in Veranthea. Many gained innate powers—farmers summoned rain, soldiers would infuse their weapons with great power, and scholars could conjure visions of the past and the future. Others instead became resistant to magic in every form, able to resist even the mightiest spell. A chosen few were capable of absorbing magic from around them, reshaping the energy to their whims but rarest of all were the handful that became immune to magic and time altogether—nowhere did these abilities manifest more spectacularly than in the Three Immortals.



The first of many great disagreements between the clans.

426 AV: The Immortals Emerge

His Personage of Golden Fortitude, Jaisan Jerentok, and Zhengfeng were each affected in a unique way by *the Scarring*, becoming the first to reveal the traits of immortality to Urethiel, inspiring legends through their ascension. His Personage of Golden Fortitude was struck by a great boulder during *the Scarring* only to lift it aside one-handed, completely unscathed. Jaisan Jerentok, the Empress of the Mists, was attacked by a massive sea serpent in the waters off Oisho only to cut free from the vicious beast's belly, felling the creature in a mighty spectacle. Rising to their newfound power these immortals would go on to unite, and lead their respective dynasties in the years to come. Zhengfeng—who was said to be struck by 44 assassins while enjoying a drink in Fordhatta only to emerge unscathed having struck down each and every one of her attackers—simply disappeared, using her new power for her own goals.

430 AV: Ancestral Power

With the rise of the Immortals the gods found their connections with the people of Urethiel difficult to maintain. The resistance to magic exhibited by half the population strained the divine link between faith and the faithful, and most deities began to stray away from the continent entirely. Only the Primal Gods remained—for, shaped as it was by the First Imperials, the land itself had a strong connection to the elements. Many throughout Urethiel found their prayers unanswered or their spells unfulfilled, becoming utterly lost: the gods they had known for centuries had abandoned them, and for this injustice the pantheon was in turn denounced.

All of the magical energy spread by *the Scarring* had a fortuitous consequence for the devoted, however—the spirits of the continent's dead became physically tied to the Triple Peaks of Wunai, each soul's association with magic increasing its potency and allowing ancestors to share knowledge and power with their descendants. Ancestor worship quickly spread across Urethiel to become the dominant faith, followed closely by those still faithful to the Primal Gods.



An ancestor spirit

439 AV: The Dynasty Purges Begin

In 438 AV the city of Fenghuang experienced an uprising that frightened the Dynasties to the core—monsters walked among men, masquerading as humans. Fearing that these creatures and the Unwanted Folk could ferment another rebellion akin to that which destroyed the Trekth, the human nations declared that no nonhuman was allowed to live within their borders. In Jerentok and Verentai this led to an exodus of dwarves, halflings, gnomes, elves, and countless races of Monstrous Folk but in Fordhatta they were not even granted that; thousands were slaughtered in a matter of days as bloodthirsty samurai cut a swath across the countryside. The few who could, and those humans who found the entire act repulsive, fled Fordhatta to hide beneath the forests or under the surface.

546 AV: Sorrow of the Small Folk

Not content with just clearing their own lands of nonhumans, the Dynasties sought to completely eradicate any monstrous creature from the face of the continent. The three great nations created a grand army that crossed Urethiel to face the Unwanted Folk in their homelands—powered by magical armors, weapons, and energies, they proved to be brutally effective. Vast portions of Urethiel's countryside became stained with the blood of great massacres, but the humans' main focus was cleansing the Jungles of Zerrah. A coalition entered the wilderness, crossing the Valley of the Shrapnel and slaughtering the halflings found within before pushing towards Fenghuang.

When the ships sent to reinforce them returned, they were manned by skeleton crews in a mad state, babbling about feral, unstoppable half-man warriors. By then, however, the Dynasties were marching against the fierce armies of Zahn and declared the Jungles of Zerrah lost—fully intent on simply razing them afterward.

622 AV: The Dynasties' Blades are Sated

For the second time the dragonii became the rallying point for Urethiel's Unwanted Folk, forming an alliance that would stand firm against the murderous humans. For nearly two centuries the Dynasties pushed west only to be fended off time and time again by the dragonii and their allies and with the passing of the fifth *Conxecron*, the humans' advantage—their magical gear—started to fade and they began to lose ground in the war. By 620 AV, half

of their enchanted equipment was lost to the whims of the gods. Finally conceding that they lacked the power to see their desires through, the Dynasties reached an accord and called for an armistice with the indigenous populations they had so wronged. The peace was met but the sting of the Dynasty Purges stands even today, with many of the current generations refusing to allow the unforgivable act to pass on into history.

760 AV: Hesstrickia and the Traveler God's Ire

More than 250 years prior, His Personage of Golden Fortitude and Arenathi had an epic quarrel—the Immortal Emperor's guards slain and the deity's flute lost to the masterful martial artist. As she fled the Divine Revolutionary left a dreaded malediction across the region that remained dormant for generations. After a failed Fordhattan invasion of Zahn centuries later, the Metal Clans were cowed as their westernmost citizens belched forth malicious air and lightning elementals. In the ensuing chaos the hobgoblins, recently battle-hardened from their alliance with the besieged dragonii, martial together and claim a swath of land for their own.



An air elemental wrought from Arenathi's curse.

842 AV: Betrayer of the Clans

The leadership of the Limestone Clan passed to Mai Shin Na in 938 AV. His first action was to attempt to unite all of the clans under a single banner of harmony and prosperity. For many years Mai's proposal was refused as the elite were content to keep business as usual; it wasn't until the altruistic Jade Clan saw a shifting of power that anyone considered his plan. With an enthusiastic adherent the idea quickly took off and soon most of the clans were in accordance with the measure—for decades, trade thrived and the Dynasties found themselves ever closer to the prospect of a true alliance. The noble houses found the harmony that the leader of the Limestone Clan promised and slowly, the barriers between the nations were dismantled.



The Betrayer, Mai Shin Na

Unbeknownst to any, however, Mai Shin Na was the bastard creation of an elven wizard, crafted during the Dynasty Purges. He had created multiple half-elf reflections (all joined by a telepathic link) to scout Urethiel and determine if it was safe for his kin to return home. They survived but the original Mai Shin Na himself did not—at some point he was discovered and killed by human blades. In his death throes Mai's rage at the Dynasties was psychically channeled across his reflections, filling one with the desire to destroy the human nations once and for all. This imitator took on the personality of his former creator and hid until the Dynasty Purges ended, assimilating into the Jerentok Clans and ultimately taking

the reins of leadership to set his plan into motion. This half-elf Mai Shin Na toiled and schemed to topple the Dynasties and, after a century of planning, made his move.

1026 AV: THE BETRAYER BETRAYED

Seventeen assassins incrementally worked into the ranks of all but the Limestone Clan, poised to murder each of the leaders of Urethiel. At the last moment, before killing blows could strike from the darkness, seventeen copies of Mai Shin Na made their presence known and prevented the assassinations. The reflections quickly divulged their brother's plan and the warriors of noble houses swooped on the malevolent betrayer. He escaped retribution, vanishing into the remote parts of Urethiel (as did the other imitations) but the damage was done—taken for fools the clans each blamed the others. War again came to the Dynasties, continuing for over a decade.

1042 AV: END OF THE CLAN WARS

The clans abruptly call a tribunal and here the three Dynasties make an historic alliance; afterwards every leader resigns from their position. New leaders are instated, many of which remain in power to this day. There are no records of this meeting and every former leader entered a self-imposed exile somewhere outside of Urethiel's human lands, never to be seen again.

1046 AV: HARMONY IN THE REALMS

Problematic as its past may have been, Urethiel now stands further from the precipice of chaos than it has in over a thousand years. Although the calm between the Dynasties is troubled, each stands to prosper once again as many nonhuman races move past the horrors of the Dynasty Purges and search for greater purpose in their lives. Rumors of peace are spreading throughout the lands as current generations search for the atonement of their ancestors' sins, and all throughout the continent the people move towards better futures.

All is not as it seems, however — as dark shadows creep across Urethiel. Malevolent, corrupt powers guide events intent on giving rise to evils as great as the Dynasty Purges, or worse. The far-reaching influence's wickedness takes shape beneath the surface as vile creatures and corrupted leaders further the malicious hold of the darkness spreading above, covering Urethiel's future in uncertainty.



The human clans argue before commencing the Dynasty Purges.

IMMORTAL MASTERS OF URETHIEL

Zhengfeng of Fordhatta, Jaisan of Jerentok, and His Personage of Golden Fortitude of Verentai are colloquially known as the Three Immortal Masters—of Urethiel's countless warriors, these three are renowned as the most powerful in the land. What many disagree about, however, is which of them is most powerful, what the limitations of their capabilities are, or if they are ultimately benevolent (though this was not always the case).

The first time the Immortal Masters clashed was in 425 AV, shortly after the revelation of Jaisan Jerentok's and His Personage of Golden Fortitude's immortality. The two were involved in a diplomatic summit to instill peace between their dynasties when, amidst the talks, Zhengfeng is said to have appeared and attacked the other two. The only survivor of the clash other than the immortals themselves was Jaisan's panicked Consil-Yuri, though her retelling of the battle changed with every repetition. Not long after the skirmish the Dynasties began the Dynasty Purges and though there is no proof the events are related, many wonder if the conflict was a catalyst for the crusade. Similar engagements repeat throughout Urethiel's history, always purportedly initiated by Zhengfeng. Even when the utmost secrecy was maintained as to the time and location of their meetings, the Wind of Fordhatta would find them, ensuring no peace could be brokered between the Immortal Masters.

There is never a clear winner when the Immortal Masters clash—they always return home seemingly unharmed and unaffected by their latest battle. Because of this rumors have spread that the Three are meeting in secret and slaying anyone that would reveal the nature of their encounters. Jaisan Jerentok time and time again would attempt to squelch this hearsay, but His Personage of Golden Fortitude was never noted as denouncing such thoughts.

The last noted battle of the Three Masters was in 767 AV in Crent-Sira; by chance, Jaisan Jerentok and His Personage of Golden Fortitude found themselves in the city at the same moment for one night. According to Jaisan's account, Zhengfeng woke her and the two made their way to a nearby square to meet with His Personage of Golden Fortitude, then as always, Zhengfeng attacked. The battle was seen by most everyone in the city as the fighting awoke the sleeping citizens. Strangely, accounts of the conflict remain contradictory to one another and would even change upon repeated retelling—some witnesses even claimed that only Jaisan Jerentok and His Personage of Golden Fortitude were in the square that night. It was not long after this that Jaisan Jerentok went into hiding and the Immortals Masters are said not to have clashed since.

HIS PERSONAGE OF GOLDEN FORTITUDE [WELL KNOWN]

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. The warrior king's aspires to eventually rid Veranthea of the chaotic trickster god Arenathi's influence, for which he is willing to pay nearly any price.

His Personage of Golden Fortitude **CR 19** **XP 204,800**

Male forsaken human monk (martial artist) 20
N Medium humanoid (forsaken, human)
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★
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, stunning

OFFENSE

Speed 90 ft.
Melee unarmed strike +20/+15/+10 (2d10+2, Crit 19–20/x2) or unarmed strike 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 ×4, range 80 ft.) or *+5 shuriken* flurry of blows +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 maintains a veneer of calm as he uses exploit weakness to study a foe before entering Crane Style.

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 When brought below 65 hit points His Personage of Golden Fortitude leaps out of combat, revealing the explosive weapon hidden in 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★, Combat Expertise[B], Combat Reflexes, Crane Style[B], Crane Wing[B], Crane Riposte[B], Deflect Arrows[B], Dodge[B], Exotic Weapon Proficiency (firearm), Greater Trip, Improved Critical (unarmed strike), Improved Trip, Improved Unarmed Strike[B], Point Blank Shot, Rapid Reload, Restorative Spirit★, 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
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** His Golden Personage of Fortitude does not require any more equipment.

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.

★These feats are exclusively for Forsaken; see page 269.

JAISAN JERENTOK, EMPRESS OF THE MISTS [FORGOTTEN]

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 only the first of many and each took its toll on her squad—eventually just 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.

Twenty-three 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 being rendered 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 with any certainty of the true Empress of the Mist's continued existence.

Jaisan Jerentok, True Empress of the Mists **CR 19** **XP 204,800**

Female forsaken human samurai (sword saint[DEP]) 20
LG Medium humanoid (forsaken, human)
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

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 ×3)
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 Jaisen 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.

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, 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; Armor check penalty -5
Languages Common, Draconic, Koé, Tengu, Trekth
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* [Jasian Jerentok 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.



Sword Saint from Pathfinder Player Companion: Dragon Empires Primer © 2011, Paizo Publishing, LLC

Zhengfeng, Wind of Fordhatta [Rumored to Exist]

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. She is a feared and undetectable assassin; 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 appears out of dark mist, and is 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 (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, Wind of Fordhatta **CR 19** **XP 204,800**

Female forsaken half-orc rogue (scout) 20
CE Medium humanoid (human, orc)
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

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 foes 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[B], Dodge, Extra Ki, Exotic Weapon Proficiency (shuriken), Improved Unarmed Strike, Mobility, Point Blank Shot, Rapid Shot[B], 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 firework (2), smokesticks (10), tangleburn bags (3), tindertwigs (20); **Other Gear** *+5 adamantine sword of subtlety, +5 buckler, +5 mithral shirt,* 90 *+5 shuriken*, 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.

Zhengfeng prizes her collection of poisons, gathered and 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 with wyvern poison. All of Zhengfeng's ki points are from extraordinary sources, as are her ninja tricks; she may use ninja tricks in this way as though she were not immune to magic.



FORDHATTA CLANS

Name	Leader	Resource	Qualities	Statistics
Tong	Master Mazushi	Copper	Largest clan and moderately wealthy, rarely the rulers, clever criminals, unlikely tacticians.	+2 Sense Motive, +2 Survival; -1 to Will saves
Trenlai	Emperor Yerai	Gold	Richest clan in the land, currently (and often) the ruling house but known to be malleable.	+2 Bluff, ×2 starting gold; -4 Diplomacy
Namari	Madame Baotu	Lead	Braggarts, bullies, thuggish criminals, often acting at the behest of the other clans (sometimes without knowing it).	+2 Intimidate, +2 Sense Motive (feint only); -1 to Will saves
Suigin	Master Weimiao	Mercury	Even poorer than the Coal Clan but few in number, wield surprising influence, never ruled (directly), questionable motives.	+2 Stealth, +2 Sleight of Hand; ¼ starting gold, -1 Diplomacy
Yin	Master Zhengzhi	Silver	Favorite house of Fordhatta, oni killers of the northern borders, silver weapons.	Start with silver weapons for no additional cost; -2 Stealth; samurai may use any monk weapon for weapon expertise
Suchiru	Madame Antei-Shita	Steel	Unyielding, clever, talented tacticians make up the most stable of all the clans and boast the most former emperors of Fordhatta.	Free Teamwork feat; -1 to melee attacks and CMB

JERENTOK CLANS

Name	Leader	Resource	Qualities	Statistics
Sekitan	Master Nong	Coal	Champions of commoners, most populous (and poorest) clan in Jerentok, generous, poorly equipped, do not covet the throne.	+2 Diplomacy, -1 Appraise; ½ starting gold; samurai may use any martial weapon for weapon expertise
Kakogan	Madame Yosai	Granite	Fortress builders, wield oversized hammers, rough personalities, seek the throne of Jerentok.	+2 Intimidate, -2 Diplomacy
Shigao	Master Atisuto	Gypsum	Artists one and all, roaming, often multiclassed, hate Hesstrickia with a passion, do not covet the throne.	+2 Perform (any one); -1 Concentration checks
Gongchengshi	Madame Joshi-Shi	Limestone	Architects of cities, tightly knit to Jaisan Clan, do not covet the throne.	+2 Knowledge (engineering); -2 Survival
Jaisan	Empress Shyr-Ahn	Salt	Seafarers and travellers, traditional rulers that have held the throne since the 1st Empress.	+2 Profession (sailor), +2 Survival; -1 to Reflex saves
Tauruku	Master Fukugen	Talc	Doctors and healers, most beloved clan in Urethiel, pacifists but extremely dangerous, do not covet the throne.	+2 Heal; -2 Bluff

VERENTAI CLANS

Name	Leader	Resource	Qualities	Statistics
Amejisuto	Madame Fujiko	Amethyst	Efficient traders, refuse to drink alcohol, practical merchants, logical, wealthy, predominantly samurai.	+2 Appraise, +2 Profession (merchant); -1 to Fortitude saves
Zuanshi	Madame Qiang-Da	Diamond	Fair, persevering, private monks that seek the throne of Verentai.	+1 to Will saves; -2 Appraise, -2 Sense Motive
Hisui	Master Xingzhi	Jade	Nature worshippers that revere animals, plants and the elemental gods, one of the wealthiest and most powerful clans in Urethiel.	+2 Knowledge (nature), +2 Survival; -1 to Reflex saves
Hongbaoshi	Master Cheng-Xin	Ruby	Ancestor worshipping clerics, record keepers of Urethiel, very powerful, but do not covet the throne.	+2 to any two Knowledge skills, +1 to Will saves; -1 to Fortitude saves, -1 to Reflex saves
Lanbaoshi	Madame Moshu	Sapphire	Predominantly Kowa-Terasa and Ju-Wai Shu spellcasters, do not covet the throne.	+2 Knowledge (arcana), +2 Spellcraft; -1 to CMB and CMD
Huangyu	Master Sentoki	Topaz	Master smiths and brutal fighters, always striving for the throne, resentful of social standing.	+2 to any 2 Craft skills; -1 to Will saves

All clan modifiers are considered to be trait bonuses or penalties to the appropriate skills or abilities. Note that samurai from any clan may choose to use a monk weapon in place of the normal choices for weapon expertise.

FORDHATTA CLANS



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MADAME BAOTU NAMARI *and the Lead Clan*
(LE Female human fighter 7/barbarian 4/rogue 2)

Least respected of Urethiel's clans, the Lead Clan has long aspired to rule Fordhatta—though they've never succeeded. Braggarts and bullies traditionally with more brawn than brains, most consider it best to leave them to their own devices. Generally cowardly, they tax unpredictably (and unfairly) and get into fights often only to retreat at the first sign of serious resistance. However, too many dishonorable acts brings them to the attention of their short-tempered house leader, Baotu Namari, who drags them into the public square and shamefully beats them to unconsciousness, marking them 22 times for their disreputable behavior (though truly these beatings are more to weed out incompetency from their ranks than anything else).

MADAME ANTEI-SHITA SUCHIRU *and the Steel Clan*
(LN Female human samurai 6)

鋼

Most of the former Emperors of Fordhatta are borne to the Steel Clan, easily the most stable and established of the Dynasty's noble houses. Unyielding in battle, their warriors are clever and talented combatants who use archery and complex battlefield tactics to dominate armed conflicts. Antei-Shita Suchiru is their current leader and plays her part in the high courts very carefully, disclosing only as much information about the Steel Clan's doings to her peers as she has to. Famed for fighting with tactical precision, they are the slowest of the clans to take action, instead trusting that their place in the history of Urethiel is assured and that eventually their time on the throne will come again.

MASTER WEIMIAO SUIGIN *and the Mercury Clan*
(CE Male human samurai 2/ninja 12)

汞

How exactly the Mercury Clan came to power is still a mystery to the other noble houses of Urethiel, but many suspect that foul play saw their slow rise to prominence. They've never directly ruled Fordhatta but have confidently whispered into the ears of many past emperors, leaving few to question the influence the Mercury Clan wields. Weimiao Suigin exemplifies the quick-witted thinking, subtlety, and veiled danger that his house has always valued, having seamlessly worked into the good graces of Emperor Trenlai some time ago. With his demonic allies in Lenis-Ta, Weimiao slowly guides Fordhatta into making blood pacts that extend far south, across Mount Nestraka to the Jungles of Zerrah and Korelli Swamps. Should the confederation hold, Verentai might soon find itself under siege from three sides—Ju-Wai Shu mages from Fordhatta, assassins from Targosa, and fell werewarriors from Tirrowok.



Master Mazushi Tong *and the Copper Clan*

(NE Male human samurai 16)

Rivaled in number only by Jerentok's Coal Clan, the Copper Clan is the second largest house in Urethiel and by far the richest; the taxes they levy on their fiefdoms are harsh and frequent, leaving the poor they rule over truly destitute. Merciless and pragmatic, they are a force to be reckoned with, utilizing unlikely tactics in warfare with a disturbing frequency of success. Warriors from the Copper Clan are just as poorly considered as those of the thuggish Lead Clan, but more likely to employ subtlety to find a means to their unethical ends. Mazushi Tong prefers not to command his men in person, instead changing locations during a conflict many times as an oft-successful gambit made to confuse his enemies. He proves never too far from the high court and is quick to draw a blade if doing so might improve his social standing—for like his predecessors (a few of which succeeded) he and his clan covet the throne more than any others.



Master Zhengzhi Yin *and the Silver Clan*

(LN Male human samurai 8)

Settlements near the Shadow Woods of Thelai depend on the warriors of the Silver Clan entirely for their defense from whatever oni make their way down from Lawesrenbi's Lament or out of the unholier groves of the forest, and they are the most beloved house in Fordhatta because of it. The silver double-weapons their warriors carry into combat mark them as clearly as their sterling armor and of the many soldiers that walk Urethiel, they are the most likely to take up a cause for the common man. Master Zhenzhi Yin prowls the lowlands and woods of the country, tracking down any dire threats brought to the attention of the high court. They have never sought the throne of Fordhatta, knowing that the seat of power is too precarious a position to effectively rule from—it is better to mitigate what damage they can and do their best to insure as fulfilling a life for the peasantry as possible.



Emperor Yerai Trenlai *and the Gold Clan*

(CN Male human rogue 3/wizard 3/arcane trickster 10)

The rapidly aging ruler of Fordhattha has been slowly driven to the brink of insanity by the evil forces that press down upon his realm. Formerly a just and logical ruler revered for his intellectual approach to the problems of the kingdom, he has since become an unpredictable cutthroat paranoid—and with good reason, as the whispers of fell demon-tinged ninja from Lenis-Ta and duplicitous vampires from Jai-Rey Ten corrupt all of the decisions he makes from Bahran-Tayl.

Most think Yerai is little more than an aging man, but he wields magic far more subtly than any suspect and is preparing to enact one final thrust to consolidate control of the continent before his life ends—that is, if he can't prolong it. Perhaps the most dangerous voice of all to speak into Yerai's ear is that of the Wind of Fordhatta, leading him on a path that she swears will bring him immortality (though whether or not it is possible, only Zhengfeng knows).

Other People of Urethiel

While the majority of the population of the continent live within a large town or city, not all of Urethiel's citizens live in these major settlements. Since they were freed from the Trekth, all manner of people have settled in tiny villages all across the continent. In some of the more dangerous regions, the scattered settlements that still stand only do so because they are extremely resilient, either martially or magically. Still, no peoples are tied down to a singular location and a fair number of travelers find themselves journeying across the realm often (either by necessity or their own desires).

Orcs: The oldest migrants of Urethiel, these Unwanted Folk were wanderers even before the time of the Trekth. Once docile nomads and hunters, enslavement brought the orcs' savagery to the fore, igniting their lust for combat and inspiring them to roam the lands in search of bloodshed. Annihilations of the small villages that dot the landscape became common and over time, orcs of all manner came to be known as bloodthirsty vagrants that came and went like the tides. Many settlements grew to despise the creatures and some are intolerant of them even today. In 844 AV Hon Urtai, the current orc chieftain, realized that raw destruction was not to his peoples' benefit and has been guiding his kin to adopt a nature closer to their original purpose. They now travel Urethiel seeking great beasts to hunt, challenging warriors from the nearby villages along the way in search of the glory brought by combat.

Tengu: The tengu came to be after the *Death of the Heavens* and have always been considered strange creatures. Early prejudice and fear of these unnatural bird-men has not faded with time, with either the Kind or Unwanted Folk, and they are feared and assaulted wherever they go. This culture has created large traveling flocks of feathered xenophobes who fulfill the dangerous stereotype applied to them, attacking any non-tengu they find on their travels and further driving a wedge between their race and the rest of Urethiel.

JERENTOK CLANS



MADAME JOSHI-SHI GONGCHENGSHI *and the Limestone Clan*
(NG Female human bard 8/rogue 4)

石灰石

The Limestone Clan is as practical as their leader, efficiently running productive quarries in northernmost Jerentok that support building projects across the Dynasties. Stone provided by the Gongchengshi Clan is typically sailed down the coast alongside guards provided by the royal Jaisan Clan on large, flat barges in the fairer seasons and a fewer number of more weather-ready ships during the winter. Madame Joshi-Shi is a respected scholar and talented engineer that has overseen the expansion of the inland cities of Jerentok with a deft pen. They have never coveted the throne, instead enjoying the wide array of authority and privilege granted by the rulers of the realm.

MADAME YOSAI KAKOGAN *and the Granite Clan*
(LG Female human samurai 8/rogue 4)

花崗岩

Whereas the Limestone Clan are renowned for their talents in building roads, shrines, and houses, the Granite Clan are respected for their talents at constructing military fortifications. The entire coast of Jerentok (spanning nearly a third of the continent's perimeter) is dotted with fortresses occupied by hardy Granite Clan samurai, prepared to defend their homeland at a moment's notice. These warriors wade into melees with oversized hammers that they heave around the battlefield to devastating effect. More than one emissary of the clan has attempted the journey around Urethiel by sea (requisite to attaining rulership) but none have ever returned. All told they are not an unfriendly lot of soldiers, but rough and difficult to relate to—fights breaking out over jokes misunderstood as insults are certainly not unheard of.

MASTER NONG SEKITAN *and the Coal Clan*

(CG Male human samurai 12)



By and far the most populous of the clans in Jerentok, the Coal Clan is an integral part of the nation and often lauded for their generosity to the common man—which easily makes them the poorest faction in that country, but also the most beloved. Nong Sekitan is the leader of the widespread noble house and rarely keeps to one place, instead wandering the countryside to aid the beleaguered as best he can. Their warriors rarely carry expensive gear but are always well equipped with potions, salves, and other means to enhance their combat prowess when the need calls for it. They are utterly loyal to the throne, knowing that to serve the right ruler is more just than to rule yourself.

MASTER ATISUTO SHIGAO *and the Gypsum Clan*

(CG Male human magus 10)



Perhaps the strangest of the factions in Jerentok, the Gypsum Clan values art above all else—sometimes even honor. Masters of the most exotic styles of combat and unusual weapons, each warrior is as devoted to developing their distinct martial craft as they are their non-combative artistic endeavors. Their leader, Atisuto Shigao, is a talented and intelligent roustabout that delights in song, drink, and sparring; he is often found in Oisho attending art galleries or musical performances. Warriors of the Shigao Clan are thoughtful but generally not very focused in the heat of battle, and always bring an element of chaos to a conflict—unless it is in defense of a monument or other artistic endeavor. Not interested in a place at the throne of Jerentok, they have instead focused all of their efforts countering the threat posed by Hesstrickia and its book burning hobgoblin commander, His Glorious General Happikar.

MASTER OF FUKUGEN TAURUKU *and the Talc Clan*

(NG Male human alchemist 9)



Easily the most beloved clan in the entirety of Urethiel, the noble house led by Fukugen Tauruku is devoted to healing and restoration. Though the people are always much indebted to the work of the Coal Clan, the healing arts mastered by the warriors of the Talc Clan make them indispensable to sailor and commoner alike. The "priests" of the noble houses travel across Jerentok, dispensing curatives wherever they go to end the maladies affecting the peasantry. Warriors of the Talc Clan are a dangerous thing to behold; while proficient with common weapons they also carry explosives with them, as dangerous as their restoratives are helpful. Still, with no interest in the bloodshed that so often cloaks their position, they have no desire to rule Jerentok.

EMPRESS SHYR-AHN JAISAN *and the Salt Clan*

(LG Female human inquisitor 12)



Surprisingly young for the ruler of the largest nation in Urethiel at only 26, Shyr-Ahn conducts her royal court and all her duties as empress as though she were captaining a ship. Kind, understanding, bound by honor and consumed by duty, she always seeks to make Jerentok prosperous. While not overly talented with magic, she knows enough to appreciate a well cast spell or potent magic user and treats them with a measure of respect (and some jealousy). Shyr-Ahn is loved by her people and often thought of as the kindest ruler in Urethiel, but those with deceit in their hearts should be wary—the Empress of the Coast has little patience for liars. Like all of her predecessors, she is a lover of exotic tales, strange magics, and especially, exotic styles of combat. There is a standing offer of 1,000 gold for an hour of sparring with Shyr-Ahn for any warrior capable of besting one of her honor guard (LG human samurai 10) in a martial duel.

The fishing fleets of Jerentok are still directly commanded by the Empress. *Dulcet Sunrise* leads the fleet, although it is mostly in title at this point as today it is most often used for the Empress's transport. On a day to day basis the rest of the clan follows the orders of the second in command, Chu-Ahn Yu (LG Male forsaken human ranger 8; Bounty Hunter[NPC]). His ship, *Meiryu's Wish*, leads the rest of the fleet out to gather not only fish and other mighty beasts of the sea, but also to assist in collecting large pieces of coral from nearby reefs. This coral is dried and separated from the deposits of salt the clan is known for, the leftovers used for armor, weapons, tools, and jewelry.

VERENTAI CLANS



MADAME FUJIKO AMEJISUTO *and the Amethyst Clan*
(LN Female human samurai 10)

紫晶

Traditions are a fundamental part of life in Verentai and the noble houses hold onto theirs more dearly than any others in Urethiel. The chief rule among members of the Amejisuto Clan is that they may never knowingly, willingly imbibe alcohol—should anyone trick or force them do so, it is considered a major dishonor and will often spur a duel. Proud and tough, they are fastidious traders and take their schedules very seriously. Wealth borne from centuries of carefully tended and honorably maintained business practices have placed them in a place of prestige, though they know the value of their clan lay in the foundations created by His Personage of Golden Fortitude. Their leader, a logical and perceptive samurai named Fujiko, sees the tensions brewing in Fordhatta as a possible means to expand the influence of her faction outside of Verentai.

MASTER, XINGZHI HISUI *and the Jade Clan*
(N Male human samurai 1/druid 13)

ルビー

No humans in Urethiel are as in tune with the natural world as the Jade Clan. Led by the calm and collected Xingzhi Hisui, a warrior deeply ensconced with nature, they pay homage to the elements of Urethiel (despite His Personage of Golden Fortitude's hostility for Arenathi), tending to beasts and plants alike in countless honored shrines all across the three Dynasties. Though they are talented at communing with nature the Jade Clan accept that His Personage of Golden Fortitude's consideration of how best to manage the populace is far more extensive than their own could ever be—likening his guidance to the tending of a master gardener, they consider him to be a true blessing for Verentai. Enormous value is placed on the jade they carefully mine from the earth; its use in the most sophisticated noble artwork and royal sculpture has secured their position as one of the wealthiest and most powerful clans in Urethiel.

MASTER CHENG-XIN HONGBAOSHI *and the Ruby Clan*
(CN Male human samurai 1/cleric 13)



Bloodlines are as important in Urethiel as race; the Dynasty Purges not only wiped clean the human lands of all the other races, they created a solid basis for the feudal states that persist today as each and every person proved human was accounted for in the massive armies that swept across the continent. The Ruby Clan is the sole body to have access to all of these fastidiously kept records (save those of the Diamond Clan), detailing who is and who is not part of the noble houses of Urethiel (be they in Verentai, Jerentok, or Fordhatta). The three rulers all agree to this measure and the house of this clan sits in Jerentok, south of Crent-Sira across the Wu Ha Sea. Every member of the Ruby Clan is trained in the magical arts of ancestor worship and while they hold no envy for the throne, they may be the noble house in the best position to usurp the rulership of the realm from His Personage of Golden Fortitude.

MASTER SENTOKI HUANGYU *and the Topaz Clan*
(CN Male human fighter 14)



Though known for their tenacity and practical approach to warfare, the Topaz Clan are lauded as master armor and weaponsmiths. Respected for the talented efficiency they take to the forge, smiths the world over strive to match their quality. They've sought the throne for some time and yearly send a plethora of warriors to challenge His Personage of Golden Fortitude during the annual Duels of Honor in Nokada—none have defeated him. The current leader of the Topaz Clan, Sentoki Huangyu, seemed to be nearly victorious last year before the monarch tripped him and then delivered a devastating flurry of strikes that took the fighter into unconsciousness. Middle aged and upset over the public embarrassment, Sentoki's resentment grows daily and there's no telling what he might do for revenge next year.

MADAME MOSHU LANBAOSHI *and the Sapphire Clan*
(LN Female human summoner 14)



Magic is a common ally for all the clans but whereas the Jade Clan and Ruby Clan incorporate the divine into their martial disciplines, the Sapphire Clan fully embraces the arcane arts. While mostly practitioners of Kowa-Terasa, some few work to master Ju-Wai Shu and are considered to be among the most talented practitioners of the art. Moshu Lanbaoshi is one such combatant and like Sentoki Huangyu and Qiang-Da Zuanshi, has failed to defeat His Golden Personage of Fortitude during the Duels of Honor—also seemingly at the last possible moment. After some analysis with her court however, the leader of the Sapphire Clan has realized that ruling the Dynasty would not advance the goals of their clan; her efforts have been focused on Arcanalus' Well atop Mount Nestraka ever since.

MADAME QIANG-DA ZUANSHI *and the Diamond Clan*
(LN Female human monk 16; Horse Monk[NPC])



As no record of the birth of His Personage of Golden Fortitude is held by the Ruby Clan, it is rumored that the ruler of Verentai was originally born a member of the Diamond Clan. This resolute noble house keeps their own record of history, as well as the genealogy of their members, in a vault deep within the monastery they call home in Nokada. Warriors of the Diamond Clan occasionally fight with weapons, but prefer to engage targets in hand-to-hand combat—unarmed and unarmored. Qiang-Da Zuanshi is the official head of their house and manages their affairs with the fairness and the same diligent resolve she employs on the battlefield. Last year she challenged His Personage of Golden Fortitude to a twelfth consecutive match—though she fell only a few minutes after the combat began (to a deft kick that knocked her far from the ring) Qiang-Da remained resolute and ended the battle honorably with a humble bow (never taking her eyes off the emperor). Many expect that next year she may prove too clever for the old man and ascend to the throne, ushering in the first era of rule by a woman in Verentai's history.

Horse Monk from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Regions of Urethiel

Fenghuang — *The Phoenix Port*

N metropolis
Corruption +4; **Crime** +1; **Economy** +7; **Law** +7; **Lore** +6; **Society** +2
Qualities: holy site, insular, prosperous, racially intolerant (humans), strategic location, tourist attraction
Danger: +10
Common Terrain: coastal, dungeons, jungle, sewers, urban

Demographics

Government: overlord
Languages: Common, Koé; many others
Religion: Arcanalus
Population 41,050 (7,000 half-elves; 6,500 half-orcs; 4,250 gnomes; 4,000 dwarves; 3,700 elves; 2,600 tengu; 13,000 other)
Notable NPCs

Lady Sovereign Mei Zhang (LE Female sylph conduit 16; page 365)

Lady Ella Shadowfang (CN Female ratfolk wererat ninja 11)

Carla Infirdzi (N Female elf druid 9/loremaster 4; Nature Scholar[NPC])

Baddar Stoneblade (N Male dwarf bard 14; Tunnel Drummer[NPC])

Haddar Stoneblade (N Male dwarf fighter 10/duelist 7; Iron Duelist[NPC])

Marketplace

Base Value 24,000 gp; **Purchase Limit** 170,000 gp; **Spellcasting** 9th **Minor Items** all; **Medium Items** 4d4; **Major Items** 3d4



Spanning the delta of the Nadi and Gòng ZhùǔRivers is Fenghuang, a metropolis more diverse than any other on Urethiel. Founded centuries ago, the Phoenix Port was once ruled by werepeople in a brutal society built upon a strict caste system. Wererats and werewolves were little more than slaves until 438 AV when, with the aid of their more bestial cousins from the Jungles of Zerrah, they drenched the city in blood. This rebellion would go on to to inspire the *Dynasty Purges*, the settlement becoming lost for two centuries, a forbidden place protected by the lycanthropes of the Jungles of Zerrah.

This changed in 696 AV as Lord Sovereign Tai Zhang earned the rites to the lands through a series of legendary tasks known as the 36 Chambers. Unbeknownst to anyone, however, the abandoned settlement had become the lair of a foreigner—the ancient green dragon Raziel. A refugee from Trectoyri, Fenghuang was the first thing the dragon saw after crossing the Goralthor Ocean and with nothing to stop him, he declared it his own.

The Lord Sovereign made a deal with the dragon: control of Fenghuang in exchange for a regular tithe and a home protected from the native imperial dragons (none of whom are pleased with the transcontinental trespasser's presence, especially bridled by the difficulty of locating him). The very agreement is magically sealed and none but Raziel or Tai Zhang's direct descendants are capable of remembering it for more than a few moments.

Many of Fenghuang's rulers have come to believe this conjured forth a bit of luck, as steadily increasing trade from Urethiel's west coast has swiftly returned the Phoenix Port to the prominence it knew centuries before. This abundance of commerce has led the port to become a favorite for pirates and smugglers, creating a thriving black market.

Though the welcoming docks have traditionally little discord (aside from a persisting distrust of humans, a remnant from the *Dynasty Purges*), short-lived rebellious outbursts are becoming more common. None has yet been any real threat, but Lady Sovereign Mei Zang is becoming increasingly paranoid as a result. She has created a secret squad of wererat assassins led by the deadly Lady Ella Shadowfang to locate and hunt down the leaders of any potential rebellion. Most believe Ella to be an elite noble, but the ratfolk is one of the most cunning and dangerous citizens of Fenghuang. Ironically, though successful in suppressing existing rebellions, this squad of lycanthropes has only fed the public's fears of another werepeople insurrection like the one that caused Fenghuang's Fall long ago.



Iron Duelist, Nature Scholar, Tunnel Drummer from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Life is good for the average citizen and many are merchants or skilled tradesmen. Work is plentiful for the talented and the constant influx of travelers always brings more customers, but there is a growing caste of people who will never be able to crawl out of the gutters in which they are forced to live, paying for the sins of their rebellious ancestors. Regardless of their station, most of Fenghuang's citizens will never know of the dangers that lurk within the city, for Raziel the green dragon (protected beneath the metropolis) holds back any horrors that attempt to wander up from his lair's many connections to the Forever Dark.

The Hive: The eastern borders of Fenghuang are its famed ports, named for the resemblance their layout bears to that of a beehive—thousands of people can be found here at any hour of the day, milling about and trading from sunrise to well past sunset. Of the dozens of drinking establishments throughout the metropolis, the Hive Tavern is host to the most dangerous denizens of the Phoenix Port (well known as a place where illicit services and goods can be acquired, for a price). Its owner, a retired pirate named Baddar Stoneblade (and twin brother of the head of the Phoenix Guard), enjoys a discrete, trustworthy relationship with Lady Ella Shadowfang; the two of them spearhead the smuggling ring and major operations of the settlement's black market through the tavern and inn.

Martial Grounds: Merchants taking their wares to western Urethiel are always looking for mercenaries or guards, and not long after the metropolis' rise from the ashes adventurers began to congregate in the district now known as the Martial Grounds. With their regular turnover of heavily-armed travelers, these parade grounds (and the dozens of taverns and inns that have sprung up to accommodate them) are perpetually patrolled by the city's watch, the Phoenix Guard (who occupy the adjacent Barracks).

Within the Barracks recruits live alongside rank and file soldiers (N Elf fighter 5; Cautious Archer[NPC]), all aspiring to be ultimately promoted to elite Phoenix Guards (N Half-elf fighter 7/duelist 2; Tribal Champion[NPC]) who earn the right to lodge directly in the Terrace.

Merchant's Ward: The city's most exclusive dealers ply their craft here, buying and selling expensive art and magic items—and sometimes even people. Though officially forbidden the practice of slavery is still enacted by some truly disgusting traders, all of which employ a plethora of discrete lycanthrope enforcers (typically weretigers, werebats, and weresharks).

One nondescript building, located down an unmarked alleyway in the merchant's ward, offers something considered truly special by its exclusive clientele: contraptions that operate like no others on the continent, capable of creating magical effects that can affect even Forsaken. This is the Mysterium and the only place in Urethiel that one can acquire the magnificently engineered devices. Its owner, Carla Infirdzi, maintains a chokehold on these miraculous gadgets, supplied by a strange foreigner in Kaihuan (who claims to be from a distant continent; page 140).

Market: Dealers of less exclusive goods occupy these bustling alleys and streets, and while they might not have the finest wares these shopkeepers are far better acquainted with what's going on in Fenghuang than their wealthier counterparts. Those not keen on searching the Hive can come here for information, though such information is never freely traded.

The Terrace: Fenghuang's city center is built upon a series of five terraces, each one rising some fifty feet and ultimately culminating in the Phoenix Rising Palace, whose shadow falls upon you no matter where in the city you are (a source of no little strife). These terraces (which are collectively known as "the Terrace") are home to the Phoenix Port's richest and most notable citizens—the higher on the sloping streets one lives, the more influential they are. Naturally the home of Lady Sovereign Mei Zhang sits just below her palace at the peak of the city, and in the catacombs beneath the Terrace a powerful ally from afar remains hidden from Urethiel at large.

One of the largest known repositories in all of Urethiel, the Eternal Library takes up an entire level of the Terrace directly beneath Phoenix Rising Palace. Here, nonhuman scholars and spellcasters unable to study elsewhere in the dynasties come to learn and practice with the help of countless books and scrolls, all of which are fiercely protected by the elite Phoenix Guards stationed just below.

Warrens: Constantly assaulted by the storms rolling off the Jungles of Zerrah, this poorest section of the city undergoes both growth and reconstruction daily. Home to the downtrodden lower castes, rumors of an uprising brewing here are never far from anyone's lips, especially as its ramshackle dwellings begin to encroach on the Merchant's Ward.



Cautious Archer, Tribal Champion from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC



FORDHATTA — *YOUNG DYNASTY OF SHADOWS*

Alignment: NE
Capital: Bahran Tayl (61,660)
Notable Settlements: Crent-Sira (46,432), Tian-Ti Ang (21,923), Lenis-Ta (11,277), Poisoko (948)
Ruler(s): Emperor Yerai Trenlai (CN Male human rogue 6/transmuter 4/arcane trickster 7; Vaultbreaker[NPC])
Government: Shadow monarchy
Languages: Common, Infernal, Koé
Religion: Vanesprelt, Matilondo, Elaith
Notable NPCs: Zhengfeng, Wind of Fordhatta (CE Female half-orc rogue [scout] 20; page 100), Hidden Anara (LE Female human vampire fighter 7; Mythic Vampire[MA]), Malos Inorin (LE Male tiefling rogue 11; Guildmaster[NPC])

HISTORY

Over eight centuries past, control of Fordhatta has ebbed and flowed between various factions like the dark waters of the Kurai River. The fall to shadows begins with the Trenlai Clan, shortly after *the Scarring*. Making use of both inimitable alchemical secrets and a literal control over shadows, the clan took the throne, establishing the first major dynasty in Fordhatta. Soon, Fordhatta's vicious rulers extend their reach into a large portion of western Urethiel, holding the territories until the death of King Yully in 652 AV. The vacuum of power left behind led to a change of rule, a period of chaos, and an eventual loss of a major portion of their lands. Now control of the nation swings like a manic pendulum with fell creatures pulling the string always in their direction—Fordhatta so steeped in the darkness that it remains blind to the tumultuous head that it speeds toward.

CLANS OF FORDHATTA

On the surface the various clans of Fordhatta are the rulers of the land. Of most prominence is the Gold Clan, first to take the throne. Having lost their rule and later reclaimed it they are currently resting on their laurels, ignorant of the corruption at their doorstep. This insidious danger is most obvious to the Mercury Clan, in league with demonic

Guildmaster, Vaultbreaker from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC
Mythic Vampire from Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC



To the northeast are the Shadow Woods of Thelai, named so because of strange portals that dot the forest; they appear as gateways of living shadow, ever beckoning anyone nearby to use the dark passages. The tieflings of Lenis-Ta make significant use of these to travel to the rest of Fordhatta with ease, but do so with great caution—instead of transporting out of the forest some portals allow terrible, alien creatures to enter the woods. The tieflings do their best to stop these invasions, but have yet to find a way to end the danger they pose.

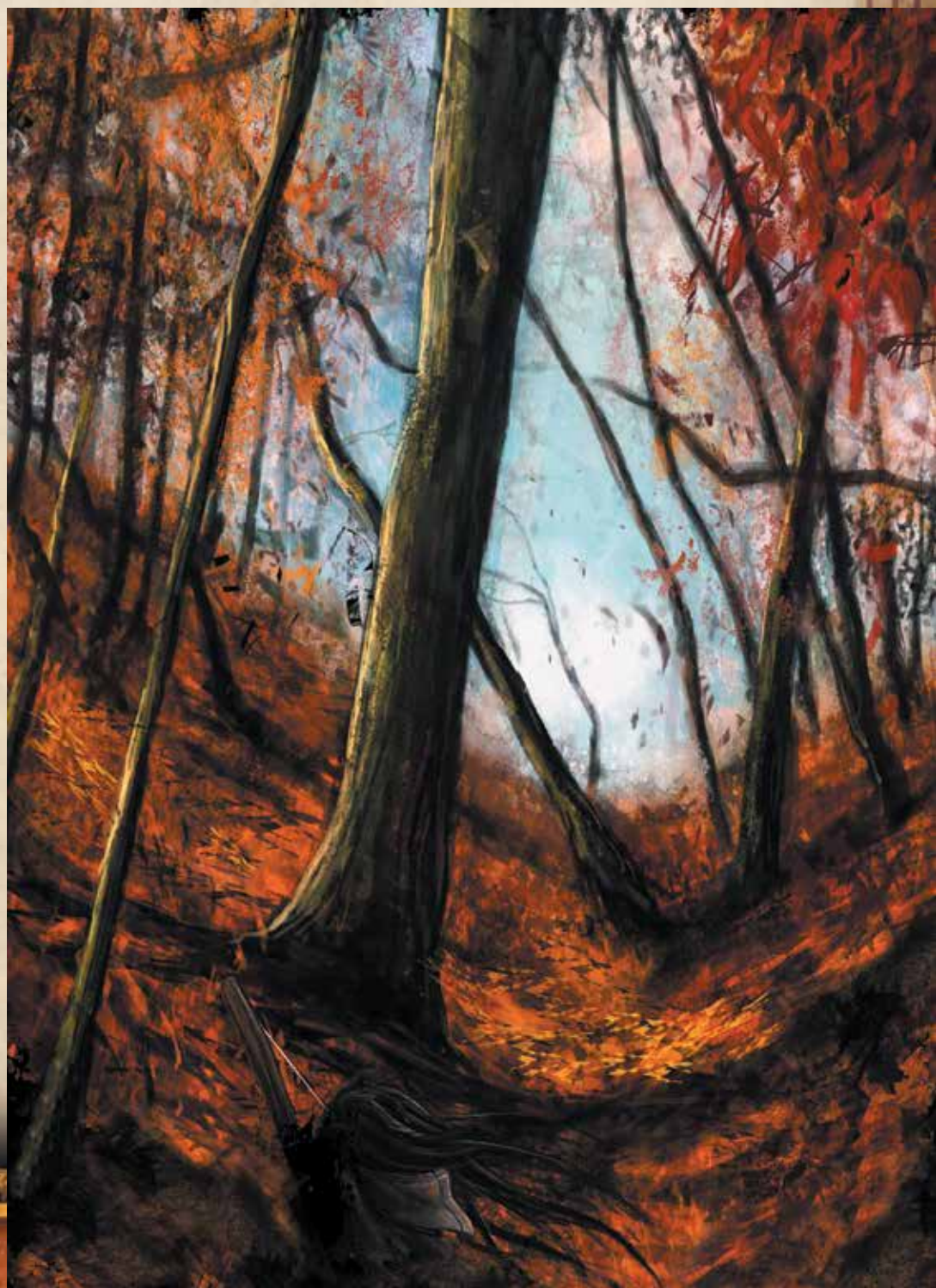
TIEFLINGS AND VAMPIRES

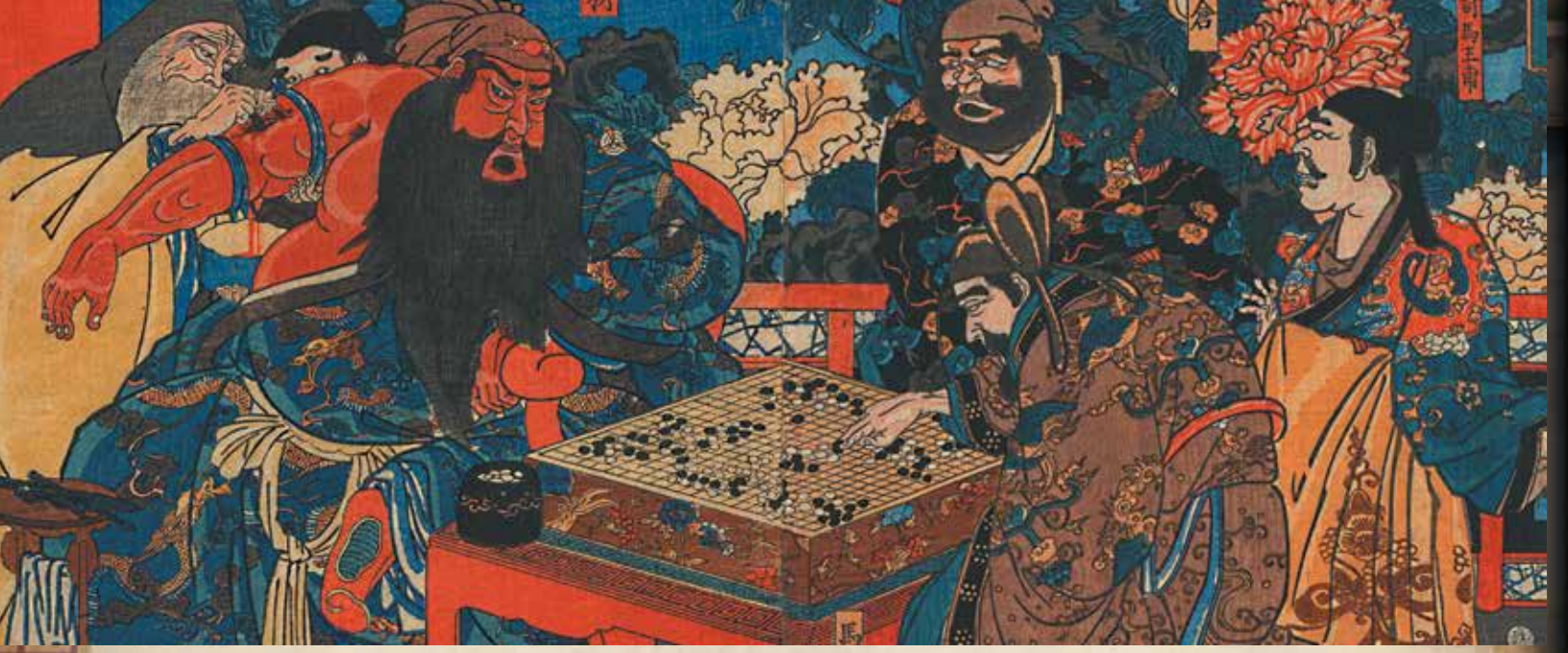
No other creatures have more influence in Fordhatta's recent history than the dark spawn of the region—tieflings and vampires. Tieflings mostly reside in the major cities of Fordhatta, but predominantly in the hidden fortress of Lenis-Ta. Led by the leader of the Twilight Disciples, Malos Inorin, they generally work towards complete domination of Fordhatta for themselves. However, disagreements and excessive quarrels among the heads of the Apostles are fracturing the group, instilling worry that all progress made so far could be lost to infighting.

tieflings and making constant use of their resources. Meanwhile the Copper Clan is the only viable competitor to the throne, working directly in opposition to the tiefling influence. To combat them the undead atop Mount Nestraka work to manipulate the Lead Clan into their own secret task force. Outside of these machinations, the Silver Clans continue to defend Fordhatta against oni to the north—the Steel Clan keep their cards close to the chest as they watch the feuding from afar.

LANDS OF FORDHATTA

Fordhatta rests to the northern face of Mount Nestraka, nestled between Lewasrenbi's Lament and the Kurai and Yoroi Rivers. Rolling plains dominate the majority of the region, dotted with occasional hills and small patches of wood. The large expanses are mostly ordinary, save for packs of kamadans haunt the areas (known by the locals as the Breaths of Death).





Beneath the peak of Mount Nestraka lies the vampire city of Tian-Ti Ang, known as the Lost Breath of Heaven. The secret city is populated solely by vampires and dhampirs and exceptionally insular, making sure to keep all the deceit that plagues Fordhatta from reaching their sanctuary. All is not well, however, as the vampires are split into two castes ruled over by five great houses, with jiang-shi seen as servants—not willing to suffer their oppression much longer, the jiang-shi rebellion (led by a figure known only as Hidden Anara) forged an alliance with the Silver Clan, waiting for the moment to strike and be done with their tyrannical masters. Only minor magics are openly tolerated (2nd-level spells or lesser), ensuring that the undeads' control is absolute.

CRENT-SIRA

South of the Yoroi River is a small area of Fordhatta that remains mostly uncontested. The City of Sin is the sole bastion of civilization in the unclaimed territory; originally used by tieflings to influence key nobles with the likes of gambling, brothels, and more, Crent-Sira is now the pinnacle of decadence. Nobles and wealthy merchants from all over Urethiel come for exotic entertainment and esoteric indulgences. Lately an influx of monstrous peoples have come to Crent-Sira as hired muscle for nobles from across the realm and the Dynasties have largely abandoned it to stand as its own independent city-state.

BAHRAN-TAYL

The capital of Fordhatta is home to the majority of the noble houses as well as the renowned Tien-Ping University. The city is a sprawling metropolis resting near an unequivocal number of mineral deposits. From these resources the clans forged one of the largest cities in Urethiel, but Bahran-Tayl also harbors a reputation for iniquity reinforced by the large number of tiefling advisors and nobles. Most of the human nobility has fallen to corruption, gladly accepting bribes and working directly with the Market Consular, Lady Kyuketsu. Unbeknownst to the other dynasties, the Consular runs the black market in Fordhatta making extensive use of Lead Clan muscle to keep her competitors at bay; they are unknowingly part of a secret experiment, mixing human and vampire blood to create a subservient secret police.

The University headed by famed sorceress Ju Yan Quan is the birthplace of the *Ju-Wai Shu* magic style. While it allows for many amazing feats of arcane and divine might, the infinitesimally small rips into reality are of great concern to the headmistress. The irreparable tears are leaking dark energies unlike anyone has ever seen all throughout Fordhatta and greater Urethiel—so far the energy appears to be of no consequence, but how long that can last, none can say.

BAHRAN TAYL

NE metropolis
Corruption +7; **Crime** +7; **Economy** +7; **Law** –3; **Lore** +6; **Society** +4
Qualities academic, magically attuned, notorious, racially intolerant (halflings, gnomes), prosperous
Danger +20

DEMOGRAPHICS

Government secret syndicate
Population 61,660 (40,452 humans; 10,253 tieflings; 4,764 dhampir; 2,187 vampires; 4,004 other)
Notable NPCs

Emperor Yerai Trenlai (CN Male human rogue 6/transmuter 4/arcane trickster 7; Vaultbreaker[NPC])

Headmistress Ju Yan Quan (N Female human sorcerer 15; Natural Arcanist[NPC])

Lady Kyuketsu (NE Female half-elf vampire magus 14)

MARKETPLACE

Base Value 28,800 gp; **Purchase Limit** 200,000 gp; **Spellcasting** 9th
Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

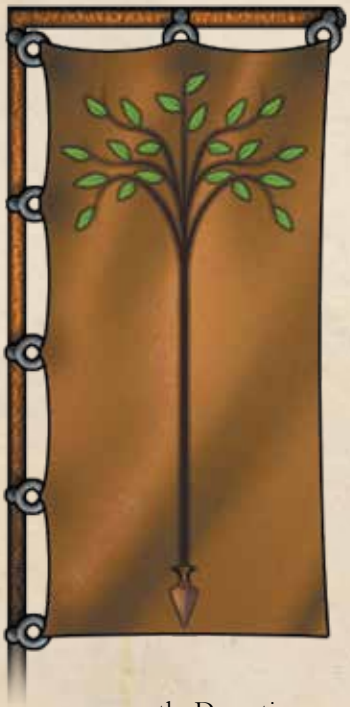
ADVENTURE HOOK: THE STOLEN KINGS

Although most left Crent-Sira to wallow in its waste, some tieflings still have investments in the city. Much to their chagrin, a large number of reports state that an increasing number of nobles are reported missing, only their left hands left behind.

Natural Arcanist, Vaultbreaker from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

FORESTS OF POIHTAN — *TREETOPS OF THE GRIPPLI TRIBES*

Alignment: CG
Capital: Galona (4,855)
Notable Settlements: Uparen (2,118)
Ruler: Great Whipli (CG Female grippli ranger 9/sorcerer 1/arcane archer 7)
Government: Independent Tribes
Languages: Celestial, Grippli, Koé
Religion: Ancestors
Common Terrain: jungle, swamp



After the fall of the Trekth Empire the liberated races returned to their homes—including the humble grippli to the Forests of Poihtan. After four centuries of rebuilding settlements on the forest floor *the Scarring* warped their lands, transforming flora and fauna into dangerous new incarnations used to create potent new poisons and medicines. It was this alchemical knowledge the grippli traded with the boggards of the Korelli Swamps, forming an alliance as the Dynasty Purges neared their borders. This pact enabled them to hold off the encroaching human armies until a friendship developed with the aasimar of the Kooey'Ha Plains (one which has kept the rainforest safe ever since), but the boggards grew to despise the grippli for turning to the people of the celestial plains and now covet the rainforest.

Thick with plant life, the Forests of Poihtan are inhospitable to what most would think of as civilized life; crawling vines carpet the ground making travel by foot difficult at best, while the canopy above is an impenetrable web of foliage. The only animals thriving in this dark, damp rainforest are the insects, riddled with magical diseases that often prove fatal to those unprepared, but even the natives avoid the forest floor and often go years without setting foot upon it.

GRIPPLI

The Poihtan grippli live mostly amongst the treetops, where grand villages sit upon massive boughs, homes carved into the trunks themselves. Though their villages are dispersed between the canopy, the grippli live united as a people. Their small frames make for easy travel across the thick branches and boughs above the deadly forest floor, and many master the bow—for they know their position grants them a great advantage over most others.

The chief of the grippli tribes, the Great Whipli leads her people from the capital village of Galona. Located on the eastern end of the forest, the settlement stands watch to the rest of Urethiel lest the Dynasties approach their doorstep again. The arcane archers of Galona channel the aura of the forest into their arrows and continue to protect it long after their death, haunting the trees and plants below to scare away outsiders.



HESSTRICKIA — *BRUTAL HOLD OF HOBGOBLINS*

Alignment: LE
Capital: Rukharr (52,667)
Notable Settlements: Busletinn (34,172)
Ruler(s): His Glorious General Happikar (LE Male hobgoblin samurai 13; Hobgoblin Commander[MC])
Government: military dictatorship
Languages: Common, Giant, Goblin
Religion: Ancestors, Herastreas, Smastrik
Common Terrain: caves, forest (coniferous), hills, mountains, plains, sand, tundra
Notable NPCs: Master Sool Turyn (LE Female hobgoblin monk 11; Hobgoblin Paragon[MC], High Priestess Gal Dol Ba (LE Female hobgoblin cleric 9; Hobgoblin Battle Priest[MC])



Of all the Unwanted Folk in Urethiel, the hobgoblins faced the most arduous time after the fall of the Trekth. They had relished every moment of their war against the terrible empire but while all of their allies were quick to return to their homes once they had liberty, the hobgoblins (a short-lived people who had been under the yoke of slavery for longer than any could recall) had no place to return to: their culture had been entirely wiped away by generations of oppression. After a brief alliance with the orcs to travel Urethiel seeking conquest, the hobgoblins found their monstrous brethren too chaotic, eventually making a far more enduring pact with the dragonii instead.

They searched for meaning for centuries until Fordhatta attempted to expand into the lands of Zahn in 760 AV, when the hobgoblins stood together with the dragonii against the Metal Clans. Once more they revelled in the glory of combat and when the northern dynasty fell to the chaos of Arenathi's curse, the hobgoblins led a campaign to finally claim lands of their own. In the crucible of war they found purpose: Hesstrickia.

Hesstrickia ("magnificent battle" in Goblin) is a fertile land—its plains and hills are dotted with giant buttes of stone and forests whose trees tower hundreds of feet into the air. Twin rivers, Senso and Daiyan, flow to the Goralthor Ocean and are used to transport the majority of steel and iron produced in Busletinn, while along the Kalo Coast one can find an abundance of coarse, jet black sand valued for its use in producing an exceptionally resilient glass. Small mountains known as the Crags of Lin-Mai mark the landscape, mined for their valuable minerals and ore used to produce weapons and medicine throughout the nation (particularly the iron and mercury). Plant and animal life in the region is mostly unremarkable, though kirin are not uncommon and many believe that the magical beasts guard the northern borders against wandering oni.

Hobgoblins: The hobgoblins of Hesstrickia found peace in war and after claiming a land for themselves, they emulated (and improved upon) the military structures of the human dynasties. Strict adherence to this framework has created a life wherein a young hobgoblin is guided towards furthering their interests in a manner that can be turned to warfare—even peaceful hobbies such as poetry and music are used to detail great battles or soothe weary troops.

The hobgoblins' expansion now pushes the boundaries of the Goralthor Ocean where their bold navy (typically considered pirates by the rest of Urethiel) patrols the western coastline and makes short, dedicated ventures to the eastern coast as far as Jerentok. These vessels deal with black markets around the continent, disturbing trade in the Dynasties and driving significant economic boosts to Fenghuang. No nation has yet interfered directly, but Hesstrickia's captains watch more and more ships shadowing them on the horizon.

His Glorious General Happikar rules over Hesstrickia with almost uncontested authority, considered to be a worthy and honorable leader by most, even to the point where many adopt his patron god, Herastreas, as their own. His Glorious General's belief is that pleasing the Great Thinker will increase the chances of the Divine Engineer bestowing inspirations to advance Hesstrickian military siege weapons.



One of the many Crags of Lin-Mai.

Hobgoblin Battle Priest, Hobgoblin Commander, Hobgoblin Paragon from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

Unbeknownst to most, Happikar has been recently granted power by the goblin god Smastrik (see the chosen template, page 380), elevating his already impressive combat prowess and strategic ability to unprecedented levels. Since receiving the Foul God's gift Happikar has pushed to destroy the Koé language wherever it is found, usually manifesting in massive, public book burnings. His Glorious General knows that to truly overcome the human Dynasties, they must remove their mark upon history—destroying the language of the Empires is the first step in the rise of the hobgoblins to ultimate victory in Urethiel.

KOÉ

Draconic was the first tongue of the indigenous people of Urethiel, granted to them by the imperial dragons. It was shared across the continent even as some races developed their own languages, but when the Trekth Empire took hold of Urethiel they imposed what is now Common. The slaves did their best to keep their old tongue, mixing the two to form a secret language spoken only in hushed tones behind the backs of their masters. This hybrid parlance, filled with airy tones and gentle, flowing words, became known as Koé (Draconic for "breath"). With the fall of the Trekth many generations later, few remained who could speak Draconic fluently and Koé rose to become the dominant language of the free peoples and today stands as the predominant dialect across all of Urethiel.

Any character in Urethiel who would begin speaking Common may instead take Koé in its place, and may take Common or Koé as a bonus language. Speakers of Koé can still understand spoken Common, and vice versa, as the verbal portion of the language is quite similar, but this does not extend to literacy. However, speakers of the slave tongue tend to be looked down upon in Urethiel as the sting of the Trekth is still felt to this day.

Rukkhar: The capital of Hesstrickia is an efficient engine of war where countless academies train hobgoblins in a multitude of fighting styles and warfare theories, maintaining an impressive success rate of graduates (with the majority of failures due to accidental deaths). Most of Hesstrickia's leaders, including His Glorious General Happikar, have trained in at least one of these schools. The city's economy centers around its great forges: steel and iron are ferried down the Senso from Buslettin before being transformed into weapons and armor and transported by their heavily armored navy for distribution across the continent. Even some of the great clans of the dynasties swallow their pride and purchase weapons from Rukkhar, unable to match the hobgoblins in the sheer quantity of weapons produced (much to the disapproval of the other clans).

Recently the hobgoblins have combined the science of alchemy with their weapons trade to produce destructive siege engines capable of spewing fire like a dragon or flinging giant vats of acid over great distances. The black glass produced from Hesstrickia's coastal sands shatters in such a way that shrapnel is just as deadly (if not more so) than a crystalline vat's liquid contents, increasing the fervor of their military's rise to war.

RUKKHAR

LE metropolis
Corruption +5; **Crime** +1; **Economy** +5; **Law** +8; **Lore** +5; **Society** +1
Qualities holy site, insular, pious (Herastreas), prosperous, racially intolerant (human), strategic location
Danger +10

DEMOGRAPHICS

Government overlord
Population 52,667 (50,103 hobgoblin; 1,414 giant; 1,150 other)
Notable NPCs
His Glorious General Happikar, Master Sool Turyn, High Priestess Gal Dol Ba

MARKETPLACE

Base Value 20,800 gp; **Purchase Limit** 150,000 gp; **Spellcasting** 9th
Minor Items all; **Medium Items** 4d4; **Major Items** 3d4



Rukkhar Siege Cannon

Si-Wan the Undying: Many imperial dragons were captured and more slain by the Trekth. As they rolled across the continent, the great wyrm Si-Wan the Undying feared for his life. Rather than live in hiding he took the initiative on his death and burrowed deep underground, in and out of the Forever Dark. For two years he tunneled in a terrible ritual that locked his soul in the very stone of Urethiel, instilled with necromantic power. Once the ritual was complete Si-Wan returned to the surface and wreaked havoc among his enemies until the dragonii finally overwhelmed him with sheer force of numbers.

The dragon's soul sat dormant for centuries until awoken by *the Scarring*. The rain of the *god tears* provided power to the rites practiced hundreds of years before, reviving Si-Wan with a dark spark of unlife. For decades he siphoned energy from the Triple Peaks of Wunai, and finally gathered power enough to reconstitute his body. Born again as a horrendous ravener beneath Hesstrickia, the Undying bides his time as the hobgoblins above him unknowingly create the perfect kingdom for the imperial dragon to usurp, a grand seat from which to rule Urethiel.

Si-Wan, the Undying **CR 22** **XP 614,400**

Male advanced underworld imperial great wyrm ravener
LE Colossal undead (fire)
Init +4; **Senses** blindsense 120 ft., darkvision 240 ft., smoke vision; Perception +43
Aura cowering fear, frightful presence (360 ft., DC 34)

DEFENSE

AC 46, touch 7 flat-footed 46 (+5 deflection, +39 natural, –8 size)
hp 429 (26d8+312)
Fort +26, **Ref** +15, **Will** +25
Defensive Abilities channel resistance +4, soul ward (42 hp); **DR** 20/good; **Immune** fire, paralysis, sleep, undead traits; **SR** 33
Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., burrow 60 ft., fly 250 ft. (clumsy)
Melee bite +38 (4d8+27, Crit 17–20/x2), 2 claws +38 (4d6+18, Crit 17–20/x2), gore +36 (4d8+27, Crit 19–20/x2), tail slap +31 (4d6+27, Crit 19–20/x2)
Space 25 ft.; **Reach** 25 ft. (35 ft. with bite and gore)
Special Attacks adamantine claws, breath weapon (140-ft. line, 24d6 fire damage, DC 34), crush (4d8+27, DC 34), lava eruption, soul consumption, soul magic, tail sweep (2d8+27, DC 34)
Spell-Like Abilities (CL 26th; concentration +37)
At will—*clashing rocks* (DC 30), *repel metal or stone*, *soften earth and stone*, *spike stones* (DC 25), *stone shape*, *wall of stone*
Sorcerer Spells Known (CL 20th; concentration +31)
9th—*meteor swarm*, *power word kill*, *time stop*
8th—*incendiary cloud*, *power word stun*, *wall of lava*
7th—*caustic eruption*, *delayed blast fireball*, *finger of death*
6th—*disintegrate*, *flesh to stone*, *wall of iron*
5th—*acidic spray*, *passwall*, *transmute rock to mud*, *waves of fatigue*
4th—*enervation*, *shout*, *solid fog*, *stone shape*
3rd—*displacement*, *fireball*, *protection from good*, *slow*
2nd—*acid arrow*, *daze monster*, *flaming sphere*, *resist energy*, *scorching ray*
1st—*burning hands*, *cause fear*, *magic missile*, *ray of enfeeblement*, *true strike*
0—*acid splash*, *bleed*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*

STATISTICS

Str 47, **Dex** 10, **Con** —, **Int** 30, **Wis** 31, **Cha** 32
Base Atk +26; **CMB** +52 (+54 vs bull rush); **CMD** 57 (59 vs. bull rush, 61 vs. trip)
Feats Greater Weapon Focus (bite, claw), Improved Bull Rush, Improved Critical (bite, claw), Improved Initiative, Improved Natural Armor, Lunge, Power Attack, Skill Focus (Stealth), Toughness, Weapon Focus (bite, claw)
Skills Acrobatics +29 (+33 when jumping), Appraise +36, Bluff +37, Climb +37, Fly +16, Intimidate +45, Knowledge (dungeoneering, geography, planes) +35, Perception +43, Stealth +24; **Racial Modifier** +8 Intimidate, +8 Perception, +8 Stealth
Languages Common, Draconic, Dwarven, Giant, Goblin, Koé, Ignan, Terran



JAI-RAY TEN — *PLATFORM TO THE HEAVENS*

Alignment: LN
Capital: Jai-Ray Ten (21,641)
Ruler(s): High Chief Gorgem Highcaller (LN Male duergar monk [gray disciple] 12; Duergar Hammer[MC])
Government: Council of Heaven
Languages: Dwarven, Undercommon
Religion: Ancestors
Common terrain: ice, mountain, snow

The peak of Mount Nestraka is cloaked in mystique—it has always been relatively barren, but since *the Scarring* it has become a focus for magical energies of all kinds. Empowered ice covers most of the craggy peak, stronger than normal and incapable of being melted by all but the hottest natural fire. Some hardy plants survive amid this terrain but animal life is minimal, the highlight of which is a massive thunderbird who visits for one week every 16 years. This visit is always marked by terrible lightning storms but has yet to bring about anything other than frightful weather.

Pieces of ancient devices, long since forgotten and older than the Trekth, are embedded in the sheerest spires on the peaks. These fragments have drawn the attention of the Collectors, who brave the long trek through the Forever Dark and up through the mountain just to examine them.





Jai-Ray Ten: Of all the inhabitants of the underground city of Kakorr, it was the dwarves who found they missed the sky the most. When *the Scarring* tore open the peak of the mountain, hundreds of stout folk and duergar from the City Within the Stone migrated upwards to found the settlement of Jai-Ray Ten. Through a strict adherence to the ancient rites of the dwarves it quickly grew into a large city, divided into five distinct districts akin to the ancient tribes of the dwarves, each led by their own member of the Council of Heaven. Leadership of Jai-Rey Ten rotates between the heads of these districts in a predictable, annual pattern, but matters that affect the entire city bring about a meeting of the Council (with the High Chief standing among them, casting the final vote if required).

Jai-Ray Ten was built with stones cut from the shattered peak, suffused with innate magical energy that, correctly focused, makes them entirely invulnerable. The citizenry largely rely on underground fungal crops for food and find life peaceful, allowing most to dedicate their lives to study, simple trades such as stonework and calligraphy, or the arts.

Arcanalus' Well: This valley, half a mile both across and deep, is a basin of magical energy and brilliant prismatic lights visible for dozens of miles in all directions. The strength of these lights and the power of the Well fluctuate greatly and induce a radical variety of changes. Any spell cast within 500 feet of the well is subjected to the effects of Wild Magic (page 216) and within 100 feet of the Well all living creatures are granted spell resistance equal to their hit dice (this lingers for 1d4 hours after leaving the Well's proximity).

Beyond these more predictable effects, the energies resonate in such a way as to attract insubstantial spirits of all sorts: fragments of emotions or echoes of ideas are drawn here and take the form of allips, bhutas, poltergeists, or shadows, though terrible undead are not unknown. These ghosts twist with agony as their forms are vexed by the arcane energies of the anomaly, but thankfully the citizens of Jai-Ray Ten are typically able to ease their suffering with the use of long-practiced rites—those few spirits not soothed flee along the peak, attacking anything that crosses their path in a mad frenzy.

Duergar Hammer from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

GOD TEARS

The debris that rained down after *the Scarring* came to be known as *god tears*, fragments of Mount Nestraka's obliterated peaks that quickly gained notice for their exceptional magical abilities. *God tears* vary in size from miniscule splinters to shards as large as boulders, and are found all throughout Urethiel (sometimes in inexplicable locations). Scholars note the particularly curious *god tears* that were discovered in the tomb of Tian-Yi the Northern Eternal—sealed for two centuries before *the Scarring*. Somehow when it was finally opened in 733 AV, a trio of the artifacts were found resting on his sarcophagus.

Drawing power from a *god tear* proves exceptionally demanding as they are harder even than diamonds. Cleaving a piece from one of these artifacts is possible only for the most skilled craftsmen, and even then only if they use adamantine or mithral tools (though mithral tools are destroyed in the process and their use is generally avoided).

An intact *god tear*'s capabilities are seemingly limitless—causing spells to trigger Wild Magic, creating gold, or even granting immortality—but they rarely have the same effect twice. The only way to duplicate a *god tear*'s effects is to break a piece off a larger *god tear*, at which point this small shard reproduces the same effect. These *lesser god tears* are very similar to *ioun stones* (AC 26, 20 hit points, hardness 20).

White God Tear, Lesser

Aura strong varied; **CL** 20th
Slot —; **Weight** —

DESCRIPTION

This small shard of stone glows with white energy and emanates a subtle hum audible only when held to the ear.

A *white god tear* grants a +1 luck bonus to the DC of all spells the owner casts while the stone is active. It always grants the owner spell resistance 17 even if stowed in an extradimensional space; if the owner already has spell resistance, it increases by +2.

Cracked: Once per day, the user can cast one spell as though using the Heightened Spell feat to increase the spell by one level. **Price:** 10,000 gp.

Flawed: The stone grants the user spell resistance 15. If the user already has spell resistance, it increases by +2. Voluntarily activating or lowering this spell resistance is a full-round action. **Price:** 28,000 gp.

DESTRUCTION

A *lesser god tear* must be blanketed in an *antimagic* field for at least one week, then struck by an adamantine or mithral tool wielded by an outsider of at least 15 HD.

Viking from Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC

JERENTOK —
DYNASTY OF GOOD WILL



Alignment: LG
Capital: Oisho (73,195)
Notable Settlements: Neraka (23,032), Dao En Ko (22,293), Gao Feng (16,441)
Ruler(s): Empress Shyr-Ahn (LG Female human inquisitor 12; page 310)
Government: noble monarchy
Languages: Common, Koé
Religion: Ancestors, Arcanalus
Common Terrain: hills, mountains, plains, water
Notable NPCs: Jaisan Jerentok (LG Female human samurai [sword saint] 20; page 98), Highest Koto Junpai (NG Male human barbarian 2/fighter 6; Viking[GMG]), Venerable Tsu-Han Gongchengshi (LG Female human magus 16; page 322)

Spanning the majority of Urethiel's east coast, Jerentok is nestled between the Doryhanna Ocean and narrow sea of Wu Ha, the waters of both giving leave to lush, vibrant plant life. Its hills are covered in tall grasses and the only cherry blossoms in Urethiel, while countless inlets are filled with immense beds of reeds regularly used to construct the thatched rooftops popular across the countryside. The rivers and lakes of Jerentok are home to merrow and ningyo, but thanks to the bloody past of the dynasties they are generally an uncommon sight.

Jerentok was established in 426 AV by Jaisan Jerentok, a young warrior who called the region home. During the chaos following *the Scarring*, she united dozens of clans under her banner and declared the sovereignty of the nation—her loyal peoples granted Jaisan rule over their collective lands and the title Empress of the Mists. To survive the aftermath of *the Scarring*, the majority of Jerentok's peoples migrated to the coast, leaving the inlands almost barren of civilization. For centuries, the clans here vied for the throne, often only to fail as a result of another clan's interference, or sometimes that of the Empress herself. Unable to claim the throne themselves, the leaders of the clans ultimately formed strong bonds of partnership and brotherhood. In 768 AV Jaisan finally relinquished her rule to her youngest (23rd) daughter and disappeared from the face of Urethiel. Since then each new Empress must follow Jaisan's edict to sail around Urethiel before taking the throne. The nation's current ruler (Shyr-Ahn Jerentok) took the throne six years ago, days after completing her own perilous journey.



The ports of Oisho

Chapter 3

Clans of Jerentok: Currently each clan is primarily concerned with matters inside their own sphere of influence. Members of the Coal Clan are mostly laborers, traveling between local villages to work or tend to the needy and poor. Similarly, the Talc Clan take to visiting the sick and elderly, offering their powerful remedies. The majority of the Granite Clan is perched on Gao Feng and maintain their fortress, the Keep on the Mountain's Kiss. The Limestone Clan keeps busy replacing the warded stones of many of the important buildings in Oisho and out at sea, while the Salt Clan continues to hold off the tremendous beasts that prowl the waters around Urethiel. Outside of Jerentok the Gyspsum Clan is engaged in a campaign against Hesstrickia and the threat posed by the book burning hobgoblin commander, His Glorious General Happikar.

Magic in Jerentok: Immediately following *the Scarring*, the clerics and oracles of Jerentok were struck by an epiphany and gained an understanding of reality never before known. Tapping into the emotions and memories of their ancestors, these spellcasters were able to invoke their spirits directly so as to empower their magic—leading to the creation of the Kowah-Terasa ("Elder and Child") style of magic at the peak of Gao Feng. Modern Kowah-Terasa are able to communicate directly with specific ancestor spirits (usually close loved ones) and directly draw upon their powers in a processes that has been perfected over centuries.

Since the founding of Kowah-Terasa the majority of worship across Jerentok has been of Urethiel's ancestors, or for some, the Primal Gods. Those who practice religion outside of these norms are considered outsiders at best and treated as such by their communities. Worship of these other deities is not outlawed or even disallowed, but anyone who does so publicly finds their days filled with insults and mockery.

Cities of Jerentok: Jerentok houses many small fishing villages along its coastlines but far fewer inland towns or other sizable settlements. In the center of the country stands Neraka, the Balanced City. This settlement is perfectly symmetrical to the finest detail, including citizen population and the architecture of its buildings. This bizarre ritual channels energies for positive outcomes and appears to be successful, with many tales of farmers moving in and garnering great riches in a short time. People from all over Urethiel wish for this good fortune to fall on their shoulders and the waiting list for citizenship is long indeed.

Less eccentric are the sister cities of Dao En Ko and Gao Feng, who rest on the lowest and highest points of Jerentok, respectively. Dao En Ko is the second largest port in Jerentok, home to a dedicated fleet of monster hunters, the Azure Serpents, who are first to respond to any sign of sea monsters in the Doryhanna Ocean. Gao Feng, named after the mountain it rests on, houses countless quarries and mines, each for a different metal or precious stone. The peak is overlooked by the Granite Clan's massive fortress, said to be where one may kiss the heavens and be closest to their ancestors.



OISHO

LG metropolis
Corruption +4; **Crime** +4; **Economy** +6; **Law** +5; **Lore** +4; **Society** +5
Qualities magically attuned, pious (ancestors), prosperous, racially intolerant (dragonii, half-orc), tourist attraction
Danger +10

DEMOGRAPHICS

Government autocracy
Population 73,195 (64,167 humans; 2,114 elves; 2,133 dwarves; 1,754 half-elves; 3,027 other)
Notable NPCs
Empress Shyr-Ahn
Highest Koto Junpai
Venerable Tsu-Han
Gongchengshi

MARKETPLACE

Base Value 27,200 gp;
Purchase Limit 170,000 gp;
Spellcasting 9th
Minor Items all available;
Medium Items 4d4;
Major Items 3d4

Oisho, capital of Jerentok, is Urethiel's largest port city and a prized jewel of economy in the Dynasties. Fishing is its primary trade, especially the hunting of massive sea creatures. These terrible monsters (known as jaakujira, "twisted whales") range from titanic aquatic mammals to sea serpents and kraken. The beasts provide not only a large amount of food, but also bone, oil, and other valuable trade commodities. The city's merchants have perfected a magical oar that makes rowing upstream near-effortless, granting Jerentok swift commerce throughout greater Urethiel.

The city is currently enjoying a golden age and its prosperity has inspired the creation of the Merchant-Explorers fleet, an armada intent on establishing trade with the whole of Veranthea. The Empress gifted the fleet with magically attuned ships and has already sent the first expedition out across the waters, with a second wave to soon follow. However, since the fleet's creation the clans have found the empress easily distracted—this is because, unknown to her trusted Consil-Yuri, Shyr-An has a trio of body doubles who take her place at meetings and events so that she can enjoy sailing the open seas with her former shipmates. The captains of these ships, who already carry great influence over trade, enjoy a significant say in the political matters of the Empress' court (much to the chaffing of the clans).



Chapter 3

LOCATIONS IN OISHO

Oisho is broken up into six recognized districts, each with their own neighborhoods and boroughs. The districts are separated by the Qui-Zi and Gu-Fu rivers into three distinct land masses known as the Fingers of Oisho. While all of the districts share a mix of social and economic classes, each favors particular types of citizens. The Fisher's District is composed of a large number of fishers and sailors with the Bloom nearby housing many of the local traders, artisans, and craftsmen. The Worker's District holds the city's farmers, teamsters, and laborers in direct contrast with the noble-filled Blessed Quarter to the south. The High Steps is home to most of Oisho's government buildings and the Ancestor's Ward contains temples, shrines, and other buildings of worship.

A large market area is located on each of the three Fingers and they are commonly used for local events and celebrations, such as the Festival of the Lotus Dew. The large Lion Dog park rests comfortably in the center of the city, a splendid location for the citizenry to enjoy walks or other outdoor excursions. Lately, rumors of a beautiful young woman with a scarred face attacking people have left the park relatively empty at night.

The Empress resides on an island known as the Bastion of the Tides, located where the Kai-wa River meets the sea. With sheer rock walls and dangerous waters, approach to the island is extremely dangerous. The only safe landing is a small wharf on its northern cost, accessible only after braving treacherous currents. A path from the landing leads up to the Castle of the Four Stars, home to dozens of servants and warded to allow only the truth to be spoken within its walls. This makes it a generally agreed upon location for many diplomatic events and a place known by most of the clan leaders.

Unknown to all but the Empress and her Consil-Yuri, Jaisan Jerentok entered an agreement with a jaakujira (monster whale) upon taking her throne to spare the life of Yia-Nai the Twisted Wolf (giant advanced scylla) in exchange for 1,001 years of servitude. Yia-Nai resides in a cavern beneath the castle, acting as its defender. So far she has kept her word seemingly content with her position, but a potential change of heart within the beast is a constant concern for the Empress.

ADVENTURE HOOK: THE WRITHING WHALE

Rumors of a vicious jaakujira are spreading, a beast terrorizing sailors off northern Jerentok. The few survivors of its attacks claim that its body was made of millions of writhing leeches.



JUNGLES OF ZERRAH — *SAVAGE JUNGLE OF MONSTER MEN*



Alignment: CE
Capital: Tirrowok (12,957)
Notable Settlements: Kyokushi (4,522)
Ruler: Chieftain Shurkhai (NE Female weretiger human monk [martial artist] 5/sorcerer 8)
Government: tribal councils
Languages: Halfling, Koé, Undercommon
Religion: Ancestors
Common Terrain: jungle, water
Notable NPCs: Chief Uldan (NE Shokusei notoko ranger 8), Lord Sovereign Mei Zhang (LE Female sylph conduit 16; page 356), Omo Eshu (CE Male human weremambo monk [martial artist] 4/lycanthropic icon 10

The dense Jungles of Zerrah teem with all manner of life; there are trees whose roots alone are large enough to block paths and create a canopy of dappled shadow overhead. Thick, cloying mists hang in the air and spread the scent of the countless flowers that grow in the tiny patches of sunlight. Its proximity to the Nadi River attracts dangerous creatures that would normally remain hidden in other jungle—assassin vines and hangman trees grow next to jinmenju and shambling mounds—and the animals are just as deadly, ranging from nests of water nagas and swarms of giant insects to the bizarre tunche.

Werepeople of the Jungle: Too wild for even the Trekth to tolerate, the Jungles of Zerrah remained uncivilized until 101 BV when the sudden appearance of the Temple of Tirrowok triggered a change in a large number of the region's animals. Wild cats, wolves, and other animals were instilled with a spark of sentience, walking upright and fashioning simple tools soon afterward. They continued to transform, becoming half-men half-beast, changing freely between their two forms: the werepeople were born. Their souls, however, were twisted by the forces emanating from the ziggurat and these lycanthropes became the most dangerous creatures within the Jungles of Zerrah almost overnight. They remained hidden for many decades, building the grand city of Fenghuang as a refuge only to be splintered by the Fall of the Phoenix Port and destroyed by the Dynasty Purges.

Declaring the abandoned settlement of Fenghuang forbidden territory, most weretigers, wereboars, and werecrocodiles chose to return to their ancestral home—Tirrowok. The werewolves, wererats, and werebats chose to remain near the ruins, forming close-knit tribes. Both groups, however, consider the ziggurat as the centerpiece of their new civilization and the weretigers have claimed their place as leaders of the new settlement, while the wereboars and werecrocodiles serve as laborers and craftsmen.



A colossal tiger noticing the presence of prey.

The Shokusei Notoko: The Dynasty Purges led to tragedy on many fronts but none more sorrowful than the lives of the humble halflings of Urethiel. *The Scarring* littered the entirety of the continent with debris but the largest pieces landed in Zerrah, creating a dale in the western jungle. This area (which quickly came to be known as the Valley of the Shrapnel) immediately became a holy site for many small folk still in search of meaning after earning their freedom from the Trekth, and pilgrimages began to occur in massive numbers when the *Dynasty Purges* pushed the small folk out of their homes. For a time they seemed safe but in 546 AV human spies led a legion of blades to the haven, locating and slaughtering the halflings to the last.

A century after this genocide the halflings rose again, now shokusei notoko (page 230), their memories of a past life completely lost. This massive tribe worshipped the Shrapnel, believing the fragment to have attained godhood of some kind and creating their first settlement around it: Kyokushi. The village of vines stood as the central settlement of the transformed small folk, nestled within their protected valley, as they expanded throughout the jungle, soon encountering the werepeople of Tirrowok. After a few years of violent misunderstandings an alliance formed between the two that stands to this day—the beastmen sometimes aid the diminutive plant folk in war and in return the shokusei notoko provide stealthy scouts for reconnaissance.

VALLEY OF THE SHRAPNEL

After being struck by Arcanalus' flail, the top of Mount Nestraka was thrown at breakneck speed into the Jungles of Zerrah where it violently shattered. In addition to the shrapnel this flung across Urethiel it left a vast canyon littered with fragments, the largest of which is still intact at the deepest point.

The valley stretches for ten miles, is up to three miles wide at parts, and is often a mile deep. The surface wilderness here radiates strong magic of all schools, becoming overwhelming as one descends into the valley. Within a mile from its borders, any spell cast is automatically subjected to the effects of Wild Magic (page 216). Within a half mile of the central *god tear* spells have a 50% chance to simply fail when cast (though this does not dispel any active effects) and it's said that no living creature has ever managed to reach the valley's center. The closer one gets to the prodigious *god tear,* so large it is visible from afar, the more likely one is to collapse, explode, or simply disappear.

God tears salvaged from the valley are particularly potent and highly desirable, and many travel to the area in attempts to harvest them. Unfortunately most are slain by the local shokusei notoko long before finding any, let alone escaping with one as a prize.

WEREMAMBO

The Jungles of Zerrah and the metropolis of Fenghuang are filled with lycanthropes of many kinds, but even the proud weretigers of Tirrowok speak in hushed tones of the weremambo. A legend of the wilderness, some claim it is the manifestation of the unjustly killed, their otherworldly hisses personified to take retribution on the living. Oracles of the Nightmare Gods are said to travel to the lairs of these powerful entities, places whispered as "Ile Ejo". Sighted almost exclusively in bogs, caves, and swamps, the greatest weakness of this rare creature is that its power diminishes when it leaves beyond the boundaries of its home.

CREATING A WEREMAMBO

"Weremambo" is an acquired template that can be added to any living humanoid that has a Constitution score of at least 8. A weremambo retains all the base humanoid's statistics and special abilities except as noted here.

Challenge Rating: +3

Defensive Abilities: A weremambo gains DR 5/silver and regeneration 5 (holy or positive energy) in hybrid form.

Speed: In hybrid form, a weremambo gains a +10 ft. enhancement to its base speed and a climb and swim speed, equal to base speed.

Melee: A weremambo gains a natural bite attack (1d8 plus poison) in hybrid form.

Special Attacks: A weremambo retains all the special attacks, qualities, and abilities of the base creature. A weremambo also gains darkvision 120 ft., low-light vision, scent, change shape (humanoid, hybrid), a +2 insight bonus to all saving throws, and the following:

Dreaded Locks (Su) Any creature grappling a weremambo must make a Reflex save (DC 10 + ½ hit dice + Str) at the beginning of their turn or take 1 piercing damage plus the weremambo's poison.

Ile Ojo (Su) A weremambo's power is partly tied to its lair, and it becomes weaker the further it travels away. This operates as the life link summoner ability, treating the lair as the summoner and the weremambo as an eidolon (Summoner[APG]).

Netherdeath (Su) When a weremambo is killed, the spirit of the entity rises out of the corpse and seeks out a suitable host near the closest site to create an Ile Ojo. A *dispel magic* and opposed caster level check (using the weremambo's hit dice as caster level) while it is in this spirit form destroys it permanently.

Poison (Ex) Bite—injury; *save* Fort DC 10 + ½ hit die + Con; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 1 save.

Predator's Eye (Ex) A weremambo's melee attacks in human or hybrid form deal +1d6 precision damage (creatures immune to critical hit or sneak attack damage are immune to this precision damage). As a swift action, a weremambo can observe a creature to exploit weakness (Martial Artist archetype[UC]), using its hit dice in place of monk level when making the Wisdom check.

Spell-Like Abilities (Sp) A weremambo gains the following spell-like abilities: at will—*dominate animal* (snakes only), 3/day—*dimension door, displacement*.

Soulskin (Su) A weremambo's scales naturally absorb the light around them in a disturbing pulse, granting it a +8 racial bonus to Intimidate and Stealth checks.

Throes of the Dying (Su) A weremambo can channel negative energy twice per day as a cleric of a level equal to its hit dice, dealing an additional amount of force damage equal to its Strength bonus and uses Strength to determine the ability's saving throw DC.

Wrath of Mamba (Su) Male weremambo gain Weapon Focus with a two-handed weapon as a bonus feat. Female weremambo gain Two-Weapon Fighting as a bonus feat, or if they already have it, Weapon Focus with a one-handed or light weapon instead.

Ability Scores: +2 Wis, –2 Cha in either form; +10 Str, +6 Dex, +8 Con in hybrid form.

Omo Eshu (hybrid form) CR 16 XP 204,800

Male human weremambo monk (martial artist) 4/lycanthropic icon 10
CE Medium humanoid (shapechanger)
Init +6; **Senses** darkvision 120 ft., low-light vision, scent 60 ft.; Perception +14

DEFENSE

AC 32, touch 27, flat-footed 23 (+3 armor, +3 deflection, +6 Dex, +1 dodge, +2 natural, +3 insight, +4 Wis)
hp 165 (4d8+10d10+88); regeneration 5 (holy or positive energy)
Fort +14, **Ref** +15, **Will** +13
Defensive Abilities improved evasion, improved uncanny dodge; **DR** 5/silver
Weaknesses Ile Ojo

OFFENSE

Speed 70 ft., climb 70 ft., swim 70 ft.
Melee *Orisha* +23/+18/+13 or +22/+22/+17/+12 (1d8+14 plus 1d6 precision, Crit 17-20/x2), bite +15 (1d8+7 plus 1d6 precision and poison) or unarmed +20/+15/+10 or +19/+19/+14/+9 (2d6+7 plus 1d6 precision), bite +15 (1d8+7 plus 1d6 precision and poison)
Special Attacks exploit weakness, flurry of blows, lycantouch, predator's eye, throes of the dying 2/day (30-ft.-burst, 7d6 negative energy, Fort 23), stunning fist 10/day (Fort DC 22), wereform (any)
Druid Spells Prepared (CL 5th; concentration +8)
3rd—*call lightning, spike growth*
2nd—*fog cloud, heat metal, resist energy (fire)*
1st—*entangle, magic fang, pass without trace, produce flame*
0th—*detect magic, detect poison, guidance, know direction*
Spell-Like Abilities (CL 13th; concentration +16)
at will—*dominate animal* (snake only)
3/day—*dimension door, displacement*

TACTICS

Before Combat Omo Eshu waits until his prey is in an ideal spot for an ambush, then casts *fog cloud* to disorient foes. When there are many enemies, he sows the battlefield with *spike growth*.
During Combat Omo Eshu savagely attacks and grapples enemies, killing a target with one hand while fending off other enemies with *Orisha* if his opponents are an even match for him.
Morale Omo Eshu fights to his perceived death, but relentlessly hunts and tracks anyone that 'kills' him.

STATISTICS

Str 25, **Dex** 22, **Con** 20, **Int** 10, **Wis** 18, **Cha** 6
Base Atk +13; **CMB** +20 (+24 grapple); **CMD** 48 (52 vs. grapple)
Feats Combat Reflexes, Deflect Arrows, Dodge, Greater Grapple, Improved Grapple, Mobility, Rapid Grappler, Spring Attack, Toughness, Weapon Focus (temple sword), Weapon Specialization (temple sword)
Skills Acrobatics +19, Climb +20, Intimidate +10, Knowledge (nature) +6, Knowledge (religion) +6, Perception +14, Sense Motive +11, Stealth +18, Survival +14, Swim +20; **Racial Modifiers** +8 Intimidate, +8 Stealth
Languages Koé
SQ all-form, fast movement, maneuver training, manywereform, martial arts master, pain points, wild empathy
Combat Gear *potion of cure serious wounds*; **Other Gear** *bracers of armor +3★, monk's robe, Orisha★ (+2 keen temple sword), ring of deflection +3★*; **Attuned Gear** *boots of speed, bracers of armor +5, Orisha (+5 keen temple sword, ring of protection +5* [**AC** 36; **Melee** *Orisha* +26/+18/+13 or +25/+25/+20/+15 (1d8+17 plus 1d6 precision, Crit 17-20/x2)]

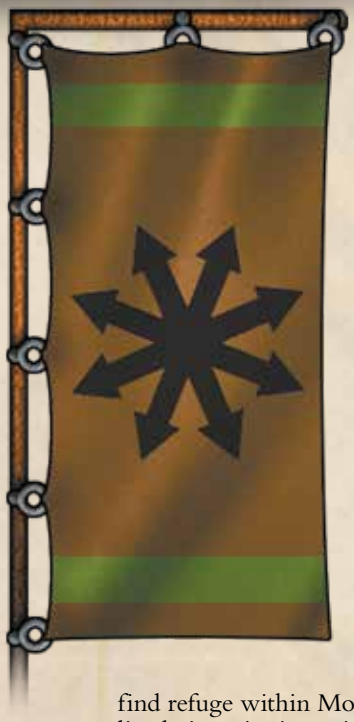
SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 1 save.

Drow Poisoner from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

Chapter 3

KAKORR — *CITY WITHIN THE STONE*



Alignment: LN
Capital: Kakorr (67,442)
Ruler(s): Thorindin Stonefist (LN Male crypt thing forsaken duergar monk 7/fighter 4)
Government: monarchy
Languages: Dwarven, Elven, Undercommon
Religion: Matilondo, Tristanaleus, Earkenta
Common Terrain: caves, mountain, water
Notable NPCs: Almyniss Kimani (LE Female drow alchemist 12; Drow Poisoner[MC]), Trai Omoru (LE Female svirfneblin witch 9)

A vast network of caves and tunnels lay beneath Mount Nestraka, criss-crossed by a web of underground streams that feed a variety of subterranean life (especially fungi of all kinds). Most of these caverns are naturally formed—though those that reach down to the Forever Dark below have been visibly carved out—and sitting at the heart of these passages is the City Within the Stone: Kakorr.

During the *Dynasty Purges* a large number of dwarves, elves, gnomes, and other refugees went into hiding in the vast system of tunnels beneath Mount Nestraka, finding that the fungus growing here would provide enough food to hold out against the aggressive human armies almost indefinitely. They learned to not only farm this resource, but eventually to breed and raise the giant spiders, centipedes, and reptiles prominent beneath the mountain as well. Months became years as the nonhumans resisted the bloody genocide rampaging across Urethiel and as decades rolled on, some of their progeny were born with darker skin and advantages that allowed them to thrive beneath the surface—duergar and svirfneblin became common, borne from psionic energies in fungi from the Forever Dark, joined later by drow awakened after the *Eclipse of the Elves*.

For centuries the people of Kakorr kept to themselves, content with never returning to the surface; all was well until a duergar by the name of Thorindin Stonefist decided to venture to the outside world once more. The monk gathered a group of allies (the Ruby Order of Nestraka) and set out into Urethiel only to disappear in an encounter with a gashadokuro outside Arcanalus' Well. Assumed dead, the stout warrior was dubbed a hero and granted the title of ruler post mortem in the tradition of the duergar monarchs of Kakorr. His unexpected return months later gave him claim to the throne of the city, a position he will not be leaving anytime soon. Unknown to even Thorindin himself, his death at the hands of the gashadokuro transformed him into a crypt thing—a fact which, due to Thorindin's nature as a Forsaken, remains impossible to detect.

People of Kakorr: Kakorr is a melting pot of nonhuman races. Dwarves, elves, gnomes, kitsune, nagaji, samsarans, and many others find refuge within Mount Nestraka, where the majority have lived since its inception during the Dynasty Purges. Even the transition of some of its citizens into drow, duergar, and svirfneblin is not enough to discourage anyone from their way of life—and fear of another tide of blood from the humans is compelling enough to keep many from leaving the settlement.

Although they have lived together for centuries the people of Kakorr are not entirely friendly compatriots; opposing ideals for what their city-state's place is in the world are the cause of many disagreements. The drow and nagaji of Kakorr feel that the time to strike against the dynasties is at hand and aim to return to the surface for revenge. Many dwarves and kitsune search for peace with the rest of Urethiel, however, while the remainder of the mountain people desire only that the city remains a sanctuary, believing that the quiet lives of their ancestors within the mountain is the path for Kakorr's future.



KOOEY'HA PLAINS — *BLESSED FIELDS*



Alignment: LG
Capital: Auldwin (8,713)
Notable Settlements: Bun Yao (6,217)
Ruler(s): Chief Golden Song
Government: tribal
Languages: Celestial, Grippli, Koé
Religion: Ancestors
Common Terrain: hills, plains
Notable NPCs: Summer's Bite (LG Female aasimar sorcerer 7; Bloodfire Sorcerer[NPC])

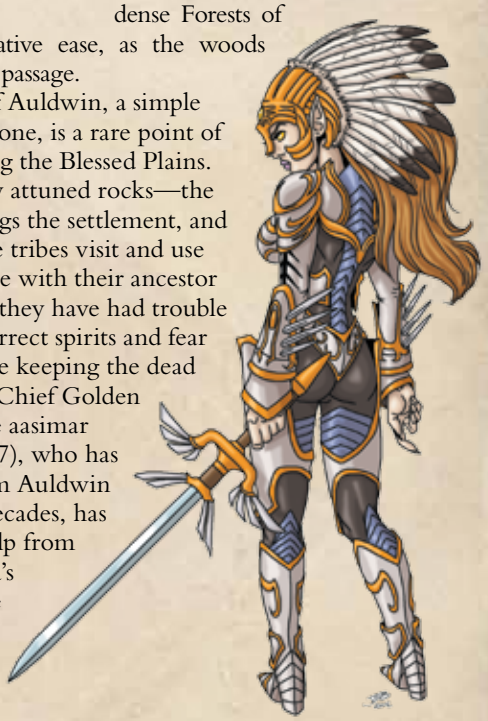
Isolated from Urethiel by the Forests of Poihtan, the humans here are unlike their peers—they grew to live harmoniously with each other, and never moved beyond needing simple tools and weapons. The plight of the grippli during the Dynasty Purges prompted Aleana to bathe the people of the Blessed Fields with her godly light, instilling within her children a divine breath and transforming them into aasimar. Infused with the warmth of the Shield Maiden, the peoples of the Kooey'Ha Plains aided the grippli in their time of need, establishing a bond between the two groups that persists today.

The rolling plains of the area are a magnificent expanse where animal life thrives; Aleana's blessing touched not only humans, but all the creatures of the land. Celestial tigers, ghost wolves, and seraphic bears live in peace with great reptiles, dragon horses, and ethereal antelopes, the Lady of Light's blessings making them more docile and eliminating their hunger. The most prominent of the animals here are the axe beaks, inspiring a tradition for the warriors of the plains to take the landborne avians as mounts (page 246). Most notably, an ancient Sky Dragon named Hasufel resides here, having originally hidden from the Trekth Empire centuries ago.

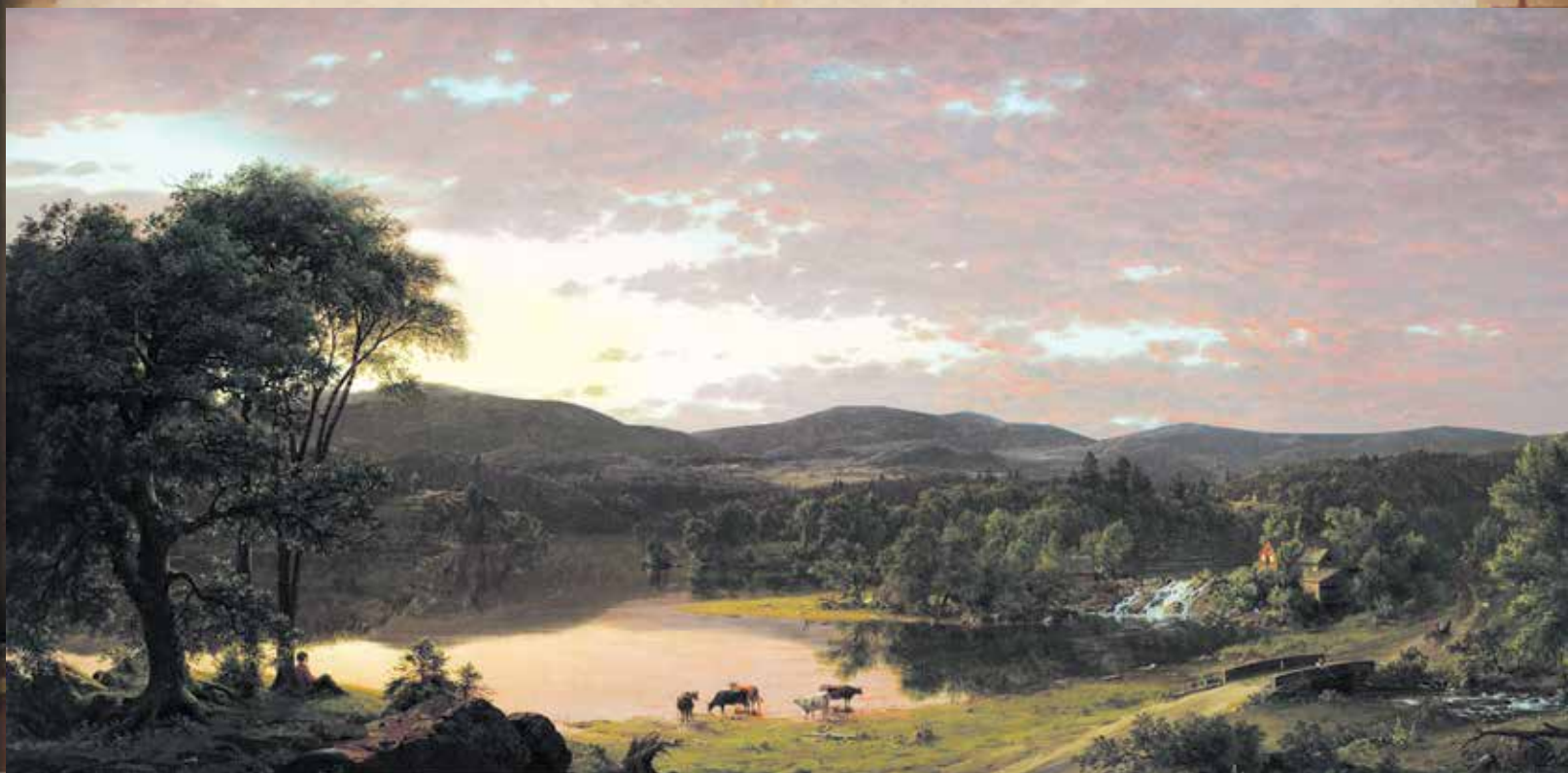
AASIMAR

The blessed people of the plains continue the traditions established by their ancestors; tribes are separate but united through a practice of traveling across the countryside that strengthens the bonds between them all. Making use of axe beaks and dragon horses, they are able to traverse the plains and even the dense Forests of Poihtan with relative ease, as the woods always allow their passage.

The capital of Auldwin, a simple city of clay and stone, is a rare point of civilization among the Blessed Plains. A set of magically attuned rocks—the Holy Circle—rings the settlement, and shamans of all the tribes visit and use these to commune with their ancestor spirits. Recently, they have had trouble contacting the correct spirits and fear something may be keeping the dead from answering. Chief Golden Song (LG Female aasimar ranger 5/paladin 7), who has led the tribes from Auldwin for the last five decades, has started to seek help from beyond Kooey'ha's borders to resolve this growing disruption.



The Kooey'ha Plains, looking south from Mt. Nestraka.



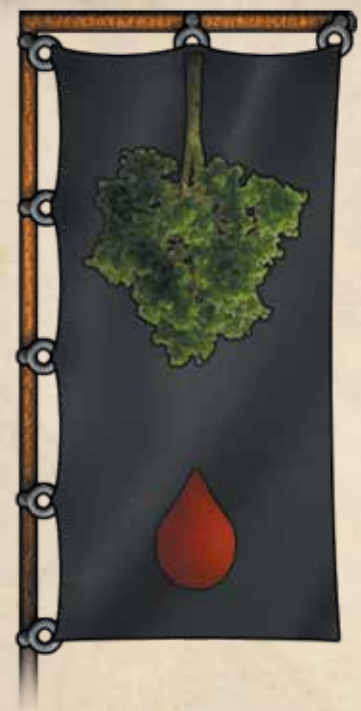
Boggard Priest-King, Boggard Stalker from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

Chapter 3

KORELLI SWAMP — *DREADED BOG OF ASSASSINS*

Alignment: CE
Capital: Katakota (2,012)
Ruler(s): Chief Am Am (CE Male boggard cleric 10; Boggard Priest-King[MC])
Government: tribal
Languages: Boggard
Religion: Ancestors
Common Terrain: jungle, swamp
Notable NPCs: Zessoga the Black Death (NE Male boggard rogue 3/sorcerer 3/targosa assassin 7), Lua Am (CE Female boggard ranger 7; Boggard Stalker[MC])

The wretched bogs south of Lake Driikahn are the foulest region in Urethiel—noxious mists hang in the air and a multitude of toxic plants grow all over the fens. Strings of will-o'-wisps haunt the mire, luring unsuspecting creatures into patches of solid-looking moss growing over pits of quicksand so that they may feed on the substantial terror the situation generates, and the only creatures more horrifying are the swamp's boggards.



The Dynasty Purges brought the worst out of many of the peoples of Urethiel and having already suffered ruthless tyranny under the Trekth Empire, the boggards of Korelli feared the worst. In desperation they called out to the gods; Castriil responded, granting them the gifts of madness and bloodlust, transforming them with shadows into nightmare assassins.

BOGGARDS

Having received Castriil's blessing, the boggards found a semblance of peace, uniting into the Targossa Tribe; there have been no slights or squabbles, only deaths. Since then every boggard partakes in the same rite of passage—killing someone who has wronged them or their family in the swamp, or in absence, a grippli from the Forests of Poihtan. Most of Urethiel find the boggards' sadism abhorrent, save for the deranged kappa that also lurk in the Korelli Swamps.

NIGHTMARE ASSASSIN (ASSASSIN ARCHETYPE)

Castril's chosen assassins burn the remains of their previous targets to focus their minds for the coming kill.

Candle of the Damned (Su) A nightmare assassin can spend one minute to drain the blood of any target they have successfully slain with their death attack, congealing it into one *candle of the damned* per 4 hit dice of the slain creature. By burning this candle during one hour of meditation, the nightmare assassin can increase the DC of their death attack by +2 against any one target named during this hour. At 4th level, and every even level afterward, the assassin may use an additional candle to increase the bonus by +2, up to a maximum increase of +10 at 10th level. This ability replaces hidden weapons.



Katakota, Fortress of the Nightmare Assassins

LEWASRENBI'S LAMENT—*INESCAPABLE TUNDRA WASTES*

Alignment: N
Capital: Gamdosi (2,781)
Ruler(s): Chaki Tory
Government: tribal
Languages: Tengu
Religion: Ancestors
Common Terrain: snow, ice, tundra
Notable NPCs: Chaki Tory (N Female pengu alchemist 10), Ju Kara (N Male pengu rogue 8)



As far-reaching as they are, *the Scarring*'s profound effects are still not fully understood—nowhere is this more evident than the wastes known as Lewasrenbi's Lament. Named after the saint who was slain by the debris from Arcanalus' flail, the barren region is largely devoid of civilization. Many see this as a perfect place to flee persecution from the law—though for most, the escape is no different than a death sentence.

As *god tears* are wont to do, the divine rubble of *the Scarring* twisted and changed the lands of northern Urethiel. The largest debris became majestic peaks, but the lesser detritus yearned for the warmth of Herastreas (felt through Arcanalus' flail) once more. Drinking in the heat for miles around, the divinely charged rubble killed plants and created a vast, icy wasteland where the fragments remain to this day, still craving for the god's warm touch and cementing the territory's inhospitable nature.

The vast majority of Lewasrenbi's Lament is barren desolation. Save for certain flora that were blessed by the magic that destroyed so much else, plant life is very scarce, feeding on life energies that fill the air and soil around them rather than sunlight and water. The trees breathe in remnants of lost souls and all plants absorb precious vitality from blood spilled on the tundra, and tales tell of particularly bloodthirsty vegetation that uproots itself to catch prey.

The local fauna have evolved into more monstrous forms to guarantee their survival. Dire rabbits, weasels, and wolves dot the landscape, fleeing only from the wendigos and yetis that stalk the wastes. Occasionally, one may find dilapidated camps, remnants of failed attempts at survival by criminals who fled here, but the only creatures brave (or foolish) enough to eke out a life in the barrens are the canny pengu.

PENGU

The tengu of Urethiel have never known a true home, living their lives as eternal nomads. During one of their annual tours across Urethiel a small group decided to instead travel north, through the Lament. These avians searched for a home entirely isolated from the rest of Urethiel, harboring fierce ill will for all the wrongdoings of the past. Most quickly departed, finding the lands as unreasonable as had been expected, leaving only a few dozen kin to their inevitable doom; rather than death, these tengu found prosperity.

Their bodies, already created partly through absorbing magical energy, acclimated quickly to the different aura of the *god tears* in this region—as the fragments, the pengu absorbed the scant heat around them, allowing them to brave the wastes. In a few generations these tengu transitioned from a jet black appearance to figures marked with bright, golden colors, adept at absorbing sunlight. The bird-folk's bodies are so changed that they've adapted to drink the saltwater of the ocean without issue.

In 921 AV a curious pengu named Chaki Tory made the greatest discovery in their history: advanced technology. Injured from a terrible fall, Chaki came across a glowing cave entrance. Seeking shelter inside, she found the bodies of several dead dwarves frozen in the ice. About them were devices unlike any she had seen before. Using one strange contraption, Chaki was able to locate others like it, always accompanied by droves of dwarves. Before long she unlocked the potential of these new and wondrous devices. When Chaki returned to her people she was quickly established as their uncontested leader. The great devices granted her long life and under her leadership, the pengu have adopted these new technologies and even began creating new and wondrous devices of their own.

Currently they keep to a large tribe along the north coast of the Lament, mostly in their village of Gamdosi, with smaller tribes remaining nearby. They exclusively worship Wealbrens as fishing is their main source of food, a task that has become almost laughably simple since their advent of technology. With Wealbrens' blessing (the divine torrent sympathizes with their ire for the rest of Urethiel), the pengu have made contact with the outside world and make use of their advanced boats to brave the terrible oceans. They still fear that the troublesome humans might venture armies north, however, and have created what they call the "steel guardian" to protect them from all troubles ahead (page 228).

ADVENTURE HOOK: THE WAILING WENDIGO

One place the pengu dare not tread is a strange plateau west of the Triple Peaks of Wunai. Their storytellers recount a horrible, sobbing cry that emanates from the plateau—the few pengu who survive a visit to the accursed place describe a horrid wendigo wearing a tattered dress and carrying a bundled blanket in its arms. Since the tale has spread, most pengu refer to the creature as the "Winter's Wail."



MOUNT MAKURIYAMA — *PEAK OF TWISTING WINDS*

Alignment: CE
Capital: Sekaridan (3,902)
Ruler(s): The Seven Zephyrs
Government: ruling elders
Languages: Auran, Koé
Religion: Arenathi
Common Terrain: mountains, caves
Notable NPCs: The Seven Zephyrs: Ai-Shu (CE Female sylph barbarian 12), Arenn-Tha (CE Female sylph cleric 11), Eta-Sau (CN Male sylph bard 13), For-Shy-Ai (CG Male sylph fighter 12), La-Sho (CN Female sylph ranger 12), Sulla-Bu (CE Female sylph sorcerer 12), Zai-Ken (CG Male sylph rogue 13)

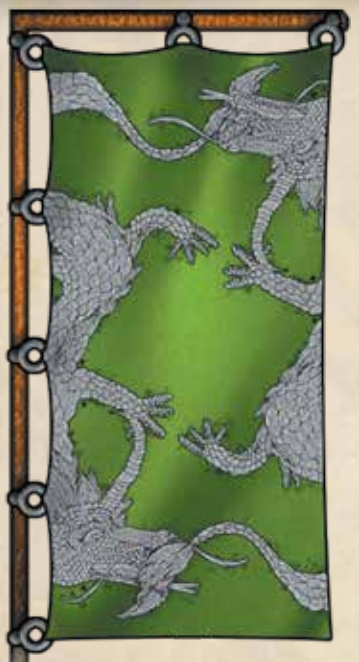


Arenathi's whimsy is perceived as disaster by the mortals of the world and foremost in the minds of many Urethiels is the incident that took place in 501 AV.

The Traveler's God happened upon the sortie of His Personage of Golden Fortitude and birthed a cyclone that swept up the Immortal's personal guards, pitching them to their deaths. For a brief moment His Personage of Golden Fortitude became truly upset, leaping upwards and catching the Primal God of Air off-guard with a savage kick—drawing blood.

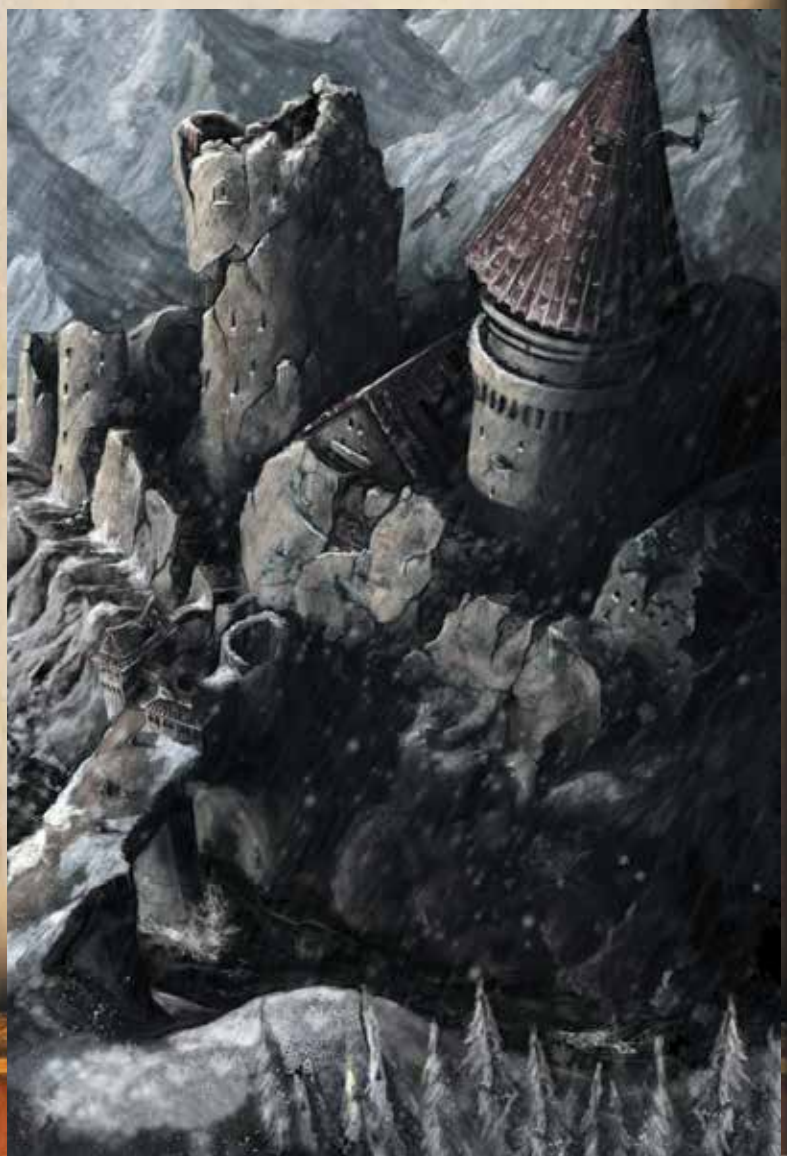
The two swiftly came to blows in epic combat before His Personage of Golden Fortitude achieved a unique triumph: stealing Arenathi's blowgun. Shocked, she muttered a curse over the human lands of the north as she fled.

It wasn't until centuries later that Arenathi's malediction came to light as hundreds of Fordhattans belched forth air and lightning elementals the spiteful deity had seeded within them. The unnatural thunderstorm spawned by these elementals wreaked havoc for three months before fleeing with the survivors of the supernatural affliction to Mount Makuriyama, where they would eventually interbreed and become the sylph. For a century, Fordhatta was in chaos as the clans attempted to assert control over these mischievous new peoples, much to the Divine Revolutionary's amusement (especially when the hobgoblins took this opportunity to claim Hesstrickia in 760 AV).

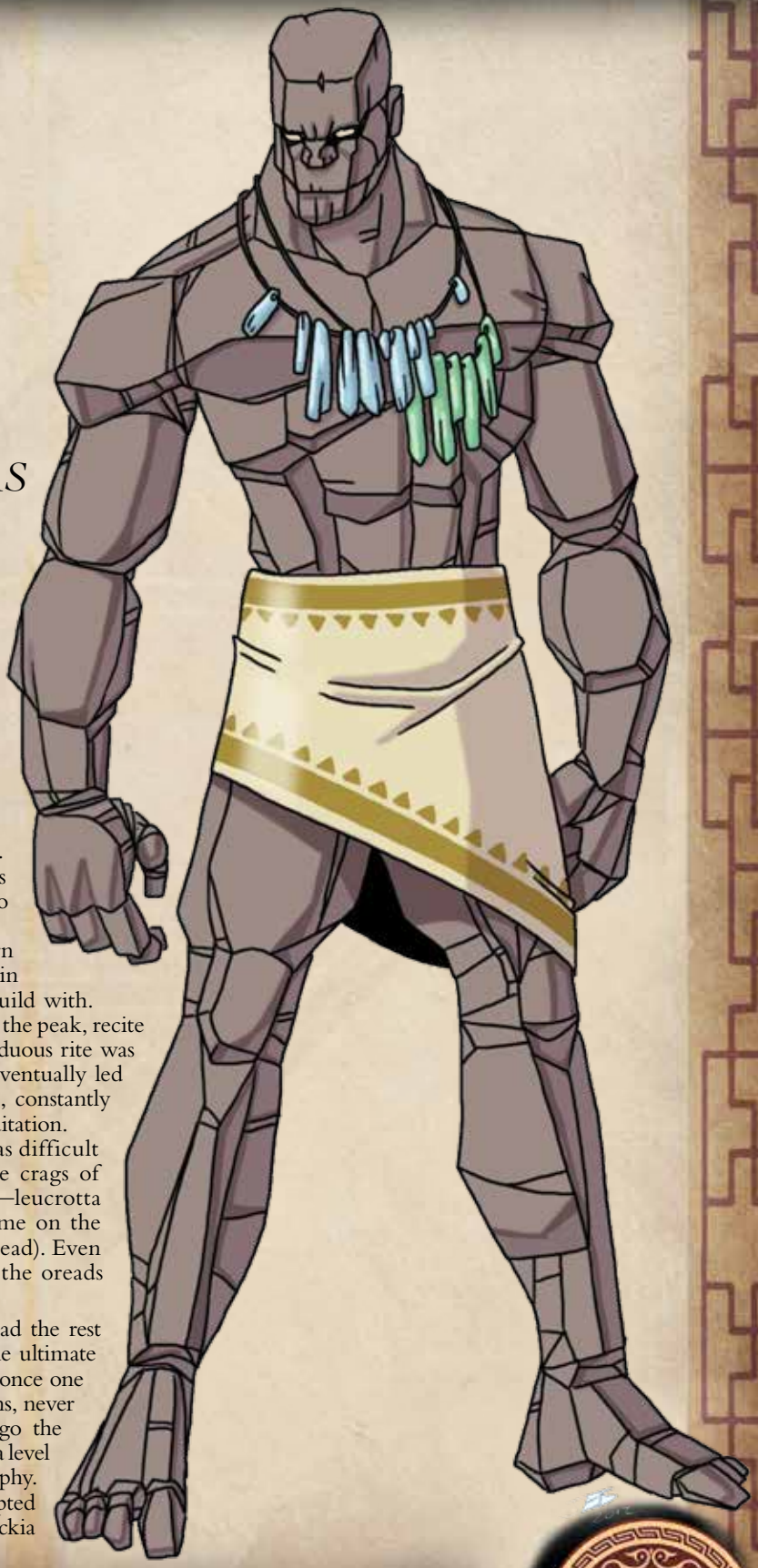


Today, Mount Makuriyama remains covered in elementals, protectors of Arenathi's progeny and murderous to anyone else, and those attempting to climb the crags must face vicious lightning storms and violent winds to reach the settlement of the sylph.

Sekaridan: While the mountain is inhospitable, the sylph's keep upon the summit, Sekaridan, is surprisingly prosperous: a variety of thriving plants and animals hide within, gifts provided by Arenathi herself. The fortress-settlement is directed by a council known as the Seven Zephyrs, sylph that receive direct orders as how next to sow the seeds of chaos in Urethiel from the Traveler's God herself.







TRAK-TIRO — *PEACEFUL LAND OF STONE WARRIORS*

Alignment: LG
Capital: Mendrak-Ta (11, 843)
Notable Settlements: Patharan (7,541)
Ruler(s): Venerable Batu Dun Ga (LG Male oread monk 13)
Government: monastic order
Languages: Koé, Terran
Religion: Earkenta
Common terrain: mountains, caves
Notable NPCs: Enlightened Trun Ma (LN Female oread oracle 9), Highest Lo Zhu (LG Male oread sorcerer 9), Travelled Xi Yuan (LG Female oread monk 9)

Like many, the oread suffered enslavement by the Trekth, and fought against their oppressors only to find the cruelty of combat to be a terrible burden to bear. Once they were finally free they vowed to strive towards nonviolence and found the simplest way to do so was to isolate themselves from the rest of the world.

They chose to construct their solitary home on the western side of Mountain Nestraka, venturing deep into the mountain to carefully scrutinize the tunnels for the right stones to build with. Once an appropriate rock was found an oread would travel to the peak, recite a prayer to Earkenta, and return to place the stone. This arduous rite was seen as penance for their slights during the rebellion and eventually led to the Walls of Suffering which circle all oread settlements, constantly expanding in a ritual practiced universally as a means of meditation.

For outsiders, reaching Trak-Tiro proves to be almost as difficult a task as the oread undertook to isolate themselves. The crags of Nestraka are perilous and many menacing creatures—leucrotta and perytons are particularly numerous—make their home on the mountain (though they have learned to never attack the oread). Even after achieving some peace with the Walls of Suffering, the oreads have only recently begun allowing entry to outsiders.

Monastic Order: The Bodhisbatu and the three Gurus lead the rest of their people in the ways of peace. The Four Elders are the ultimate practitioners of the Way of the Unmoved Slag, teaching that once one has found their center they must be unwavering in their actions, never veering from the path they have chosen. Two centuries ago the previous Elders accepted that their race as people had achieved a level of true peace, and set out into Urethiel to spread their philosophy. Oread ambassadors are now seen throughout Urethiel, accepted by most nations and peoples (save for the hobgoblins of Hesstrickia and the boggards of the Korelli Swamps).

TRIPLE PEAKS OF WUNAI — *WEEPING TRIPLETS OF THE NORTH*

Alignment: N
Notable Settlements: Diam Wa (6,487), Te Kelapan (5,931), Yu Wali (6,214)
Ruler(s): Wa Inyu, Te Hasun, Yu Shibata
Government: ruling houses
Languages: Draconic, Koé, Strix
Common Terrain: ice, snow, tundra, mountain

While the unforgiving cold of Lewasrenbi's Lament proves too harsh for most creatures to survive, by some miracle the three mountains known collectively as Wunai ("inevitable rest") stand largely unaffected. Sparse firs, pines and bamboo grow along the mountain slopes, falling away to mosses and lichen as the altitude increases, until ultimately no plant life can survive in the cold, thin air near the snow-capped peaks.

Each of the three mountains has its own aspect and power, named for the time when they alone can be seen: to the east is Te ("dawn"), to the west Yu ("dusk"), and standing in the shadow between its two sisters is Wa, never visible on its own.

SOULS AND THE AFTERLIFE

The Triple Peaks of Wunai serve as the first stop in Urethiel as one moves into the afterlife. Each mountain attracts souls depending on their actions in life: the virtuous and honorable are drawn into Yu, the bloodstained and cruel are pulled to Te, and all the rest find themselves drawn to Wa. The souls aggregate within the peaks themselves to a place beyond the physical world where they rest until they are judged by an appropriate deity (usually the one worshipped by the soul before their death) or a council of its ancestors (for those who denied the gods). Powerful souls, and those guided by magic, have been known to depart the mountains and become ghosts, kami, or a multitude of other supernatural creatures, slowly filtering down from the mountain.





Strix: The first intelligent race spawned by the Trekth was ultimately a failure. Bird-men, intended to take battles to the sky against the dragons themselves, met first the Sovereign Dragon, Mytra the Untethered. Mytra soothed the fury inborn in the strix, and they chose not to serve their masters any longer. Fearful of the Trekths' wrath, they fled to the peaks of the north.

Free of the bonds of the Trekth, the strix faced the opportunity to forge their own destiny yet driven by the innate power of the peaks they quickly disagreed as to what that should be. Dividing into three houses, each claimed one of the peaks of Wunai for themselves, where they might live a life they agree to and take care of their own. Those attracted by the western peak's unrestrained power became the Dark Hunters, led by Te Hasun (LE Male strix ranger 15). Strix drawn to the eastern peak's calming presence founded the White Wardens, guided by Yu Shibata (CG Female strix ninja 15). Others chose to live on the subtle center peak, calling themselves the Silent Protectors, under the wing of Wa Inyu (N Female strix magus 15). This disparity persisted until the houses were united to combat the oni presence and although they generally work together, the discord between the strix sometimes devolves into violent feuds that can last years.

Oni: Unbeknownst to all, the peaks were used for mysterious rituals by the Trekth Empire centuries ago. While the details and intent of their doings have been lost to time, the main component of the heinous rites may still be found deep under the mountains. Inside, the entombed remains of hundreds of giants still brim with wicked energies, ready to be consumed for some fell purpose.

When the dread demon Grualroth first entered the Material Plane, the energies here responded by flooding the mountains with dark power that instantly transformed thousands of souls waiting for judgement into oni. Word spread quickly of sadistic demon men, ruthless and cruel giants that summoned fire and ice from their minds. The forces of Fordhatta, along with the dragonii and hobgoblins, stood valiantly against the savage creatures but they would not have the strength on their own. All seemed lost until the dragonii convinced their half-brothers the strix to join the war, lest the peaks of the mountains become overrun by monsters; their position on Wunai allowed the strix to combat emerging oni when the power within the creatures was nascent, a factor that turned the tide of the conflict. Since then the combined efforts of the strix and the Silver Clan of Fordhatta have become vital to keeping the rampant oni in check, though neither group knows what causes the flow of oni to ebb and rise as it does.

Wheels of Wunai

Souls in Veranthea are even more ephemeral than on other Material Planes—some ascend to the home of the deity they worship, others fall to the clutches of horrors in the Forever Dark, but most are drawn to the Wheels of Wunai. The mystical mountain in north Urethiel is a metaphysical tesseract, a wellhouse of souls and otherworldly power that filters every spirit within through an enormous mystical tempest that tests, evaluates, and determines what part one will play in the tapestry of fate. Those deemed unworthy (not to mention Oni) can be found all across the mountains, ejected from the maelstrom in any manner of form imaginable or climbing down from the Oni Ranges.

Soul Maelstrom: The ponderous movement of the Wheels of Wunai create an unimaginably powerful astral vacuum that drives this ethereal tempest, drawing in souls near the eye of the storm at its base into the Passages of the Reticent. A spirit within the Soul Maelstrom experiences its lives all over again, tempering it in the fires of memory like a meticulously forged sword. Only the most balanced entities nearing their truest selves travel the metaphysical cyclone in peace, gliding up on The Tao. At every wheel souls drifting from The Tao succumb to their natures and manifest as a staggering variety of creatures, depending on the soul's strength and alignment, as well as that of the inner-circle they draw towards—the weaker the soul's essence, the lower it appears in the mountain. Spirits that embody their true selves and reach the top of the Soul Maelstrom are judged by the gods or their ancestors before either ascending to a new plane of existence or reincarnating elsewhere in Veranthea.

The Wheels: There are five levels within the mountain, though each is not fully on the Material Plane and are not limited in size in a way mortals comprehend (making their exact dimensions impossible to determine). When traveling through one of the great ringed passages (most of which are between 15-ft. and 20-ft. across and high) distances are mutable; a creature might walk from one junction to another in just a few hundred feet, while its companion that lagged behind traverses dozens of miles to reach the same location. Each of the wheels slowly moves in a clockwise or counterclockwise motion opposite of the wheel above and below it (DC 25 Perception check to notice the direction a wheel is turning in). There are junctions with tunnels leading above or below, but these do not appear until after a creature has passed by an entrance to one of the circles or halls on that wheel, resisting a strong compulsion to enter inside if their alignment matches that area in the wheel's interior (Will save DC 15 + creature's hit dice; the same Will save is required to leave that area). Spirits transformed into creatures appear in the hall or circle appropriate to their alignment (good, evil, chaotic, or lawful).

Passages of the Reticent
(suggested CR = up to APL +1)

These halls are where the most recently created souls that shuffle their mortal coil are transformed. Tunnels from the Forever Dark lead up into these passages and creatures of any kind can be found within. The walls of the mountain above this wheel are completely impenetrable (whether by sword or by spell) until the snowy peaks.

Halls of Chaos & Halls of Law
(suggested CR = APL +2)

The Halls of Chaos are never exactly the same when visited twice and can range from tunnels filled with crystal, to lush jungles, to entire seas. The Halls of Law are just as baffling, though all are gilded in gold as hard as diamond and its interior is unfathomably complex, expansive, and difficult to navigate.

Circles of Evil & Circles of Good
(suggested CR = APL +3)

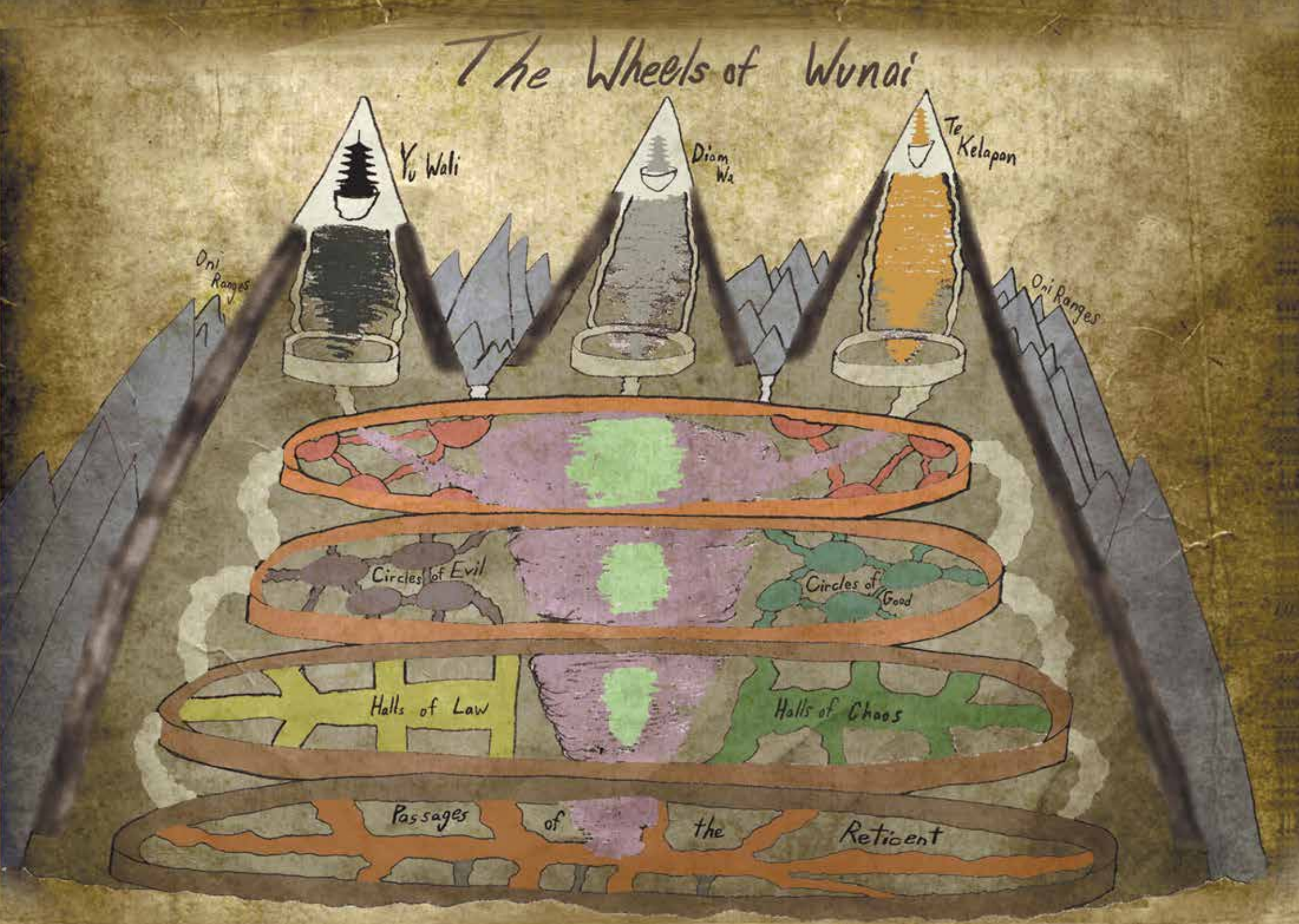
These wheels are principally divine (with demons, devils, angels, and so on), but not exclusively so. The Circles of Evil are hellish places filled with lava, excruciatingly tortured creatures, and numerous despicable acts. The Circles of Good are home to heavenly clouds and soothing light, realms of bliss and contentment that are difficult to abandon.

Broken Circles
(suggested CR = APL +4)

These are where the most defiant and strong souls go, those that fail the journey through the Soul Maelstrom at its very end; creatures of any alignment might be found here. The Broken Circles themselves are kaleidoscopic astral arrays of space and time that defy description, looked over by circular stone platforms that hang above the curious abyss.

Yu, Wa, Te
(suggested CR = any)

Only souls with unaccomplished critical tasks or deeds that cannot possibly be left undone enter these rings of their own free will, often traveling to the villages above seeking guidance or assistance in seeing their duty through (and if legends speak true, some of these reticent entities can be beseeched for aid if the strix elders deem it necessary). Evil-aligned creatures appear in Yu, Neutral-aligned creatures appear in Wa, and Good-aligned creatures appear in Te.

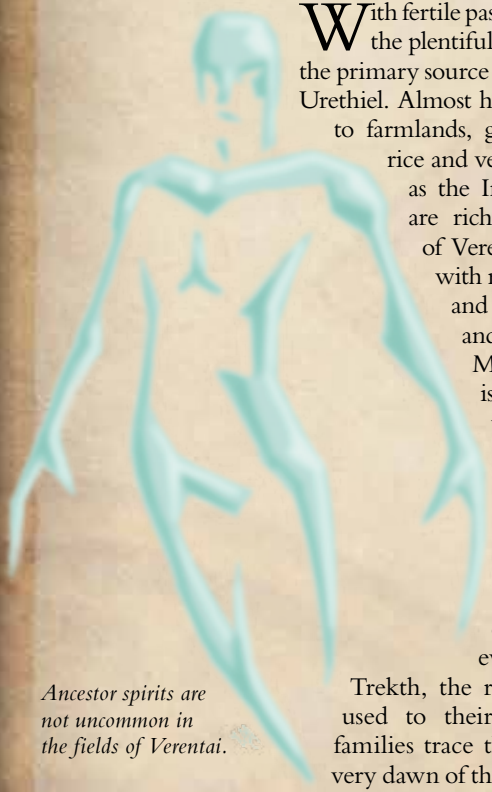


EXPLORER'S MAP OF THE WHEELS OF WUNAI –MAIKERU MAIRĀ CIRCA 650 AV

VERENTAI — *ANCIENT HUMAN DYNASTY OF RESILIENCE*



Alignment: LN
Capital: Nokada (62,152)
Notable Settlements: Hei Shi (31,197), Kaihuan (9,264), Zhang Xin (26,523)
Ruler: His Personage of Golden Fortitude (LN Male human forsaken monk [martial artist] 20; page 97)
Government: military leadership
Languages: Common, Koé
Religion: Ancestors
Notable NPCs: High Phoenix Lau-Yi (CN Male elf witch 17; page 359), Noble Tigress of the West (N Female half-orc samurai 15)



Ancestor spirits are not uncommon in the fields of Verentai.

With fertile pastures and bountiful coasts, the plentiful plains of Verentai serve as the primary source of food for the majority of Urethiel. Almost half the nation is dedicated to farmlands, growing everything from rice and vegetables to tea and cotton as the Immortal Emperor's lands are rich with life. The animals of Verentai are great in number with roaming hordes of aurochs and goats that are herded back and forth across the realm. Most claim the countryside is blessed by the ancestors who originally toiled in the fields, but especially curious is the wide berth that oni and other terrible creatures give the farms and grazing lands.

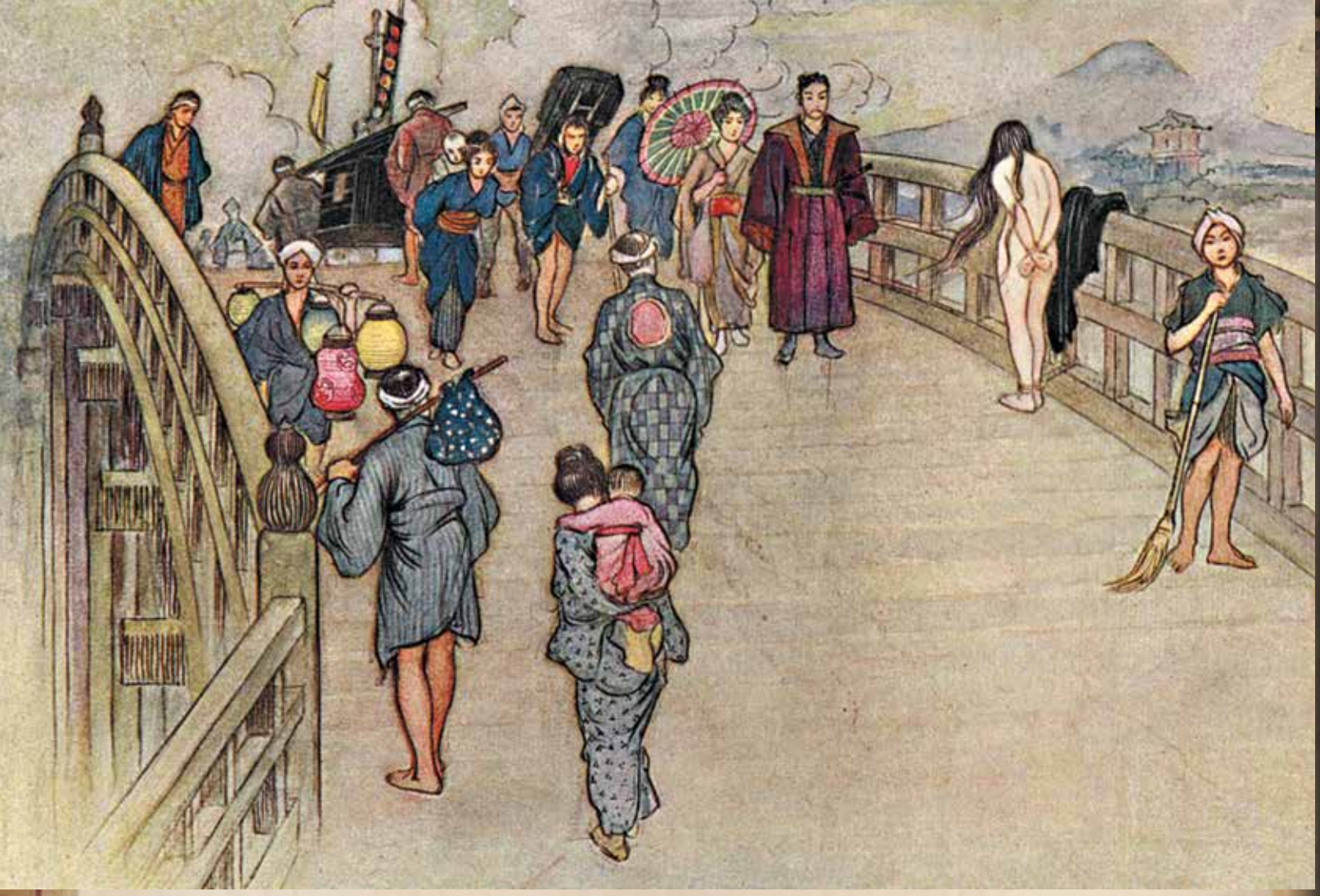
Verentai is the oldest dynasty in Urethiel—even during the age of the Trekth, the region's tilled fields were used to their fullest. Some farming families trace their lineages back to the very dawn of the empire. With the end of the progenitor oppressors a large number of Kind Folk made their way east, settling around the already prosperous farming villages in a swathe of land where edicts were put into place to guarantee a fruitful life for everyone in the region. Known as the Great Code, these strict laws protect the rights of the farmer and the citizen, standing to this day.

The longstanding leader of Verentai, His Personage of Golden Fortitude is of great note to the history of the dynasty. As he traveled the world in his younger years, he returned home every year for the Festival of the Lotus Dew, bringing with him not only tales of his journeys, but great riches from beyond the horizon, sharing his wealth with the common folk and earning both their trust and admiration. This continued for many years until *the Scarring* when a huge *god tear* landed directly upon him. Thought to be slain, many people circled the boulder to mourn, only to witness a miracle—His Personage of Golden Fortitude lifted the stone and shattered it, escaping unscathed and bathed in an aura of golden light.

After rising from *the Scarring* as an Immortal, it was short work for His Personage of Golden Fortitude to establish himself as the ruler of Verentai, immediately creating several military branches to enforce the Great Code. These vary in duty and power from general guardsmen to more specialized groups such as the Lion Dogs, the personal guard of His Personage of Golden Fortitude. Thanks to his immortality, he has been able to set plans into motion with decades of foresight, granting his nation unwavering prosperity.

Clans of Urethiel: Though Verentai is the only dynasty not ruled by a clan, they still play large roles within it, tending to their own spheres of interest. The traditionalists of the Amethyst Clan have found themselves troubled by hobgoblin pirates continually interrupting their trade. The Diamond Clan intensifies their training as the next Duel of Honor Combat approaches, not content with losing yet again. The Topaz Clan still suffers humiliation, becoming particularly obsessed with saving face after their leader was outmatched in a duel by a commoner with only wooden armor and sword. The Jade, Sapphire, and Ruby Clans have all taken to insular motives, with the Jade breaking away from civilization more to tend to nature, the Sapphire researching a means to siphon the power of Arcanalus' Well, and the Ruby trying to recover a lost decade of their birth records.

Cities of Verentai: As large cities are few and far between in Verentai, most of its dense population are relegated to small farming villages throughout the region, making the urban settlements here especially memorable. Centered in the northern half of Verentai is Hei Shi, where all militarized figures are exclusively trained; guards and soldiers of all types receive their instruction at institutions here before joining their appropriate force. On the western border beside Mount Nestraka lies the city of Zhang Xin, formed in a ring around the remains of the boulder that landed on His Personage of Golden Fortitude centuries ago—citizens here claim that the ethereal energies bring them closer to their ancestors. On the southern tip is Kaihuan; originally the single dwelling of a powerful witch built over a point of arcane power, a bustling city grew around his home. Whether intentional or not, the towering yet compact settlement is the only city in Verentai beyond the reach of the Great Code.



NOKADA

LN Metropolis
Corruption +2; **Crime** +4; **Economy** +4; **Law** +5; **Lore** +5; **Society** +4
Qualities holy site, magically attuned, pious (ancestors), prosperous, racially intolerant (dragonii, halfling)
Danger +10

DEMOGRAPHICS

Government autocracy
Population 162,152 (94,288 human; 28,014 elf; 16,502 dwarf, 14,910 half-elf; 4,154 kitsune; 4,284 other)
Notable NPCs

His Personage of Golden Fortitude (LN Male human forsaken monk [martial artist] 20)

Blessed Crane Jinai (LN Female half-elf evoker 14; Mage Sniper[NPC])

The Master in Irons (LN Male human bloodrager 5/monk 4)

MARKETPLACE

Base Value 24,000 gp; **Purchase Limit** 170,000 gp; **Spellcasting** 9th
Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

Nokada, capital of the dynasty, rests on a large hill in the center of Verentai is Nokada. His Personage of Golden Fortitude watches his entire realm from a modest palatial tower at the city's center. It is also the political home of the clan leaders and the heads of the laborer guilds; they (or their proxies) convene on a monthly basis to discuss affairs for the whole of the nation. The Immortal Emperor makes sure to give each of them equal, although brief, time to take the floor on the matters most important to them. The humble guildsmen (mostly farmers and ranchers) appreciate the gesture, but some of the clans find the submission to the common folk an annoyance at best.

As well as being the political center of Verentai, Nokada is the locus of its military. Specialized squads, such as the informants of the Ear of Heaven or the elite soldiers of the Might of the Lost Stars, each have a headquarter within the capital. The abundance of authority has created a more lax scenery for the citizens themselves, inspiring complacency and acceptance within the people of Nokada, so much so that a large population of nonhumans—specifically kitsune—have made a community in an eastern burrough their home.

ADVENTURE HOOK: THE LOST SQUAD

Last year a small group from the Ear of Heaven was sent to investigate rumors of missing children near the bamboo forests of Zhang Xin—they were not heard from again. A second group was sent to find them, but only four members returned. Each were found on farms near Nokada: blind, missing their tongues, and with a strange string of runes tattooed on their backs.

Mage Sniper from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Master in Irons, Shojo Matsumo **CR 8** **XP 4,800**

Male human bloodrager (untouchable rager) 5/monk (tetori) 4
LN Medium humanoid (human)
Init +6; **Senses** Perception +5

DEFENSE

AC 17, touch 16, flat-footed 14 (+1 armor, +2 Dex, +1 deflection, +1 dodge, +1 monk, +2 Wis, –2 rage, –1 chains)
hp 99 (4d8+5d10+54)
Fort +13, **Ref** +7, **Will** +9; +2 vs ally spells
Defensive Abilities blood sanctuary, improved uncanny dodge; **SR** 13

OFFENSE

Speed 40 ft.
Melee unarmed strike +12/+8 (1d8+5)
Special Attacks bloodrage (14 rounds/day), countergrapple, staggering strike (DC 16), stunning fist (5/day, DC 16)
Space 5 ft.; **Reach** 10 ft.
Bloodline aberrant

TACTICS

Before Combat If at all possible, the Master in Irons learns of and prepares for his opponents strength before battle. If he does not have time to prepare, he drinks potions of fly and haste to grant him extra mobility ensures his opponents cannot escape.

During Combat The Master in Irons opens combat by bloodraging, using Spring Attack to close the distance between him and his quarry, utilizing his increased reach and Lunge to grapple foes from a safe distance. When facing multiple foes, Shojo pins and binds his original quarry in shackles as quickly as possible before fighting back against additional targets. He isn't opposed to using lethal force, but prefers to subdue opponents without killing them whenever possible.

Morale While wholly dedicated to his ruler's cause, Shojo is no fool. When reduced to 25 hit points, he retreats from combat, making use of the knowledge he gained on his target to better equip himself with more appropriate potions for his next attempt.

STATISTICS

Str 20, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8
Base Atk +8; **CMB** +13 (+15 grapple); **CMD** 27
Feats Dodge, Improved Grapple, Improved Initiative, Lunge, Mobility, Spring Attack, Stunning Pin, Toughness
Skills Acrobatics +14, Climb +17, Knowledge (arcana) +12, Perception +14, Spellcraft +12
Languages Common
SQ fast movement, graceful grappler, ki pool (5 points, magic), maneuver training, vow of chains

Combat Gear *potion of haste*, *potion of fly*, smokestick (2), tanglefoot bag (3), thunderstone (3); **Other Gear** *bracers of armor +1*, *brooch of shielding*, *cloak of resistance +1*, *hat of disguise*, *ring of protection +1*, masterwork backpack, belt pouch, silk rope, masterwork manacles (2), waterskin, 68 gp; **Attuned Gear** *boots of elvenkind*, *monk's robes* [+5 Acrobatics; +1 monk AC, +1 stunning fist/day, unarmed strike 1d10]

Base Statistics When not raging, the Master's statistics are **AC** 19, touch 18, flat-footed 17; **hp** 81; **Fort** +9, **Will** +7; **Melee** unarmed strike +10 (1d8+3); staggering strike (DC 14); **Reach** 5 ft.; **Str** 16, **Con** 14; **CMB** +11; **Skills** Climb +15.

***If playing in Urethiel using the full global rules in the Veranthea Codex, Shojo is one of the Renshòu and has an additional 5 points of spell resistance while bloodraging, making his SR 18 (SR 13 otherwise).

Life on the streets is simple, if one is willing to be a thief. Shojo Matsumo, born into a life of poverty on the streets of Kaihuan, the City of Blossoms, had no other choice. He was small as a child, and found it easy to steal across the rooftops and slip into and out of homes unnoticed. However, his body grew faster than his skills, and he quickly lost what he thought was his only advantage—and turned to relying on brute force where skill failed.

Shojo simply used his growing size and strength to overwhelm anyone unwilling to part with their belongings, bringing his full fury to bear on any especially stubborn targets. He quickly gained a reputation in the underground as a brute: the best muscle money could buy, whether the coin was legitimate or stolen. Each job he was hired for was higher and higher in the city and without expecting it he was taken on for the biggest task of his life.

His Personage of Golden Fortitude was to meet with High Phoenix Lau-Yi in the shining jewel of Kaihuan, the Tower of Stigma. Halfway to the summit, Shojo and the 88 Steps Guild that had hired him lay in wait for the procession that was to pass by—and struck exactly as planned. Men burst through every widow, screams rang out into the skies above, and the guards were quickly dispatched. Shojo charged forward to hold off the High Pheonix's personal bodyguards, fighting with the strength of five men only to be brought to his knees not by force, but by knowledge.

With a single curse from the High Phoenix, Shojo's body began to warp. Shojo's limbs stretched as if trying to escape him, his neck elongating, making his screams of pain sound all the more vacant and distant. With Shojo incapacitated, the 88 Steps fled with what treasure they could, abandoning their former ally to his fate. In a rare moment of mercy, His Personage of Golden Fortitude put a stop to the High Phoenix's

curse allowing Shojo's body to snap back into its proper shape. The emperor of Verentai explained that the curse was not lifted, but merely contained; should Shojo pledge his life in service, it would remain so. Having experienced little kindness in his life, Shojo agreed.

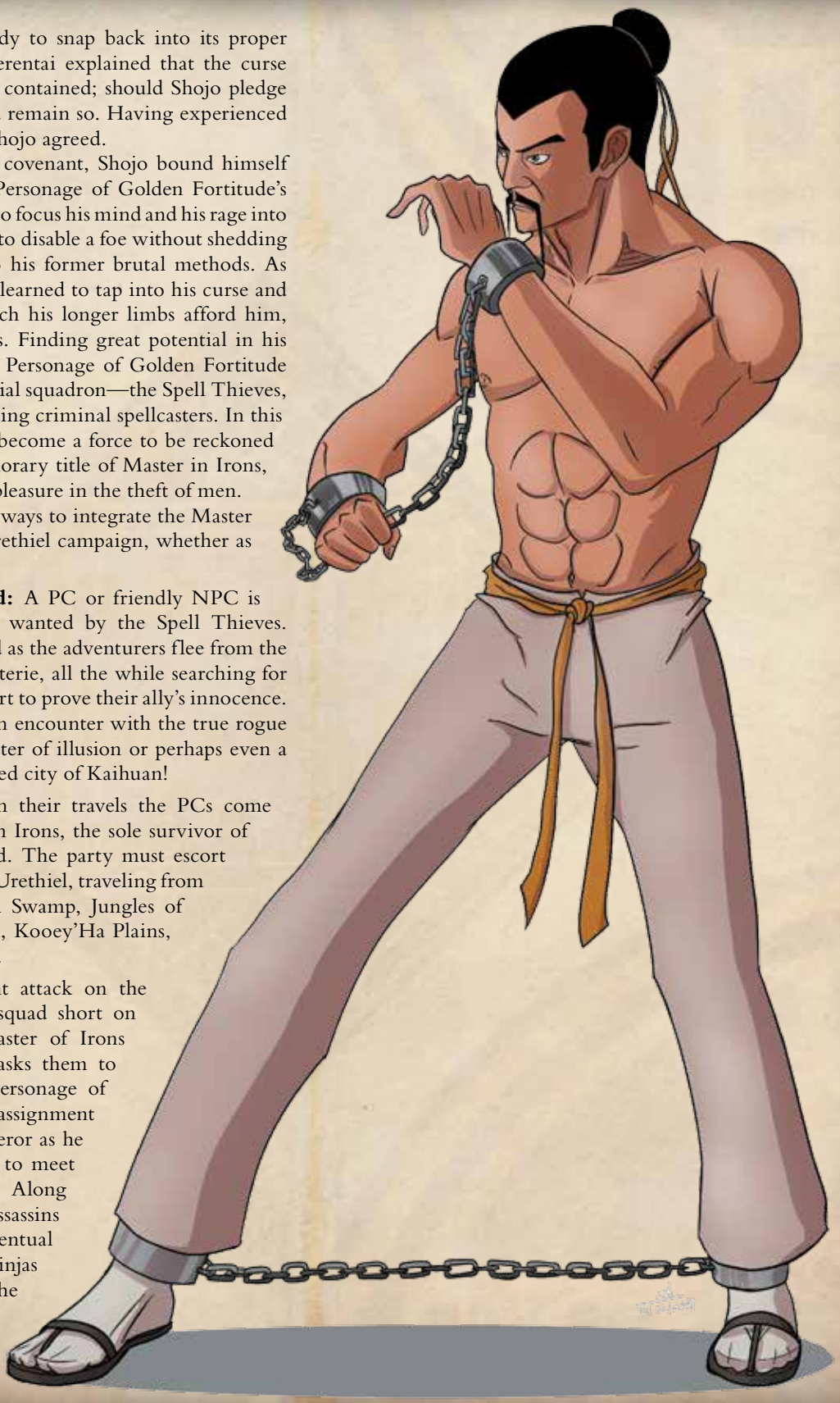
To remind him of his covenant, Shojo bound himself in chains and under His Personage of Golden Fortitude's tutelage, the brute learned to focus his mind and his rage into a refined style. He learned to disable a foe without shedding blood, in stark contrast to his former brutal methods. As his training continued, he learned to tap into his curse and make use of the extra reach his longer limbs afford him, if only for a few moments. Finding great potential in his unique fighting style, His Personage of Golden Fortitude assigned him to a new special squadron—the Spell Thieves, a group tasked with capturing criminal spellcasters. In this leadership role, Shojo has become a force to be reckoned with, and earning the honorary title of Master in Irons, finding not just pride but pleasure in the theft of men.

There are a number of ways to integrate the Master in Irons into your own Urethiel campaign, whether as an ally or obstacle.

Verentai's Most Wanted: A PC or friendly NPC is mistaken for a spellcaster wanted by the Spell Thieves. Misunderstandings abound as the adventurers flee from the Master in Irons and his coterie, all the while searching for the wanted mage in an effort to prove their ally's innocence. The chase culminates in an encounter with the true rogue caster (who is either a master of illusion or perhaps even a doppelganger) in the stepped city of Kaihuan!

The Injured Master: In their travels the PCs come across an injured Master in Irons, the sole survivor of an attack against his squad. The party must escort him across the majority of Urethiel, traveling from Zahn through the Korelli Swamp, Jungles of Zerrah, Forests of Poihtan, Kooey'Ha Plains, and eventually, to Nokada.

Royal Guards: A recent attack on the Spell Thieves leaves the squad short on capable warriors—the Master of Irons approaches the PCs and asks them to assist in protecting His Personage of Golden Fortitude. The assignment follows the Forsaken Emperor as he travels to Arcanalus' Well to meet the oread of Trak-Tiro. Along the way a group of assassins attacks, leading to an eventual confrontation with ninjas from Fordhatta inside the shattered mountaintop.



KAIHUAN — *CITY OF BLOSSOMS*

奥術

N large city
Corruption +0; **Crime** +3; **Economy** +3; **Law** +1; **Lore** +7; **Society** –1
Qualities magically attuned, notorious, racially intolerant (half-orcs), rumormongering citizens, tourist attraction
Danger +20

DEMOGRAPHICS

Government magical
Population 22,264 (7,742 humans; 2,822 half-elves; 1,534 half-orcs; 1,692 gnomes; 1,838 halflings; 2,885 elves; 1,684 dwarves; 1,967 other)
Notable NPCs
High Phoenix Lau-Yi (CN Male elf witch 17; page 359)
The Eighty Eighth (LE Female halfling ninja 15; page 330)
Chief of the Iron Talon, Tuul Besud (LN Male human samurai 14; page 290)

MARKETPLACE

Base Value 14,976 gp; **Purchase Limit** 90,000 gp; **Spellcasting** 9th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

The City of Blossoms is nestled in the southernmost reaches of Verentai, where the Tsang-Po River meets the ocean. Known as the City of Blossoms, it is a beacon of architectural achievement known for not only its notorious citizenry, but ties to powerful magics as well.

After *The Scarring* a significant amount of magical energy ran down the waterway, collecting at the mouth of the river. Over centuries this created a sort of focal point for arcane energies; in 932 AV the witch Lau-Yi learned of this anomaly, and constructed a tower not far from the river's shore to investigate possible uses for the oddity. Years wore on and the mage added more and more floors to his home, until it soared well over two-dozen stories tall.

As time passed other mages came to study the area and Lau-Yi tolerated their presence so long as his own studies remained uninterrupted. They began building their own towers alongside his and a community blossomed, and eventually this ad hoc settlement came to be known as Kaihuan. As the original resident, Lau-Yi was declared the official leader of the city with little disagreement, given the title of High Phoenix (much to his indifference). His one authoritative declaration was the establishment of a personal guard, the Iron Talons—their sole purpose is to ensure he can work in peace, only enforcing justice and guiding the otherwise self-governing settlement as means to that end.

As Kaihuan grows outward so too does it grow upwards. More and more mages are building their domiciles ever higher to escape the magical interference on the ground, and the height of one's estate has become synonymous with one's status within the City of Blossoms. To facilitate communication between these soaring towers, countless bridges and rooftop plazas span the city surrounding Lau-Yi's Tower of Stigma, giving it a shape all the more fitting of it's title, resembling an enormous, blooming lotus. The shadowed streets of the settlement are a haven for criminals, the most notorious of whom are the 88 Steps (a mysterious thieves guild led by a master ninja known only as the Eighty Eighth).

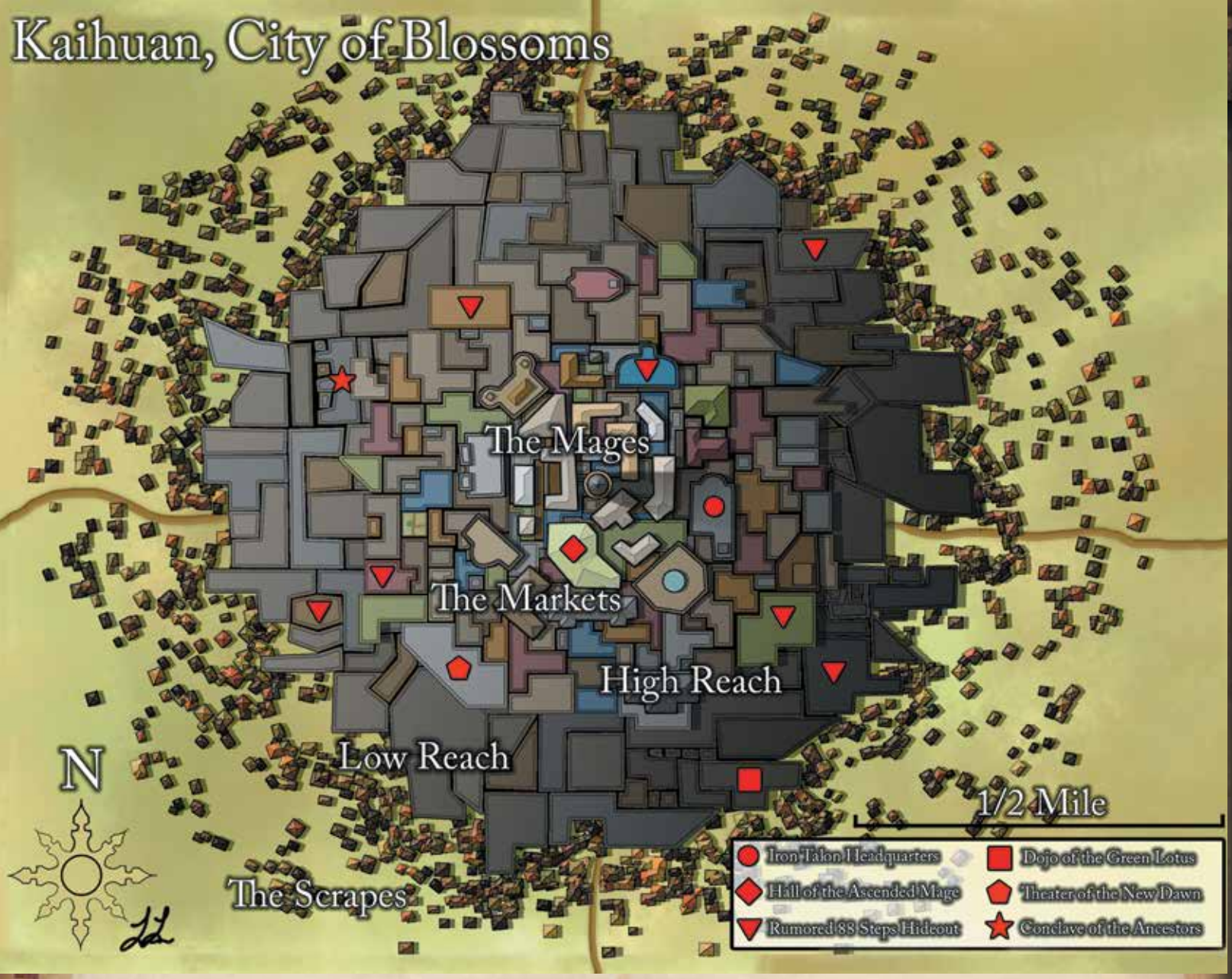
Locations in Kaihuan

Kaihuan is a vertical city where the rich quite literally live atop the backs of the poor. The Scapes occupy the ground level, home to those who cannot afford to live elsewhere. Above them are the Low Reaches, which comprise the majority of the city yet are so overcrowded that only a wealthy few can afford a home of their own. Near the apex of the settlement are the High Reaches, where Kaihuan's most affluent merchants and nobility reside, constant targets for thieves from below. Built atop of the Reaches are the homes of the especially prosperous, a frequent target of theft known as the Markets. Finally, looming above them are the Mages, whose spire-like towers are considered best to be ignored (except by the most brave or foolish of thieves).

Kaihuan has very few notable locations as the city is mostly composed of residences, but a great number of remarkable inhabitants live in its many towers. Throughout the Reaches reside the Shijo quintuplets (N Female gnome sorcerer 8; Trickster Mage[NPC]) who each live in their own home and draw forth different energies from the city's aether. Tekis Sugi (NG Male elf fighter 2/abjurer 5/eldritch knight 2; Queen of Staves[NPC]) is a hero of the Scrapes and his persona of Ugami, the Terror of Death, is heralded by the poor for his charity, though his acts repeatedly bring him in direct conflict with the Chosen Kabuku gang. The Low Reaches are home to Ky Mitsune (LN Male human fighter 11; Scheming Fencer[NPC]), a man who *claims* to have defeated His Personage of Golden Fortitude in a duel, and to own the magically infused robes the immortal wore during The Scarring. Jaisa Hyunh (LE Female human monk 11; Poisonous Performer[NPC]) of the Mages refutes Ky's claim, espousing instead that she stole the garments after a night of passion with the undying emperor.

The city is also noteworthy for its "living" commerce. Shops and markets generally lack any permanent locales—where one may find a restaurant one day, there can be a drug den the next. This makes locating any specific shop quite difficult, but to accommodate the merchants have developed a pictograph system to guide customers to where they next intend to be. High Reach and the Mages hold the few permanent shops in the city, with all manner of magic items available in the latter.

Poisonous Performer, Queen of Staves, Scheming Fencer, Trickster Mage from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC



Moving about Kaihuan is a unique experience, as most buildings are connected on levels by means of a web of bridges; some are permanent while others are simple constructions of ropes and planks stretching between the windows in the lower stories. The tallest towers of the city also house chain-and-pulley elevators, to move platforms often loaded with supplies from the surface to the splendor above.

Kagaku Dorob **CR 11** **XP 12,800**

Female fetchling ninja 7/alchemist (scientific innovator) 5
CN Medium outsider (native)
Init +4; **Senses** darkvision 90 ft., low-light vision; Perception +11

DEFENSE

AC 21, touch 15, flat-footed 16 (+6 armor, +4 Dex, +1 dodge)
hp 88 (7d8+5d8+31)
Fort +10, **Ref** +15, **Will** +8 ; +4 vs. poison
Defensive Abilities poison resistance +4, uncanny dodge; **Resist** cold 5, electricity 5
Weaknesses light sensitivity

OFFENSE

Speed 30 ft., climb 20 ft. (vertical surfaces only)
Melee *+1 wakizashi* +8/+3 (1d6, Crit 18-20/x2)
Ranged mwk shuriken +13/+8 (1d2-1, Range 10 ft.) or bombs ranged touch +14 (2d6+3 fire, Range 20 ft., splash 10 ft.)
Special Attacks bombs 8/day (Reflex DC 15 or catch on fire), sneak attack +4d6
Spell-Like Abilities (CL 12th; concentration +14)
1/day—*disguise self, shadow walk* (self only)
Prepared Serums (CL 5th; concentration +8)
2nd (3/day)—*barkskin, detect thoughts, invisibility*
1st (5/day)—*expeditious retreat, produce flame, shield, shock shield, stone fist*

TACTICS

Before Combat Kagaku remains hidden in plain sight and avoids direct conflict at all costs.
During Combat Kaguka uses *ki* charge to enhance her bombs (making them deal 2d6 to all creatures within 10 ft. of target) and stays on the move until she reaches a place to disappear using Stealth or can blend into a crowd with *disguise self.*

Morale If an important goal is involved or nearly achieved, Kaguka is fearless; otherwise she retreats when reduced to 60 hit points or less.

Base Statistics Without her gloomsight goggles, Kagaku's darkvision is reduced to 60 ft. and she loses the light sensitivity weakness.

STATISTICS

Str 8, **Dex** 18, **Con** 14, **Int** 16, **Wis** 10, **Cha** 15

Base Atk +8; **CMB** +7; **CMD** 22

Feats Amateur Gunslinger[B], Brew Potion[B], Close Quarters Thrower (bombs), Craft Devices[B], Dodge, Gunsmithing[B], Mobility, Point-Blank Shot, Shot on the Run, Throw Anything[B], Weapon Focus (bombs)

Skills Acrobatics +17, Appraise +7, Bluff +10, Climb +7, Craft (alchemy) +11, Craft (metalworking) +16, Craft (weapons) +11, Disable Device +17, Intimidate +6, Heal +4, Knowledge (engineering) +9, Knowledge (local) +9, Knowledge (nature) +11, Knowledge (planes) +3, Perception +11, Sense Motive +8, Sleight of Hand +10, Spellcraft +16, Stealth +17, Survival +5, Swim +3, Use Magic Device +15; **Racial Modifiers** +2 Knowledge (planes), +2 Stealth

Languages Common, Koé, Undercommon, Trekth

SQ alchemy, discoveries (explosive bombs, precise bombs), have gun, ki pool (5 points), light steps, ninja tricks (ki charge, pressure points, wall climber), no trace +2, poison use, science, shadow blending, shadow resistance, swift alchemy

Combat Gear *potions of cure light wounds* (2), mwk shuriken (50)★, drow poison (4); **Other Gear** *+1 wakizashi, +2 chain shirt★, belt of physical might +2* (Dex, Con), *cloak of resistance +2,* gloomsight goggles, grappling hook, 100 ft. silk rope, 16 gold; **Attuned Gear** *+1 ring of deflection, anti-missile ornithopter device, ring of jumping* [**AC** 22, +5 to Acrobatics checks made to jump, *protection from arrows* and *levitate* 3/day for 4 mins]

A refugee from Grethadnis (a wayward traveler on a *soulwell*), Kagaku wandered the vast caverns beneath Urethiel as a teenager, fleeing to the surface after a failed experiment by a mage in Kaihuan caused the collapse of her home. Luckily some quick thinking helped her earn a place in a local gang, the Chosen Kabuku—her knack for crafting and keen intellect were put to use creating explosives and magical devices for the gang to use. Kagaku's talents soon brought her leverage within the group and eventually led to her taking over as its leader.

In her new position of power Kagaku was able to allocate more time to research the energies resonating beneath Kaihuan. A breakthrough in these studies helped her create incredible devices capable of affecting a Forsaken. The sales of these contraptions (principally through the Mysterium in Fenghuang) boosted the Kabuku's status astronomically and soon the gang gained the notice of the 88 Steps, leading to a turf war that remains tense to this day. The Chosen Kabuku manage to remain one step ahead of the Eighty Eighth's assassins, using Kagaku's impressive knowledge of the Forever Dark to reposition their base of operations at a moment's notice.



ZAHN — *LAND OF THE DRAGON PEOPLE*

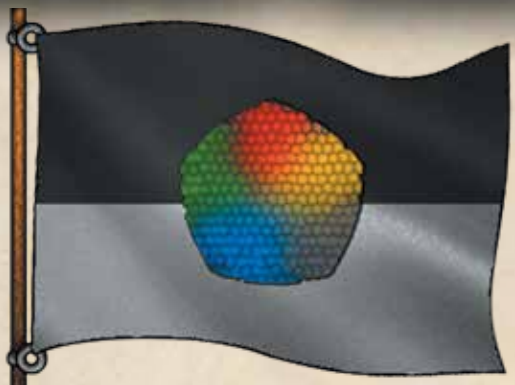
Alignment: N
Capital: Prealant (20,781)
Notable Settlements: Pama (14,283)
Ruler(s): Five heads of tribes
Government: multiple independent tribes
Languages: Draconic, Koé
Common Terrain: forest (coniferous), hills, plains, water
Notable NPCs: Hanu Yama (LG Female sky dragonii sorcerer 13), Sut Lung-Fa (CE Female forest dragonii barbarian 12), Bada Atsun (CG Male sea dragonii ranger 14), Wang Xiayao (N Male sovereign dragonii fighter 12), Daiji Sifumi (LE Female underworld dragonii monk 14)



Once free of the Trekth the dragonii were free to choose their own way, but knowing only bloodshed they withdrew from the surface into caverns beneath Lake Driikahn where they began to train anew for an unknown, future war. They honed their bodies and minds for combat, but a conflict of spirit gripped them one and all. Only when the first Bodhisbatu of the oread visited them to give thanks for the dragonii's aid against the Trekth was their turmoil recognized; as part of his thanks he stayed with them one thousand and one days, teaching them the truth of inner peace.

Some indeed found this peace through combat and stayed in the city of Prealant, but many decided to seek purpose elsewhere—the imperial, sky, and forest dragonii each set out into the world to forge their own paths. As the years passed each tribe faced great dangers (mostly through persecution by the human Dynasties) and a tradition formed: whenever a threat to dragonii lands arises, the five tribes unite as a fierce unit to stave off invaders then promptly disband to return to their separate lives once the danger has passed.

The land of Zahn is like much of Urethiel, mostly vast, rolling plains. It's southern border is defined by the expanse of pines, oaks, and other trees known as the Forest of Spires. These trees each grow over 100 feet in height and prevent the Korelli Swamps from expanding any further north. Occupying the center of the country is Lake Drii'kahn, a massive body of water filled with tribes of nixies and locothah fed by the Makitan River flowing down from Mount Nestraka.



Dragonii: The sky dragonii of the north are nomads, traveling Zahn's border in a continuous pilgrimage from the northwest corner to the northeast and back. Following the oread tradition, some sky dragonii leave the tribe on coming of age journeys to the rest of Urethiel to share the tenets of their beliefs—a single breeze is enough to break a leaf off the branch, so no decision is to be made lightly.

The forest dragonii of the south are insular to a fault; save for small bands of tanuki in their forests, they only find trust in themselves. Power—both physical and mental—is the core concept of their credence. Sometimes this manifests as an intentional destruction of life, but usually leads to an intense direction of energy towards perfection of the self. Forest dragonii are notable in that they are the first on Urethiel to achieve psychic capabilities, albeit only among a handful of their kin.

Lake Drii'kahn is home to the sea dragonii. Although they live in the lake's waters, they travel beneath it to Prealant via a network of underwater tunnels. They are leaders of an alliance with other aquatic peoples of Zahn, as well as the hidden imperial sea dragon Atsumoto. The dragonii believe (rightly) that making allies now will be of great import the next time trouble rears its head in their realm.

Prealant: Beneath Lake Drii'kahn rests the subterranean city of Prealant. Dragonii (many of them of the underworld variety) here work stone and crystal to create fine tools and weapons. Life in the capital is structured into three tiers: workers, soldiers, and seers. The workers help forge the tools and build the settlement's homes, whereas soldiers defend the borders and train the other dragonii in basic principles of combat. The seers serve as spiritual guides and ambassadors to the rest of the tribes and, occasionally, the other races of Urethiel. No tier is afforded any more respect than the others, and the city is structured to make sure that each is reliant on both others, enforcing a balance of power between them.

Pama: Off the west coast of Lake Drii'kahn is the sovereign dragonii settlement of Pama. An adherence to balance is most notable here, with inner peace being of particular focus. The meditative sovereign dragonii can be found in one of the many echoing shrines within their city, structures built around massive singing bowls that reverberate like the growls of imperial dragons. Dragonii of all clans travel here to reorder their mind and spirits, believing that an unbalanced person cannot truly help their community or the world around them.

Stone of Five Phases

Aura overwhelming (all schools); **CL** 21st
Slot none; **Weight** —

DESCRIPTION

This small stone has five points, each radiating a different color—cycling between red, yellow, gray, blue, and green. It fluctuates between being soothingly warm and refreshingly cool to the touch.

Forged in the breath of the First Imperials, the *Stone of Five Phases* manifests the five elements that define Urethiel. When held in the hand, a creature may meditate upon the artifact's supreme balance. After one hour of contemplation, a successful DC 25 Use Magic Device or Concentration check activates the *Stone of Five Phases*. Failure to activate the *Stone of Five Phases* prevents it from being activated for one week. Upon activation, a spark of the creature's essence is infused into the artifact as it merges with them to take the form of Wu-Xing the Agent.

The merging takes one minute to complete, during which the creature is considered helpless. Afterward the creature grows to immense size, its legs becoming gigantic tree trunks. Its left arm is made of blue flame, while its right arm is composed of perpetually freezing and thawing ice. Both wield two enormous mithral katanas, each wreathed in elemental energy. Its torso is formed from a dark iron breastplate with a stone head resting on top.

While in the form of Wu-Xing the Agent, the creature changes in the following manner:

Size: change to Colossal

Senses: blindsense 100 ft., darkvision 500 ft., low-light vision

Armor Class: +10 natural armor

Hit Dice: Change to d12s if the primary user's hit dice are d10 or less; +80 bonus hit points

Defensive Abilities: Enhancement bonus to saves equal to ½ the creature's hit dice, all-around vision, damage reduction 10/—, spell resistance equal to 10 + creature's hit dice, construct immunities (though they may heal as a normal creature).

Speed: Increase to 80 ft.; **space** 30 ft., **reach** 30 ft.

Base Attack Bonus: Equal to the creature's hit dice

Abilities: Str +20, Dex -4, Con —

Attacks: Wu-Xing loses all the attacks of its user, instead gaining two mithril katanas (a *+5 flaming burst mithral katana* and a *+5 icy burst mithral katana*, each with base damage of 6d6) and trample (2d6+15).

Spell-Like Abilities: The creature gains any 4th-level or lower spell of the acid, cold, earth, fire, sonic, or water descriptors as at will spell-like abilities; spells of 6th-level or lower with the same descriptors may be used three times a day, and spells of 8th level or lower of the same descriptors may be used once per day (all at CL 21st).

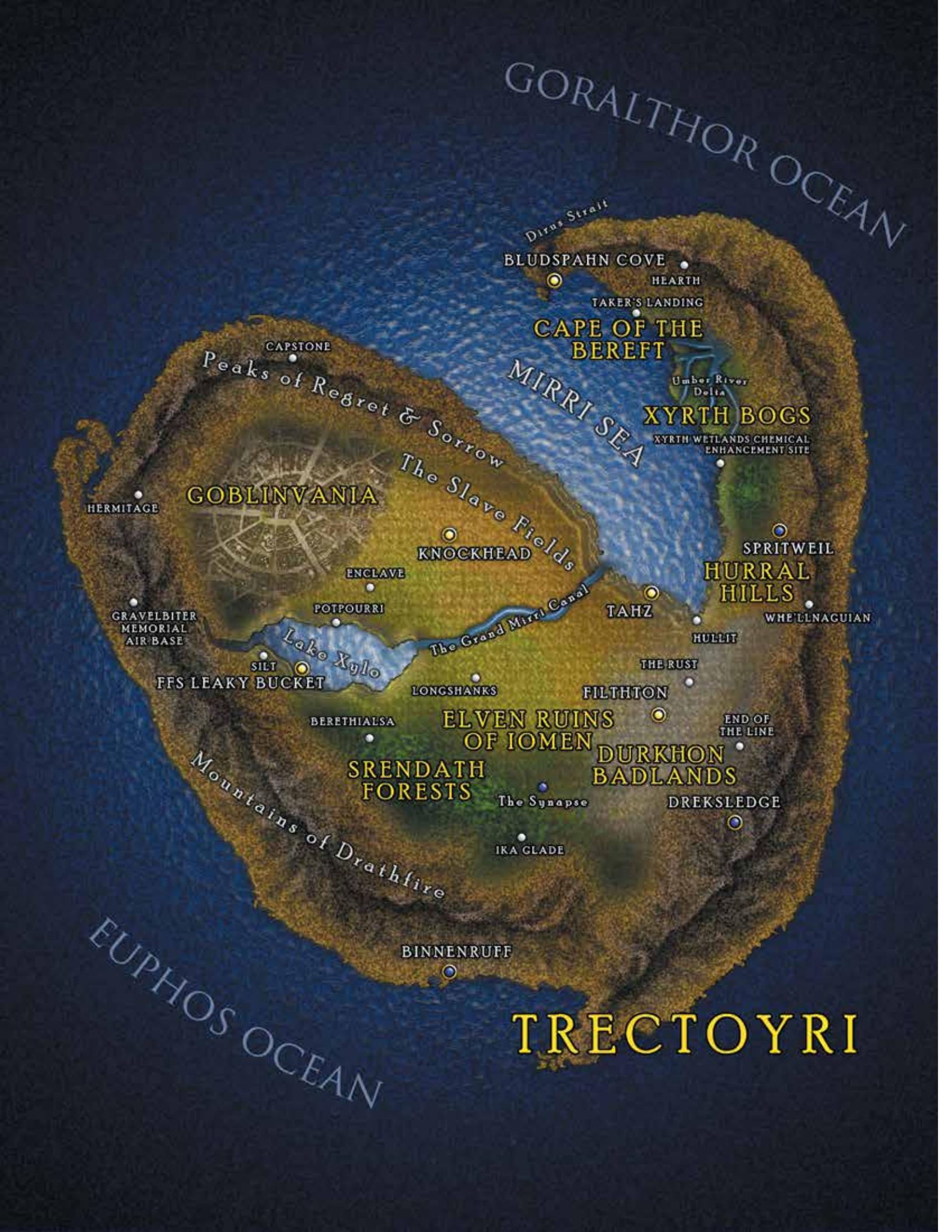
Feats: The creature gains Exotic Weapon Proficiency (katana), Improved Critical (katana), and Two-Weapon Fighting; if they already possess one these feats, they gain a cumulative +2 luck bonus to attack and damage with katanas (per feat).

This form can be maintained for a number of minutes equal to the creature's hit dice or dismissed early as a full-round action. After Wu-Xing the Agent is dismissed, the creature floats safely to the ground and the *Stone of Five Phases* flies 10d100 miles in a random direction, but never past the borders of Urethiel. The most recent user is aware of the direction the artifact flies, but never the distance. During this process, the activating creature receives one permanent neGTAIve level. If the creature has ever assumed the form of Wu-Xing the Agent previously, it gains an additional permanent negative level per previous manifestation.

DESTRUCTION

The *Stone of Five Phases* must simultaneously be draped in the breath weapons of the firstborn of each of the First Imperials. While it is within this maelstrom, it must be struck by the natural attack of a Forsaken.




GORALTHOR OCEAN
Dizus Strait
BLUDSPAHN COVE
HEARTH
TAKER'S LANDING
CAPE OF THE BEREFT
CAPSTONE
Peaks of Regret & Sorrow
MIRRI SEA
Umber River Delta
XYRTH BOGS
XYRTH WETLANDS CHEMICAL ENHANCEMENT SITE
The Slave Fields
GOBLINVANIA
HERMITAGE
KNOCKHEAD
SPRITWEIL
ENCLAVE
HURRAL HILLS
POTPOURRI
TAHZ
WHE'LLNAGUIAN
GRAVELBITER MEMORIAL AIR BASE
The Grand Mirri Canal
HULLIT
Lake Xylo
SILT
FFS LEAKY BUCKET
THE RUST
LONGSHANKS
FILTHTON
BERETHIALSA
ELVEN RUINS OF IOMEN
END OF THE LINE
DURKHON BADLANDS
SRENDATH FORESTS
Mountains of Drathfire
The Synapse
DREKSLEDGE
IKA GLADE
BINNENRUFF
EUPHOS OCEAN
TRECTOYRI

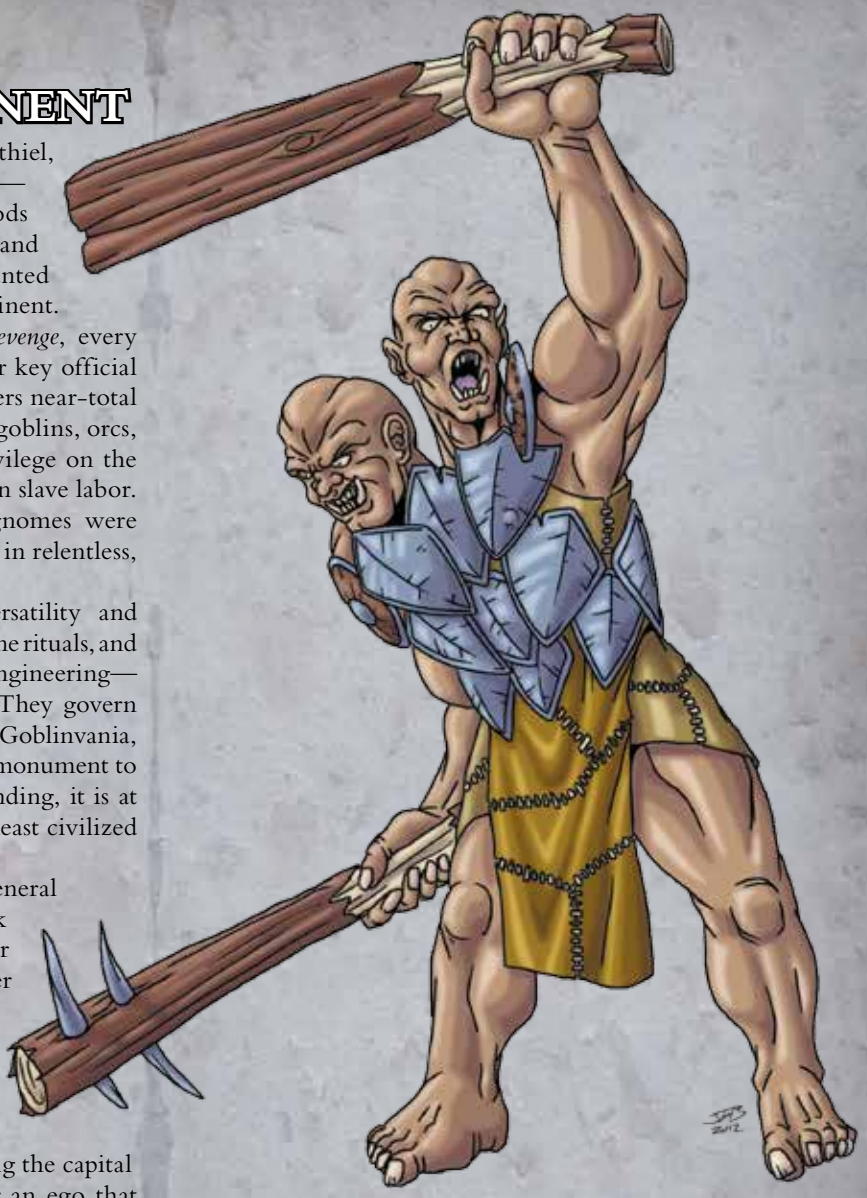
History of the Monstrous Continent

Situated as far from Grethadnis as it is from Urethiel, Trectoyri was affected by *the Scarring* indirectly—though no less severely. While the other gods were occupied, Tristanaleus ordered Smastrik and Elaith to tip the scales in favor of the Unwanted Folk in a bid for power on the Crescent Continent. In a single night known as the *Unwanted Revenge*, every royal personage, high priest, master wizard, or key official of the Kind Folk was cut down, giving monsters near-total dominance of the continent. For centuries the goblins, orcs, ogres, and trolls there have lived a life of privilege on the backs of human, elven, and most of all dwarven slave labor. These were the lucky ones; halflings and gnomes were hunted to extinction by the clerics of Smastrik in relentless, bloody purges.

Technology here is approaching the versatility and capability of the most sophisticated arcane or divine rituals, and Trectoyri's goblins—pioneers in the field of engineering—have risen almost unrivaled to rule the land. They govern Trectoyri from the sprawling metropolis of Goblinvania, capital of an empire bearing the same name. A monument to the juxtaposition of capability versus understanding, it is at the same time perhaps the most advanced and least civilized congregation of mortals on all of Veranthea.

Trectoyri's army is overseen by the troll General Zikran, a sahuagin named Admiral Byrr-Ik commands the navy, and the burgeoning air force is overseen by goblin Zeit Commander Spoony Jawz. They sit in council beside the half-orc Grukorii, head of the School for Vile Shadows, all bound to the whim of their ultimate leader: Grand Master Engineer King Vokrix. Their court is held in the Goblin Power Tower, a building dedicated to providing the capital with electricity and Vokrix with a reason for an ego that dwarfs the continent.

Despite being extinct on the surface some gnomes escaped underground, staking out a territory for themselves near the Synapse and regressing into tribal societies as their bodies and minds slowly warped. Adapting to the Forever Dark saw their culture mix royal tradition and primal rituals drawn from their collective racial memories; the regal Huk'tai Clan were the first to change from contact with the Nightmare Gods. Cursed with a madness that grants access to otherwise inaccessible corridors of their minds, these dark blessings grant them psionic abilities that rival the most powerful magics. Grixin 'Bloodsport' Huk'tai has spent the past few decades gathering his people together to hone their abilities as he solidifies pacts with the Horror People of the Forever Dark, waiting for the time to make a mad power grab at the whole of Trectoyri.



A few elves still hold territory in the Srendath Forests near the southern reaches of the Drathfire Mountains. Their capital of Berethialsa moves every few years, patiently rebuilding everything that the forces of Goblinvania destroy—still, their spirit is fading, having sent their families off to brave the oceans centuries ago rather than meet an inevitable death at the hands of brutal goblin machinery.

Longtime allies of the elves, the dwarven peoples of Trectoyri still hold sway within the Drathfire Mountains themselves. There they build technological wonders of their own, creating aircraft more advanced than anything the goblins have yet devised. Pilots one and all, the dwarves of Drathfire rival Ominara as Goblinvania's most hated enemy, launching raid after raid from secret mountain bases against their ancestral foes.

Chapter 4

Dominating the landscape between Goblinvania's metropolis and the eastern range of the mountains is the Durkhon Badlands, a seemingly endless stretch of red stone and blasted war machines. As one nears the sprawling urban landscape the fields become thick with abundant harvests, fertilized by unspeakable concoctions and constantly tended by elven, dwarven, and human slaves bound to Lake Xylo.

In Goblinvania, the site of aircraft overhead is a common one. These launch from Smash Trick Air Field, an air base that houses most of the monstrous empire's gyroplanes and blimps—not to mention the newly completed super bomber, the Hauzblazt Extreme Distance Gobberwing™.

1159 BV: A RIVALRY OF SLAVES

The lowest servants of the Trekth are the Unwanted Folk. Menial labor is their lot and the mines, fields, and janitorial closets of the machine people are their domain. Meanwhile the Kind Folk toil as house servants and social slaves, with the highest among them serving as majordomos to the Trekth. From these early days the Kind Folk fear the monstrous appearance of the lesser slaves, while the Unwanted Folk resent the preferential treatment given to their more comely rivals.

1013 BV: THE WORM OF TREKTH

Trectoyri is used as the staging area for the Vehoro, a great digging machine that bores through the heart of Veranthea. Their original purpose is lost to history, but the incomprehensibly vast mechanism begins its excavation, opening up the first of countless subterranean chambers and passages that worm their way through the planet.

496 BV: HORROR UNLEASHED

The Vehoro strikes an enormous underground cavern, releasing horrors never before imagined outside of mortal nightmares. Aberrations spill out onto the face of Trectoyri, preying upon orc, man, and Trekth alike.



119 BV: AGAINST THE DARKNESS

With the Trekth withdrawal from Urethiel and their continued wars with the jabberwocks of Grethadnis, few resources remain to battle the horrors on the face Trectoyri. The machines elect to give their servants some autonomy and martial rights to deal with the threat from below, and for a time Unwanted Folk and Kind Folk fight side by side, their old rivalries forgotten in the war against the darkness.

0 AV: DRAGONS IN THE DEEP

The gods rise, the Trekth depart, and the slave armies of Trektoyri despair—without the support of their robotic overlords, repelling the creatures of the Forever Dark seems hopeless—but the expected invasion never comes. Unbeknownst to the mortal defenders, a far greater force has arrived in the depths. Sleeping dragons appear far beneath the surface, their collective unconscious (the *Dragon Mind*) created from the dreams of Verahnus as a bulwark against the creatures roiling throughout the subsurface of Veranthea.

In the short-lived peace that follows, old rivalries resurface and the diverse peoples of Trectoyri celebrate their new-found freedom by making war on one another. Being more naturally cooperative the populous Kind Folk begin building nations, hunting down and enslaving Unwanted Folk wherever they are found, becoming the new masters of the continent and fomenting deep resentment in their former allies.

196 AV: Arts and Sciences

The first rudimentary understanding of alchemy is unlocked by Trectoyri's gnomes and dwarves, while the elven state of Iomen begins to delve into the secrets of high magic. The cleverest of the enslaved Unwanted Folk watch and learn, passing on their own oral tradition of these new powers.

326 AV: The Ever Mine

Dwarves break ground for the Ever Mine, an excavation that runs from northwestern Trectoyri throughout the entirety of the Drathfire Mountains all the way to the Cape of the Bereft. Their massive undertaking is accelerated by connecting existing sections of the Vehoro's tunnels into a single contiguous system. Gnomes, halflings, and humans establish proper cities north of Lake Xylo and the elves begin constructing the *Wonders of Iomen*, diverse artifacts of great power.

367 AV: Gaussott Sails the Ocean Blue

Halfling and human traders under the command of the daring mariner Vermer Gaussot master ocean travel, making port on both Grethadnis and Urethiel. This marks the beginning of nearly 60 years of intercontinental trade.

382 AV: Matilondo Turns

The dwarves are not the only ones toiling underground—jealous of the riches of Earkenta, the god Matilondo searches the Mountains of Drathfire for gems of his own and discovers the sleeping dragons. He swiftly becomes corrupted by the influence of the Nightmare Gods and begins collecting the cavern's psionically charged crystals in secret, slowly weakening the power of the *Dragon Mind*.

400 AV - 423 AV: Years of Discovery

With the Ever Mine in full production and the number of *Wonders of Iomen* growing, Trectoyri's gnomes invent an incredible substance: gunpowder. As the civilizations of the Kind Folk reach their peak on the continent, their slaves band together under a premonition of revolution.

424: The Unwanted Revenge and War of the Ends

While *the Scarring* doesn't affect Trectoyri as directly as it does the other continents on Veranthea, Tristanaleus, Smastrik, and Elaith use the distraction of the rest of the pantheon to drastically alter the course of history on the Crescent Continent. In one terrifying night, every single Kind Folk holding any authority is slain. In the resulting disorder Unwanted Folk across the realm rise up in rebellion, killing thousands more in the initial skirmishes alone. The *Unwanted Revenge* signals the beginning of a war that endures in one way or another for centuries.

The Unwanted Folk swiftly claim a sizable territory in the northwest of the continent (and the Ever Mine contained therein). The human defenders of those lands rally and lines of battle are drawn; though the Kind Folk make an initial attempt at diplomacy, their enemies cannot be dissuaded and the *War of the Ends* begins.

439 AV: Alliance of the Kind Folk

After the confusion of the *Unwanted Revenge*, the diverse Kind Folk of Trectoyri unite under one banner. Elven high magic holds the southern front while humans, halflings, and gnomes fight on the east and west—only the dwarven kingdoms, insular to the last, are reluctant to join in. In 443 AV goblin sappers make the fatal mistake of losing their way in their own tunnels and emerging in the funeral procession of popular dwarven thane Barrence Brunforge and after the pitched battle, the stout folk are easily convinced that it's worth their while to take part in the conflict.

Dwarven siegecraft begins to take its toll in subterranean battlegrounds and the *War of the Ends* tips in the favor of the Kind Folk. By using the Ever Mine to move troops and supplies about the continent, they surround battalions of Unwanted Folk and gradually retake territory. In only four years the holdings of the monstrous armies are reduced to half of what they had accumulated over two decades.

465 AV: The Breaking of the *Dragon Mind*

As the gnomish god admires the jewels of his collection, the summoning of Grualroth in Grethadnis sends a surge of energy through the Forever Dark and the weakened *Dragon Mind* collapses. Awakened to individual consciousness, nine of every ten dragons perish, unable to stand alone against the might of the Nightmare Gods. Those wyrms lucky enough to escape to the surface wreak havoc wherever they emerge, adding an extra layer of chaos to the war.

Without the *Dragon Mind* to keep them at bay, the horrors of the deep surge upwards into the Ever Mine. The Cape of the Bereft is lost immediately and the entirety of the dwarven kingdoms are compromised—the stout folk completely withdraw from the war effort and with the disappearance of supply lines and allies, the Kind Folk lose ground once more.

Chapter 4

503 AV: An Alliance with Horror

The Nightmare Gods fashion new races in their own image, with psionic powers stolen from the *Dragon Mind*. Some are intelligent enough to strike a bargain with the Unwanted Folk and the *War of the Ends* rapidly turns in their favor. Emboldened by powerful new allies, Unwanted Folk claim all of northwestern Trectoyri within ten years. Guided by the Horror People they begin to draft and train psionic agents from their own ranks—made to infiltrate and destroy the armies and settlements of the Kind Folk from within, the magic of elven mages and human clerics alike proves unable to stop these strange spies. Intelligence begins to leak into monstrous hands, the real effects of which would not be felt for nearly a century.



533 AV: Tides of War

The alliance of Kind Folk crumbles completely. Dwarves disappear into their strongholds, attempting to close off the tunnels to the Forever Dark without collapsing the Ever Mine beneath themselves. Elves consolidate their borders with outposts manned by high mages, focusing on the defense of the *Wonders of Iomen*. The gnomes retreat to the Hurral Hills and become obsessed with advancing weaponry to combat the Unwanted Folk. Humans and halflings abandon several of their cities entirely as they consolidate on the coast, taking advantage of their once powerful but now dwindling navy.

587 AV: Gnomish Ingenuity, Goblin Intelligence

Gnomes invent the first firearms, weapons that once again turn the tide of the *War of the Ends* in favor of the Kind Folk. At the same time, clever goblins rise through the fractious command structure of the Unwanted Folk army, declaring a capital in the northwest named Goblinvania and quickly electing the first Grand Master Engineer King.

597 AV: The Final Loss

With their new weapons in hand, armies of Kind Folk cut inland towards the upstart nation of Goblinvania. Though it seemed that triumph was within their grasp, the first shot of their siege engines summons an enormous army of monstrous troops that flood from the Mountains of Drathfire, every one of them carrying firearms as good as or better than those of the Kind Folk.

What had been assumed a sure victory turned into a massacre known as as *the Final Loss*. Thousands of Kind Folk are captured and the survivors are forced to retreat further back than ever before. In response, Iomen's Mage Council begins communing with Ika, the great spirit, desperate to find aid before the *Wonders of Iomen* fall into the hands of the Unwanted Folk. In the Srendath Forests powerful transmutation spells enable a mass exodus across the ocean, and the noncombatants among the elves sail across the horizon.

Trectoyri: Realm of the Monstrous Folk

612 AV: Peoples Changed

Disgraced by their own technology, the gnomes retreat into the vast Forever Dark in search of new lands. There the influence of the Nightmare Gods begins to slowly transform them into twisted parodies of their former selves. Beneath the waves of the Doryhanna Ocean the elves of Srendath are irrevocably altered, their ties to the water made permanent by some unknown power. Meanwhile the Unwanted Folk continue their advance across the continent unabated, gathering more slaves with each battle. In 620 AV several fleets of scout ships filled with halflings and humans brave the waters of the Doryhanna and Euphos Oceans, but none ever return or reach landfall elsewhere.

652 AV: The Fall of Iomen

Before the Unwanted Folk can claim the *Wonders of Iomen*, elven high mages perform three powerful rituals, none of which appear to have any effect. Their greatest city is taken and the elves retreat into the Srendath Forests—not until 48 years later would their efforts bear fruit. As the *Conxecron* commences, the dormant spells of Iomen finally trigger. Using the aggregate power of the collected deities, these mighty magics manifest in three ways: the nature spirit Mau Ika rises in Srendath, the island of Ominara rises from the ocean floor, and the barrier between psionics and magics becomes one.

704 AV: The Smallest Blades

Aided by the half-cocked inventions of the gnomes, the halflings of Trectoyri resort to assassination and foil dozens of goblin plots. The goblins declare that halflings and gnomes are unfit for slavery—any that are captured are executed.

793 AV: Gnomish Devolution

As the subterranean world of the gnomes literally crumbles around them, killing the relatively few strong, stealthy, or smart enough to survive in the Forever Dark, their god Matilondo appears and offers power enough to not only endure, but to thrive: psionics. The gnomes take this boon and the process of a transformation that began centuries ago is brought to completion by their devious god; survivors are driven mad.

806 AV: The War of the Ends...Ends

The last great bastion of the dwarves, the city of Dreksledge, falls to a coalition of Unwanted Folk and creatures from the Forever Dark. Most of Trectoyri's remaining Kind Folk flee to Ominara, and the stout folk with them immediately begin construction of the Bedim Wall.

Six years later the last of the humans on the continent surrender, ending the *War of the Ends*. The armies of the Horror People depart as suddenly as they came, collapsing much of the Ever Mine behind them. Their last words to the reigning Engineer King of Goblinvania are, "We shall watch. We shall wait. You are our victory." The demolition closes off most of Trectoyri from the Forever Dark.

831 AV: Manning the Wall

After only 25 years the dwarves and engineers of Ominara complete the Bedim Wall. To make proper use of the bulwark, the city-states that emerge on the Free Isle dedicate their citizenry to the defense of the realm, creating the Conscript Army. For the first century only paladins rise to the rank of Duco and under their stern iron wills the threat of Trectoyri invasion is held at bay until the settlements produce more diverse commanders and find their martial specialties.





967 AV: DRAGONS DEPART

After nearly two centuries of Goblinvanian rule, Unwanted Folk technology proves too much for the continent's dragons. Airships and guns chase the greatest of the wyrms from Trectoyri while their children are destroyed or captured.

1,000 AV: THE WARTIME ECONOMY

A team of Imperial Surveyors discover that, at the current rate of consumption, only 80 years of industrial grade iron ore remain on the continent. This revelation marks the beginning of a new direction for Goblinvania's leadership and the inception of its transcontinental war machine.

1,032 AV: THE SPIRIT OF FILTHTON

Arenathi, keen to sew mischief, personally oversees the transcontinental flight of goblin aeronaut and national hero Fedix Pozetall. The arrival of his prototype plane (*The Spirit of Filthon*) in Grethadnis marks the first time machinery manages to overcome the tempests of *Wealbrens' Rage*.

1,043 AV: INTERNATIONAL POLITICS

Ambassadors from Goblinvania arrive unannounced on the other continents and begin gathering intelligence, building spy networks, and undermining the governments of their new rivals. The Mountain Bombers find out about the development of long-range aircraft and share their reconnaissance with Ominara; in response, the Conscript Army begins an aggressive campaign to seed the mainland with saboteurs from the Free Isle.

1,046 AV: THE EVE OF WAR

The Empire of Goblinvania must act soon—nearly all of its resources are spent and its grand army is prepared to take the first step on the path of conquest: the invasion of Ominara.

THE MEDDLING OF MATILONDO

The gods are not so different from mortals—they wield great power, it is true, and at times they are very wise. Yet the gods are also petty creatures, and all are jealous of splendor. Smastrik has his jewels, Andraletha her fabulous cities, and even warlike Elaith takes a certain pride in the trophies of victory. Yet it is Matilondo who puts the greatest store in wealth. By the time of the third *Conxecron*, the god of gnomes could no longer stand to see his peers in finery to rival his own.

With a special jealousy in his heart for Earkenta's riches, Matilondo stole away from his fellows in the pantheon, taking a mattock in hand. Out of sight of all who might laugh to see him toil, he scrabbled in the dirt; such was his greed and hurry that he threw up great mounds of earth around him, and so the Drathfire Mountains became the mightiest peaks of Trectoyri. Yet there was no great prize in the depths, no sparkling stone to sate his greed. Matilondo found only great gray chunks of stone, rough diamonds, unpolished rubies, and the playthings of the Trekth. The god of wealth cast these marvels aside in his ignorance, unable to see beyond his own desire.

When he at last grew weary from digging Matilondo cried, "It is not fair. I have delved in the same earth as Earkenta! Why should she find wealth so easily while I find only labor?" And with this the god of gnomes gnashed his teeth and stamped upon the floor. The ground shook, the walls cracked, and the tunnel broke—Matilondo fell down into darkness. He landed in a strange new cavern, a place of neither his nor Earkenta's devising, and he wondered what other creature upon Veranthea could have delved so deep.

The god of gnomes cast his eyes about the place and saw a mass of gray forms stretching off in all directions. Huge and colorless beneath the earth, they seemed to the god like rock shapes weirdly carved by time and flowing water—yet they moved. They breathed and of all the unfairness in the world, here was yet another thing of greater stature than he!

Quiet as a mouse among a nuisance of cats, the god crept between the serpentine forms. Yet even if he looked a tiny thing among those sleeping giants, Matilondo was still a god and he knew no fear, stepping between coils and looping tails, ducking wings and long arched necks, wondering that such beasts should go so long unseen. He felt too the strength of them, the power massed throughout the cavern, and the gnome followed along to its end.

At the end of the chamber Matilondo came to a great, glistening wall. Not of stone nor bone nor any real thing, but transparent as glass, hard as diamond, and built from the minds of dragons. There was no magic in it, and so he wondered greatly, knowing no other power to summon such a thing into being. Matilondo placed a hand upon the wall, but it would not budge—he put his eyes to it and there were shapes arrayed beyond, dark and indistinct through the haze. At length these stepped closer to the god, resolving into the shapes of three beautiful maidens, and their voices carried through the barrier.

One was tiny, seemingly a halfling child, her smile impossibly white—Matilondo was enchanted. The next was an elf maiden of middle years, her eyes wide and dark, an alien loveliness in their depths—Matilondo was smitten. Last was a dwarven crone, stately in age, and her silence spoke volumes—Matilondo was utterly lost. He talked long and long to the three beyond the wall, and thought their company a finer prize than glittering stone or precious ore.



Who can say whether, before that time, the god of gnomes was truly wicked? He was always vain, always hungry for a greater share of power and wealth, but so are many among the pantheon. Yet there are no creatures of heaven or earth that can stand unchanged before the Nightmare Gods. For even if their power could not stand against that of the dragons', their words at least could do some mischief, and they worked in the mind of Matilondo.

"*They are only lizards*," said the halfling child. "*What need have they for dreams?*"

"*There is wisdom there*," said the elven maiden. "*Why not put such a thing to use*?"

The dwarf crone only smiled.

And so Matilondo tinkered in the cavern, discovering crystals that glowed in sympathy to the dreaming dragons, and these he gathered in great number. They shown with the light of the mind and had by this time formed a part of his panoply: a ring, a periapt, and an elegant cane. The Dragon Mind cracked, the psychic energy of the dragons fleeing them. Each was changed, their scales tinged by their sins and hopes, and Trectoyri saw the emergence of its most majestic creatures—the first true dragons of Veranthea.

Trectoryi Cabals

MONSTROUS CABALS



ANGRY TIDES

Deity Wealbrens
Members pirates, sahuagin, and those with vengeance in their hearts
Leader Admiral Byrr-Ik (LE Male four-armed sahuagin cavalier [beast rider] 10; Sahuagin Prince[MC])

Goals In decades past the Angry Tides grew rich from shipping slaves up into the Hurral Hills and the Xyrth Bogs, and by being the shock troops of the Goblinvanian navy. As wealthy as they could dream, the corsairs of Tahz transformed their holdings into resort communities for the elite looking to hunt sea creatures as sport (for which slaves proved to be excellent bait). As the supply of thralls in Trectoyri dwindles the Angry Tides look towards the horizon and the coming invasion of Ominara, once again repurposing their ships for war. Their most powerful clergy raise and train beasts of the sea into fearsome combatants—and perhaps, as a means to travel across the tumultuous oceans.

CHAINZ

Deity Elaith
Members fighters, inquisitors, merchants, thugs, and those with envy in their hearts
Leader Lyrrk Longtooth (CE Male chosen troll cavalier [gobchopper skirmisher] 14)

Goals The Kings of Filthton don't want for much; the excesses of gambling and savagery made daily available to them are enough to sate the monstrous folk's voracious appetites, and the thugs that inhabit the forsaken town remain fairly docile so long as the supply of slaves is steady. Taking turns (usually unfairly), members of this cabal oversee the distribution of foodstock (and slaves, though they are sometimes no different) all across the Durkhon Badlands. Bikers and brawlers, the Chainz take special delight in their own unique brand of automotive combat with bragging rights and rank determined by blood spilt upon the asphalt.



FICKLE WINDS

Deity Arenathi
Members duelists, gamblers, pilots, thieves and those that seek Chaos for its own sake
Leader Bagden Rustpon (CE Male chosen redcap rogue 4/duelist 5)

Goals From the precipitous shrines atop the Peaks of Regret and Sorrow, the Fickle Winds are constantly at odds with their patron despite the fervor with which they worship. As a deity of revolution, Arenathi actually wishes to see more pockets of expatriated slaves (like the island of Ominara) but in this her followers refuse—and their leader, Bagden Rustpon, has managed to convince the fickle goddess (for the time being) that the chaos wrought from Trectoyri's dominance of all of the world would be a greater homage to her beliefs than another revolution. Reckless and wild, they are given free reign to use their talents for organized rebellion to counteract any efforts by the masses of the Slave Fields to mount an effective resistance, ever wary of the drone made by dwarven bombers in flight.

Sahuagin Prince from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

LANDLORDS

Deity Smastrik
Members alchemists, charlatans, engineers, rogues of all kinds
Leader Grand Master Engineer King Vokrix (NE Male chosen goblin alchemist [scientific innovator] 20; page 282)

Goals The goals of Grand Master Engineer King Vokrix and his cabal are clear—maintain power while expanding the borders of Trectoyri. Few know it (thanks to the Grand Master's assassins) but after centuries of extensive, reckless mining into the interior of the continent's mountains, little is left to extract from the land. Subtly, the focus of all the engineers under Vokrix's purview (which is all engineers on Trectoyri outside of the dwarven Mountain Bombers) has been turned from expansion towards transportation: larger and better air vehicles. What's more, the canny king has spent his remaining funds supporting the efforts of Admiral Barr-Ack to train a navy, raising gargantuan sea creatures of ill intent in Tahz.





QUIKAXES

Deity Elaith
Members barbarians, lone monsters, orcs, and those with savagery in their hearts
Leader Mafrolk Heavyjaw (CN Female orc fighter 10; Orc Chieftain[MC])

Goals Orcs are the exclusive clergy of the cabal devoted to The Quick Death, worshipping from their shrines in Spritweil. Though they are little more than a loose alliance of monstrous tribes, their town in the Hurral Hills has recently begun to take notice of the doings of the Nightmare Cabals more and more of their kin fall to strange, fell creatures from the Forever Dark. Mafrolk Heavyjaw has spoken with King Vokrix on the matter several times, but the arrogant goblin is sure that the fears of a "mere orc" are no concern. As time passes with no resolution, it's only a matter of time before the Quikaxes send a horde into the subterranean depths of Veranthea in response—an act subtly encouraged by a small, dedicated group that trawls the depths in search of righting injustice, interested in starting a full war between Trectoyri and the Nightmare People.

Orc Chieftain from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.



THE FAIR CABALS

MOUNTAIN BOMBERS

Deity Dreksler

Members alchemists, dwarves, engineers, rogues

Leader Sky Marshal Draksl Strongbellow (CG Male chosen dwarf alchemist 17)

Goals These hard-bitten survivalists don't have a single place they call home—the demands of a constant guerrilla war against the Unwanted Folk don't allow for it. Alchemists one and all, these hard-bitten survivalists are easily the most hated foe of Goblinvania. From their hidden airfields in the Drathfire Mountains they stage raid after raid into the capital to destroy production facilities, military factories, and barracks with a precision that only a dwarven engineer can call their own. Keen to what King Vokrix does with his forces, their recent focus has been on doing everything they can to stop the goblins from mastering long distance air travel.



OMINARAN LIBERTADOS

Deity Aleana

Members freedom fighters, humans, paladins, and rebels

Leader Inkululeko (LG Female chosen human paladin 16; Mounted Paragon[NPC])

Goals No goal is more sacred or important to the Ominarans than achieving the freedom of their brothers and sisters on the mainland. Fervently praying to Her Lady of Light from hundreds of individual shrines across the island, nearly all of the expatriated slaves there are either clerics, oracles, or paladins of Aleana. Though mainly concerned with the survival of their island home, some few work towards long-term goals such as the infiltration of Tahz as a means to ship a mass of their kin away from tyranny.



SILVER LEAF SCOUTS

Deity Andraletha

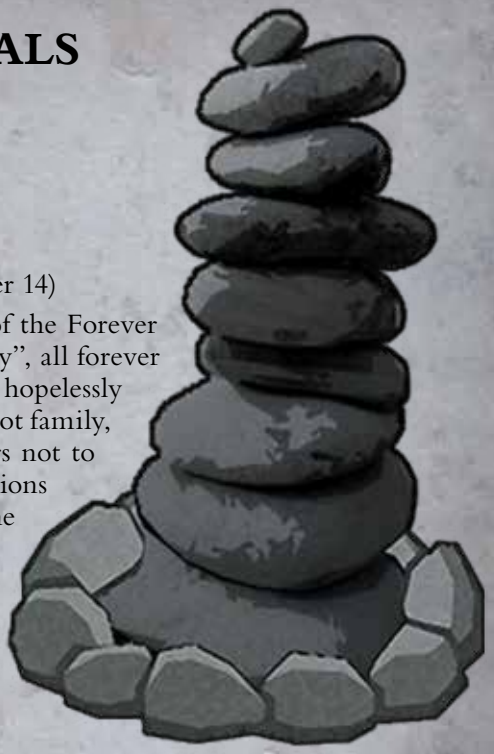
Members archers, druids, elves, and rangers

Leader Ayrin Crimshaw (NG Female elf ranger 17; Daredevil Hunter[NPC])

Goals The greatest concerns of the sahuagin in Lake Xylo and the monstrous warriors of Filthton can be found in the Srendath Forest: the headquarters of the Silver Leaf Scouts. With the aid of Mau Ika—the colossal and enormously powerful forest elemental—the elves stage raids into the Slave Fields with alarming frequency, disrupting supply lines and eliminating the leaders of the Unwanted Folk whenever possible. Despite their great skill and tactical acumen, the elves of the forests lose more land each year. The Scouts can only play for time, hoping that the remnants of the druidic nobility can find some power capable of thwarting the Goblinvanian war machine.

Daredevil Hunter, Mounted Paragon from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

THE NIGHTMARE CABALS



IMPOSSIBULES

Deity Grelthanok
Members sorcerers, wilders, chaos, and the insane
Leader Grixin "Bloodsport" Huk'tai (CE Male nightmare svirfneblin wilder 14)

Goals After decades of uniting his wayward kin from the distant corners of the Forever Dark Grixin Huk'tai has returned to the Cape of the Bereft with his "family", all forever changed from contact with the Nightmare Gods. Horribly mutated and hopelessly inbred, the Impossibule clan takes a "family first" approach to life: if you're not family, you're first on the menu. Grixin has placed his relations under strict orders not to venture into the world above—until he says the time is right. With ambitions to see the destruction of all other races and an eternal age of rule by the svirfneblin and Horror People, it won't do to endanger his plans for the sake of fresh meat. Since their return to the upper reaches of the Forever Dark, the Impossibules have expanded their controlled territory through dubious means, infesting the Xyrth Bogs with psionics in a bid to touch all of Trectoyri with the "clarity" granted by their despicable patrons.



UNKNOWNS

Deity Castriil
Members summoners, aberrations, horrors, soulknives, and the depraved
Leader Yerathde'raii (NE Female chosen nightmare troglodyte cleric 7/fighter 2)

Goals Hidden deep below the elven ruins of Imoen, the real name of this cabal to the Nightmare Gods is impossible for humanoid tongues to pronounce. Their goals are only tangentially in Trectoyri, where they protect the site of Yerathde'raii's first tunnels descending into the Forever Dark. Occasionally she returns to their headquarters beneath the Durkhon Badlands, searching for more physically endowed laborers to quarry out the complex network of caves leading to the other continents. When her acolytes encounter someone that manifests the gifts of the Nightmare Gods, they're first asked and then forced to join her ranks. The Quikaxes have been acutely aware of her presence for some time and brought it to the attention of the other cabals to no avail. Keen to cover her flank, the powerful troglodyte has a sizable contingent of fell warriors prepared to rebuff the inevitable horde of orcs destined to explore the subterranean ruins in search of their slaughtered search parties.

EXTRACTICUS

Deity Vanesprelt
Members oracles, psions, witches, and the unforgiving
Leader Noryatha Horraja (NE Female nightmare spriggan witch 14; page 158)

Goals In the abandoned mountain city of Dreksledge, the corpses of its former residents lay in various states of decay about the once hallowed dwarven halls. A great coven of witches led by Noryatha Horraja perform powerful rituals that aim to influence all of Trectoyri, using the essence of the dead there to spread the blessings of the Nightmare Gods all across the continent. They seek little more than to bring as many as possible under the sway of their forbidden deities, paving the way for Vanesprelt and the other forgotten powers to once more rule over Veranthea.



Regions of Trectoyri

CAPE OF THE BEREFT — *BORDER WARS IN NO MAN'S LAND*

Alignment: CE
Capital: Bludspahn Cove (7,119)
Notable Settlements: Taker's Landing (681), Hearth (205)
Ruler(s): **Leader** Grixin "Bloodsport" Huk'tai (CE Male nightmare svirfneblin wilder 14)
Government: patriarchal extended family
Languages: Aklo, Common, Goblin, Orc
Religion: Dreksler, Nightmare Gods, Smastrik
Common Terrain: coastal, forest (coniferous), mountain, swamp, caves
Notable NPCs: Rolo Peppenhoot (NG Male halfling gunslinger 11; Goblinvanian Waywatchers (NE Male boggard ranger 3; Boggard Hunter[MC])

For the runaway slaves of Goblinvania, the Cape of the Bereft marks the end of a long overland journey; it is from here that such desperate souls attempt the nearly impossible swim to the Free Isle. Stormy seas and hungry sharks take their share of fugitives, but it is the long arm of Goblinvania that finishes the rest. The thinking goes that if a runaway is so tenacious as to escape the Slave Fields, cross the Durkhon Badlands, avoid the barbarians of Hurral, and fend off the wildlife of Xyrth, that slave is better off dead than recaptured—Goblinvanian Waywatchers keep their lighthouses fully garrisoned and their swift boats ready.

Servants of Goblinvania are not the only armed forces on the lookout for escaped slaves; Ominaran freerunners ply the waters in their own sleek craft (page 228), scuttling Imperial ships where they can and whisking runaways to safety, for something more sinister than saboteurs or sea beasts lurks beneath the waves. Though scattered by the *War of the Ends*, the Horror People had never truly left the cape and have recently returned in force. The teeming city of Bludspahn lies hidden in the sea caves of the Cape, waiting for its time to pour forth on an unsuspecting world.

Hearth: The hidden refuge of Hearth is Ominara's only permanent settlement on continental Trectoyri. Carefully excavated from the base of an oceanside cliff, the tiny sanctuary is well camouflaged from Goblinvanian patrols. It is here that the saboteur Rolo Peppenhoot hides his men and rescued refugees, striking out at the encroaching goblins.

Taker's Landing: A town under construction, Taker's Landing is set to become an important supply depot once the invasion of Ominara begins. Laborers work ceaselessly under the watchful eyes of mercenary guards and every new slave corpse is cause for celebration. The inhabitants of the settlement blame Free Isle-assassins for the high mortality rate, but the true murderers are far stranger.

Bludspahn Cove: It took generations for the svirfneblin elders to recall their scattered kin, but now it is the xenocidal patriarch Grixin "Bloodsport" Huk'tai who commands the loyalty of the nightmarish city of Bludspahn. Horribly mutated and hopelessly inbred, the Impossibule clan has built upon the ruins of an ancient dwarven hold; despite the city being nearly overpopulated, Grixin has grander plans and has given clear instructions for his countless children to steer clear of the surface. It is Grixin's ambition to see all other races destroyed and to usher in an eternal age of rule under Vanesprelt—as he often says, "It ain't worth a little bit o' long pork to jeopardize The Plan!"

The Deep Miners' Escape: During the overthrow of the old dwarven realm a few deep miners managed to escape. Rather than running into the deathtrap of the Ever Mine, they turned in desperation towards the Forever Dark and by some miracle emerged in a distant, frozen wasteland where the exhausted expedition succumbed to the elements. Their technology survived, though, and fell into the hands—or rather, flippers—of an inquisitive avian race.



Boggard Hunter from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

DREKSLEDGE — *CITY OF GHOSTS*

Alignment: NE
Capital: Dreksledge (5,119)
Ruler: Noryatha Horraja (NE Female nightmare spriggan witch 14)
Government: witch's coven
Languages: Aklo, Dwarven, Gnome
Religion: Vanesprelt
Common Terrain: mountain, dungeons, urban
Notable NPCs: Qawin H'ssut (NE Male serpentfolk oracle 7; Serpentfolk Bone Prophet[MC]), Dame Kikattra Badbismuth (LG Female ghost dwarf fighter 12; Shieldbreaker[NPC])

The last bastion of the dwarves, Dreksledge fell to a coalition of Unwanted Folk and creatures from the Forever Dark in 800 AV. Corpses of the city's defenders still litter its halls in various states of decay, their ghosts waging war against the city's new inhabitants: the Horror People.

The Witch & The Warrior: The highest ranking spirit in Dreksldege, Dame Kikattra Badbismuth wages a guerrilla war against the Extracticus coven, witches converting the once hallowed city into a place of strange ritual and dark magic powered by the essence of the dead. She tries her best to organize resistance among her fellow ghosts, but the centuries have taken a toll on their sanity—many have become enraged haunts that do more harm than good.

The coven's third-in-command, Qawin H'ssut, recently received strange premonitions that inspired a method of imprisoning the incorporeal defenders: *fetters of the revenant*. These devices are turning the tide of the war to Extracticus' favor and have become a powerful weapon against their enemies. The witch queen Noryatha Horraja despises both the svirfneblin below and the Unwanted Folk, though this hasn't kept her from forming an uneasy alliances with Grixin Huk'tai and the occasional group of travelers (although betrayal is inevitable as soon as the opportunity arises).

FETTERS OF THE REVENANT

Aura moderate necromancy; CL 11th
Slot —; **Price** 2,250 gp; **Weight** 1/2 lb.

DESCRIPTION

These miniature shackles are forged from the armor of fallen warriors.

The *fetters of the revenant* can be used to capture and even relocate a haunt. Upon activation, the user makes a single dispel attempt against the haunt (as *dispel magic*, DC 15 + the haunt's caster level). On a success, the haunt is dispelled and contained within the *fetters of the revenant*; failure consumes the item's magic without effect.

Once contained, a haunt may be released as a standard action by shattering the manacles. The full effects of the haunt resume one round later, centered on the spot where the *fetters of the revenant* were destroyed.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel magic, speak with haunt, undeath ward*; **Cost** 1,125 gp

Serpentfolk Bone Prophet from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.
Shieldbreaker from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Noryatha Horraja **CR 17** **XP 104,400**

Nightmare spriggan witch 14
NE Small humanoid (gnome)
Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +16
Aura fear (60 ft.; DC 23), frightful presence (30 ft.; DC 23)

DEFENSE

AC 27, touch 20, flat-footed 20 (+2 armor, +2 deflection, +7 Dex, +5 natural, +1 size)
hp 87 (4d8+14d6+18); regeneration 5 (silver or good)
Fort +13, **Ref** +15, **Will** +13
Defensive Abilities illusion resistance; **DR** 5/silver or good

OFFENSE

Speed 20 ft., fly 60 ft. (good)
Melee *staff of swarming insects* +9/+4 (1d6–1)
Special Attacks hex (blight, cackle, flight, misfortune, nightmares, retribution, vision, ward), night terrors (DC 23), sneak attack +2d6
Spell-Like Abilities (CL 4th; concentration +4)
Constant—*protection from good*
At will—*flare* (DC 14), *scare* (DC 16), *shatter* (DC 14)
3/day—*detect thoughts*, *dream*, *nightmare*, *suggestion*
1/day—*shadow walk*.



Witch Spells Prepared (CL 14th; concentration +18)
7th—*summon monster VII*, *silent still teleport*
6th—*cone of cold*, *legend lore*, *transformation*
5th—*baleful polymorph*, *suffocation*[APG], *summon monster V (2)*
4th—*black tentacles*, *cure serious wounds* (2), *neutralize poison*
3rd—*clairaudience/clairvoyance*, *dispel magic*, *lightning bolt* (2), *speak with dead*
2nd—*augury*, *feast of ashes*[APG], *scare* (2), *silent image*
1st—*cause fear*, *charm person* (2), *comprehend languages*, *unseen servant*
0 (at will)—*bleed*, *detect magic*, *mending*, *touch of fatigue*
Patron shadow

TACTICS

Before Combat Noryatha casts *unseen servant* to draw potions and scrolls for her, and *comprehend languages* so opponents cannot pass messages in combat without her noticing it. She also drinks her *potion of barkskin +5* and activates her fly hex.

During Combat Noryatha casts *summon monster VII* to conjure 1d3 shadow demons, then hexes dangerous opponents with retribution and misfortune, cackling to extend their effects as long as required.

Morale Noryatha has no interest in fighting and retreats at the first opportunity. If it appears she is unable to retreat, she uses size alteration to become Large and casts *transformation*, hoping to open up a point of egress by force. In a pinch, she *teleports* away.

Base Statistics Without *barkskin* or her fly hex, Noryatha's statistics are **AC** 20, flat-footed 13; **Speed** fly 10 ft. (perfect)

STATISTICS

Str 7, **Dex** 25, **Con** 14, **Int** 19, **Wis** 12, **Cha** 19
Base Atk +10/+5; **CMB** +16; **CMD** 43
Feats Agile Maneuvers, Combat Casting, Combat Reflexes, Craft Wondrous Item, Defensive Combat Training, Greater Spell Focus (divination), Silent Spell, Spell Focus (divination), Still Spell
Skills Disable Device +22, Fly +30, Intimidate +21, Knowledge (arcana) +22, Knowledge (history) +22, Knowledge (planes) +17, Perception +16, Spellcraft +17, Sleight of Hand +19, Stealth +30, Use Magic Device +22; **Racial Modifiers** +2 Climb, +2 Disable Device, +4 Intimidate, +2 Perception, +2 Sleight of Hand, +6 Stealth
Languages Aklo, Gnome
SQ feign death (DC 23), size alteration, spriggan magic, spriggan skills, witch's familiar (centipede named 'Synapse')
Combat Gear *potion of cure moderate wounds* (3), *potion of barkskin +5*, *potion of invisibility* (2), *scroll of mass charm monster*, *scroll of mass hold person*; **Other Gear** *boots of speed*, *staff of swarming insects*, *ring of protection +2*, *bracers of armor +2*, *cloak of resistance +3*, *headband of mental prowess +2* (Intelligence and Charisma), gold ring studded with rubies worth 1,000 gp; **Attuned Gear** *bracers of armor +6*, *ring of protection +5*, *rod of quicken metamagic* [**AC** 34, touch 23, flat-footed 27]

Impossibly curious, Noryatha often negotiates passage through her realm for information of any kind as she builds a massive library within the old dwarven halls to use in the coming war with the surface dwellers. While the lofty goal of world domination remains just out of her reach the spriggan is reticent to fully engage enemies, instead trusting the Forever Dark to finish off anyone she leaves to die.

DURKHON BADLANDS — *BATTLEGROUND OF ROAD WARRIORS*

Alignment: CN
Capital: Filthton (2,858)
Notable Settlements: The Rust (432), End of the Line (1,351)
Ruler(s): Lyrrk Longtooth (CE Male chosen troll cavalier [gobchopper skirmisher] 14)
Government: warring biker gangs
Languages: Orc, Common
Religion: Elaith, Herastreas
Common Terrain: wasteland, desert
Notable NPCs: Smiler Steelspine (NE Female orc cavalier [gobchopper skirmisher] 8), The Foreman

In the heady days of Goblinvania's youth, when mines yielded up their riches and the ore seemed inexhaustible, boom towns and highways crisscrossed the Durkhon Badlands. Now these once prosperous communities lie abandoned, the roads cracked and pitted. The only miners left are the salvage men and even their pickings are getting thin. These lawless lands are the first signs of decline and without an infusion of wartime goods, all of the great goblin empire may one day look the same.

Crossing the Durkhon is a daunting prospect. Endless plains of blood-red rock stretch as far as the eye can see. There is desolation in all directions; no water, no succor, no green or growing things. The creatures want to kill you, the inhabitants want to rob you, and the only shade comes from hoodoos sprouting like toadstools from the ground. Rusted remains of old war machines lie baking under a relentless sun, and what passes for civilization might be better described as a junkyard.

Nominally under Goblinvania's control, the Durkhon Badlands are truly ruled by the biker clans—they keep the roadways clear of monsters and freedom fighters, and in return receive their "fair" share of slaves.

FILTHTON

The settlement of Filthton is a vast encampment of bandits, motorheads, and psychopaths. Its outskirts are squatters' shacks and shade tarps, and the city proper is not much better. The broad avenues are a playground for gobchoppers and dune buggies, and it is a mark of pride among the inhabitants to run down anybody too poor or too stupid to own a proper vehicle. Gangs and roving bands of road warriors call Filthon home, but it is the Chainz Cartel that runs the place. Ogres, trolls, hill giants, and even the occasional minotaur or overheated yeti make up their numbers—for the Chainz size is everything, in their bodies and their machines.

Road Hazards

The Drome is a dangerous place, especially with a Chainz trap maestro (CE Orc rogue 4; Orc Thug[MC]) in the control room. Roll on the Road Hazard table every 1d4 rounds during a Drome fight to determine which traps are triggered.



1d6	Road Hazards in the Drome
1	**Tire Spikes:** Short iron spikes erupt from the ground (treat as caltrops that ignore hardness and cover a 10-ft.-square area).
2	**Scrap Bomb:** Nothing spices up a match quite like improvised explosives. Anyone caught in the 10-ft.-radius burst takes 3d6 points of piercing and fire damage as shards of shrapnel slam into rider and vehicle alike. Creatures takes 3 points of bleed damage from the shards (DC 17 Reflex save halves damage and negates bleed).
3	**Release the Vexgits![B2]:** On loan from Thunderbelch, this obnoxious little wrecking crew can take apart a gobchopper in seconds. 1d4 + 1 of the gremlins appear (as *summon monster III*; CL 8th), ready and eager to disassemble the nearest vehicle.
4	**Weapon Cache:** A hidden cache of unorthodox weaponry appears in the arena. It contains 1d3 doses of one of the following: *elixir of dragon's breath*[UE], *feather token (tar and feathers)*[ASoL], tangleburn bag[UE].
5	**Ramp!?:** Hidden hydraulics suddenly lift a ramp beneath a rider's wheels. The ramp is 10 feet high at the far end, and 10 feet long. Every 20 feet the victim moved on its last turn translates to another 10 feet of height in their jump. Apply falling damage as normal with victims and vehicles landing in adjacent squares (DC 25 Pilot check lands safely, negating all damage and separation from vehicle).
6	Roll twice. Ignore further results of 6.

Orc Thug from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.
Vexgits from Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC
Elixir of Dragon's Breath, Tangleburn Bag from Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC
Feather token (tar and feathers) from Andoran, Spirit of Liberty. Copyright 2010, Paizo Publishing, LLC

The Drome: The beating, bleeding, oil-leaking heart of Filthton is an arena called the Drome. A one-mile track runs along its perimeter while banked earthen ramps, spiked pits, and rings of fire make up the interior. This is a battleground for gladiators on steel steeds and the mightiest of them are like gods to their raving fans. Who can forget Bubba Clunk's defeat by the seemingly disarmed Shinbiter, or the famous Thunderbelch and her trained vexgits? More than one fighter has found himself hoofing it through the battle, wielding only a useless pair of handlebars.

Any warrior with a vehicle and a 100 gold is welcome to try their luck, though of course it's usually the Chainz that win—they make the rules and build the courses. Whether it's a death match or an old fashioned demolition derby, the big guys always seem to come out ahead. The control room at the top of the stands might have something to do with it; whether hidden explosives or buried tire spikes, The Drome's hazards tend to go off against the challengers rather than the home team.



The King of the Road: Lyrrk Longtooth (CE Male chosen troll cavalier [gobchopper skirmisher] 14) is the baddest of the big riders among the Chainz. He's enormous, a savage fighter, and the de facto boss of Filthton. Like any leader among such a rough crowd Longtooth has to put down his share of challengers, and the string of victims hung over his private box at the Drome has a dissuading effect on many would-be usurpers. Since the excesses of gambling and savagery made available to the monstrous folk of Filthton are enough to sate most of their voracious appetites, members of his cabal oversee the distribution of foodstock (mostly slaves) across the Durkhon Badlands, from the Imoen Ruins to Tahz.

End of the Line: A massive truck stop and biker bar, End of the Line is famous for two things: barroom brawls, and the Monster Burger (guess the meat and it's free!). Sitting atop an arid bluff, the dining room of the central station looks out over the magnificent desolation of the Durkhon Badlands. The G1 Motorway ends abruptly at the edge of those shifting sands, and for the always-pragmatic Chainz, the lonely spot serves another purpose: the unnervingly cheerful Smiler Steelspine is both owner of the End of the Line, and the gang's one-woman death squad. With the condemned locked up in a rolling cage, she drives half a tank's distance out into the wastes before leaving her prisoners to die from exposure. Some say there are hundreds of such cages out there, but thousands of vultures dissuade anyone from counting.

Smiler Steelspine **CR 7** **XP 3,200**

Female orc cavalier (gobchopper skirmisher) 8
NE Medium humanoid (orc)
Init +1; **Senses** darkvision 60 ft.; Perception –2

DEFENSE

AC 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex)
hp 72 (8d10+24)
Fort +9, **Ref** +4, **Will** +1
Defensive Abilities ferocity
Weakness light sensitivity

OFFENSE

Speed 20 ft.
Melee *+1 spiked chain* +14/+9 (2d4+7)
Ranged mwk javelin +10 (1d6+4)
Special Attacks cavalier's charge, challenge (+8, +3, 3/day)

TACTICS

During Combat Smiler makes driveby attacks, using Lunge with her spiked chain and relying on dry-ride's speed to keep her out of range of all but the fleetest warriors.
Morale Smiler flees if reduced to 10 hp or below, gets reinforcements, and then attacks again—nobody escapes her wrath.

STATISTICS

Str 19, **Dex** 13, **Con** 14, **Int** 12, **Wis** 6, **Cha** 8
Base Atk +8; **CMB** +12; **CMD** 24
Feats Dazzling Display, Lunge, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (spiked chain)
Skills Craft (vehicle) +12, Intimidate +10, Knowledge (local) +9, Pilot +12, Survival +6
Languages Common, Orc
SQ gobchopper (dry-ride), mechanic (expanded fuel tank, increase acceleration, increase speed, reinforced frame, trapped tailpipes), order of the cockatrice (braggart, steal glory), roughrider
Combat Gear *potion of cure moderate wounds*; **Other Gear** *+1 chainmail*★, *+1 spiked chain*, *cloak of resistance +1*, *ring of protection +1*, mwk javelin, 3 gp; **Attuned Gear** *+2 chainmail*, *boots of haste* [**AC** 20; *haste* 12 rounds/day]

DRY-RIDE

Medium land vehicle
Squares 1 (5 ft. by 5 ft.; 4 feet high); **Cost** —

DEFENSE

AC 10; **Hardness** 5
hp 25 (12)
Base Save +1

OFFENSE

Maximum Speed 65 ft.; **Acceleration** 30 ft.
CMB +0; **CMD** 10
Ramming Damage 1d6

DESCRIPTION

Propulsion alchemical (½ square of alchemical engine; hardness 4, hp 12)
Forward Facing away from the back wheel
Driving Device steering handlebars
Driving Space immediately on the single seat
Crew —
Passengers — (one, but with a -5 penalty to Pilot checks)
Weapons trapped tailpipes (caltrops)

The Rust: Largest of the Badlands' many junkyards, the Rust is a hundred square miles of decommissioned war machines, industrial waste, and rotting garbage. Traffic from distant Goblinvania is constant and the smell emanating from its fleet of dump trucks is enough to attract all manner of exotic scavengers.

Since Goblinvania's truck drivers simply dump their loads and leave as quickly as possible, some unfortunate citizens (generally those guilty of having voted for the opposition during the previous election) must serve as waste management technicians, sorting and hauling the garbage. They get a bit funny in the head, telling strange stories of a metal man among the stacks of waste. Supposedly the "junk giant" constructs odd monuments from the garbage, carving whole piles of debris into odd geometric patterns.

For road warriors on the lookout for a first set of gear, the junkyards can be more rewarding than the local shop: while the drudge mages of Goblinvania scour the Rust for magical scrap, mundane equipment litters the badlands to the point where most nearby merchants refuse to buy anything non-magical.

DURKHONIAN PICKERS

Searching the junkyards for salvage requires an Appraise check that takes one hour. A PC can locate a simple weapon with a DC 10 check, a martial weapon with a DC 15 check, or an exotic weapon with a DC 20 check. Finding armor or a shield requires an Appraise check of 10 + 2 per point of AC bonus of the target armor or shield.

Meeting the target DC results in an item with the broken condition, while beating the DC by 5 or more awards the item with the fragile quality. Beating the DC by 10 or more instead results in a fully intact item.

There are plenty of other items in the junkyards that players could possibly salvage, (typically having Appraise DCs of 10 + 1 per 10 gp of value to locate) but GMs should note that the junkyards are dangerous places, and that bandits and worse dangers lurk among the garbage.



If the Foreman eyes your ride, hit the gas and don't look back.

The Foreman: Unlikely as it sounds, these rumors are true—an ancient creation of the Trekth (an iron golem with the robot subtype[ISB]) is still operational, if a bit mad. Predating the junkyard by many centuries, the Foreman was long ago separated from its fleet of technicians and servitors. Working ceaselessly these many years, the robot carves the land to its own strange purposes and is responsible for many of the perplexing hoodoos in the Durkhon Badlands.

These days the biological inhabitants of the junkyard have taken to naming the Foreman's handiwork, and landmarks like the Corrugated Basilica, Revving Gate, and Flatbed Canyon dot the misbegotten countryside. While the Foreman is generally a gentle giant, sometimes even eager to show its creations off to passersby, it has been known turn berserk when its projects are harmed—even though it can sometimes be difficult to tell a pile of scrap from an architectural masterpiece.

SCRAPPER CRAB

This moving mound of scrap metal resembles an enormous, hideous crab. Its claws clang together, and an alarmingly large gun swivels about from its back.

Scrapper Crab **CR 9** **XP 6,400**

N Huge vermin
Init -1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 19, touch 7, flat-footed 19 (-2 size, -1 Dex, +12 natural)
hp 114 (12d8+60)
Fort +13, **Ref** +3, **Will** +4
Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 20 ft.
Melee 2 claws +17 (1d8+10 plus grab)
Space 15 ft.; **Reach** 10 ft.; see salvage shell
Special Attacks constrict (1d8+10), scrap gun +7 (2d6 +10)

STATISTICS

Str 28, **Dex** 8, **Con** 20, **Int** —, **Wis** 10, **Cha** 1
Base Atk +9; **CMB** +20 (+24 grapple); **CMD** 29 (41 vs. trip)
Skills: Perception +4, Swim +17 **Racial Modifiers** +4 Perception
SQ salvage shell, turnabout

SPECIAL ABILITIES

Salvage Shell (Ex) A scrapper crab is much smaller than it appears, its shell being layered for several feet in all directions. Only its head and claws emerge from one 5-foot square section of its space—and its reach is measured from there. All other squares the crab occupies are covered in this shell, and unless the shell in those squares are first sundered open (each 5-foot section of shell has hardness 10 and 15 hp), the crab takes no damage from attacks on those sections.

Scrap Gun (Ex) A scrapper crab may make a ranged touch attack with its scrap gun as a swift action. This attack has a range of 10 feet. A scrapper crab can only fire its scrap gun once every 1d4 rounds.

Turnabout (Ex) As a move action that does not provoke an attack of opportunity, a scrapper crab may rotate in place, changing which square of its salvage shell its head occupies.

ECOLOGY

Environment any
Organization solitary or cast (2-8)
Treasure none

The bane of ship breakers and salvage men, scrapper crabs haunt places where magically infused machinery is left to rot. Perfectly evolved for their environment, these creatures fuse with the metal that makes up their shells and use muscular action to render some of the broken machinery again operational, making formerly-scrap guns a real threat. Scrapper crabs act similar to tortoises, searching as far as a hundred miles inland for new salvage to add to their shells.

Pathfinder Campaign Setting: Inner Sea Bestiary © 2012, Paizo Publishing, LLC; Authors: Jim Groves, James Jacobs, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Greg A. Vaughan.



Troglodyte Tyrant from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

Chapter 4

ELVEN RUINS OF IOMEN—*HAUNTED RUINS OF HIDDEN LORE*

Alignment: NE
Notable Settlements: The Synapse (2,119)
Languages: Aklo
Religion: Castriil
Common Terrain: plains, underground, wasteland
Notable NPCs: Yerathde'raii (NE Female half-fiend nightmare enlightened troglodyte cleric 7/fighter 2; Troglodyte Tyrant[MC]; add the half-fiend and chosen templates)

Lost in the *War of the Ends*, Iomen was one of the final bastions of the Kind Folk to fall. Despite the years and the depredations of goblins much of the city still stands, as does the power of its name. Iomen has become a legend—bound up with the desires of treasure hunters and the ambition of conquerors—for it is here that wonders were forged.

Artifacts of great power, the *Wonders of Iomen* were the blessing and curse of that fair city. They were the reason that Goblinvania descended upon the region with such fury, and instrumental to the city's defenders lasting as long as they did. As its walls were breached and its gates thrown down, Iomen's Mage Council completed a ritual whose effects are still unfolding. Their magics began the rise of Ominara from the depths, imbued their Srendath kin with the power of Mau Ika, and scattered their Wonders to the far corners of the world. Now seekers both fair and foul search the ruins for some clue to the relics' hiding places regardless of the many dangers in the haunted shell of a city.

The Unknowns: Iomen is indeed haunted, though not by the ghosts of elves—servants of the Nightmare God Castriil lurk beneath the city's ruins. Led by the fanatical Yerathde'raii, the cabal "recruits" anyone who manifests the gifts of the Nightmare Gods.

The Synapse: The slaves of the Unknowns labor to mine a network of caves to the other continents. Beneath Iomen itself, however, the passages have been fashioned into the shape of a huge, inhuman brain. Wandering this labyrinth activates the unwholesome interest of Castriil. Prisoners left in The Synapse either die of starvation or succumb to the will of the Nightmare (see Trekth Architecture, page 32), at which time they're reborn as Unknowns.

Signs of Nightmare: Both the Chainz and the Silver Leaf Scouts have come upon slaughtered bands of the other. Neither can guess what might have done the killing—though the "primitives" in the Hurral Hills could tell them, no one listens to savage orcs.





PROVIDED FREE OF CHARGE BY THE GOBLINVANIA IMMIGRATION & TOURISM BUREAU, LOCATED ON THE 15TH FLOOR OF DWARFGRINDER TOWER ON 4025 KROVAX STREET BETWEEN SPREADBLOOD LANE AND 124TH AVENUE (SOUTHWEST OF THE SCHOOL OF VILE SHADOWS), MONDAY TO FRIDAY 8 AM – 6 PM.

GOBLINVANIA — *THE MONSTROUS EMPIRE*

NE Metropolis
Corruption +10; **Crime** +7; **Economy** +16; **Law** +7; **Lore** +7; **Society** +4
Qualities: academic, decadent, financial center, good roads, racially intolerant (halflings and gnomes), royal accommodations, under-city, polluted
Danger: +40
Common Terrain: urban, sewers

DEMOGRAPHICS

Government: "democracy" (de facto oligarchy)
Languages: Goblin, Orc
Religion: Smastrik
Population: 303,701 (112,330 goblins, 80,914 orcs, 14,315 dwarves, 10,689 humans 7,003 elves, 78,450 other)
Notable Burroughs: Blood Money Street (18,100), Crater Side (51,912), Grand Goblin Station (57,279), Roaring Tenements (102,751)
Notable NPCs

Grand Master Engineer King Vokrix (NE Male chosen goblin alchemist [scientific innovator] 20; page 282)

Spoony Jawz (Male goblin rogue 15)

General Zikran (CE Male troll fighter 10; Troll Monarch[MC])

High Mage Grukorii Felltongue (NE Female half-orc necromancer 18; Grand Necromancer[NPC])

Ugly Betty (NE Male half-orc summoner 8; page 343)

MARKETPLACE

Base Value 22,400 gp; **Purchase Limit** 140,000 gp; **Spellcasting** 9th
Minor Items all; **Medium Items** 4d4; **Major Items** 3d4

The Empire of Goblinvania is Veranthea's largest, most diverse, and most technologically advanced nation. A country ruled over by monsters and creatures of malicious disposition for centuries, the monstrous empire extends over all of Trectoyri, its rule contested only by isolated pockets of Kind Folk. Built on the backs of enslaved dwarves and elves, many speculate as to how governance of such a nation can even be accomplished—especially by goblins, of all things. The truth of the matter is simply that the goblins were ambitious and clever at the right time (thanks to a little divine guidance from Smastrik), and have done everything possible to maintain their authority.

Theoretically the country (and therein Trectoyri) is democratic—Grand Master Engineer King Vokrix was elected to his position for the *first* time twelve years ago and is currently overseeing his fifth term, a contest won by a landslide. Likewise each of the Grand Master Engineer Kings before him enjoyed extremely long tenures of rule as well, with near unanimous support (or so the polls say, at least).



At the dawning of the new millenium a team of Imperial Surveyors filed a report stating that only 80 years of industrial grade iron ore remained on the continent. After they were executed for gross incompetence, a second team was dispatched to ascertain the truth of their predecessors' claims. The numbers added up and the Engineer King of Trectoyri found himself facing an existential threat—without resources the empire will swiftly collapse upon itself.

Today the signs of decline are evident all across Goblinvania; mines are shutting down and farms are under-producing as whole communities dry up and disappear. If the empire hopes to survive it must expand beyond the confines of Trectoyri, and if its war machine is to be put into motion it is vital that the populace remain ignorant and happy.

Goblinvanian Education: Blessed with the the stolen teachings of their deity and the means to realize them, the goblins of Trectoyri quickly established the first great academic hall: the Goblin Power Tower. In only a handful of years this expanded into a dozen different universities scattered about the capital, all under the heading of the Goblin Technical Artificer Institute.

UNFRIENDLY SMOG

Any Kind Folk within the metropolis' borders must make a DC 12 Fortitude save every ten minutes or be sickened for 1d6 rounds from the unbelievable toxic filth that fills the air. After 48 hours, they become inured to the smell and do not have to make checks until they've left the city for at least a week.

Troll Monarch from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.
Grand Necromancer from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Trectoyri: Realm of the Monstrous Folk

Not keen to share their knowledge and wary of the jealousy of the other Unwanted Folk, the goblins developed the Trectoyri World Training Schools to teach the general populace—for free! Any instructor lacking the means to teach at GTAI was remanded into the new institution, graciously provided with all the books and materials required for general knowledge, as well as compensation and just enough maintenance to ensure that their schooling buildings remain standing. GTAI exerts little control over the public school system—except that they make sure everything received is inferior, slightly wrong, or is generally unfit to be taught without appropriate training (which of course is never *actually* made available).

Talented, intelligent goblins persevered from TWTS into the Goblin Technical Artificer Institute, spurring the industrial revolution onward. Before long academic lineages appeared in Goblinvania that led Trectoyri to a (tumultuous) prosperity that is just now nearing its end. Since their ascension, the clever goblins of these academic houses have maintained an iron grip as the upper class; their control of information is paramount, only made easier as all of the democratic voting on the continent is held through these highly accessible TWTS institutions, the results of which report results suspiciously (and there are frequently strange and unexpected regulations that appear at the last moment, like the recent *Trectoyri Citizen Identification Voucher of Proven Existence to the State* fiasco, that reduce the voter turnout to a manageable number).

Institutionalization: The Trectoyri World Training Schools are only the first means by which goblins maintain their power. By providing an "equal" education to all who attend, they quickly identify the most intelligent students (namely, goblins who are either more clever or rich than they are destructive), shepherding them through other schools of training before they ultimately reach GTAI. As a result, with the exception of the handful of truly gifted goblins, only the rich are capable of receiving a proper education. In a self-sustaining cycle those goblins (and a few non-goblins) with a greater understanding of the world excel in Trectoyri and easily amass wealth that sets them above the commoners.





Kritiks: Some goblins (and a sizable number of other Unwanted Folk) find their talents lay in the disposition of words. The Goblin Technical Artificer Institute trains such talented individuals to play an important role in Trectoyri: to get the public's attention as kritiks. These sycophants choke the streets of Goblinvania, encouraging and leading loud and frequent public debates, each screaming vitriolic arguments at one another about imagined slights, false claims, irrelevant subjects, and anything else they've been told to speak on.

Sometimes the kritiks can get even more zealous than they are paid to be (typically during large elections), inciting riots that eventually get shut down with excessive (and sometimes explosive) force. Paid well for their efforts, the kritiks keep the minds of the citizens of Trectoyri focused on what their true masters deem fit, fueling the maddening push to expand the nation's borders and finally cross the oceans of Veranthea.

The War Effort: For too long the saboteurs of the so-called "Free Isle" have worked against Goblinvania's interests—and now that the might of their war machine is set in motion, Ominara is fixed to become the monstrous nation's first stepping stone on the path to world conquest.

Ominara's freerunners are indeed a nuisance and the downfall of their longtime foe will be a moral victory, but the comparatively tiny island nation poses a very real threat to Vokrix's international ambitions. Even if the Free Isle's conscript army is too small to mount an offensive against Goblinvania's full power, their forces could easily disrupt critical supply lines during an intercontinental conflict. Thus the kritiks have their target and the state-controlled *Empire City Independent* runs a near-constant stream of articles with titles like "Ominaran Planes Bomb and Sink Mercy Ship" and "Know Your Enemy: The Halfling Scourge."

As fabricated reports of fresh atrocities emerge each day the country's jingoism is at an all-time high. Patriotic Unwanted Folk sign up for active duty by the thousands, causing recruitment centers to spring up in all quarters of the metropolis to handle the influx, repurposing entire rail lines to transport troops about the continent. Sailors ship out to Lake Xylo or Tahz for maneuvers training, would-be flyboys head to Smash Trick Airfield to earn their wings, and infantry marches wherever they're damn well told. It is a strange and impressive sight to see Goblinvanians in rank and file, the gray and gold of the Imperial uniform glinting in the sun.

It is the eve of war and the empire of Goblinvania is ready to march. Technomagical factories have turned from consumer goods to warmachines, uniforms sized small through gargantuan are produced in droves alongside mess kits, machine guns, *cloaks of comfort*, and assorted healing potions distributed among the nation's armed forces. There's an overwhelming demand for halfling-bane and gnome-bane weaponry, and a run on pocket sized, bullet-proof copies of Smastrik's Writ have made publishing houses that can meet the demand extremely wealthy.

International Politics: Each year 119 (reluctant) goblin diplomats are chosen to serve as ambassadors to Grethadnis and Urethiel, and only recently have any managed to make landfall. Loaded down with gold and gifts, the monstrous empire's unsavory envoys are generally tolerated rather than welcomed and despite their cool reception, Goblinvanian leadership believes that it's only a matter of time before their embassies to the other continents bear fruit. After all, the conquest of Ominara is just the beginning of the monstrous empire's ambitions and espionage is a long game.

Unsavory Allies: In the days of the *Unwanted Revenge* the support of the Horror People turned the tide of the war and though the assistance was welcome at the time, even a goblin has limits. The Vokrix administration retains low profile ties to certain subterranean races (most notably doppelganger spymasters), but the orange-skinned monarch holds a personal disdain for his freakish allies. Arrogant as always, Vokrix makes it a point to insult them to their face...areas. If the doppelgangers mind it certainly doesn't show (but then again, it can be awfully difficult to get a read on a shapeshifter.)

Dragons in Chains: Most dragons of Trectoyri are fled or fugitive, their formerly numerous lairs plundered; only a few carefully hidden nests remain, age-old eggs waiting patiently for the time to hatch. Goblinvania's once-numerous Egg Hunters, now figures of romance and legend, still sail off in search of these last clutches but rarely return with a prize. Unfortunately for the monstrous empire, dragon taming turned out to be more problematic than expected—pride is a hallmark of the draconic race and dragons do not take well to captivity. Seeing the quality of their would-be masters, the goodly dragons almost universally refused service, while the wicked deemed it beneath their dignity. Despite these setbacks the arcanists at the School of Vile Shadows continue to hold out hope for a successful dragon husbandry program, and a few avant garde methods show promise. A clutch of gold dragons have been painstakingly brainwashed, convinced that the Empire is a magnanimous workers' paradise. A pair of blue dragon siblings have also been coerced into service by the rare and wholly unexpected and expedient diplomacy—it seems that lavish gifts and titles of nobility have a galvanizing effect on the beasts.

Despite the occasional success, most hatchlings remain as recalcitrant as ever and the majority are disposed of as wasted experiments. A lucky few manage to escape each year, fleeing into the vast industrial wasteland of the interior. Bounty hunters are paid to handle them but rumors persist of great shadows moving at night and in mass, and pilots of the aerial corps swear that there must be something besides windsheer destroying their scout ships.

The School of Vile Shadows: The School of Vile Shadows began its existence as a sort of philosophy department at GTAI. Its professors sought to dispel the myth of goblin inferiority, urging students to step out of a life in the "vile shadows" of the other races. Though the children of Smastrik are not so great in stature, they are stronger in purpose and sharper of mind; these intellectuals exhorted citizens of Goblinvania to dream of greatness, and the emergence of Egg Hunters and the national craze to subjugate dragons is directly linked to the School. It is only fitting that they were called upon to train the captive hatchlings, and the arrogance of its directors is perhaps the biggest reason for the failure of the dragon husbandry program.

The School was summarily closed, its dragon test subjects farmed out to other departments, and for many years the philosophy of the Vile Shadows was forgotten. Only several generations—and one particularly unscrupulous mage—would revive it.

Behind the Throne: The most intelligent, powerful, and fat adviser to King Vokrix, High Mage Grukorii Felltongue is an ambitious and devious planner. Her studies into the most despicable arcana require a near constant stream of willing (and therefore poorly educated) spellcasters to be ritually sacrificed. What better tool of persuasion than the nearly forgotten School of Vile Shadows?

By leading a stream of patriotic yet magically hopeless youths to their deaths, Grukorii hopes to build her own personal army of undead and has forged a tenuous alliance with General Zikran to perform a coup for control of Trectoyri. She's had years to prepare her undead minions, and countless victims have gone through her conversion process; when the time is right, she will unleash her hordes on the monstrous continent and take her rightful place as Queen of Goblinvania.

Fortunately for the world at large, Grukorii has two great weaknesses. The first is her appetite for gourmet meals (or what passes for such in Goblinvania anyway). The right delicacy can tempt the otherwise brilliant mage into folly, a fact that many students have used to muster a passing grade. The second of her weaknesses is for General Zikran. Grukorii dotes on the muscular general, imagining a future of happy rule with the troll as her king—but she is blissfully unaware of his disgust for her slovenly appearance, and despite her great intellect she cannot see Zikran's desire to rule Goblinvania alone.

The Burroughs The metropolis of Goblinvania (as distinct from the empire of Goblinvania) is a city of enormous scale, many quarters, and four distinct burroughs.



- *Blood Money Street*

  A magnificent avenue of marbled columns and towering offices, the financial district is a marvel of modern economics. In another city wealthy merchants, influential courtiers, or a disputation of lawyers might wield the power of the purse, but in Goblinvania that remains instead with the Guild of Assassins. The monstrous empire's complex economy has a functioning stock market and the assassins are the grease in its wheels—rival business leaders bid for one another's murder on a daily basis (though victims always have the option to pay a fee to avoid their deaths.)

- *Crater Side*

  The largest explosion in Goblinvanian history took place in its warehouse district over a hundred years ago. No one ever figured out the cause but that didn't keep the industrious goblins from rebuilding. Today the city's warehouses are built into the sides of an enormous crater pooled with an unnatural bottom, its many levels connected by spindly turrets and ramshackle spans. A complex system of cranes, pulleys, and cable cars move freight and laborers about the rim and even near the crater floor, and so the day's commute is more a matter of elevation than of distance. Truly brave workers traverse the tumultuous base of Crater Side and a lucky few have turned up rare metals and gems (though daily, dozens who try the same meet an unfortunate, often explosive or fiery end).

- *Grand Goblin Station*

  Once a magnificent railway station, Grand Goblin Station is now home to tens of thousands of homeless. Technically the central hub of the city's old transportation network, its numerous tunnels run through all quarters of the metropolis. However many of its passages are forgotten, their ancient stations bricked over or converted into apartments (or black market exchanges, or fungal victory gardens). The official stance is that the subways became too expensive to maintain, but rumors of horrors in the metro lines might have more to do with their abandonment.

- *Roaring Tenements*

  While it would be inaccurate to call these slums Goblinvania's "rough neighborhood" (all of the city's neighborhoods are the rough neighborhoods), the Roaring Tenements are the nastiest of the bunch. Aside from the Goblin Power Tower at the heart of the city, these dilapidated skyscrapers are the metropolis' tallest structures. Vertical gang wars rage, swing, and explode between the towers, and even though many have tried no single gang leader has been able to unite the warring factions under one banner (the current contender for the job is an orc by the name of Ugly Betty; page 343).

Just another day in Crater Side.



Life in the Big City

Goblinvania's capital city is a melting pot, a jingoistic "democracy," and a haven for monsters. Presented below are just some of a number of oddities that can be seen in and around the city.

- Civilization cannot ease the hunger of monsters—Kind Folk slaves are certainly useful as menial labor, but the wealthiest epicureans of Goblinvania frequent the city's delicatessens for specially fattened "delicacy slaves."
- Street performers are a common sight in the capital. Many citizens with unusual spell-like abilities win their bread by putting on shows for coin; a lamia might perform a ventriloquism act on one corner while across the street a harpy's captivating song draws its own crowd.
- One-upsmanship is a major part of life for the city's goblin elite. Fashions are fluid and ridiculous—the current rage is for "wearable weaponry."
- Hit-man kiosks are common and heavily franchised. Used primarily by those small business owners too poor to pay a proper assassin's firm, such kiosks are notoriously unprofessional; they rarely give victims more than a three-count to pay off their contract.
- In Goblinvania there is no distinction drawn between the military and the lawkeepers. Recruits get their first combat experience on patrol in the big city and many of them join up for a chance to administer the beatings instead of receive them.
- Opulent carriages and elegantly coiffed worg chauffeurs are traditional status symbols, but the latest mechanical transportation is always in demand. The city's lower classes walk but anybody who's anybody in Goblinvania has the latest model jalopy. Of course, these mechanical wonders are not without their own problems.

Feral Jalopy **CR 6** **XP 2,400**

N Large animated object
Init -1; **Senses** Darkvision 60ft; low-light vision; Perception -5

DEFENSE

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)
hp 52 (4d10+30)
Fort +1, **Ref** +0, **Will** -4
Defensive Abilities hardness 10
Immune construct traits

OFFENSE

Speed 40 ft. (aerial jalopy have a fly speed of 20 ft. [poor])
Melee slam +9 (1d6+9)
Space 10 ft.; **Reach** 5 ft.
Special Attacks trample (1d6+9, DC 18)

STATISTICS

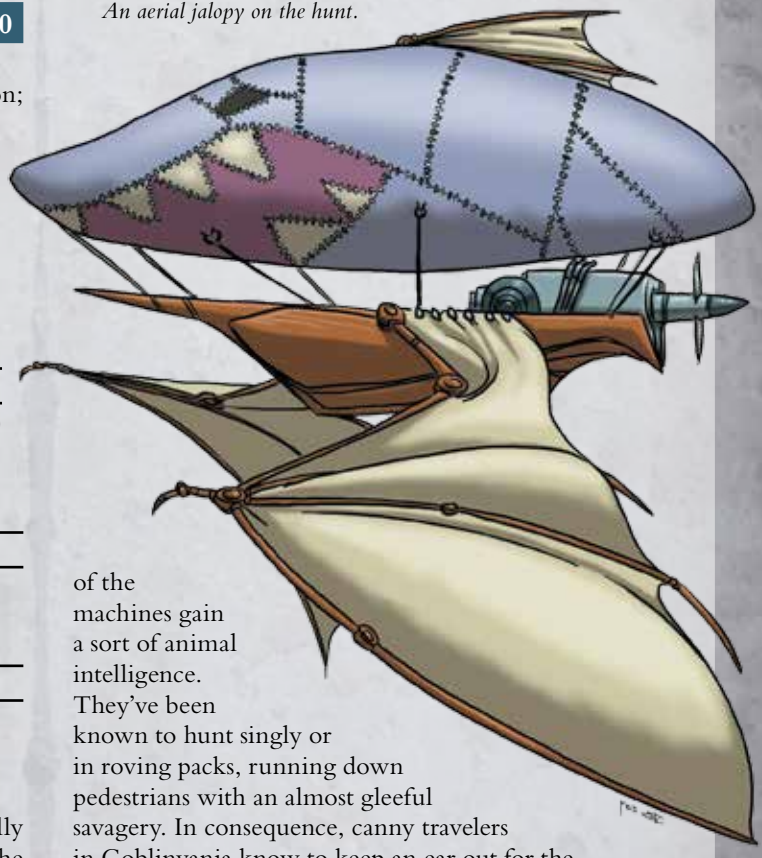
Str 22, **Dex** 8, **Con** — , **Int** —, **Wis** 1, **Cha** 1
Base Atk +4; **CMB** +11; **CMD** 20 (24 vs. trip)
SQ 5 construction points (faster, metal [iron], trample)

ECOLOGY

Environment any
Organization solitary or pack (3-12)
Treasure none

When fickle car owners put aside their magically infused vehicles in favor of a newer model, the old ones lie abandoned in back alleys or in junkyards. As the cheap, mass-produced magic begins to rot, some of the machines gain a sort of animal intelligence. They've been known to hunt singly or in roving packs, running down pedestrians with an almost gleeful savagery. In consequence, canny travelers in Goblinvania know to keep an ear out for the baying of horns, especially at those times of day when traffic ought to be lightest.

An aerial jalopy on the hunt.



NAMICIEL THE STEAM SNEAK

Most of the young dragons that escape Goblinvanian captivity flee for the wilds, hoping to evade capture long enough to reach adulthood and fly from the continent—one of them, however, decided to stay. Enraged by her own imprisonment as a wyrmling, Namiciel wages a one-dragon war against Goblinvania, killing state officials from the shadows and sabotaging their machines. Her ferocity and success are renowned, and she's become something of a bogeyman in the capital city. It is not uncommon for Unwanted Folk parents to warn their children, "Quit yer whining you little git, or the Steam Sneak will come and gobble you up!"

Namiciel feels honor bound to free those young dragons still behind bars and cannot bear to flee while even one dragon remains in chains. She steals what tools she needs—a *gauntlet of rust* from a wrecking yard, poisons from an apothecary—and uses all her nerve and guile to burst the bonds of her fellows.



Namiciel, the Steam Sneak CR 11 XP 12,800

Female very young silver dragon ninja 4
LG Medium dragon (cold)
Init +8; **Senses** dragon senses; Perception +14

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)
hp 117 (9d12+4d8+41)
Fort +12, **Ref** +14, **Will** +11
Defensive Abilities uncanny dodge; **Immune** acid, cold, paralysis, rust, sleep
Weakness vulnerability to fire

OFFENSE

Speed 40 ft., cloudwalking, fly 150 ft. (average)
Melee bite +16 (1d8+4) and 2 claws +15 (1d6+3) and 2 wings +13 (1d4+1)
Special Attacks breath weapon (30 ft.-cone, DC 17, 4d8 cold), breath weapon (30 ft.-cone, DC 17 Fort or paralyzed for 1d6+2 rounds), sneak attack +2d6
Spell-Like Abilities (CL 13th; concentration +18)
At will—*detect evil*

TACTICS

Before Combat Namiciel avoids combat if at all possible, relying on her natural shape changing abilities to go unnoticed in the streets of Goblinvania.

During Combat Escape is more important than victory for Namiciel. If forced into a fight her favorite tactic is to sow confusion by throwing a smoke bomb and shape changing into one of her attackers. If fighting to kill she employs her paralyzing breath before wading in with vanishing trick and sneak attacks.

STATISTICS

Str 17, **Dex** 18, **Con** 17, **Int** 19, **Wis** 15, **Cha** 20
Base Atk +12; **CMB** +15; **CMD** 29 (33 vs. trip)
Feats Extra Rogue Talent, Great Fortitude, Hover, Improved Initiative, Iron Will, Multiattack, Weapon Focus (bite)
Skills Acrobatics +16 (+20 jump), Bluff +18, Diplomacy +17, Disable Device +10, Disguise +19, Escape Artist +15, Fly +17, Heal +14, Intimidate +17, Knowledge (local) +16, Linguistics +12, Perception +14, Sense Motive +14, Sleight of Hand +12, Spellcraft +16, Stealth +17, Survival +10
Languages Auran, Common, Draconic, Giant, Goblin, Orc
SQ change shape 3/day, favored terrain (urban +2), ki jump (running start), ki pool (7 points, magic), ki stealth, ninja tricks (smoke bombs, terrain mastery, vanishing trick), no trace, paralyzing breath, poison use
Combat Gear *gauntlet of rust*; **Other Gear** *dust of disappearance**, *ring of mind shielding*, mwk thieves' tools, oil of restfulness (2); **Attuned Gear** *bag of tricks (tan)*, *iron rope* (10), *dust of disappearance* (3), *ring of deflection +1* [**AC** 24, **CMD** 30]



A Smuggler's Story

Spoony Jawz wasn't always a military goblin; in fact he wasn't always Spoony Jawz. Hero of a thousand border clashes and pride of the Goblinvania airfleet, the famous commander started life as a smuggler named Bur Snuffbucket. Famed for his luck, youth, and propensity for picking fights with monstrous citizens far larger than himself, Captain Snuffbucket should have had a long and rewarding career as a purveyor of illicit cargo. But no amount of luck is a match for treachery and the rival Chainz cartel didn't tolerate independent competition. They were only too happy to tip off the authorities—Bur's ship was captured, his cargo raided, and the captain himself remanded to royal custody.

Snuffbucket would have died that day, and the world at large believes he did. But Engineer King Vokrix can spot talent and he offered his prisoner a choice: execution or a life in his service (and a chance at revenge) with the newly founded air force.

It wasn't much of a choice.

Officially Bur Snuffbucket was hanged by the neck until dead, then dismembered and nailed to no less than five city gates as an example to Goblinvania's criminal classes. On the same day a young cadet named Spoony Jawz enlisted at Smastrik Airfield. He affected a mustache and an eyepatch, and if he shared a passing resemblance to a famous smuggler no one remarked upon it.

It was a goblin's life in the modern army and Spoony set about proving himself. He earned his wings as a lowly grunt, and he earned respect by smashing academy records. Over the course of his training Spoony emerged uninjured from no less than nineteen crash sites, more than enough to make him officer material. No one could walk away from a burning crater quite like Spoony, and the younger cadets took to calling the academy Smash Trick Airfield in honor of the little goblin's exploits. Graduation came early for the talented pilot and Spoony has been climbing the ranks ever since.

In the years afterwards, Captain Spoony acquitted himself admirably chasing blockade runners off of Ominara and striking out against the Mountain Bombers whenever they pop up. However, his real claim to fame lay in the uncharted aeries of the Drathfire Mountains. Unpredictable storms and vengeful dwarves haunt those peaks, and his fellow officers called him mad. Common wisdom held that the dragons were all gone, their nests long since looted, and that nothing lay among those hills but windshear, dwarven cannons, and ruin. Not even the indestructible Spoony Jawz could walk away from that!

But Spoony was always lucky. Twelve days after sailing into the Drathfires he came out again with only barely enough crew to keep his ship aloft—with a small glittering lizard perched upon his shoulder. He never spoke of the details of his voyage, nor would his crew, but Spoony Jawz was the only successful Egg Hunter in a generation. Spoony named the tiny dragon Gimmick and she's been fast friends with the goblin since her hatching, serving as familiar, boon, and friend. Of course being one of the only dragons under Goblinvanian control, the tiny Gimmick elicits untold jealousy from the School of Vile Shadows and its High Mage Grukorii Felltongue (who longs for a chance to tame the pseudodragon).

Now Zeit Commander of the Goblinvania Air Force, Spoony has every right to refuse his rival; he never lost his love of sticking it to the larger monstrous folk and the High Mage turns such a lovely shade of green when she's envious. Court politics, however, are little more than an idle diversion for the Zeit Commander—the Chainz cartel is still out there and Spoony still wants his revenge.

Spoony Jawz **CR 14** **XP 38,400**

Male goblin rogue 15
NE Small humanoid (goblinoid)
Init +10; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 25, touch 18, flat-footed 19 (+6 armor, +5 Dex, +1 size, +1 natural, +1 deflection, +1 dodge)
hp 111 (15d8+37)
Fort +8, **Ref** +16, **Will** +6
Defensive Abilities evasion, uncanny dodge, trap sense

OFFENSE

Speed 30 ft.
Melee *+1 rapier* +19/+14/+9 (1d4+1, Crit 15-20/x2) or mwk dagger +19/+14/+9 (1d3-1, Crit 19-20/x2) or *sword of subtlety* +19/+14/+9 (1d4, Crit 19-20/x2)
Ranged mwk revolver +19/+14/+9 (1d6, Range 20 ft., Crit ×4) or mwk hand crossbow +19/+14/+9 (1d3, Range 20 ft., Crit 19-20/x2)
Special Attacks sneak attack +8d6
Spell-Like Abilities (CL 15th; concentration +16)
3/day—*message*
2/day—*feather fall*

TACTICS

Before Combat Spoony drinks a *potion of shield of faith* and a *potion of bear's endurance*.

During Combat The Zeit Commander orders his familiar to flank opponents, capitalizing with as many sneak attacks as possible. He seeks out enemies with obviously magical effects to target first, relying on dispelling attack to give him an edge.

Morale When he's reduced to 35 hp or less Spoony attempts a parting sneak attack before withdrawing via fast getaway. If he is aboard an airship he may attempt to dive overboard and *feather fall* to safety.

STATISTICS

Str 8, **Dex** 22, **Con** 14, **Int** 13, **Wis** 10, **Cha** 10
Base Atk +11; **CMB** +9; **CMD** 26
Feats Boon Companion, Dodge, Exotic Weapon Proficiency (firearms), Extra Rogue Talent (2), Improved Critical (rapier), Improved Initiative, Step Up, Weapon Finesse
Skills Acrobatics +20, Appraise +10, Bluff +7, Climb +11, Diplomacy +11, Disable Device +17, Disguise +20, Escape Artist +14, Fly +8, Intimidate +10, Knowledge (geography) +9, Knowledge (local) +8, Perception +12 (+19 to locate traps), Pilot +18, Profession (sailor) +12, Sleight of Hand +17, Stealth +24, Survival +11, Use Magic Device +18; **Racial Modifiers** +1 Disable Device, +2 Profession (sailor)
Languages Common, Goblin
SQ arcane bond (pseudodragon), rogue talents (dispelling attack, familiar, fast getaway, finesse rogue, improved familiar, major magic, minor magic, slippery mind, sneaky piloting), trapfinding +7
Combat Gear *potion of bear's endurance* (2), *potion of cure serious wounds* (2), *potion of invisibility*, *potion of shield of faith +5*; **Other Gear** *+1 studded leather armor*★, *+1 rapier*★, *sword of subtlety*, masterwork dagger, masterwork hand crossbow (10 bolts), masterwork revolver★ (20 bullets), *amulet of natural armor +1*, *bag of holding I*, *belt of incredible dexterity +2*, *boots of speed* (10 rounds/day), *cloak of resistance +1*★, *hat of disguise*, *ring of protection +1*, masterwork thieves' tools, 1,150 gp; **Attuned Gear** *+3 shadow studded leather armor, cloak of resistance +3, +1 dwarf-bane rapier, +1 revolver* [+2 armor AC, +10 Stealth; +2 to all saves; +2 melee attack and +2d6 melee damage against dwarves; +1 ranged damage]

SPECIAL ABILITIES

Dispelling Attack (Su) Spoony's sneak attacks attempt to dispel the target's active spells.

Sneaky Piloting (Ex): Spoony may make an opposed Pilot check against the driver of another vehicle as a full-round action; on a success, Spoony is able to approach from an advantageous position, gaining his sneak attack damage to any attacks against that target until the end of his next turn.

GIMMICK

Female pseudodragon arcane familiar
NG Tiny dragon
Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 22, **touch** 14, **flat-footed** 20 (+2 Dex, +8 natural, +2 size)
Immune paralysis, sleep; **SR** 16

OFFENSE

Speed 15 ft., fly 60 ft. (good)
Melee bite +15 (1d2-2) and sting +15 (1d3-2)
Space 2.5 ft.; **Reach** 0 ft. (5 ft. with tail)

TACTICS

Before Combat Gimmick drinks her *potion of invisibility* and activates her *scroll of mirror image*.

During Combat Gimmick does her best to harry her master's enemies, flying into flanking position while invisible then dropping the invisibility and flanking as long as possible.

STATISTICS

Str 7, **Dex** 15, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10
Base Atk +11; **CMB** +11; **CMD** 19 (23 vs. trip)
Feats Weapon Finesse
Skills Acrobatics +13 (+5 jump), Appraise +9, Bluff +7, Climb +10, Diplomacy +11, Disable Device +2, Disguise +7, Escape Artist +7, Fly +15, Intimidate +10, Perception +13, Sense Motive +6, Sleight of Hand +10, Stealth +23 (+27 in forests), Survival +15, Use Magic Device +18; **Racial Modifiers** +4 Stealth, +4 Stealth in forests
Languages Draconic; telepathy 60 ft.
SQ improved evasion, poison
Combat Gear *potion of invisibility, scroll of mirror image*



Chapter 4

HURRAL HILLS — *SAVAGE TREASURE HUNTERS*

Alignment: CE
Capital: Spritweil (4,588)
Notable Settlements: Whe'llnaguian (1,119)
Ruler(s): Mafrolk Heavyjaw (CE Male orc fighter 10; Orc Chieftan[MC])
Government: barbaric theocracy
Languages: Orc, Aklo
Religion: Elaith, Nightmare Gods
Common Terrain: coastal, forest (coniferous), hills, caves, dungeons
Notable NPCs: Figga Bolritt (N Female ratfolk rogue 6; Ratfolk Troubleshooter[MC])

The Hurral Hills are home to nomads, barbarians, and diverse tribes of uncivilized orcs. Countless clans haunt the coasts and hinterlands of this untamed country, each vying for dominance with their neighbors. These are the sort of Unwanted Folk who still ride worgs rather than gobchoppers, taking slaves in raids rather than auctions. Luddites and technophobes, the denizens of this realm have good reason to shun the gadgets of their civilized kin. During the *War of the Ends* when the tides of battle turned against Kind Folk, the gnomes of Trectoyri retreated into the vast network of caves that honeycomb the Hurral Hills. There they obsessed with advancing weaponry to combat the Unwanted Folk, tinkering and designing and gadgeteering, all in the hope of forging weapons capable of besting the monstrous hordes. Though the gnomes are long since exterminated, many of their inventions still lurk in the passageways and chambers beneath the hills, each as deadly as the day it was forged.

All of the orcs of Hurral despise and fear complex machinery but a few have managed to turn the booby trapped tunnels to their benefit. For skilled treasure hunters fast enough to dodge the vindictive gadgets of the gnomes, the salvage can be quite profitable; the traditional occupation of a Hurral barbarian is dungeon delving, striking out for new caves and stranger devices. Chief amongst these treasure hunters are the Quikaxes. Led by the fearless War Chief Mafrolk Heavyjaw, these uncivilized archaeologists search deeper than any of their rivals—revealing to Mafrolk the true horror that lurks beneath the hills.

Spritweil: A base camp of sorts, Spritweil is the only settlement in the Hurral Hills large enough to call a town. At any given time multiple orc tribes can be found in the unruly settlement along with several sorties of other monstrous folk, each loaded down with mountaineering

Orc Chieftain, Ratfolk Troubleshooter from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

gear—yet there is no mountain for them to climb. The great pit of Spritweil leads 1,000 feet straight down, however, and is the first stop on the descent into the lower depths and the best salvage.

The yurts and lean-tos of itinerant fortune seekers dominate the town but a few permanent structures can be found rimming the lip of Spritweil itself. These belong to the artificers of Goblinvania, each desperate to outbid the other for the latest piece of gnomish tech. Most successful of these is the ratfolk broker Figga Bolritt—she seems to have a way with the superstitious barbarians. Implying that every cigarette lighter and pneumatic hammer is a highly dangerous TBLU (thing best left undisturbed); nine times out of ten her ignorant clients settle for a few silver just to be rid of such a device.

The Quick Death: Orcs are the exclusive clergy of the cabal devoted to The Quick Death, the path of the Monstrous God, Elaith. Such shamans tend shrines in Spritweil, each beckoning for new devotees to come and swear the Oath of The Godly Savage:

First the blade, next the heart, last the wind of the lungs.
By blood, by dread, by hate I swear
to strike my blow in the Endless Duel.

Nightmare Cabals: From their lair beneath the Elven Ruins of Iomen, The Unknowns have expanded their reach. Growing ever bolder in the search for promising wild talents, the Horror People's passages have spread alarmingly near to Hurral. As the orcs tunnel deeper in search of gnomish tech to sell, it has become abundantly clear that more than gnomish death traps haunt the passages. Mafrolk Heavyjaw has spoken with Grand Master Engineer King Vokrix on the matter several times, but the arrogant goblin is sure that the fears of a stupid orc are nothing of concern. It's only a matter of time before the Quikaxes mount the expedition of a full war horde into the subterranean depths of Veranthea.

Whe'llnaguian: Yerathde'raii (leader of the Unknowns) has a sizable contingent of powerful warriors prepared to rebuff the inevitable mass of orcs destined to descend into the Forever Dark in search of their slaughtered war parties. This is the armed camp Whe'llnaguian; mounted on dire bats, these psionic warriors are prepared to maneuver at speed when Quikaxes finally comes calling.

Monstrous Philosophers: Though they may not be the rulers of Trectoyri or the most valued members of the Monstrous Continent's diverse citizenry, the orcs of the Hurral Hills are far and away the most prideful, largely regarded as shamans of the past that remain in touch with their true natures. Their embrace of the original tenets of orc society lead many monsters who lose their way to travel to Whe'llnaguian on spiritual quests to reconnect with themselves, awakening the beast within by slave hunting in the rugged environs.



LAKE XYLO — *DOWNTRODDEN SHORES*

Alignment: CG
Capital: FFS Leaky Bucket (135)
Notable Settlements: Longshanks (10,284), Potpourri (8,322), Silt (2,980)
Ruler(s): Captain Tibadorra Quint (CG Female halfling ranger 10; Pirate Queen[NPC]; replace favored enemy humans with orcs)
Government: besieged despots
Languages: Goblin, Halfling, Dwarven
Religion: Smastrik, Stephanilesia
Common Terrain: plains, sewers, underwater, urban
Notable NPCs: Grahzuk Lowbelly (NE Male lizardfolk ranger 7; Lizardfolk Swamp Lurker[MC])

Goblinvania's industrial sprawl stretches to the northern edge of Lake Xylo, the largest body of freshwater in Trectoyri. In the days of Kind Folk rule, cities and towns of men and elves dotted the great lake's shores. Today the names of these settlements are lost to time and the metropolis' factory camps are built over their ruins or repurposed from their bones, modified for the tastes and comfort of Unwanted Folk. The greatest of the human cities has been rechristened Longshanks, while the once sweet-smelling garden city of the elves is sneeringly called Potpourri. The few remaining flowers there struggle through polluted soil and avenues clogged with goblin machines.

Much like the Kind Folk before them the monstrous inhabitants of Goblinvania ferry goods about the lake, though their cargo is somewhat different. The foul fertilizer production facilities of Silt require a steady supply of ingredients, and the sprawling slave-worked farms on Xylo's southern shores depend upon a constant stream of thralls and guards. Poor conditions and backbreaking labor take their toll on the former, and the elven raiders of Srendath see to a high turnover rate amongst the latter.

Lake Xylo serves a more ominous purpose than trade or transportation; so close to the heart of the Empire, its wharves boast greater production capability than even Tahz. As the Empire prepares for its invasion of Ominara newly constructed warships await the completion of the Grand Mirri Canal, which already runs halfway through the vastness of the Slave Fields. The route will soon connect the full power of Goblinvania's war machine to the open sea—or it would if the newly constructed warships would stop exploding. Some manner of lake monster seems to have taken a disliking to Goblinvania's military buildup, targeting battleships as they sit vulnerable at anchor.



Pirate Queen from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC
Lizardfolk Swamp Lurker from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

F.F.S. Leaky Bucket: Any number of aquatic creatures call Lake Xylo home—a few of them even pay their taxes—however the thing sinking Goblinvanian warships is another beast entirely. Invented by gnomish shipwrights and crewed by halfling submariners, *Free Fleet Ship Leaky Bucket* is the terror of Lake Xylo. A submersible vessel of enormous size, *Leaky Bucket* boasts a crew of 12 Officers, 18 Chief Petty Officers, and 105 other enlisted men. Ominara's single greatest tool of sabotage, the massive ship carries a pair of smaller Freerunner Submarines (page 228) for use as landing craft and can even act as a mobile landing strip for the Ominaran's Mountain Bomber allies.

Under the command of the no-nonsense Captain Tibadorra Quint, the *Leaky Bucket* does a fair job keeping up with Goblinvanian production. With a full complement of torpedos, the submarine has a kill count well into the hundreds but even so, Captain Quint is getting worried—the Grand Mirri Canal is nearing completion and even a ship as marvelous as hers can't hope to stop the fleets of Goblinvania alone.

Of Sea Caves and Submarines: The invention of submersible craft in Ominara was a recent one and the Duco of the Conscript Army put it to immediate use. Dispatching a small prototype to scout Trectoyri's mountainous coastline, the leaders of the Free Isle sought to find some sign of weakness in Goblinvania's defenses. What they discovered proved to be as useful as it was disturbing—bored straight through the Mountains of Drathfire from the west coast, a sea cave of enormous size leads straight into Lake Xylo. The width of the channel rivals Pilleum and the passage is clearly not a natural formation (unnatural flora that feeds on salt fills the cavernous thing). Whatever bored the hole seems to be long gone and the Ominarans quickly capitalized on their foe's vulnerability, masking the enormous tunnel with a careful illusion (maintained by Pilleum's highest mages, who tend to it annually while their cohorts create a distraction by raiding the metropolis; *widened permanent image*, CL 20th).

Leviathan Hunters: After so many strange sightings and destroyed warships the Goblinvanian bounty on "the Lake Xylo Leviathan" has skyrocketed. This unprecedented sum has attracted all manner of mercenaries and monster hunters, each determined to slay the beast. The salty lizardfolk sailor Grahzuk Lowbelly has come closest to the prize, bending more than one harpoon against the iron hide of "Xylie." His many failures and close calls have resulted in a lost eye, a clipped tail, and a vendetta—as the gnarled lizard is wont to say, "Aye, aye! I'll chase him round perdition's flames before I give him up."

MOUNTAINS OF DRATHFIRE — *THE STUBBORN FOOTHOLD*

Alignment: CG
Capital: Binnenruff (3,881)
Notable Settlements: Gravelbiter Memorial Air Base (1,248)
Ruler(s): Sky Marshal Draksl Strongbellow (CG Male chosen dwarf alchemist [scientific innovator] 17)
Government: military coalition composed of numerous dwarven clans
Languages: Dwarven, Common
Religion: Dreksler
Common Terrain: glaciers, snow, forest (coniferous), mountain
Notable NPCs: Banys Brunforge (NE Female dwarf rogue 10/assassin 10; Fatal Axe[NPC])

When the great dwarven hold of Dreksledge fell the engineers of Clan Strongbellow did not have time to destroy all of their works. Thus did the forces of Goblinvania acquire their first flying machines and the long campaign of the Mountain Bombers began. Alchemists, engineers, rogues, and madmen, the descendants of those dwarven engineers still remember the theft—every squadron of goblin bombers is a keen reminder of the debt to be repaid and the duty that they bear. Pilots one and all, the dwarves of the Drathfire Mountains fly the most advanced aircraft the world has ever seen. With clan arms and painted valkyries decorating their fuselages, their aviators launch from nameless peaks to strike at the heart of the Goblinvanian war machine.

The hangars and airfields of the goblins are especial targets and a downed carrier zeppelin is cause to tap a keg of Feldspar's Finest Axle Grease. Reports have reached Sky Marshal Draksl Strongbellow of the goblin ambition for transcontinental flight and the dwarven commander sees it as his ancestral duty to confine his enemies to Trectoyri. This is why he employs assassins like old Banys Brunforgue, who seeks out Mountain Bomber crash sites, tracking and killing any Unwanted Folk who might have examined the scene—no more dwarven secrets will fall into enemy hands.

Binnenruff: The last stronghold of the dwarves, the hold of Binnenruff is hidden deep within the heart of Mt. Buun. The young, the very old, and recently freed slaves call the city home and work all surfaces of the great cavern while growing the two most important crops of the dwarves—mushrooms that make their bread and beer and lichen that makes their jet fuel.

Fatal Axe from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC



Gravelbiter Memorial Air Base: Gravelbiter Memorial Air Base is among the peaks of the Drathfires, so high that the thin air cannot support flight. Dwarven craft must take a mile-high elevator to the top where they launch mechanically, freefalling thousands of feet before leveling out far below.

The Frozen Camps: Countless dwarven soldiers were captured in the Final Loss. Defeated and dispirited, these prisoners of war were herded into mountainside labor camps under the cruel command of the victorious Goblinvanians (it was cheaper to let the dwarven soldiers freeze and starve than to clothe and feed them). The descendants of what few survivors there were may never find a proper gravesite, but many still make the trip to the abandoned camps, eager to honor their ancestors.

In *The Final Loss* countless dwarves perished before the gun lines of Goblinvania and the awful sounds of those guns still echo in the Mountains of Drathfire.

Echoing Fusillade **CR 2**

XP 600
CE haunt (up to 40-ft. radius)
Caster Level 2nd
Notice DC 15 (to hear the sound of a distant voice shouting "Ready, Aim, Fire!" in Goblin)
hp 4; **Trigger** proximity; **Reset** 1 day

EFFECT

When this haunt is triggered, all creatures within the affected area are treated as if struck by a thunderstone (note that deafened creatures will have a difficult time perceiving any avalanches this sound might trigger.)

DESTRUCTION

A *silence* spell cast in the area permanently drives out the haunt.



OMINARA — *THE FREE ISLE*

Alignment: LG
Capital: Civitas (23,270)
Notable Settlements: Adsero (12,680), Licentia (13,420), Moenio (8,350), Pilleum (7,430), Quaestus (11,330), Spons (18,890)
Rulers: city-state governors
Government: martial democracy
Languages: Common, Dwarven, Elven
Religion: Andraletha, Aleana, Dreksler, Stephanilesia
Common Terrain: forest (coniferous), forest (deciduous), hills, plains, urban, sewers, coastal

As it became clear that they would lose the *War of the Ends*, the Kind Folk of Trectoyri realized that to survive they would have to flee the mainland. The majority of free dwarves, elves, and humans made for the newly risen island to the north, using the once-powerful human navy as a dwindling shield to keep their enemies at bay while establishing the island's defenses. Christening it Ominara, they have been a thorn in the side Goblinvania for the last two centuries.

Unlike other Kind Folk the gnomes descended into the Ever Mine and are only now returning to the surface (many strangely changed into svirfneblin), while the vast majority of halflings were too proud to leave their homelands at all; it is believed they have recently been hunted to extinction on the mainland while stubbornly protecting their ancestral homes.

Bedim Wall: From the day the dwarves made landfall—having abandoned their brethren in the Drathfire Mountains where the stubborn Mountain Bombers persist still—they fortified the coasts of Ominara, insisting that any prolonged defense would succeed only if ramparts could be constructed immediately to stop the Unwanted Folk's navy. This 100 foot high, 60 foot thick mass of stone and steel is dozens of miles long, hugging all of Ominara's borders. Only the sands near friendly Civitas and the shipyards of Spons are undefended by the enormous bulwark, and its top is constantly patrolled by the more militant citizens of the Free Isle. Powerful cannons and firearms of all kinds peer over the Bedim Wall; between the fierceness of its defenders and their tremendous firepower, not a single assault has made landfall for over two hundred years.

Freateries: Most of the countryside is dominated by farmland, used to produce food enough to feed all of Ominara. The city-states regulate distribution through centers called Freateries, ensuring none go hungry and providing free nutritious (and often delicious) food to anyone that is willing to undergo whatever security measures that region deems appropriate—often proving one of the most effective ways to root out subversive Unwanted Folk. Conscripts are welcome to stay and rest at any Freatery for free.



Halfling Freerunners: Keeping to the coastal waters around the continent, human sailors have continued to protect the Free Isle with a masterfully led navy—but the few halflings that remain are the liberators of Trektoyri's slaves. Their small ships are the easiest to hide (some beneath the very water) and perpetually guarded by the rest of the navy (for any captured halflings are as good as dead).

ARMY OF THE FREE

Conscription: With the ever-present danger of the Unwanted Folk to the south, each citizen of the Free Isle is conscripted into service to protect the territory once they've come of age (typically their late teens, but this varies by race). These conscripts are given free choice of a wide range of militant groups who serve to protect Ominara in their own ways, encouraged to travel to other settlements so as to find the best fit for their particular talents. All conscripts wear a badge marking their group (as well as their rank) which grants them access to state-sponsored services (see Table 4 - 1: Conscript Rankings) and, typically, beneficial treatment from the population at large.

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

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

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

TABLE 4 - 1: CONSCRIPT RANKINGS

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

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

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

Conscript Badge

Aura none; **CL** 3rd
Slot none; **Price** 500 gp; **Weight** —

DESCRIPTION

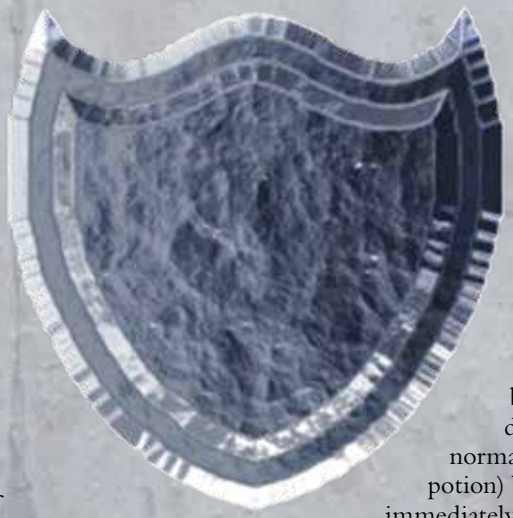
This small silver badge glimmers in even the faintest light.

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

CONSTRUCTION

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

Conscript Medics: At every station where conscripts are trained, medics of all sorts are retained to heal any injuries of Ominara's atypical army. Any conscript below 50% of their maximum hit points can request and receive up to two cure spells (the medics vary widely in experience and methods,



but all are capable of casting at least *cure moderate wounds* and *cure light wounds*) for free. Additional healing—in the form of healing tinctures—can be purchased at a discount (half the normal listed cost for a potion) but must be used immediately before they lose potency (within 1d6+1 minutes).

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

CONSCRIPT RESOURCES

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

Chapter 4

Regions

Grada Woods: Knowing that resources would be paramount in the years to come, the earliest leaders of the resistance all agreed to leave a part of Ominara untouched. Refusing to blight the land the way the Unwanted Folk did Trectoyri made particular sense in the Grada Woods, home to eight everlasting springs of freshwater. This untouched vale of nature is the training grounds of druids and witches, respected by all for their acumen and fortitude in resisting invaders. It is valued by every citizen of Ominara—without the magic of the untouched forest's spellcasters during the planting and harvest seasons, there would never be enough food for the whole of the Free Isle.

Hranti Plains: Groups of nomadic warriors, bound to the land and unified in their martial prowess, patrol the length of these stretching plains. Farmers are commonplace here, living simple but industrious lives punctuated by the occasional visit by their protectors (often with an inquisitor from Adsero in tow).

Namirti Plains: Premonitions and orders are passed down from on high through Licentia to the knights of the Namirti Plains. Kindly and efficient, they maintain close relationships with the farmers of the lands to ensure that any interlopers are ferreted out quickly and aid with the production of crops when the need arises.

Osnaviti Forests: Ominara's talented sailors still need ships to be of any use and most of them are built from the timber harvested in the shrinking Osnaviti Forests. The glades that once stretched to the borders of Moenio are home to many of Ominara's elves who, still bearing the vestiges of the high magic once common to their ancestors in Imoen, train conscripts following paths of both the arcane and the blade. Several large trees have been hollowed out for use by conscripts and their instructors—one great redwood that acts as a barracks and mess hall, a maple outfitted with homes built into the branches, a grand oak for the commanders, and a gnarled grouping of elms that house the medics.

Zaliha Plains: For a reason not even the high mages of Pilleum are able to determine, the Zaliha Plains teem with otherworldly spirits. The land grows in abundance even without the regular aid of Grada Woods, and the farmers here (mostly solitary and retired adventurers) tend to their vast crops with large, steam-powered machines. Protecting these fields are those Ominarans capable of bonding with the spirits: Circuitios. Using the unique abilities of eidolons they ferret out conspirators and saboteurs, and in the few instances that their powers are not enough to fell an enemy, summon reinforcements from Moenio.

In addition to Circuitios, each farmer owns a high-quality rifle and knows how to use it. Their homes are surrounded by a second barrier, a 20 foot high stone wall with repellants like *magic missiles* and *acidic arrows* the farmer can call upon. Whenever these magics are triggered the nearest summoners all converge at the source of the disturbance.

Zaliha Road Fences: The farms throughout the Zaliha Plains are encircled by large wooden fences (at least 15 feet tall) outfitted with a number of magical effects, from *alarms* that trigger if a Large creature attempts to scale them, to *messages* that alert the nearest summoners if any damage is done to them. These extend around the entirety of each property from the roads to the Antesto and Contego rivers, all connected to one another to create a labyrinth of pathways through the farmland.



The Seven Ominaran City-States

ADSERO

Governor: Vincentio Calabrisi (NG Male human inquisitor 18; page 313)

Many clever monstrous agents find their end attempting to infiltrate for no other settlement on the Free Isle is as steeped in subterfuge (and as bountiful with the means to uncover it) than Adsero, the training ground of Ominara's assassins and inquisitors. They retain strong and intimate relationships with the barbarian tribes of the Hranti Plains, ensuring that all the people of the land are well known to their protectors (no matter how savage they may be).

CIVITAS

Governors: Vancegar Fieldsprocket (CG Male human alchemist 17; page 281), **Bruno Barrelfist** (LG Male human gunslinger 17; page 302)

The first of the settlements of Ominara is also its largest, a city of men and women who relish in their freedom and celebrate their youth. Education is paramount and the good natured behavior of its citizenry easily makes it the most pleasant municipality in the Free Isle. It cannot rival Pilleum's fine arcane traditions, but instead the capital of Civitas is the seat of Ominaran engineering and technology—training alchemists, gunslingers and other inventors within its many upstanding institutions. Being the farthest removed from the mainland and protected by the Goralthor Ocean to the north, it is the laxest in security of the island's settlements, filled with fishermen, laymen, laborers, and even the young of many aristocrats from the southward facing coastal towns.





LICENTIA

Governor: Derestria Halfsworn (NG Female oracle 15; page 337)

Easily the most pious city on Ominara, the militancy of the coastal settlement of Licentia is steeped in devotion to the gods, despite their abandonment. Conscripts apt to divine power—clerics, oracles and paladins—are trained here. After training, members of more militant faiths are sent into the mainland on liberty raids while those more peacefully inclined typically take up mantles as guides, teachers and caretakers of the seven city-states. Security here behind the Bedim Wall is considerable indeed, maintained through preemptive divination magic as much as it is through the city's zealous enforcers.

MOENIO

Governor: Three Towers (page 196)

Spread across more of the Free Isle's coast than any other settlement on Ominara, the small, sprawling city of Moenio is devoted to martial discipline above all else—they believe that strength of arms will be what leads the island to victory over the Unwanted Folk. Rigid monastic orders exist alongside more traditional military academies (as well as other less reputable schools), training conscripts from the most disciplined to the most chaotic without pause. Though covert agents sometimes get found out in Moenio, they are swiftly and brutally cut down; tired of wasting expensive operatives, the city has become more and more a target of direct aggression from a growing Goblinvanian navy.



A temple to Arcanalus not far from Quaestus.

Chapter 4

PILLEUM

Governor: Celeste Westri (NG Female elf witch 20; page 360)

Few of the elven high mages still live but those that do provide the backbone of defense for Ominara's western peninsula. The small city is steeped in magic, bristling with conscripts studying arcane script or learning to unlock their inborn potential. Pilleum is protected from even the subtlest assault by an apparently endless supply of magical wards and protections, many of which exist solely to keep the few surviving high mages from falling prey to the Goblinvanian assassins that are regularly discovered hunting for them.

One of Pilleum's many academies.

QUAESTUS

Governor: Serk Bantil (NG Male human gunslinger 15; page 301)

At the center of Ominara are the headwaters of its four great rivers, and atop them stand the settlement of Quaestus. Bards and rogues learn and ply their trades here, profiting from and facilitating the movement of goods and information all across the Free Isle. While its underworld remains united against the Unwanted Folk, security in the town is otherwise less than ideal and immoral merchants, gossip-mongers, and other criminals are outed regularly.

SPONS

Governor: Vaylic Blackblade (NG Male half-elf magus 18; page 323)

Though Spons sits outside the Bedim Wall any attempt to approach the city by water would be ill-fated indeed, met by the vast majority of Ominara's navy. Nearly every citizen of Spons is involved in maritime economy in some fashion—in particular the construction and repair of ships—and their tightly knit communities prove to be an excellent defense against Goblinvanian subterfuge.



PEAKS OF REGRET AND SORROW — *MOUNTAINS OF PROPHECY*

Alignment: CE
Notable Settlements: Capstone (89), Hermitage (1,886)
Ruler: Bagden Rustpon, First Blade of the Glorious Uprising (CE Male chosen redcap rogue 4/duelist 5)
Government: revolutionary anarchy
Languages: Goblin, Common
Religion: Arenathi
Common Terrain: forest (coniferous), mountain, snow
Notable NPCs: Farga Splashbreaker (CE Female hobgoblin alchemist 8; Hobgoblin Bombardier[MC])
Egkar Fissk (CE Male bugbear oracle 6; Bugbear Cultist[MC])

The Peaks of Regret and Sorrow are a holy place, sacred to mystics across Trectoyri. Deranged hermits, blind seers, and assorted nutjobs haunt every peak and valley of the storm-lashed mountain range, their shrines indistinguishable from their hovels—most of these wanderers are harmless cranks, but a few are truly dangerous psychopaths. The serial killer Egkar Fissk, for example, is convinced that the only way to silence the voices in his head is to murder his fellow hermits, claiming, "I kill. Take their god's power. Power feeds the tiny god. Tiny god lives in my left eye. He looks at you now."

Hermitage: The Fickle Winds cabal (page 152) is the only "organized" group in the region. Duels fought in the natural amphitheater of Hermitage decide who among them gets to "redress grievances" in Goblinvania (through violent demonstrations and "active democracy"). These prophets of the peaks commune with the goddess Arenathi, venerating and defying her by turns in a paradoxical ecstasy of organized rebellion.

Capstone: High atop The Repentant Crown, greatest of the Peaks of Regret and Sorrow, the alpine station of Capstone burns like a star on the horizon of Trectoyri. There the alchemist Farga Splashbreaker, initiate of the Fickle Winds, tends a great beacon tower. When the signal comes from below, she lights or douses its flames and depending on the mood of Arenathi, notifies the surrounding lands whether or not it's "time for rebellion."

The Divine Echo: Countless voices echo from the sheer cliffs of the Peaks of Regret and Sorrow, all of them shouting questions to the deities—and sometimes, the gods answer back. If a creature shouts their greatest sins to the mountains, they may ask one question of the gods. This duplicates the effects of the *augury* spell, with greater sins yielding greater chances of a meaningful answer (making it a boon for those with evil in their hearts). This ability can be used safely once per month; afterward each attempt still yields answers, but there is a 58% chance the fell Nightmare Gods reply instead.



Bugbear Cultist, Hobgoblin Bombardier from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.



SRENDATH FORESTS — *ELVEN HOLDOUTS*

Alignment: NG
Capital: Berethialsa (8,944)
Notable Settlements: The Ika Glade (739)
Ruler(s): Iambin Umbergrove, Green Speaker of Srendath (N Male elf druid 9/ loremaster 4; Nature Scholar[NPC])
Government: circle of druidic elders tasked with interpreting the will of the land
Languages: Druidic, Elven
Religion: Arcanalus
Common Terrain: forest (deciduous), mountain, hills
Notable NPCs: Ayrin Crimshaw (NG Female elf ranger 17; Daredevil Hunter[NPC]; substitute favored enemy giants/dragons +4 for goblins and orcs)

The holdings of the elves once stretched east to the shining city of Iomen and north to the banks of Lake Xylo, but now their last defenders fight a losing battle beneath the boughs of the Srendath Forests. After *The Final Loss* when human and halfling scout fleets braved the Doryhanna and Euphos Oceans, the mages of Srendath made their own desperate bid for escape. As the *Elven Eclipse* darkened the skies of Veranthea, the beleaguered sailing refugees were instead changed by their own magics. Undertaking a great ritual as tempests raged around them, the elves transformed to survive underneath the waves, continuing their exodus from Trectoyri under the guidance of the young prince Wearantir.

Left behind were those unwilling to sever the connection to their ancient homeland and for four cycles of the *Conxecron* these holdouts have fought against the monstrous hordes. Their ancient capital Berethialsa is rubble now, its spires of living stone blasted to ruin by Goblinvanian aircraft. Far removed from this site of destruction, the great encampment of the elves still bears the name though it shares little of that city's original grandeur—it is a place of warcraft and grim determination, moving each year to better conceal its location.

Daredevil Hunter, Nature Scholar from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

Living Wonder: The last ritual of the elven high mages was slow to reach fruition and the mage's council had to rely on mundane means to preserve the Wonders of Imoen, but one such miracle evaded Goblinvanian agents to reach Srendath where the druid-nobility of the forest guarded and tended to it. That small seed is now grown into the great hope of the elves, a living incarnation of the guardian spirit Ika. The behemoth safeguards Srendath by its very presence, and though its destructive capability is enormous, the creature's true value lies in the subtler magics—so long as Ika survives, the forest's regrowth cannot be halted and the woods recover from any damage after 1d4 days.

The Ika Glade: Iambin Umbergrove, Green Speaker of Srendath, does not make his capital in the makeshift city of Berethialsa; instead the druid king holds court in the mystic heart of the forest, the sacred Ika Glade. It is here that Iambin's forebearers planted the first *shard of Ika* (page 197) nearly four centuries ago. In these times of troubles the surviving nobility of Srendath—druids one and all—commune with the Living Wonder, seeking to better understand the will of the land. Only these druidic rulers know that *Mau Ika* is borne from the Wonders of Iomen and they guard this secret carefully. Were rumor of surviving artifacts to reach goblin ears, the full might of the Goblinvania would surely descend upon Iambin's forces.

Silver Leaf Scouts: Of the original rearguard of the Srendath exodus, only one has survived the centuries of guerilla warfare. Ayrin Crimshaw, captain of the Silver Leaf Scouts, still leads raids upon the slave caravans and outlying settlements of Goblinvania. For especially difficult targets she has been known to petition the Green Speaker for the use of *Mau Ika* itself—to date, no monstrous force has been able to withstand the full might of the colossal forest elemental.



TAHZ — *SLAVE PORT & BEHEMOTH SKUNKWORKS*

Alignment: NE
Capital: Tahz (12,140)
Notable Settlements: Floodtide Subsurface Warfare Center (3,317), Hullit (973)
Ruler(s): Admiral Byrr-Ik (LE Male four-armed sahuagin cavalier [beast rider] 10; Sahuagin Prince[MC])
Government: Military dictatorship
Languages: Aquan, Common
Religion: Arcanalus, Wealbrens
Common Terrain: coastal, ocean, plains, swamp, urban
Notable NPCs: Hegzaw Vagrk (CE Female giant sahuagin cleric 7; Sahuagin High Priestess[MC]; swap travel domain for strength domain)

From the early days of imperial expansion, Tahz served as Goblinvania's greatest slave port. All manner of defeated Kind Folk were sold and traded at the city's auction houses, and the elite flocked there in droves—they came for slaves of course, but also the surf and sun. Aside from its role as a commercial center, the seaside getaway of Tahz served for many years as a resort community for Goblinvania's wealthy.

In these days of want and war however, with Trectoyri's trade drying up and its slaves growing scarce, the port city is becoming a rundown wreck of its former glory. The tunnels beneath the settlement, designed for transporting unsightly stock between the docks and the cellars where they were kept, are now little more than a series of disused and interconnected basements. The shopping arcades and eateries are all empty and once prosperous merchants have resorted to careers as fishermen and slave hunters. Fortunately for these ruined folk the Grand Mirri Canal is nearing completion and a new kind of industry emerges with it.

Destined to become the launch site for the invasion of Ominara, the city's gaily painted piers are now home to more warships than pleasure barges. The occasional vacationer may still be seen wandering the wharves, eager to shell out for the traditional bait-slave fishing expedition, but one has to rub elbows with the sahuagin sailors of Admiral Byrr-Ik's navy to do so. Surprisingly organized and extremely honorable, the admiral considers himself the paragon of sahuagin. His extra set of arms assured Byrr-Ik a place as leader among his people and as soon as he rose to power he quickly cemented an alliance with Vokrix, bringing the old pacts of the *Unwanted Revenge* into the modern age.



Sahuagin High Priestess, Sahuagin Prince fromPathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.



At the moment Byrr-Ik is overseeing the transition of Tahz from resort community to military staging ground. Most of the job consists of devising tactics for Goblinvania's land-bound sailors to work alongside their aquatic counterparts—and fortunately, the researchers at the Floodtide Subsurface Warfare Center are developing a few new toys to address the problem.

Floodtide Subsurface Warfare Center: A sprawling complex of cement bunkers and covered locks, the FSWC is home to Trectoyri's most advanced biomagical research facility. Guided by Hegzaw Vagrk, the oversized and overzealous cleric of Elaith, the facility's teams are busily modifying the local wildlife, hoping to engineer living weapons for the coming war with Ominara.

The first task of any Floodtide splicer is the liberal addition of shark anatomy to a subject, as the sahuagin's natural affinity for sharks renders the treated beasts more amiable to their handlers. While these additions have yielded interesting results in squid and devilfish, the FSWC pours the bulk of its resources into the leviathan division. The great creatures of the deep—whales, sea serpents, and their large ilk—are of special interest for their potential not as weapons, but as landing craft. So far researchers have successfully kept a half dozen bugbear marines alive inside a humpback's modified swim bladder for a full hour (further tests are hampered by the lack of fresh volunteers.)

While the research is promising, success is far from certain. With resources scarce Admiral Byrr-Ik is growing more hesitant to pay the FSWC's mounting bills, creating a fair amount of friction between the the navy and this abominable research division.

Hullit: While the grand resorts of yesteryear have fallen into disrepair, their heirs have hit upon a new scheme to fill their coffers. As clever as they are lazy, these slave takers use *alter self* or *hats of disguise* to impersonate kind folk smugglers, tricking runaways back into captivity. The greatest tool of the trade is rumor, and one in particular proves fruitful again and again: the haven called Hullit. Among the fugitives of the Slave Fields the fabled settlement is a whisper and a dream, a freerunner waystation where escapees can be ferreted to the Free Isle.

Hidden in plain sight in the dilapidated towers of the Mirri Lagoon Resort, Hullit does exist and seems at first like the promised passage to safety—in truth it is only a sham designed to lure the gullible. These poor souls arrive eager for passage to Ominara, but the ships take them straight to the auction blocks of Tahz. Given the growing scarcity of slave stock, these runaways always fetch a pretty coin, and so the dandified slave takers of Tahz retain their jewels and finery.

SLAVE FIELDS — *HEARTLAND OF THE MONSTROUS EMPIRE*

Alignment: CN
Capital: Knockhead (4,196)
Notable Settlements: Enclave (843)
Ruler(s): Skargret the Fair (CE Female ogre barbarian 8; Ogre Glutton[MC])
Government: none
Languages: Common, Goblin, Orc
Religion: Arenathi
Common Terrain: hills, plains, dungeons
Notable NPCs: Abernathy Scumptillion III (NE Male gnoll ranger 9; Gnoll Warden[MC])

A hodgepodge of monstrous communities, the Slave Fields are the heartland of Goblinvania. Creatures too large or antisocial for life in the big city call these far-flung lands home; everything from annis hag covens to zoog tribal societies can be found in the nooks and crannies of the vast fields, all of them tied to their monstrous kin by a common need.

While different Unwanted Folk have dealt with modernity with varying degrees of success, all have benefited from the empire's transportation network. The Slave Fields are the overland route across the continent and whether by rail or by road, this despicable trade has filled the coffers (and larders) of a great many monstrous citizens. Towns spring up like weeds along these trade routes, many of them miniature versions of the urban melting pot. In these settlements the bizarre has become commonplace; it's not unusual to see a behir slithering down the main street of smalltown Trectoyri, while fire giant mechanics tend to the frequent wrecks along the freeways.

As in any slaving society, the fear of uprising is a constant. Runaways stalk the edges of these peaceful communities and many an orc child has woken screaming in the night, complaining of nightmares of humans with long knives at the windowpane. The Chainz cartel does its best to patrol but runaways are seemingly everywhere—what's worse, they're becoming organized. Attacks from the elven raiders of Srendath have reached an alarming frequency and the threat of war has reached the peaceful folk of the monstrous empire.

Knockhead: Knockhead began its existence as a tiny trading post but with the advent of modern transportation the thorpe grew into one of the Slave Fields' most important junctions and largest railroad towns. Creatures of all descriptions can be found in its saloons and brothels, and one lady in particular gets more than her share of the action. Enormously vain, enormously ugly, and enormous in general, the ogre madam Skargret the Fair is de facto queen of Knockhead.

Enclave: By occupying a long-abandoned rail yard, Enclave has managed to stay secret for years. Typical of the temporary camps of escaped slaves, this ad-hoc settlement is filled to bursting with desperate transients intending to march north towards Ominara. Its population has swollen in recent years and many of Enclave's residents fear that their secrecy won't last. Thus the grim hobos of the town set out as armed bands, looting what supplies they need and murdering any road wardens unlucky enough to cross their path.

Tunnels and Rumors: For Abernathy Scumptillion III, rumor is a weapon—one of the wealthy sons of Tahz, the artful gnoll favors a half-elf persona, relying on his *hat of disguise* to work among the runaways. For the easily recaptured and the especially valuable, the slave taker spreads hope of the imagined safehaven of Hullit, leading many back into bondage. Those too dangerous to recapture are guided towards the secret tunnels beneath the Slave Fields, an invaluable and discreet means of disposal. The passages lead north as promised but are filled with subterranean monsters, and unbeknownst to most everyone, the vanguard of the Impossibule Cabal (who roam here intent on remaining hidden from aboveground explorers).



Ogre Glutton, Gnoll Warden from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

Troll Elder Matron from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

Trectoyri: Realm of the Monstrous Folk

XYRTH BOGS — *PSIONIC WETLANDS*

Alignment: N
Capital: none
Notable Settlements: Xyrth Wetlands Chemical Enhancement Site (1,376)
Government: enslaved democracy
Languages: Common
Religion: Aleana
Common Terrain: forest (coniferous), mountain, hills, swamp, coastal, underwater
Notable NPCs: Bog Witch (CE Female troll witch 10; Troll Elder Matron[MC]), Mother Dettagail (NG Female human oracle 17; page 338)

Fed by the streams of Trectoyri's border range, the sodden ground of Xyrth quakes with every footfall. Narrow valleys and scrublands dominate the eastern portion of this wilderness, while in the west countless waterways converge into the Umber River Delta. Exotic birds and reptiles of all descriptions call this muggy territory home, but while the swamplands are a haven for wildlife they are far less hospitable for more civilized inhabitants. All the usual dangers of a bog are prevalent—man-eating snakes, disease-carrying insects, and innumerable unpleasant smells—but the arrival of Goblinvania heralded the region's transformation from an unpleasant lowland to a deathtrap where everything seeks your demise.

Xyrth Wetlands Chemical Enhancement Site: This coastal outpost is populated entirely by slaves; the citizens of Goblinvania refuse to come ashore. Dressed in protective suits, the Unwanted Folk simply push floating barrels in the direction of the settlement, leaving the slaves to collect and dispose of hazardous waste in the swamps.

The dangers of Xyrth render escape from quarantined zones near impossible and so the slaves remain, utterly dependent on Goblinvanian supplies for survival. Though their leader is powerful enough to flee on her own, the elderly Mother Dettagail refuses to leave these lands—or her fellow slaves—undefended.

Impossibule Influence: Despite Mother Dettagail's efforts the creatures of the bog continue to mutate into strange, horrible forms. Many believe this is the handiwork of Goblinvanian pollution, but more sinister culprits are at work—this is the first step of the Impossibule Cabal's plan to spread "clarity" to the world above. Their psionic influence seeps from the underground waterways beneath the region, causing the animals of Xyrth to begin resembling their nightmarish progenitors (see the impossibule template, page 380).

The Bog Witch: This troll crone has no name and no loyalty to anything but her stomach—and she's developed a taste for the mutant animals that haunt the region. She stalks the length and breadth of Xyrth in her walking hut, its kingfisher legs keeping her well above the waterline. Those who befriend her can count on assistance, often coming in the form of a raft with duck feet.





Bad Omens in Ominara

An adventure scenario designed for four to five PCs of 5th level.

A group of doppelgangers have clambered from the Forever Dark and begun infiltrating Trectoyri in search of a powerful artifact. Their leader, Marram, even penetrated Grand Master Engineer King Vokrix's royal house—before being confronted and offered a deal. Her group would infiltrate the Free Isle and prepare it for invasion by the Monstrous Folk, and in exchange Vokrix would fly them across the Doryhanna Ocean to Grethadnis.

Posing as escaped slaves, Marram's group began by infiltrating one of the Ominaran Libertados secret outposts along the Cape of the Bereft by posing as escaped slaves—and boarded a ship bound for the Free Isle. The halfling freerunners, however, have learned always to be on guard and are as fiercely protective of their secret language as they are of one another. When they noticed a group of passengers listening into their conversations and confronted them, the resulting fight left the freerunners a simple choice: allow these shapeshifting saboteurs onto Ominara or scuttle their own ship.

Only three survived the wreck: two of the doppelgangers, Marram and Rossor, and one of the halfling sailors (Kat Gosail CG Female halfling fighter 2/rogue 3), who carries the very fragment of the Wonders of Iomen (a *shard of Ika*) that the doppelgangers had originally followed to the surface from deep in the Ever Mine.

Our adventurers are recently graduated conscripts (delta class) and at the beginning of this adventure they know nothing of the true fate of the now-missing ship. They are told only that an important shipment for the merchant Jeftin Vilis failed to arrive from the river ports near Spons and that some wreckage that is presumed to be part of the missing vessel washed ashore northeast of the Osnaviti Forest. Having clearly pulled some favors to address the conscripts directly, Jeftin commands them to "sort things out, in the interests of commerce of course."

Jeftin is no simple merchant but a covert agent of Goblinvania expecting fresh orders and a hefty sum of gold from a contact aboard the ship. He takes every effort possible to maintain his secrecy but is keen to know what happened both to keep himself safe (and to ensure he gets paid).

Having been hunted from the Zaliha Fields, through the Osnaviti Forest and now to Moenio, Kat has barely evaded capture time and time again. She has grown fearful of working with the authorities—Rossor had already replaced one of her main contacts and she barely escaped with her life.

By the time the PCs have followed her to Moenio, she believes them to be a rescue-group and tries to get word to them and gain their aid, but Marram and Rossor are always near at hand, striking whenever she reveals herself. She has "safely" hidden the artifact to throw the saboteurs off her trail but knows the misdirection won't hold them for long. Her hiding place is in a narrow corner of the Bedim Wall, behind the Alpha Barracks (a very narrow space, even for a Small-sized creature) several feet within the stone, behind a larger tourmaline she prays will work as a decoy. In fact, the doppelgangers will find the hiding place only 1d4+3 days after the PCs reach the city, absconding with the tourmaline that Kat left as a decoy and psionically signalling Trectoyri to begin their assault on the city. .

How the party has tracked Kat and the doppelgangers, and how they aid the halfling once they contact her can be varied—they might research and design a spell to detect the doppelgangers, bait the monsters out to trap them, or work closely with the militarized citizens of Moenio to smoke them out.

GM SIDEBAR: COMPLICATIONS

The doppelgangers are shrewd, capable, and excellent at infiltration. Here are a few ways they can hinder the party.

Using a poison detectable and alleviated only with psionics, they put one of the heads of Moenio into a coma, framing the PCs both by impersonating guards with false testimonies that turn the adventurers into fugitives!

If one of their ambushes goes awry and a doppelganger is killed, the other sneaks into the Order of the Plain Spirit or a magic shop in Fortunate Alley, impersonating the PCs and stealing scrolls to return their ally to life.

There's a 50% chance one of the doppelgangers get a drop on a PC as they walk the streets alone; after successfully abducting a member of the party the doppelgangers turn them into fugitives, implicating the rest of the adventurers and sending them into the mire of bureaucracy in Civil Square.

MOENIO

LG small city
Corruption +1; **Crime** +1; **Economy** –1; **Law** –4; **Lore** +0; **Society** +2
Qualities academic, hunted, prosperous, strategic location
Danger +25

DEMOGRAPHICS

Government council
Population 8,350 (4,000 humans; 2,000 elves; 1,000 dwarves; 750 half-elves; 600 other)
Notable NPCs

High Priestess of the Plain Spirit Cynthia Sazmier (LG Female human cleric 9; High Priest[GMG])

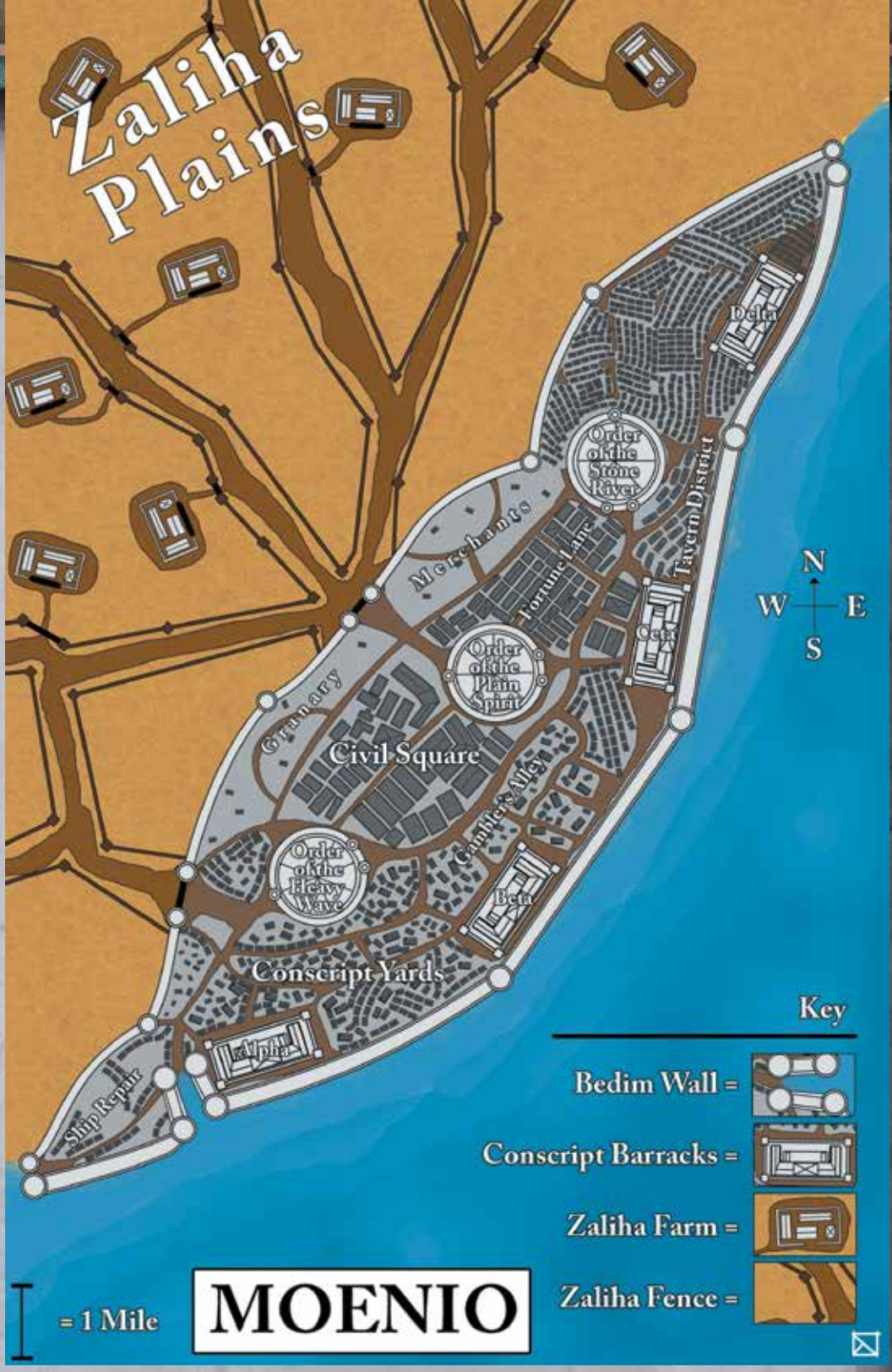
Master of the Stone River Gerralt Woodsteppes (LG Male elf monk 13; Monastic Sniper[NPC])

Chief Engineer of the Heavy Wave Presti Digato (LG Female human abjurer 5/expert 7; Sage[GMG])

Conscript Lieutenant Bender Brennel (LG Male dwarf fighter 12; Shieldbreaker[NPC])

MARKETPLACE

Base Value 4,800 gp;
Purchase Limit 37,500 gp;
Spellcasting 7th
Minor Items 4d4;
Medium Items 3d4;
Major Items 1d6



The Order of the Stone River is in charge of securing the city, the Order of the Heavy Wave focuses on making sure it is run efficiently and repaired quickly after attack, and the Order of the Plain Spirit handles the affairs of the farmers across the Zaliha Plains. Conscripts are housed all along the Bedim Wall to insure a fast response to the assaults from Trectoyri and their families reside in the shadow of the great bulwark, between it and Gambler's Alley (haven to the rogues and scoundrels of the city). Fortune Lane is filled with wealthy merchants, all exhausted with the rampant bureaucracy in Civil Square (because most everything is taxed). There are numerous taverns and a small area for gamblers, but both are strictly regulated (and, at the GM's discretion heavily taxed).

High Priest, Sage from Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC
Monastic Sniper, Shieldbreaker from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

If the doppelgangers are captured or defeated before they find the *shard of Ika,* Trectoyri's assault still happens—an attack wave led by the DESTRUCTINATOR™—though the PCs have 1d4 days to prepare rather than being alerted at the last moment.

If the PCs haven't already located the *shard of Ika*, Kat Gosail or High Priestess Cynthia Sazmier *message* the party, providing them with *potions of reduce person* and *dust of emulation* along with news of the imminently arriving diesel monstrosity. By grasping onto the artifact, the PCs activate the *shard of Ika* and wage a colossal battle against Goblinvania's kaiju (see page 225)!

When the PCs activate the *shard of Ika*, read or paraphrase the following:

Holding on to one another, one of you reaches into the Bedim Wall and grasps something, something that radiates enough power that on touching it, all of you in contact fall briefly unconscious. You awaken shortly, your gaze casting down over all of Moenio, and you feel the presence of your allies nearby—though now you share a body: one with limbs the size of castles and built from sturdy stone.

After giving the party time to revel in their awesome might (and possibly inspire the populace) the DESTRUCTINATOR™ surges into view and a battle between titans commences. When it does, read or paraphrase the following:

Out on the water you see huge clouds of surf trailed by a fast approaching plume of murky black smog. You can make out steel plates patched together, growing into focus as the limbs of a titanic mechanical man with enormous wheeled vehicles for arms and legs. A rat-tat-tat-tat-tat pings off of your rocky exterior as guns open fire from its head, the drone of Goblinvanian planes not far behind it.

Explodicus© jets (page 226) accompany the diesel kaiju and depending on where the PCs engage, may or may not spend most of their time harrying *Bedim Ika*. If they are within range of the Bedim Wall's cannons the Free Isle's conscripts assist in the fight, drawing away 2 of the 4 jets that fly across the waters; otherwise, all 4 target the party, a new one replacing any knocked down after 1d4 rounds.

Shard of Ika

Aura strong (all schools); **CL** 21st
Slot none; **Weight** 3 lbs.

DESCRIPTION

This fist-sized silvery gemstone is malleable enough that it conforms to the hand or any surface it touches.

While it is inert while within the territory of Iomen, the *shard of Ika* waits only to be set down elsewhere to begin attuning itself to the nearby terrain. After 30 minutes unattended and uncarried by a living creature, it creates a bond with the structures and terrain within 200 ft. (the [source]), and thereafter the [source] is considered part of the *shard of Ika* and immune to all damage unless the artifact itself is destroyed, and it cannot be moved or removed without first destroying it. Once so attuned, any creature that touches the *shard of Ika* and succeeds on a DC 25 Use Magic Device check can use the *shard of Ika* to become [source] *Ika*.

Up to 5 creatures can remain in contact while activating the *shard of Ika* to increase its effectiveness. For each user in addition to the first, the primary user gains a +2 enhancement bonus to all attacks and saving throws, +2 natural armor bonus, and +20 hit points. If there are multiple creatures, the user making the Use Magic Device check is considered to be the primary user while all others are secondary users. The primary user maintains control of the [source] *Ika*, though a secondary user may make an opposed Wisdom check against the primary user to assume dominance for one round. In addition, all secondary users gain an independent attack they can use once each round, determined by the [source]. If the [source] *Ika* makes a skill check, all users may make the skill check and the [source] *Ika* uses the highest result.

Regardless of the exact terrain, a [source] *Ika* effects the following changes on the primary user:

Size: change to Colossal

Senses: low-light vision

Armor Class: +10 natural armor

Hit Dice: Change to 1d10s if the primary user's hit dice are d8 or less.

Defensive Abilities: Enhancement bonus to Will saves equal to ½ the primary user's hit die, all-around vision, damage reduction 10/—, spell resistance equal to 5 + primary user's hit die, immunity to ability damage, ability drain, bleed, disease, death effects, fatigue, exhaustion, energy drain, mind-affecting effects, necromancy effects, nonlethal damage, paralysis, poison, polymorph, and sleep effects. However, a [source] *Ika* cannot be healed as a normal creature, only as though it were a construct.

Speed: Increase to 70 ft.

Base Attack Bonus: Equal to primary user's hit die

Abilities: Str +20, Dex -8, Con +20

Attacks: A [source] *Ika* loses all the attacks of its user, instead gaining 2 slam attacks (2d8+15) and trample (2d6+15).

SQ A [source] *Ika* cannot use any special attacks, special qualities, or other ability of the user(s) that requires more than a free action to activate (including spellcasting).



Source	Additional properties
Ice	immune to cold, decrease Dex penalty to -6 secondary users may attack with: cold blast (4d6+4 piercing and cold, range 200 ft.)
Sand or Snow	decrease Dex penalty to -4, amorphous, compression, immune to fire/cold, whirlwind (1/day per user, 30-70 ft. high, 4d6+4 damage) secondary users may attack with: shard blast (4d6+4 piercing, range 100 ft.)
Earth	increase Con bonus to +24, increase natural armor to +13, rock catching, tremorsense 100 ft. secondary users may attack with: rock throwing (2d8+15, 200 ft.)
Stone	increase Str bonus to +24, increase DR to 12/—, rock catching, tremorsense 100 ft. secondary users may attack with: rock throwing (2d8+18, 150 ft.)
Forest	fast healing 3, +30 ft. reach, lifesense secondary users may attack with: tentacle (1d12+10, or entrap 2 rounds, hardness 3, 20 hp)
Other*	Other *Ika* may have additional abilities as the GM sees fit, depending on their source. A factory might gain a smog breath weapon, a source in a magical city might gain deflection and enhancement bonuses, and so on.

**Bedim Ika*, formed from the artillery festooned Bedim Wall, has one operational large-bore cannon (4d6+5, range 100 ft.) for each secondary user.

This form can be maintained for a number of rounds equal to the primary user's hit die, plus 4 additional rounds for each secondary user (regardless of their hit dice). When the effect ends (or if the [source] *Ika* is reduced to 0 hit points) the [source] *Ika* returns to its original location, traveling at a rate of 200 ft. per round to do so, and returns to its original form at which point the *shard of Ika* cannot be activated again for 4d6 hours.

Any damage sustained by [source] *Ika* is converted to a percentage, and all users return to their normal forms with their hit points reduced by the same percentage, rounded up to the nearest hp.

DESTRUCTION

The *shard of Ika* (or the nearest 20-ft. area it is attached to) must be submerged in toxic sludge for 10 days, then simultaneously shot by five *+5 adamantine bullets* each enchanted with a different elemental energy.

Marram — CR 9 — XP 6,400

Doppelganger rogue 2/wilder 4

Medium monstrous humanoid (shapechanger)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +1 Dex, +2 dodge, +4 natural)

hp 69 (4d10+6d8+20)

Fort +6, **Ref** +12, **Will** +10

Defensive Abilities evasion; **Immune** charm, sleep

Weaknesses psychic enervation 15% (sickened 2 rounds, -4 pp); personality disorder (Will DC 19)

OFFENSE

Speed 40 ft.

Melee claws +11/+11/+6 (1d8+3)

Ranged surge blast +12 ranged touch (2d6 force damage, 30 feet)

Special Attacks sneak attack +1d6, surging euphoria +1, wild surge +2

Spell-Like Abilities (CL 20th)

At will—*detect thoughts* (DC 15)

Powers Known (ML 4th, 23 PP, concentration +7)

2nd—*cloud mind*

1st—*mind thrust, vigor*

0th—*detect psionics*

TACTICS

Before Combat Marram uses *cloud mind*, hiding herself from enemies before manifesting *vigor* to gird her hit points.

During Combat The doppelganger utilizes her wild surge to manifest powerful *mind thrusts* at the most dangerous opponent she can perceive, snatching up the first enemy to go unconscious and running off at top speed.

Morale Marram was the leader of the surviving duo and takes fewer liberties than Rossor; she flees at 35 hit points.

STATISTICS

Str 16, **Dex** 18, **Con** 14, **Int** 15, **Wis** 14, **Cha** 17

Base Atk +8; **CMB** +11; **CMD** 25

Feats Dodge, Great Fortitude, Inquisitor, Psionic Fist, Speed of Thought

Skills Acrobatics +13, Autohypnosis +7, Bluff +14 (+18 while using change shape ability), Climb +7, Diplomacy +12, Disable Device +9, Disguise +11 (+31 while using change shape ability), Escape Artist +11, Intimidate +8, Knowledge (psionics) +9, Linguistics +6, Perception +13, Sense Motive +10, Sleight of Hand +9, Spellcraft +7, Stealth +10, Swim +7; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Common, Dwarven, Elven, Goblin, Undercommon

SQ change shape (*alter self*), elude attack +1, mimicry, perfect copy, rogue talent (resiliency, 6 temporary hp), surge bond (warping), trapfinding

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*; **Other Gear** *glamered +1 studded leather*; *potion of pass without trace*, *ring of sustenance*; **Attuned Gear** *robe of useful items*

Rossor **CR 9** **XP 6,400**

Doppelganger rogue 2/psychic warrior (assassin) 4
N Medium monstrous humanoid (shapechanger)
Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 armor, +4 Dex, +1 dodge, +4 natural)
hp 69 (4d10+6d8+20)
Fort +9, **Ref** +12, **Will** +8
Defensive Abilities evasion; **Immune** charm, sleep
Weakness psychosis (Will DC 20)

OFFENSE

Speed 30 ft.
Melee 2 claws +14/+14/+9 (1d8+6)
Special Attacks assassin path maneuver (expend psionic focus to deal +2d6 precision damage on melee attack vs target when there are no other adjacent enemies), assassin path trance (+2 competence to dmg while psionically focused), sneak attack +1d6
Spell-Like Abilities (CL 20th)
At will—*detect thoughts* (DC 14)
Powers Known (ML 4th, 12 PP, concentration +7)
2nd—*strength of my enemy*
1st—*biofeedback, metaphysical claw, stomp; distract, prevenom*
0th—*conceal thoughts, detect psionics*

TACTICS

Before Combat Rossor manifests *biofeedback* and *metaphysical claw*, then *prevenom* and *strength of my enemy*.

During Combat Rossor revels in physical combat. He fights savagely, using Spring Attack to fell any opponents that attempt to call for help. After that he grapples the strongest attacker, inflicting as much ability damage as he can with *strength of my enemy*.

Morale Rossor continues to fight until dropped beneath 15 hit points, reluctantly retreating into a crowd but marking the opponent to be felled later.

STATISTICS

Str 22, **Dex** 18, **Con** 14, **Int** 11, **Wis** 16, **Cha** 13
Base Atk +8; **CMB** +14 (+18 grapple); **CMD** 28 (32 vs. grapple)
Feats Dodge, Great Fortitude, Mobility, Spring Attack, Vital Strike; Greater Grapple, Improved Grapple, Improved Unarmed Strike
Skills Acrobatics +13, Autohypnosis +12, Bluff +12 (+16 while using change shape ability), Climb +10, Diplomacy +10, Disguise +9 (+29 while using change shape ability), Linguistics +2, Perception +16, Sense Motive +13, Stealth +16, Swim +10; **Racial Modifiers** +4 Bluff, +4 Disguise
Languages Common, Dwarven, Elven
SQ change shape (*alter self*), mimicry, path skill (Stealth +2), perfect copy, psionic proficiency, rogue talent (fast stealth), trapfinding
Combat Gear *potions of cure moderate wounds* (2); **Other Gear** *+1 glamered studded leather, ring of sustenance;* **Attuned Gear** *bag of tricks (rust)*





Chapter 5

History of the Forever Dark

Howdy stranger—that is one fine hat you've got. It's nice to see a friendly face down here, y'know, one that isn't all slavering and full of tentacles and too many eyes.

People say Forever Dark like darkness is all there is down here. I tell you, the things that live in the dark places of the world are far worse than anything that walks along it. Goblins raising slaves for trolls to eat? There are entire cities of undead monsters who raise living cattle just to torture them. War brewing across Grethadnis? There are more factions in these tunnels than there are cities on your Fair Continent!

Why, I tell you, one of the big troubles with people tryin' to understand these tunnels is they don't really get how old they are. Older than any of your lands, older than the gods, or even the Trekth. Things so old that we don't even know what they should have been called. Think on that—before the Trekth conquered your ancestors, they were overshadowed by these people and even memories of them have turned to dust.

Nobody really knows how big these passages used to be, back before the Trekth, but what they are now was defined by them, and their... I think it was called the Vehoro. Massive worm-thing, probably a machine like everything else, chewed through the skin of the world for centuries. Made this very tunnel, and uncountable others like it. Moved mountains of stone...and nobody really knows what happened to it. The Vehoro or the stone.

Only other thing that's ever moved stone like that is Si-Wan—the Undying? You heard of him? Great old dragon out in Urethiel. He found the Forever Dark before the Trekth and boy did he get more than he expected. There's another world beneath the Dynasties, one ruled by death incarnate, they say. Si-Wan learned the secrets of immortality down there in the land of the undead, and then in return he crushed them. Ha, as though you can kill death or suffocate a drowned corpse. No, he crushed their cities, and I can tell you the dead are furious—and at least as immortal as that dragon. I ain't one to presume what the dead are thinking, but it's only a matter of time before the Dynasties have a war on their hands they have no hope of winning.

But there've been other immortals down in these tunnels, too. The gods themselves walked the Forever Dark before they walked your sunny lands—Yawvil too, and the jabberwock that made him what he is. There's some...perfect world they made down these tunnels, but I haven't ever seen it. I heard a rumor that he was worshipped as a god down there before he became one for real. It's how he got a taste for it—the jabberwock comes down here, finds a lost civilization and reshapes them to make him think he's a god, and then when Yawvil comes down, they tell him he's a god, too. Pretty clever.

Of course you're curious what I mean about the gods. I was too when I first heard it. It's a little hard to believe that their first steps weren't on the land or skies above, much as they might tell you otherwise. I think they remember a little, though if the stories are true they must have left the bulk of their memories back on their

battlefield. They all know, of course, that Verahnus isn't the only god of gods, there's another one. A darker one, the reason every intelligent creature fears the dark. The reason only crazy people like you or I are down here—ha!

But you should be afraid; everything down these tunnels that wants to eat you are only a few generations removed from..well, that's not true, most of them are converts. The doppelgangers, they're the things you want to be scared of. They made all these terrors in the first place. The Vehoro hit one of their cities, see, the capital of what used to be their kingdom, so they created things. That's all they were, things never meant to live, only meant to burn the world above. But they survived, and they thrived, and they devoured. Ate the doppelganger's kingdom too, sure, but boy did they change the War of the Ends, and I'm pretty sure these things are what took down the Trekth in the end, too.

Yes, yes, I'm getting to the gods. Be patient; knowledge is power, and I'm just a torrent of it today, aren't I? Consider yourself lucky, there are things down here that would eat your ear rather than talk it off.

The doppelganger kingdom, not hardly as big as the Trekth but no less advanced far as I can tell. I've seen the ruins. They made ten thousand different monsters in those horrible halls and I'm glad the dwarves blew them up. The stouts said they were tryin' to escape, but I think they knew better. It was a strike like no other, crushed the capital like none did before them but the Trekth. Broke 'em apart into a dozen little feuding clans. Course, that only gave the Nightmare Gods more fuel when they came up offerin' them salvation.

As I was sayin', there's this darker god down here. It doesn't have a real name, but it's called the Nightmare Dreamer. I'll be honest—I don't know what it is, but it's bad enough that when it woke up, so did Verahnus. And both of them spat out gods at one another, and the gods fought. Most people have forgotten the days before the gods in any real detail, but they were dark. The sun didn't rise for forty days, the earth shook every moment. Good men just stopped living because fear was so tangible.

Not like I know details, but you know that today there are three Nightmare Gods? I hear at the beginning of the war there were four—and like them, a fourth god of the surface. I think that's what happened to the Trekth; that fourth god was their god, and it died in the first War of the Gods.

I heard tell from a fellow, called himself a dragonminded, that as a last ditch effort Verahnus created the dragons to seal the Nightmare Gods away. It woulda worked too, if not...well, you're not going to believe this either—Matilondo isn't one of the Shadow Gods. Not really. I hear he's got the soul of the nightmare in him. The real Matilondo is dead and the so-called god of gnomes is really this unholy terror, an agent of the Nightmare Gods ever since their first war. S'why the gnomes down here are so strange. Ever notice that? Not one of them is right in the head.

Want a story that's easier to swallow? I ain't got one of those—cept fairy stories, and those aren't true. That's the worst part of all these tales I just spun for you—they're true, each and every one. Sometimes I wish they weren't.

But there's an upside to all this if you can believe it. There's treasures and relics down here like you'd never believe from lost kingdoms people have no tales or records of. There's a whole group of folks, the Collectors they call themselves, who make it their job to dig it up—but there's so much it'd take them a thousand years. A fortune can be made if you're brave or crazy, and like me I can tell you're both.

Now I know you just settled down but I've been asleep all night. That's something else you gotta watch for down here—night and day don't mean much. What's night to you is day to someone else, and they might just kill you in your sleep for as little as your hat.

G'night.



Chapter 5

VEHORO OF THE TREKTH

The Forever Dark is home to an incomprehensibly vast mechanism that operates to a function and means neither explorers from the surface nor the Horror People have been able to completely understand. Rooms move across incredible distances through mysterious mechanical means, connecting disparate nodes of hewn rock and steel plates where the desperate have scavenged together small settlements.

Though some of these moving rooms are little larger a typical bedchamber (ten feet across and wide), others are truly titanic in stature. Nearly all are crafted of metal and stone, and these are the ones most often inhabited. In a few rare cases, however, the moving rooms are living matter (some a variation of plant-life, but not all).

Many of the disparate settlements quickly become ghost towns as the outposts buckle under the constant threat of alien horrors and the despicable powers that lurk beneath Veranthea. Others suffer at the whim of the Vehoro itself—and there are claims this is not always by chance. Legends tell of parts of the Vehoro that affect other sections of the phenomenon, either from within or by towers built into the sides of the tunnels. Most move of their own accord, but either way the things are as unstoppable and unyielding as the impossibly hard metal plates they run upon.

One of the Vehoro's greatest mysteries is how the tunnels through which it runs were carved. It's known that they were created by the Trekth, but their means and reasons for doing so have left even the most dedicated scholars puzzled. The thing, referenced as 'the worm of the Trekth' in writings, may have been living or machine or it may never have been a worm at all. Some accounts claim that its title represents only how the tunnels themselves snake beneath the surface of the world.

Another question is, with the scope of the excavation of these tunnels millions of tons of rock were moved; but to where? The scope of the missing earth and stone is staggering and many think it might be part of a vast, abandoned scheme that created space by pulling it from other planes, meaning that the tunnels might suddenly collapse or twist at a moment's notice. What is known for certain are the reports of entire networks of passages changing after being mapped with no explanation aside from the inevitable movements of the Vehoro.



CONSPIRACIES & CULTS



The Horror People enact countless plans from within the Forever Dark, foul and insidious machinations with one goal paramount to each, no matter how deranged: to spread the power of the Nightmare Gods, to the world of Veranthea through psionics. By sharing more and more of the secrets to unlock creatures' minds, the power of the unspeakable pantheon grows and their charges do whatever they can to entice the denizens of the surface into their mad embrace. Quiet merchant houses in Lethis have been following in these footsteps for years, along with counterparts in Urethiel, and though Goblinvania is suspicious Unwanted Folk are free to participate in whatever rituals of the Horror People they see fit. Only one group has resolutely stood against the tide of insanity, but their task may be a futile one.

The Impossibule Clan: Descended from the gnomes of Trectoyri, these gnomes have been siphoning a number of "blessed" springs up into the Xyrth Bogs (page 193), slowly and subtly spreading the true visions of their gods to the surface world.

The Flesh: By merging technology recovered from the lost doppelganger kingdoms and the insane teachings of the Nightmare Gods, The Flesh take a more direct approach to spreading the word of their alien gods by forcefully abducting surface folk and—through a blend of science and psionics—transforming them into terrible monsters.

The Unknowns: Beneath the Elven Ruins of Imoen, servants of Castril work to create a new series of passages stranger even than the Forever Dark. They toil endlessly to carve out an infinite brain-like passage, inside which Castril itself can touch one's mind—the Synapse (page 164).

The Dead Empire: Beneath Urethiel is a mirror world, yet another reflection that keeps the dynasties in balance. This land acknowledges and worships the Nightmare Gods but their primary deity is said to be a manifestation of death older and greater than Verahnus, an entity destined to rise to swallow the gods themselves.

The Collectors: The Collectors Cabal occupies a huge number of safehouses throughout the Forever Dark, welcoming all travelers and providing a neutral ground for trade and survival—under fear of drawing the ire of the significant technology the organization has access to.

The Dragonminded: Hunters in the dark, the dragonminded have fortresses located sparsely across the endless tunnels, safe places to lie low in between missions to seek out and purge the Nightmare Gods from the world.





THE DRAGONMINDED

Few remember the original purpose of dragons—that they once protected the world at large from the maddening chaos and unfathomable terror of the Nightmare Gods. Individuals that know the truth of the dragons' original nature, or that they failed in their task to hold the Nightmare at bay, are uncommon at best but even rarer are those willing to take up the abandoned duty. The world does not need to be reduced to ash as a result, often thanks to the dragonminded.

Dragonminded are defensive psionic combatants that focus on resistance, survival, and keen intuition. Though the most common aspirants of their order begin as psychic warriors, any character with a good base attack bonus and a feat free to take Wild Talent can make excellent dragonminded.

Role: Dragonminded are difficult to faze and hard to affect with magic or psionics unless they wish to be. They are most comfortable charging through combat to reach enemy psions, but are more than capable of fending off entire groups of enemies at once.

Alignment: Dragonminded are strongly aligned against the forces of darkness and chaos, tending towards lawful and good alignments. However they are willing to allow anyone to join their ranks, so long as they put their powers to use fighting the forces of the Nightmare Gods.

Hit Die: d12

REQUIREMENTS

To qualify to become a dragonminded, a character must fulfill all the following criteria.

Base Attack Bonus +6

Psionics: Character must be a psionic character

CLASS SKILLS

The dragonminded's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Knowledge (dungeoneering) (Int), Knowledge (engineering), (Int), Perception (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

TABLE 5-1: THE DRAGONMINDED

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points per Day
1st	+1	+1	+0	+1	Disruptive, fugue state	5
2nd	+2	+1	+1	+1	Matter over mind 1/day	11
3rd	+3	+2	+1	+2	Power resistance	18
4th	+4	+2	+1	+2	Manifestation	26
5th	+5	+3	+2	+3	Matter over mind 2/day	35
6th	+6	+3	+2	+3	Power sink	45
7th	+7	+4	+2	+4	Manifest power	56
8th	+8	+4	+3	+4	Matter over mind 3/day	68
9th	+9	+5	+3	+5	Improved manifest	81
10th	+10	+5	+3	+5	Mindless	95

CLASS FEATURES

Weapon and Armor Proficiency: Dragonminded gain proficiency with firearms.

Power Points/Day: A dragonminded gains a pool of power points, as indicated on Table 5-XX: The Dragonminded. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. If a dragonminded has power points from a different class, those points are pooled together. They can use these power points to manifest powers gained through other sources, but they do not gain the ability to manifest powers on their own.

Disruptive (Ex): The dragonminded gains Disruptive as a bonus feat. They do not need to meet this feat's prerequisites.

Fugue State (Ps): A dragonminded can briefly separate his mind and body to better resist the powers of the nightmare. Starting at 1st level, a dragonminded can enter this fugue state for a number of rounds per day equal to 3 + his Wisdom modifier. At each level after 1st, he can maintain this state for 1 additional round. Temporary increases to Wisdom, such as those gained from spells like *owl's wisdom*, do not increase the total number of rounds that a dragonminded can maintain a fugue state per day. A dragonminded can enter a fugue state as a swift action, and end the fugue state as a free action. The total number of rounds of fugue state per day is renewed after resting for 8 consecutive hours.

While in a fugue state, a dragonminded gains a +4 morale bonus to Strength and Constitution, as well as power resistance equal to 10 + his dragonminded level + his Wisdom modifier. In addition, he takes a -2 penalty to attack rolls. The increase to Constitution grants the dragonminded 2 hit points per Hit Dice, but these disappear when the fugue state ends and are not lost first like temporary hit points. If a dragonminded falls unconscious his fugue state immediately ends, placing him in peril of death. While in fugue state, a dragonminded cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride), any ability that requires concentration, and cannot manifest powers or cast spells.

Any time a dragonminded would spend a round of fugue state, a dragonminded can instead choose to expend a number of power points equal to their hit dice to avoid expending that round of fugue state.

Matter over Mind (Su): At 2nd level, a dragonminded's mind is always sequestered from their body. Once per day, they can choose to make a Fortitude save in place of a Will save. A dragonminded can use this ability one additional time per day for each three levels beyond 2nd, up to 3/day at 8th level.

Power Resistance (Ex): At 3rd level, a dragonminded gains power resistance equal to 5 + ½ dragonminded level + Wisdom modifier.

Power Sink (Su): At 6th level, a dragonminded is truly anathema to psions. As a standard action, a dragonminded can manifest *antipsionics field* as a psi-like ability, centered on themselves, using their hit dice as their caster level. This ability can be activated a number of rounds per day equal to their Wisdom modifier.

Manifestation (Su): As a standard action while in a fugue state, a dragonminded's separated mind can manifest as an ectoplasmic duplicate in any open square within 30 ft. This manifestation is partly physical, can attack and take actions, and is directed by the dragonminded. It uses all the same statistics as the dragonminded, with the following exceptions: it shares a single pool of hit points with the



dragonminded, gains the incorporeal subtype, and is immune to all spells and effects that allow spell or power resistance. The manifestation threatens opponents for purposes of flanking, but cannot take attacks of opportunity.

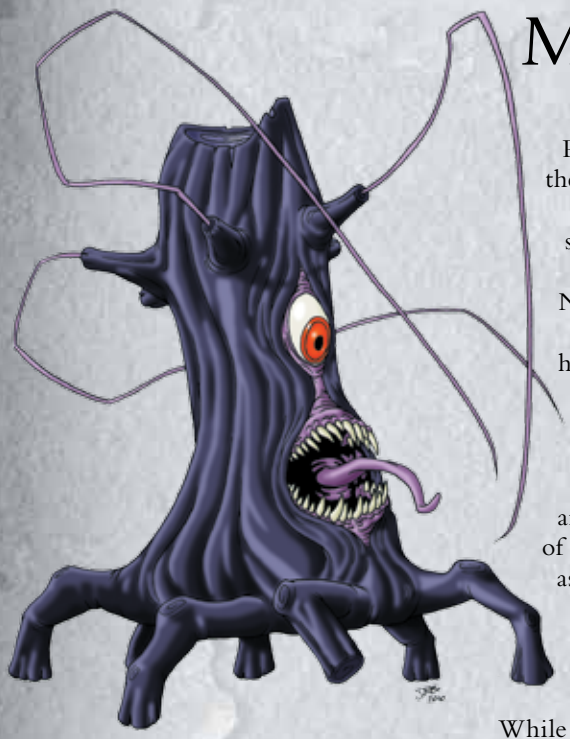
On the round it manifests, it can make a single attack before dispersing at the end of the round. However, it can be sustained until the end of the dragonminded's next turn as a swift action by spending an additional round of fugue. On additional rounds, the manifestation can make a single attack, a single Intelligence-, Charisma-, or Wisdom-based skill check, or manipulate objects as though it had a Strength of 10. As a move action, the dragonminded can move the manifestation up to 30 ft. in any direction, provoking attacks of opportunity as normal.

Manifest Power (Su): At 7th level, a dragonminded's manifestation is capable of tapping into any magical or psionic powers he is capable of using. The manifestation may, instead of making an attack, manifest a single power or cast a single spell with a range other than self.

Improved Manifest (Su): At 9th level, a dragonminded can manifest more rapidly and for a longer time. On the round it manifests, both the dragonminded and his manifestation may make a single attack action. In addition, the dragonminded needs only spend a number of power points equal to their dragonminded level to avoid expending a round of fugue state.

Mindless (Ex): At 10th level, a dragonminded in fugue state is immune to any effect that requires a Will save. In addition, they can use their Matter over Mind ability an unlimited number of times per day.

THE HORROR PEOPLE



Most people in Veranthea wrongly believe that the Horror People (races like the doppelgangers, serpentfolk, or svirfneblin) were born from the Nightmare Gods. Such things are half truths—most of these races are far older than the gods, but eager and ardent worshipers of these entities are as shunned by the surface world as the primordial beings themselves. While some Horror People could pass as Unwanted Folk with little difficulty, the majority of them are obviously alien with nonhuman forms in some manner or another—often with too many eyes, limbs, or a collection of tentacles where their arms or legs should be. Outside the Forever Dark they are universally feared and hated.

Some of these races, drow and svirfneblin in particular, have settlements and cultures outside the Forever Dark—dark elves are particularly uncommon, despite a pervading assumption that associates them with the pitch dark tunnels. The scope of the Forever Dark makes it impossible to claim any one race has "dominance," though several races do control signifigantly more sway than others.

Doppelgangers: Beneath Trectoyri the once prominent doppelgangers have fallen further than any but the Trekth—formerly inheritors of their own great civilization, their fleshcrafting is now but a legacy. Still, they were the first and most populace of races to accept the Nightmare Gods as their own and despite being reduced to warring tribes squatting in the ruins of their own civilization, they remain the masterminds of the Forever Dark beneath the Crescent Continent.

Leugho: The leugho are souls that, instead of being drawn to Wu-Nai or the demiplane of a deity, fall towards the center of Veranthea. There they find new life, rising as an entirely unique race with the minds of many but bodies of stagnant ooze and rotting flesh (page 229). They do not have a society as most would consider it, instead maintaining a telepathic network of an unknown scope maintained through enigmatic means. Leugho are shunned even in the Forever Dark for when one is wronged, it is sure to draw the ire of others of its ilk.

Mongrelmen: Having no true home to call their own, mongrelmen are travelers and traders of the Forever Dark and they are almost universally welcome in settlements beneath it. They peddle all they can find or scavenge, from slaves to technology and stranger things still, miraculously venturing through the dangerous tunnels entirely unarmed. This innocence is a facade, however, as the mere carts and tools mongrelmen carry with them are frequently disguising dangerous beasts, creatures capable of burning entire cities if their ire is raised.

Morlocks: Possibly descended from humans or another surface race, the vast majority of these creatures have devolved to a point where they are barely intelligent and extremely subservient. A few have retained more than their share of intellect, leading hordes that number in the millions through the tunnels of the Forever Dark (sometimes even onto the surface) while others are controlled by viler powers still. Though they thrive across the world, their population is centered largely beneath Grethadnis.

The Abberant: The abberant are all sorts of races, some mindless and others intelligent, all sharing one trait: an inhuman nature. Scores of them predate the Nightmare Gods but the worst of these creatures are veritable avatars of destruction.

The Dead: Easily mistaken for humans, the dead have a dynasty all of their own beneath Urethiel, one that has lasted far longer than the living ones above. Dhampirs thrive in this primordial empire and choose their undead destiny before they age—only increasing the number of ghouls, liches, mohrgs and more that crawl beneath the surface of the world. Despite their abundance they remain strictly isolated, rarely straying far from their ancestral territory—except for when they rise up to utterly overwhelm the targets of their wrath.



OBLITUDAEMON

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

Oblitudaemon **CR 15** **XP 51,200**

NE Medium outsider (daemon, evil, extraplanar)
Init +9; **Senses** see in darkness, *true seeing*; Perception +41
Aura spirit aura (20 ft., DC 28)

DEFENSE

AC 29, touch 23, flat-footed 24 (+5 Dex, +8 insight, +6 natural)
hp 230 each (20d10+120)
Fort +12, **Ref** +17, **Will** +20
Defensive Abilities all-around vision, hyperaware; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.
Melee 2 slams +24 (2d6+4)
Special Attacks eyeball storm, manygaze (paralyzing gaze, piercing gaze), sneak attack +6d6

STATISTICS

Str 18, **Dex** 21, **Con** 22, **Int** 15, **Wis** 26, **Cha** 17
Base Atk +20; **CMB** +24; **CMD** 47
Feats Alertness, Cleave, Critical Focus, Great Cleave, Improved Initiative, Persuasive, Power Attack, Skill Focus (Perception), Step Up, Tiring Critical
Skills Appraise +20, Diplomacy +5, Fly +20, Intimidate +22, Knowledge (dungeoneering) +20, Knowledge (planes) +25, Perception +41, Sense Motive +35, Spellcraft +25, Use Magic Device +26
Languages Abyssal, Draconic, Infernal (can't speak); telepathy 100 ft.

SPECIAL ABILITIES

Eyeball Storm (Ex) As a standard action, an oblitudaemon can discorporate into a swarm of flying eyeballs, each with a razor sharp stinger at the end of it's trailing visceria, 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 10d6 points of damage. In addition, it becomes impossible to avert one's gaze from an oblitudaemon's gaze attacks so long as it remains in this form.

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

Manygaze (Ex) An oblitudaemon 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 an oblitudaemon's gaze must make a DC 23 check 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 the oblitudaemon is broken (such as by another character moving between the target and the oblitudaemon). The save DC is Charisma-based.

Piercing Gaze (Sp) An oblitudaemon can literally gaze daggers at targets. Any target afflicted by the gaze must make a 23 Reflex save or take 5d6 points of piercing damage. The save DC is Charisma-based.

Spirit Aura (Su) An oblitudaemon is surrounded by the spirits of those it has watched die, and they cling to all creatures within 20 ft. of the oblitudaemon. Any creatures in this area must make a DC 23 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 the oblitudaemon 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 from the inopportune moment, oblitudaemons are guided and shaped by Castril to guide others to the same fate. There is no greater place to wage their mad campaigns than the perpetually dangerous Forever Dark.



OCUAL

Large enough to swallow a horse, this slimy green quadruped's mouth is set into its torso, while where you would expect its head to be there are instead ten long tentacles—each capped with a pulsing yellow eye nearly a foot across.

Ocual **CR 8** **XP 4,800**

CN Huge aberration
Init +5; **Senses** darkvision, infinite sight, see in darkness, see invisibility; Perception +24

DEFENSE

AC 23, touch 10, flat-footed 21 (+1 Dex, +1 dodge, +13 natural, –2 size)
hp 114 (12d8+60)
Fort +9, **Ref** +7, **Will** +9
Defensive Abilities all-around vision; **Immune** exhaustion, fatigue

OFFENSE

Speed 40 ft.
Melee bite +12 (2d6+4 plus grab), 2 claw +12 (1d8+4)
Space 15 ft.; **Reach** 15 ft. (5 ft. with bite)
Special Attacks demotivating gaze, gaze, swallow whole (2d6 bludgeoning and 1d6 acid damage, AC 16, 11 hp)

STATISTICS

Str 18, **Dex** 13, **Con** 20, Int 9, **Wis** 12, **Cha** 13
Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 27
Feats Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (bite), Weapon Focus (claw)
Skills Intimidate +16, Perception +24, Spellcraft +8, Survival +10; **Racial Modifiers** +8 Perception
Languages Undercommon
SQ unstoppable

SPECIAL ABILITIES

Demotivating Gaze (Su) An ocual's gaze drains the mental fortitude of those looking into its eyes. Creatures caught in its gaze must make a DC 17 Will save or lose 8 power points and be staggered until the end of the ocual's next turn. Creatures without sufficient power points instead take 1 point of each Intelligence, Wisdom and Charisma damage. A successful save negates the damage and the staggered condition.

As a move action an ocual can direct the gaze of two or more of its ten eyes at a single target, with each additional eye increasing the DC of the gaze by 2 for that target, but reducing the save for all other targets by 1 until the beginning of its next round. Creatures targeted by this effect lose an additional 4 power points per eye and are stunned on a failed save. A successful save reduces the stunned effect to staggered. The save DC is Charisma-based.

Infinite Sight (Ps) An ocual's darkvision has no limit—it can see anywhere it has line of effect. In addition, its vision is never obstructed by anything other than total concealment and an ocual can see through fog, weather, and all other natural conditions with no penalty.
Unstoppable (Ex) An ocual's endurance is immeasurable; it never takes damage from starvation or thirst, or spells and supernatural effects that cause either effect.

Oculas are massive creatures perfectly suited for the endless tunnels in which they hunt—they can stalk from beneath one continent to another and have the ability to digest anything. While their bulk alone makes them a threat enough to most creatures, the real danger comes with meeting their gaze—an ocual's eyes sap the very will to live from any creature they look upon, encouraging prey to lay down and be devoured.

These "eyes" appear, at first glance, to be just that, but they are little more than decoration. Beneath these glossy orbs are their true sensory organs: strange psionic masses that allow the ocual to see even without light, and even to perceive things that aren't in the visible spectrum. The only way to hide from an ocual is to shield yourself entirely from its view.

They aren't smart creatures, but they are far more than the simple beasts they appear to be and have near-human intelligence. Ocual are capable of laying traps, leading prey into ambushes, or making alliances—though they typically prefer to wander alone through the caves of the Forever Dark.



COLLECTORS — *FOLLOWERS OF THE LEXICON*

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

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

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

COLLECTOR [GENERAL]

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

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



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

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

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

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

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

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

Page of Truth

Aura strong divination; **CL** 21st
Slot —; **Weight** —

DESCRIPTION

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

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

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

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

DESTRUCTION

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



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

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

Global Rules

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



Firearms and Recoil

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

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

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

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

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

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

Magic Attunement

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

Plan Ahead

Important non-artifact magical items, crucial enchanted weapons or armor, and other supernatural equipment is treated differently on the whole, something to keep in mind when doling out treasure. At the GM's discretion, certain magical items that normally require attunement can be specially made to ignore it (at double cost).

***DOES NOT* Require Attunement**	**Requires Attunement**
Potions, Wands	Magic Arms and Armor
Devices	Rings, Rods, Staves
Scrolls	Wondrous Items*
Artifacts, Cursed Items	Intelligent Items
Magical ammunition	Spellbooks (1/5 value)

Play Style	**PC Attunement Value**	**NPC Attunement Value**
Gritty	x 0.75	x2
Standard	x 1.25	x3
Epic	x 1.75	x4

*Slotless wondrous items that do not deal damage (or result in damage, like a *bag of tricks*) or grant an AC bonus do not require attunement (for example, a *bag of holding*).

Attuned Values

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

Attuning Items

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

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

To determine the attunement value of a PC, refer to the "Character Wealth by Level" table (in the Gamemastering chapter of *Pathfinder Roleplaying Game: Core Rulebook*) and multiply the value to match the play style of your campaign.

For example, a 10th level PC in a Standard campaign with the *Veranthea Codex* has an attunement value of 77,500 gp (normally 62,000 gp, now multiplied by 1.25).

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

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

Attunement and Magic Immunity Creatures who are immune to magic, like golems or Forsaken (see page 218) are likewise immune to attunement, and have no attunement value. They cannot attune to or activate any magic item, though they can still benefit from items whose magic affects only the item itself, such as the enhancement bonus to a magic weapon or enchanted armor.

Items Incapable of Attunement

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

Inspired by a blog post by Sean K Reynolds.



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MIRRORED WEAPONS AND FRACTAL ARMOR

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

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

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

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

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

Cyrekksi's Mirrored Spear

Price 16,302 gp; **Aura** moderate illusion; **CL** 8th; **Weight** 4 lbs.

DESCRIPTION

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

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

CONSTRUCTION

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



Marizz's Mirroed Club

Price 20,300 gp; **Aura** moderate transmutation; **CL** 8th; **Weight** 3 lbs.

DESCRIPTION

Inlaid gold and tough black leather are wrapped around the hilt of what is truly little more than a club. The substance this simple weapon is made of, however, is extremely unique—quartz or another hyaline substance that reflects light at an indeterminable number of angles at odds with the smooth hard contours of the crystal.

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

CONSTRUCTION

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



PSIONICS

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

Reduced Power Points

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

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

AEGIS

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

SOULKNIVES

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

Sanity Psickness

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





WILD MAGIC

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

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

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

Wild Magic Outcomes

All saves DCs versus wild magic effects are equal to 10 + 1/2 spellcaster level + spellcasting modifier; roll d6 to determine which save to use (1-2 Fortitude, 3-4 Reflex, 5-6 Will). Spell effects resulting from wild magic use the caster's (potentially modified) caster level (minimum 1) to determine duration, number of targets, and so on.

If not stated otherwise, additional effects are centered around the caster and should they allow a save, all creatures affected by it (caster, allies, and enemies alike) save against it.

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d20	Effect Name	Spell Modifier	Additional Effect
1	*amittet exponentia*	-3 to *next* spell DC and CL	Lose the spell.
2	*consternatus bariesu*	save vs. additional effect	Sensory confusion; caster is blind or deaf (50% chance of either) for 1/4 spell level rounds.
3	*mitte cupiditas*	-3 caster level (no save)	Target(s) can read your mind as *detect thoughts* as a free action for one round.
4	*omnes parva*	-2 to spell DC (no save)	A *mass reduce person* effect triggers, centered on the caster.
5	*ostendite animam*	save vs. additional effect	Everyone projects their alignment (as a reverse version of an inquisitor's *detect alignment*, as though they had concentrated for three rounds) for 1 round.
6	*fallitur locus*	-2 caster level (no save)	Creatures within (CL × 20 feet) teleport 10 ft. in a random direction (roll 1d8 individually to determine which).
7	*iniuriam pedites*	save vs. additional effect	All 5-foot steps within (CL × 30 feet) become 15-foot "steps" in the opposite direction intended. This effect lasts until the beginning of the caster's next turn.
8	*gravem ambulaveritis*	-1 to spell DC (no save)	Temporarily increase gravity (halve jump check results, halve fly speed) within CL × 10 feet for a number of rounds equal to caster level.
9	*ridiculam pilos*	-1 caster level (no save)	The hair of creatures within CL × 10 feet grows rapidly; creatures suffer -1 penalty to physical checks (attacks, Reflex saves, most skills) until it is burned or cut away (a standard action or 1/10th HP in fire or slashing damage).
10	*discite omnia*	save vs. additional effect	Anyone within 30 feet can *detect thoughts* (as though they had concentrated for three rounds) as a free action for 1 round
11	*abscondens papilio*	+1 caster level (no save)	Ethereal butterflies bleeding arcane energies appear, muddling the senses (as *obscuring mist*) for a number of rounds equal to spell level
12	*lux pondus*	+1 to spell DC (no save)	Temporarily reduce gravity (double jump check results, double fly speed) within CL × 10 feet for a number of rounds equal to caster level.
13	*saliendo incessus*	save vs. additional effect	All 5-foot steps within (CL × 30 feet) become 20-foot "steps" in one direction only (as falling damage if a creature hits an object).
14	*converterent sexum*	save vs. additional effect	Reverse target's or targets' gender for a number of minutes equal to spell level.
15	*iris sparserit*	+2 caster level	Colorful, though harmless, manifestations of a number of additional spells equal to your caster level target creatures within (CL × 20 feet) of you.
16	*inveniet aliud ipsum*	+2 to spell DC (no save)	For one round, everyone within 60 feet can use an inquisitor's *detect alignment* (as though they had concentrated for three rounds) as a free action.
17	*dilatasti parva*	+3 caster level (no save)	A *mass enlarge person* effect triggers, centered on the caster.
18	*scient vestra hostem*	save vs. additional effect	For one round, caster can *detect thoughts* (as though they had concentrated for three rounds) on one target of the spell as a free action.
19	*consectetur sensibus*	+3 to spell DC	Caster gains enhanced senses (1st-5th: scent; 6th-10th: blindsense; 11th-15th: tremorsense; 16th-20th: blindsight) for a number of rounds equal to ¼ spell level with a range equal to spell level × 20 feet.
20	*libero magica*		Casting the spell does not expend the spell slot or a prepared spell.

Magic in the Dynasties

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

Population	d100	Birthright	Effect
5%	1–5	Shòuquán	Absorb and redirect magic
45%	6–50	Blessed	Gain spell-like abilities
45%	51–95	Rěnshòu	Gain spell resistance
5%	96–100	Forsaken	Immune to magic (as a golem)

SHÒQUÁN

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

BLESSED

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

When randomly determining a spell-like ability, use the tables to generate arcane or divine scrolls in *Pathfinder Roleplaying Game: Ultimate Equipment* to choose what spell is gained. Otherwise, spells chosen by the GM should reflect what challenges a character has faced and what skills they most use.

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

BLESSED SPELL-LIKE ABILITY PROGRESSION

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



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COMMON CHOSEN SPELL-LIKE ABILITIES FOR BLESSED NPCS

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

Spell Level	Tànxiǎn (Explorer)	
1st	*feather fall*	*detect chaost/evil/good/law*
2nd	*knock*	*blessing of courage and life*
3rd	*arcane sight*	*nap stack*
4th	*secure shelter*	*spiritual ally* (ancestor)

RĚNSHÒU

Rěnshòu have spell resistance equal to 5 + character level.

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

FORSAKEN

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

- *Forsaken Bonuses*: Forsaken gain 4 bonus hit points per hit die.
- Forsaken characters gain a bonus attribute point twice as often (at every even level).
- *Forsaken Immortality*: Forsaken never take any penalties from aging and never die of old age.
- *Forsaken Presence*: At 7th level a Forsaken's nature begins to become externally apparent. An element important to the creature's livelihood or reputation manifests itself as a byproduct of the void of magic in a visual or auditory effect; this manifests rarely at first (perhaps only when the creature rolls a natural 1 or performs a critical hit) and has no mechanical benefit. This effect occurs more frequently at 14th level, and at 20th level it occurs constantly and offers a mechanical benefit. The nature and frequency of a Forsaken's presence is ultimately at the discretion of the GM. Examples of different forsaken presences can be found on pages 97-100.



- *Immunity to Attunement*: Forsaken are only able to benefit from magic items that are inherently magical, and they are not subject to Magic Attunement.
- A Forsaken cannot gain benefits from drinking a potion or wearing a *cloak of resistance*, but the *+5 katana* they wield still gains a +5 bonus to attack and damage (because the inherently magical blade enhances itself, not the Forsaken). A *flying carpet* could carry a Forsaken (as it can any object), but the Forsaken could not direct or activate it. As a general rule, only weapons that require no activation operate as intended for Forsaken. Curiously, *mirrored* weapons and *fractal armor* function as normal when triggered on a Forsaken.
- *Immunity to Magic*: Forsaken are immune to any spell or spell-like ability that allows spell resistance, just as a golem would be. Forsaken can also never activate, benefit from, or be affected by supernatural abilities, or cast spells.
- *Permanent Death*: When a Forsaken dies they cease to exist entirely and can never be brought back to life or otherwise interacted with.

Ju-Wai Shu Magic Style

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

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



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

Because of their concentrated magical potency, calligraphy staffs are extremely resistant to damage, possessing a hardness of ¾ caster level and hit points equal to caster level × 2.

Kowah-Terasa Magic Style

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

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

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

If their ancestral item is ever stolen or destroyed, practitioners of kowah-terasa lose all the benefits of this magic style, cast spells at a -2 caster level, and suffer a -2 penalty to the DC of all their spells. Ancestral items have a hardness equal to its owner's caster level and hit points equal to half the caster's maximum total. In addition, the spellcaster takes penalties as though compelled by *geas/quest* until it is recovered or replaced with another family heirloom as they are haunted by the angry spirits of their predecessors, and cannot increase their level in the spellcasting class that uses kowah-terasa until they do.

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

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

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

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

MONSTROUS PARTIES

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

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

Understand the Change

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

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

A Motley Crew

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

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

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

The GM should prepare specific encounter tables that exploit the weaknesses inherent to the party's various monsters (or monster types, as it may be). After character creation (a process done well in advance) every point of the intended adventure needs to be considered (or re-considered), focusing on how the effective mobility, damage output, and defensive strengths of the monstrous adventurers modify the expectations of the rules. This is a critical moment and GMs should not feel bashful about limiting or removing certain qualities or abilities (granting the PC a boon of another kind in return) that will fundamentally break the game; full incorporeality, summoning other demons, teleport at will, Huge or larger size, and access to wish are obvious candidates, but depending on where the adventure is meant to go others certainly qualify.

Ironically the most important thing to stress with a monstrous gaming group is that cooperation between everyone at the table is more important than ever. For GMs that can take the heat and a party that doesn't burn in the crucible, these adventures can be among the most rewarding in Veranthea so if your players are interested, definitely give it a try!



LET MONSTERS BE MONSTERS

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

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

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

COMMON MONSTROUS PCS IN TRECTOYRI

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

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

DRACONIC ADVENTURERS

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

Soldiers of the Goblin Army

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



Flight to Freedom

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

Hoarding Power

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

Save the Hatchlings!

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

Against the Nightmare

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

For in-depth rules to play as a dragon, we recommend checking out Rite Publishing's excellent exploration of draconic gaming In the Company of Dragons.



NEW SKILL: PILOT

PILOT (INT)

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

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

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

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

OPERATING ROUNDS

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

BAIL OUT

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



CHASES

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

COAX ENGINE

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

GUIDE WITH KNEES

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

JUMP

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

MAXIMIZE MOMENTUM

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

REDUCED LOCOMOTION

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

VEHICULAR MANEUVERABILITY

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

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

SIDESWIPE

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

ALTERNATE RULE: SIMPLIFIED VEHICULAR DUELS

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

DESTRUCTINATOR™

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

DEFENSE

AC 2; **Hardness** 13
hp 420 (210)
Base Save +4

OFFENSE

Maximum Speed 80 ft. (200 ft.), swim 40 ft. (100 ft.);
Acceleration 20 ft. (40 ft.)
CMB +21; **CMD** 31
Ramming Damage 4d8 (8d8)

DESCRIPTION

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

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

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

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

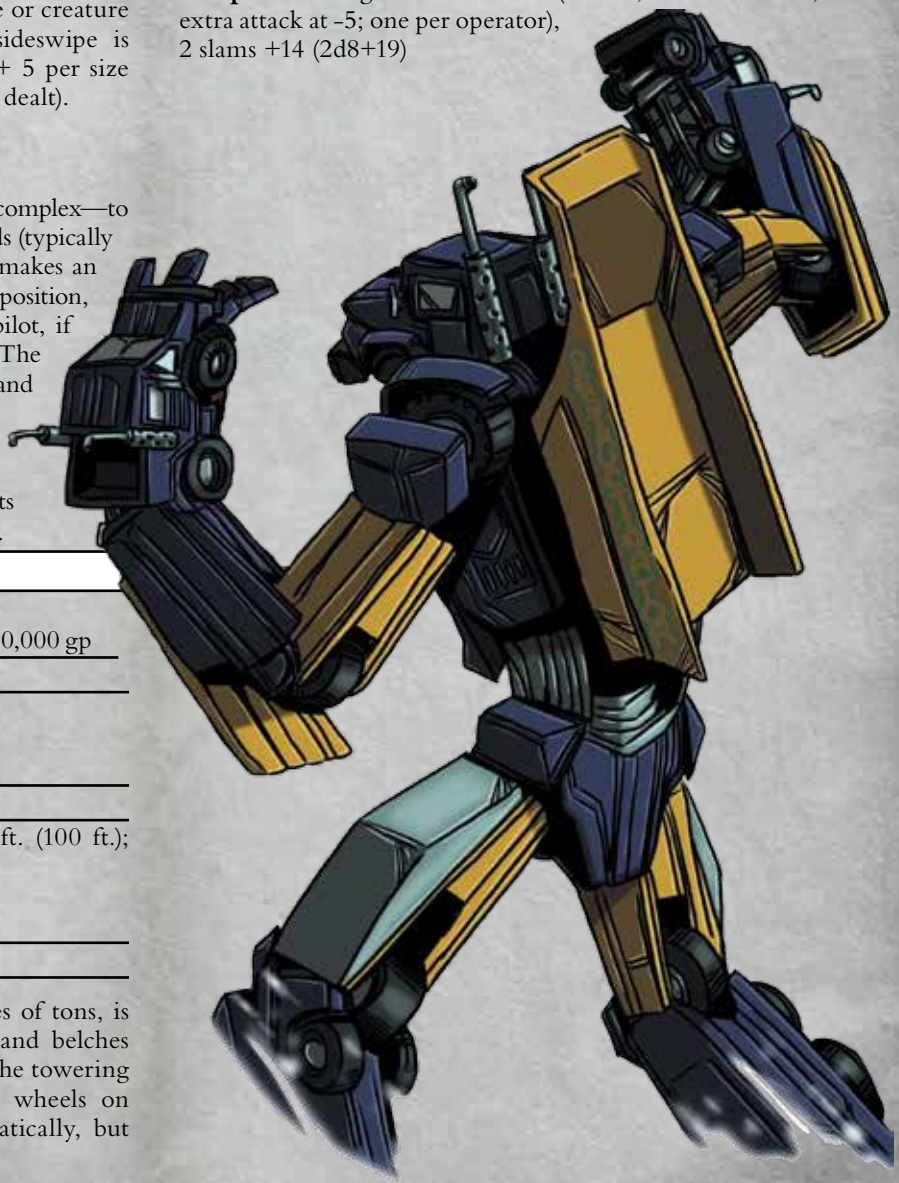
Forward Facing one side of the square vehicle space

Driving Device multiple levers in five operator cabins

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

Crew 5 (1) **Passengers** — **Decks** 1 (5)

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



EXPLODICUS®

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

DEFENSE

AC 8; **Hardness** 10
hp 200 (99)
Base Save +3

OFFENSE

Maximum Speed 180 ft.; **Acceleration** 20 ft.
CMB +2; **CMD** 12
Ramming Damage 2d8

DESCRIPTION

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

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

Forward Facing one side of the square vehicle space

Driving Device several levers and pedals located in the cockpit

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

Crew —

Passengers 1 (gunner pit)

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



GOBCHOPPER

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

DEFENSE

AC 10; **Hardness** 6
hp 50 (24)
Base Save +1

OFFENSE

Maximum Speed 75 ft.; **Acceleration** 30 ft.
CMB +0; **CMD** 10
Ramming Damage 1d6

DESCRIPTION



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

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

Forward Facing away from the back wheel

Driving Device steering handlebars

Driving Space immediately on the single seat

Crew —

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

Weapons none (firearms may be mounted)

HALFLING FREERUNNER SUBMARINE

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

DEFENSE

AC 9; **Hardness** 10
hp 120 (59)
Base Save +2

OFFENSE

Maximum Speed 50 ft.; **Acceleration** 5 ft.
CMB +1; **CMD** 11
Ramming Damage 1d8

DESCRIPTION

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

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

Forward Facing one side of the square vehicle space

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

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

Crew 2

Passengers 3

Decks 1

Weapons varies

HAUZBLAST EXTREME DISTANCE GOBBERWING™

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

DEFENSE

AC 6; **Hardness** 12
hp 400 (200)
Base Save +3

OFFENSE

Maximum Speed 140 ft.; **Acceleration** 10 ft.
CMB +4; **CMD** 14
Ramming Damage 4d8

DESCRIPTION

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

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

Forward Facing one side of the square vehicle space

Driving Device several levers and pedals located in the cockpit

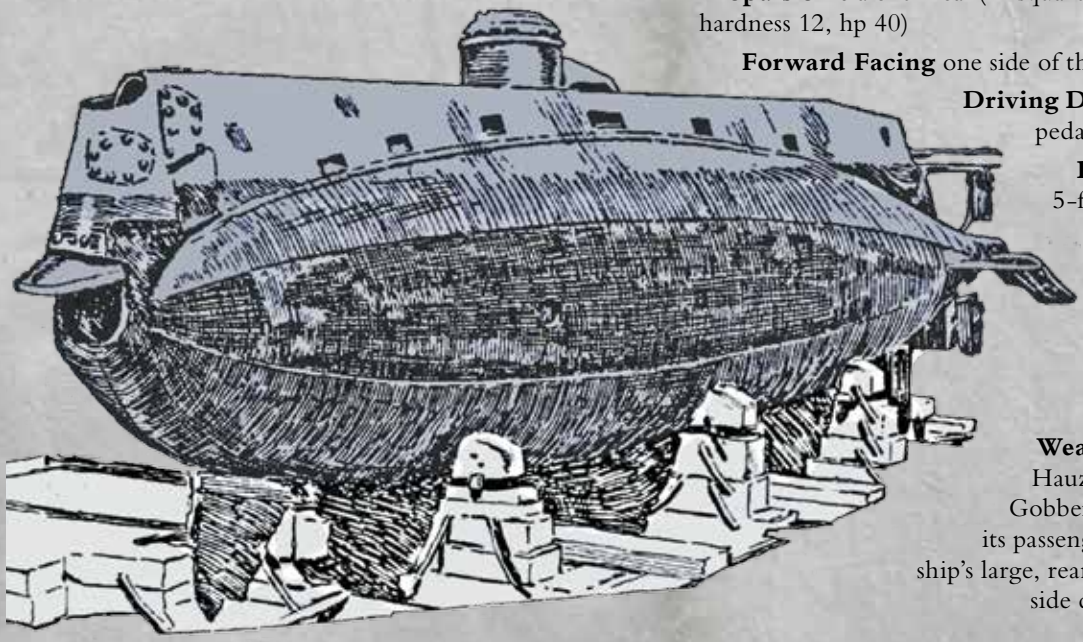
Driving Space a single 5-ft.-by-5-ft. square at the nose of the plane

Crew 2

Passengers 60 Medium-sized creatures

Decks 1

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





MECHA PENGU

Colossal aquatic land vehicle

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

DEFENSE

AC 4 (+2 deflection); **Hardness** 12
hp 270 (135)
Base Save +4

OFFENSE

Maximum Speed 80 ft., swim 100 ft.; **Acceleration** 40 ft.
CMB +21; **CMD** 31
Ramming Damage 8d8

DESCRIPTION

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

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

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

All of a mecha pengu's special equipment are devices created by a 20th level scientific innovator (see page 263) and have a duration of 1 minute (or the equivalent spell's duration, whichever is longer).

SPECIAL EQUIPMENT

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

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

Driving Device direct interface (neurohelmet)

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

Crew 1

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

MAGICKARR

Gargantuan land vehicle

Squares 16 (15 ft. by 20 ft.; 17 feet high); **Cost** 142,000 gp

DEFENSE

AC 6; **Hardness** 14
hp 320 (159)
Base Save +3

OFFENSE

Maximum Speed 100 ft.; **Acceleration** 30 ft.
CMB +12; **CMD** 25
Ramming Damage 4d8

DESCRIPTION

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

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

Forward Facing the center front square of the vehicle

Driving Device levers and pedals

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

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

NEW RACES

Veranthea is home to a multitude of races, not only familiar fantasy staples like humans, elves, and dwarves, but also a number of new and variant races all suitable for PCs. Dragonii and sun gryphons play larger adventuring roles in Veranthea and have full suites of racial options available to them.

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

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

Dengu: In the Jungles of Zerrah, tengu evolved to match the dangers of the fierce wilderness.

Dengu are a subtype of tengu that are Small-sized (though they keep their base speed of 30 feet), gaining an additional +2 racial bonus to Dexterity, -2 racial penalty to Strength, and the glide[ARG] alternate racial trait; these replace the gifted linguist, natural weapon, and swordtrained racial traits.

Feylves: Forever enchanted, feylves live their lives in a waking dream. Capricious and mischievous, they traverse Veranthea with an eye to entertain themselves and learn everything they possibly can about the world around them. For the most part the feylves are pleasant and kind, but some are wicked and cruel—of all Grethadnis' peoples, these are the individuals most easily called to the cause of the Nightmare Gods.

Feylves are a subtype of elves that are Small-sized, gaining an additional +2 racial bonus to Dexterity, +2 racial bonus to Charisma, the use of *glitterdust* as a spell-like ability once per day, as well as a -2 racial penalty to Strength and -4 racial penalty to Wisdom. These replace the elven immunities and weapon familiarity racial traits.

Half-Doppelgangers: Cast out of the Forever Dark or the result of an unlikely siring, these creatures assimilate into society seamlessly—the only telltale sign of their heritage is the ghostly pallor of their natural skin and eyes that are always just a tad too dark.

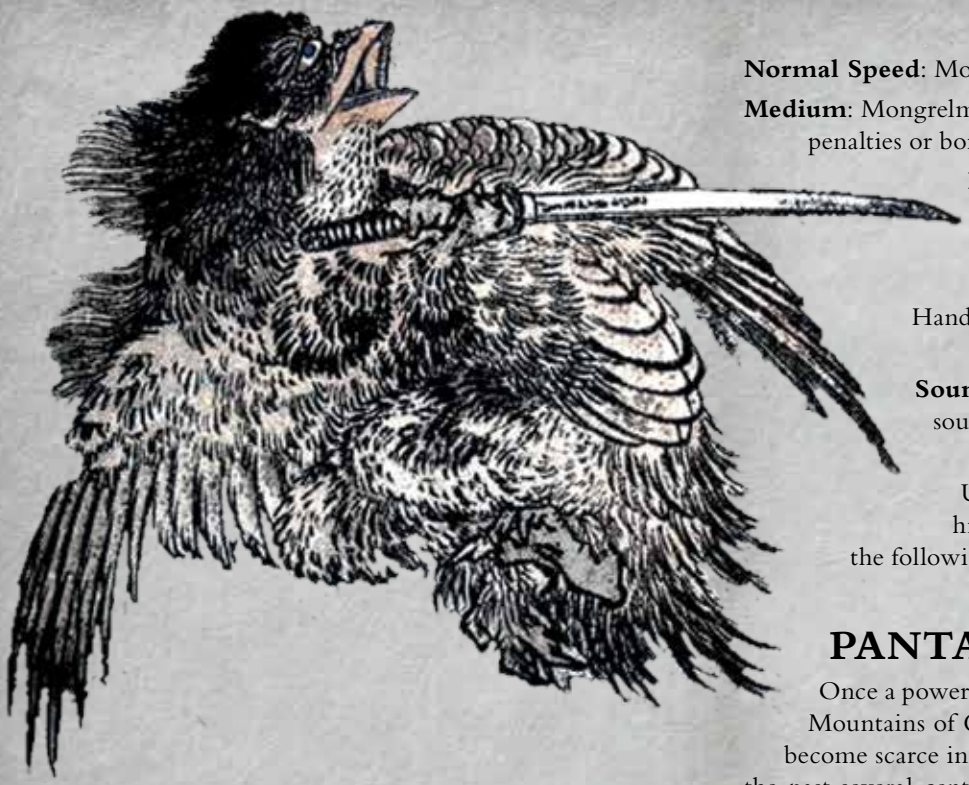
Half-doppelgangers are a subtype of humans that have a +4 racial bonus to one attribute score, the use of the change shape (humanoid) special quality a number of minutes per day equal to class level, darkvision 60 ft., light blindness, and a -2 racial penalty to the attributes of the type they receive no bonus for (physical or mental). These replace the normal attribute bonus, bonus feat, and skilled racial traits.

Leugho: Tales speak of oozes that walk in the Forever Dark, creatures formed from the lost souls of those that die on Veranthea but never pass on to the afterlife. These amalgamations of minds coalesce into one fractured personality, making each leugho utterly different from the next. All share one common goal—to learn all that they can of the world (both above and below).

Leugho are a subtype of humans that have darkvision 60 ft., immunity to critical hits, paralysis, precision damage, poison, polymorph, sleep, sneak attack, and stunning, can breathe both water and air, have the light blindness weakness, a base speed of 20 feet (which is never affected by armor or anything less than a maximum load), a -2 racial penalty to Dexterity, and a -4 racial penalty to Charisma. These replace the normal attribute bonus, bonus feat, and skilled racial traits.



Glide from Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC



Pengu: The distant cousins of the tengu in Lewasrenbi's Lament have adapted to the harsh, chilly climate of northern Urethiel.

Pengu are a subtype of tengu that have a +2 racial bonus to Intelligence, resist cold 5, and a +8 racial bonus on Swim checks; these replace the +2 racial bonus to Wisdom, gifted linguist, sneaky, and sword trained racial traits.

Shokusei Notoko: While their response to *The Scarring* was a strange one, it enabled the halflings of Urethiel to endure the Dynasty Purges, becoming a part of the Jungles of Zerrah itself.

Shokusei notoko are a subtype of halflings that have a +2 racial bonus to Wisdom, low-light vision, immunity to paralysis, poison, polymorph, sleep effects, and stunning, damage reduction 2/slashing or bludgeoning, and a +8 racial bonus to Stealth in vegetation. These replace the +2 racial bonus to Dexterity, +2 racial bonus to Charisma, fearless, halfling luck, sure-footed, and weapon familiarity racial traits.

Mongrelmen[B2]: This race is characterized by their extreme diversity of appearance, with each mongrelman having arms, legs, and facial features from other races.

Mongrelman Characters

In Veranthea, mongrelmen are defined by their class levels—they do not possess racial Hit Dice. All mongrelmen have the following traits.

+2 Strength, +2 Constitution, -4 Charisma: Mongrelmen are freakishly strong and resilient, but difficult to look at and usually off-putting or distant.

Normal Speed: Mongrelmen have a base speed of 30 feet.

Medium: Mongrelmen are Medium creatures and have no penalties or bonuses for their size.

Darkvision: Mongrelmen can see in the dark up to 60 feet.

Mongrelskills: Mongrelmen receive a +4 racial bonus to Sleight of Hand and Stealth checks. Stealth is always a class skill for mongrelmen.

Sound Mimicry: Mongrelmen have the sound mimicry universal monster ability.

Languages: Common and Undercommon. A Mongrelman with a high Intelligence score can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Undercommon.

PANTAKO

Once a powerful, secretive kingdom in the Grondov Mountains of Grethadnis, these ancient peoples have become scarce in number and even more reclusive over the past several centuries. Only they know the source of their distress, and the pantako remain aloof in the doings of all the other realms of the continent.

Some say these odd creatures are made from the rock itself but regardless of their origins or composition, pantako warriors are incredibly resilient and possess great strength. Fiercely loyal to both tradition and their allies, they roll into battle with the force of a boulder and are among Veranthea's most steadfast defenders.

Easily mistaken for a boulder if not for its intelligent, gray eyes, the arms and legs of this stony creature tear away from the wall as its bulbous midsection breaks from the rock, revealing its full humanoid form.

PANTAKO CR 1/2 XP 200

N Medium monstrous humanoid
Init -1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 12, touch 9, flat-footed 12 (+2 armor, -1 Dex, +1 natural)
hp 10 (1d10+5)
Fort +4, **Ref** -1, **Will** +3
DR 1/—

OFFENSE

Speed 20 ft.
Melee slam +3 (1d6+3)
Ranged stone +1 (1d4+2, Range 30 ft.)
Special Attacks rolling charge (2d6+6 plus trip), stone slugger (40 ft.)

Mongrelmen from Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC

TACTICS

Before Combat A pantako attempts to blend into its surroundings, waiting for an enemy to get within range.

During Combat The pantako storms into combat with a rolling charge, targeting the most dangerous looking opponent first.

Morale When reduced to 5 hit points or less, a pantako typically flees.

STATISTICS

Str 14, **Dex** 9, **Con** 15, **Int** 11, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 12
Feats Toughness
Skills Climb +6, Intimidate +4, Perception +5, Stealth -1 (+3 in rocky terrain), Survival +5; **Racial Modifiers** +4 Stealth in rocky terrain
Languages Common, Pantako
SQ stonecunning
Treasure leather armor, sack of rocks

SPECIAL ABILITIES

Rolling Charge (Ex) A pantako doesn't just look like a boulder, it can become one. As a full-round action, a pantako may make a charge at a target and on a successful hit, the pantako deals double its slam damage and receives a free trip attempt against the target of its charge (or a creature adjacent to the target) with a +5 circumstance bonus to the CMB check. A pantako using rolling charge up an incline may only charge up to their speed, and takes a -2 penalty to CMB and damage. On a flat plane a pantako can rolling charge up to double their move speed; while attacking down a decline the pantako can charge up to four times their move speed, gaining a +2 circumstance bonus to CMB and damage.

Stone Slugger (Ex) Pantako are deft at throwing stones but not as deadly as a larger creature chucking rocks. This operates as the rock throwing universal monster ability, except that damage from a thrown stone is 1d4 plus Strength bonus and a thrown stone has a range increment of 30 feet.

Pantako Characters

Pantako are defined by their class levels—they do not possess racial Hit Dice. All pantako have the following traits.

+2 Constitution, +2 Strength, -2 Dexterity, -2 Charisma: Pantako are incredibly hardy and quite strong, but slow to react and difficult to relate to.

Pantako: Pantako characters are humanoids with the pantako subtype.

Slow Speed: Pantako have a base speed of 20 feet.

Medium: Pantako are Medium creatures and have no penalties or bonuses for their size.

Darkvision: Pantako can see in the dark up to 60 feet.

Slam: Pantako have a slam attack. This is a primary attack that deals 1d6 + 1 and ½ the pantako's Strength modifier in bludgeoning damage.

Stonecunning: Pantako receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Stone Slugger (Ex) Pantako are deft at throwing stones but not as deadly as a larger creature chucking rocks. This operates as the rock throwing ability, except that damage from a thrown stone is 1d4 plus Strength bonus and a thrown stone has a range increment of 30 feet.

Rolling Charge: See above.

Stonestealth: Pantako resemble rockface and receive a +4 racial bonus to Stealth checks made while in rocky terrain while in light or no armor.

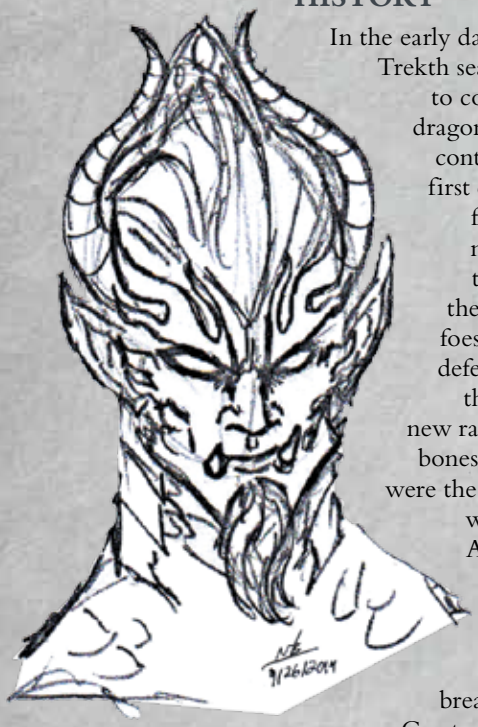
Languages: Common and Pantako. A Pantako with a high Intelligence score can choose from the following: Draconic, Dwarven, Giant, Terran, and Undercommon.



DRAGONII

Bred as tools of war by the ancient Trekth Empire, the dragonii were quick to claim the right to their own lives. Since then the dragon people of Zahn have searched for their rightful place amongst the races of Urethiel.

HISTORY



In the early days of Urethiel, the Trekth searched for a means to combat the imperial dragons of their fantastic continent. When their first children, the strix, failed to meet their needs they thought to use the might of their imperial dragon foes. Remnants of the defeated dragons were the foundation for a new race: salvaged scales, bones, horns, and worse were the reagents in a most wicked concoction. After years of failed attempts a new type of creature was born: the dragonii, "the breath of the dragon." Created only to wage war, dragonii of all kinds were designed with both traditional methods of reproduction, as well as the capability to do so asexually (they are in fact hermaphroditic, though they mimic the gender roles of other races to a point). Not long after their inception they exploded into an army that would come to break their imperial progenitors. The dragonii's patricide was unparalleled—they captured Umai the Sky Banshee, rebuked the advance of the Washed Prince Atsumoto, and felled Si-Wan the Undying. It seemed victory was within reach for the Trekth Empire but like their draconic forebearers, the dragonii would ultimately bring balance to Urethiel.

Uniting together in a remarkable offensive, the dragonii turned and struck back against their masters, first and foremost the arcanists who birthed them. Uniting grippli, hobgoblin, oread, and other enslaved peoples beneath their banner, the dragonii did the unthinkable and overwhelmed the Trekth Empire. They destroyed dozens of their oppressors' settlements and purged countless fortresses from beneath Mount Nestraka. When their war was done, the former slaves left behind the wastes of the deposed tyrants and journeyed away to find new homes where they could.

Making use of the tunnels carved by the Trekth, the dragonii found a magnificent cavern network beneath Lake Driikahn where for centuries they remained, doing the only thing they knew: preparing for war. Prealant, their first true home, grew into a majestic city home to powerful warriors and mages but over time, disagreements between the five heritages led to each taking their own path. The imperial and sovereign dragonii made their way to the surface, eventually to the plains of Zahn, and their forest kin found homes in the wilderness to the south. Sea and underworld dragonii remained in Prealant, preparing for a future conflict they fear to be inevitable.

Physical Description: Dragonii, like their predecessors, come in a multitude of shapes and sizes. While most are taller than the average human—typically standing between six to seven feet—the exact shape of a dragonii is dictated by its heritage. Forest dragonii are particularly massive, capable of tearing trees out by their roots; they posses small horns akins to that of a young buck, commonly covered in thin scales at the base. Sea dragonii are smaller and covered in smooth scales reminiscent of fish, while their horns appear to be made of tough coral. Sky dragonii are lithe for the sake of flight, and obviously more comfortable in the air than afoot; their horns are hollow bone. Sovereign dragonii bear magnificent scales that come in hues of gold, silver, and platinum, with horns grown in elaborate designs of similar color. A compact body compliments the life of an underworld dragonii, and like their progenitors their horns appear to be fashioned of uncut crystal or gemstone.

Society: Dragonii society is as varied as the dragonii themselves and heavily dependent on the environments each lives in. Forest dragonii keep to themselves and are known to be very quiet, while underworld dragonii live an ordered life that verges on the militaristic. Sovereign dragonii keep very ordered lives as well, but their structures are much more individual and personal. Sea dragonii have comparatively carefree lifestyles, breaking into small family groups that change frequently over the years. Sky dragonii favor a tribal, nomadic existence, ever searching for opportunity and freedom.



The common tie that binds all of their societies is balance and the search for purpose. Each of the heritages makes their best attempts at living lives of structure within different ideals, and a strict adherence to tradition rules their lives. For instance, forest dragonii fight for leadership annually—the weak are weeded out by the strong, but the strong must bow to their whims or be outnumbered. Similar checks and balances exist across all the dragonii, including worthy underworld dragonii being promoted by their superiors and the establishment of a head tribesman among the sea dragonii.

Relations: Dragonii face an uphill battle when dealing with the other races of Urethiel. Amongst the more monstrous tribes, they are very welcome; their efforts in releasing the grip of the Trekth Empire and later the Dynasty Purges are remembered to this day, and hobgoblins and grippli especially greet the dragonii with open arms. The more common races, however, are far less welcoming.

By the time the dragonii returned to the surface, the rest of Urethiel had forgotten them and the people of the Dynasties banded together to bring down what they considered a potential threat among many others—beginning the Dynasty Purges. Many nonhuman races were killed and banished across the realm until the Dynasties moved against the dragonii. Thanks to Prealant rising to the defense of the rest of their kin, fighting these new oppressors, the Dynasties were forced to relent against the unexpected and impossible army that rose against them.

Since then relations with other races have been strained—significant tensions remain between the dragonii and their counterparts, particularly humans. Underworld and sea dragonii are the most likely to harbor a grudge against the Kind Folk, but sovereign and sky dragonii have begun campaigns to reconcile with the rest of Urethiel (though these attempts have been unsuccessful so far).

Alignment and Religion: Dragonii tend toward the alignments of their heritage, with sky and underworld dragonii often lawful, forest and sea dragonii typically being chaotic, while sovereign dragonii are typically neutral. Not inherently good or evil, dragonii lead all kinds of lives, making benign or malevolent dragonii equally likely. Some of their scholars believe that dragonii are born in pairs, as if the life and death of dragonii are destined to remain balanced—when a forest dragonii is born, so too is a sky dragonii. Regardless of the validity of this claim, no one heritage greatly outnumbers the other, leading to an almost perfect distribution of alignments.

Knowing they are the spawn of cruel and vile experimentation rather than deific action, many dragonii have a distaste for traditional religion; instead each heritage has its own philosophy. Sky dragonii focus on the weight and implications of their actions, meditating on major decisions to measure their overall impact on the needs of the world at large. The flow of the universe is key for sea dragonii—they believe that all things run through the river of the cosmos and strive to adapt to what life brings them, never truly dedicating or tying themselves to earthly possessions. A return to the order of nature rules the lives of underworld dragonii, who train for the inevitable destruction of civilization so that they may return to a natural life and live how they believe the world intends them to. Forest dragonii see their own lives as the only ones with meaning; manifesting either as a disregard for others or an active destruction of life. Sovereign dragonii measure and draw from the philosophies of the other dragonii and tend to find a balance between them; knowing that no one form of thought is truly correct, they ebb and flow on all major ideas to achieve an equilibrium for a healthier world.

Adventurers: Dragonii adventurers are growing more common every year, especially with attempts to reconcile with the citizens of Urethiel. Sky dragonii are most common, as their traditions as nomads lead to widespread travel. The other heritages are rarer by comparison but not unheard of—as the more physically gifted of their kind, the forest, sea, and sovereign dragonii gravitate towards the roles of barbarians, fighters, rangers, and rogues. The sky and underworld dragons are regularly druids, oracles, and sorcerers. Cleric and paladin dragonii are fairly uncommon, but the few of them there are adhere more to their clan's (and ancestors') philosophy than the teachings of any deity.

Dragonii Names: All dragonii are hermaphroditic, not truly male or female; however, most dragonii find it convenient to represent themselves as either male or female, and often do so for the benefit of the other races (even though it makes little difference to them personally).

Male Names: Atsun, Dìxià, Hǎiyáng, Jiao Kōngqì, Shílì, Zhǔquán

Female Names: Chikara, Futsami, Hyōmen-ka, Lung-fa, Suifoto, Tobu, Yama



DRAGONII RACIAL TRAITS

Dragonii are defined by their heritage and excel in one of five areas, determined by the type of imperial dragon their line was originally wrought from.

***Forest dragonii* (+4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma)** are strong as the oak, but not as canny, cunning, or likeable as some of their kin.

***Sea dragonii* (+4 Dexterity, –2 Intelligence, –2 Wisdom, –2 Charisma)** are quick like a tempest, but more foolhardy, stubborn, and dislikeable than other dragonii.

***Sky dragonii* (+4 Charisma, –2 Strength, –2 Dexterity, –2 Constitution)** are physically weak, but are far and away the most influential and likeable of their kin.

***Sovereign dragonii* (+4 Constitution, –2 Intelligence, –2 Wisdom, –2 Charisma)** are the hardiest of their kind, but their personal introspection leaves them with little perspective on the rest of the world.

***Underworld dragonii* (+4 Wisdom, –2 Strength, –2 Dexterity, –2 Constitution)** are known to be the wisest among their race, but lack the powerful bodies of their cousins.

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

Normal Speed: Dragonii have a base speed of 30 feet.

Darkvision: Dragonii can see in the dark up to 60 feet.

Bond to the Land: Dragonii gain a +2 dodge bonus to AC while in the favored terrain of their subtype (for forest dragonii, Forest; for sea dragonii, Water; for sky dragonii, any time that the dragonii is using a fly speed; for sovereign dragonii, Mountain; for underworld dragonii, Underground).

Breath Weapon: Dragonii gain a breath weapon that fires in a 20-ft. line once per day. The damage of this breath weapon is determined by subtype (forest dragonii deal 1d8 points of piercing damage, sea dragonii deal 1d8 points of bludgeoning damage, sky dragonii deal 1d6 points of electricity damage, sovereign dragonii deal 1d4 points of sonic damage, and underworld dragonii deal 1d6 points of fire damage). All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this breath weapon is 10 + ½ the dragonii's level + the dragonii's Constitution modifier. Success on this save negates all damage from the attack.

Dragonii Resistance: Dragonii are naturally resistant to a type of energy or damage, depending on their subtype (for forest dragonii, DR 3/bludgeoning; sea dragonii DR 3/piercing; sky dragonii, resist electricity 5; sovereign dragonii, resist sonic 5; underworld dragonii, resist fire 5)

Dragonii Assault: Once per day as a swift action, dragonii can call on their imperial dragon heritage to shroud them in energy fitting their powerful bloodlines. Unarmed strikes and attacks with held weapons deal additional damage depending on the dragonii's subtype (forest dragonii deal +1d8 points of piercing damage, sea dragonii deal +1d8 points of bludgeoning damage, sky dragonii deal +1d6 points of electricity damage, sovereign dragonii deal +1d4 points of sonic damage, and underworld dragonii deal +1d6 points of fire damage). This effect lasts for 1 round per character level, but the dragonii may end the assault early as a free action.

Fearless: Dragonii gain a +2 racial bonus on all saving throws against fear effects.

Lesser Spell Resistance: Dragonii gain spell resistance equal to 6 + their character level.

Sprinter: Dragonii gain a +10 ft. racial bonus to their base speed when using the charge, run, or withdraw actions.

Light Sensitivity: Dragonii are dazzled as long as they remain in an area of bright light.

Languages: Dragonii begin play speaking Draconic. Dragonii with high Intelligence scores can choose from the following bonus languages: Common, Dwarven, Elven, and Undercommon.

FAVORED CLASS OPTIONS



Barbarian: Add +2.5 feet to the barbarian's fast movement. The barbarian's speed is not effected until it reaches an increment of 5 feet (thus, when taken twice, it grants +5 ft. to the barbarian's fast movement).

Cavalier: Add +3 feet to the cavalier's mount's base speed. The mount's speed is not effected until it reaches an increment of 5 feet.

Druid: Add +¼ to the bonuses the druid receives from the bond to the land racial trait.

Fighter: Add +½ to the fighter's CMB and CMD for three combat maneuvers of the character's choice.

Inquisitor: Add +¼ damage when the inquisitor uses the smiting judgment.

Monk: Add +⅓ to the number of times per day the monk can use dragonii assault.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Ranger: Choose a monk weapon. Add +½ on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Rogue: Increase the range of the rogue's darkvision by 5 feet.

Sorcerer: Add +½ wild magic points. The sorcerer gains the use of the Wild Magic feat (though not the wild points the feat grants) after selecting this option twice, if the sorcerer does not already have it.

Summoner: Add +1 resistance to the summoner's eidolon of the dragonii's racial abilities energy type, or +⅓/— damage reduction to the summoner's eidolon if the dragonii's racial abilities deals weapon damage.

NEW RACIAL RULES

The following options are available to dragonii. At the GM's discretion, other appropriate races may make use of these.

DRAGONII EQUIPMENT

Dragonii have access to the following equipment.

AQUATIC ARROW

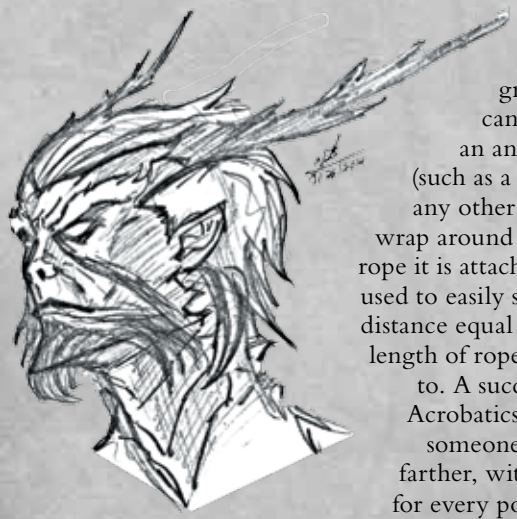
Price 5 gp; **Weight** —

Designed by master sea dragonii craftsmen thousands of years ago, these arrows can be fired while underwater to greater effect than regular arrows, spinning through the water and ignoring the penalties normally applied to ranged weapon attacks. Equipping a bow to fire aquatic arrows requires adding a second string to the bow with a DC 20 Craft (weapons) check, and when used they change the range increment of the bow to 10 feet (shortbow) or 20 feet (longbow). The DC required to modify a composite bow is increased by 5, but it adds +5 feet to the bow's range increment (to 15 feet or 20 feet).

CLAWED GRAPPLING HOOK

Price 35 gp; **Weight** 3 lbs.

This small grappling hook is ingeniously designed with protrusions that resemble an imperial dragon's claws, carefully articulated to catch surfaces that would not normally be targetable by a grappling hook. With a successful attack against AC 15, the clawed grappling hook can wrap around an anchored object (such as a rope, pole, or any other surface it can wrap around and catch the rope it is attached to) and be used to easily swing across a distance equal to double the length of rope it is attached to. A successful DC 20 Acrobatics check allows someone to cross 50% farther, with a bonus 5% for every point above 20.



DRAGONII FEATS

DRAGONII ACOLYTE [COMBAT, DRAGONII STYLE]

Mastering fighting unarmed has meant gaining an incredible degree of control over your body and you are able to combine your elemental powers to make a devastating elemental attack against many opponents at once.

Prerequisites: Dragonii Inheritor, 5th level

Benefit: You may expend one use of your breath weapon or dragonii assault to take a full-attack action, giving up your regular attacks and instead making one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent. You may choose to make a melee touch attack instead, but only deal your dragonii assault damage when you do so.

You gain an additional use per day of both your dragonii assault and breath weapon, and your breath weapon now deals a number of damage dice equal to your level.

DRAGONII DOYEN [COMBAT, DRAGONII STYLE]

Warfare has become second nature to you and other dragonii fear your combat prowess.

Prerequisites: Dragonii Acolyte, 7th level

Benefit: Your dragonii assault damage increases to 2d8 (if energy damage) or 2d10 (if weapon damage). You gain an additional use per day of your dragonii assault and your breath weapon. The DC to avoid your breath weapon increases by +4.

DRAGONII INHERITOR [COMBAT, DRAGONII STYLE]

The blood of imperial dragons flows in your veins, a fearsome torrent of power that fuels your fury in combat.

Prerequisites: Dragonii, Improved Unarmed Strike

Benefit: You gain an additional daily use of dragonii assault. Any time that you confirm a critical hit with an unarmed strike (regardless of dragonii assault), you deal additional damage based on your subtype. If your dragonii assault deals weapon damage (such as a forest or sea dragonii) it is increased to 2d6 for this additional damage; if your dragonii assault deals energy damage (such as a sky, sovereign, or underworld dragonii) it is increased to 1d10.

FOCUSED BREATHING [TEAMWORK]

Working in tandem with another dragonii, you concentrate your fire and target the same point in space with your breath weapons at exactly the same time.

Prerequisites: Dragonii

Benefit: You and an adjacent ally who has this feat may combine your breath weapons into a single line attack. To do so, one of you must ready your breath weapon, while the other triggers this ability. The damage for this combined weapon uses the combined number of damage dice and types of both breath weapons (for instance, a forest and sea dragonii would create a 20-ft. line that does 2d8 damage that is both piercing and bludgeoning) and the save DC to avoid the attack increases by +2.

DRAGONII MAGIC ITEMS

Dragonii Tail Belt

Aura faint transmutation; **CL** 5th
Slot waist; **Price** 19,000 gp; **Weight** 1 lb.

DESCRIPTION

The wearer of this belt gains the use of the *ancestral reversion* spell for 50 minutes a day, regardless of their type. These need not be consecutive, but must be used in increments of 10 minutes. The wearer may expend 10 minutes of the *dragonii tail belt's* use to use their breath weapon attack one additional time per day, or to triple their swim or fly speed for one minute.

CONSTRUCTION

Requirements Craft Wondrous Item, dragonii skin, *ancestral reversion*; **Cost** 9,500 gp

IMPERIAL MASK

Aura moderate enchantment; **CL** 9th
Slot head; **Price** 42,000 gp; **Weight** 2 lbs.

DESCRIPTION

While wearing this ornate imperial dragon mask, the wearer gains a bite attack (2d6) and immunity to fear. Once per minute the wearer may make a gaze attack, forcing a creature within 100 feet to make a Will save (DC = 10 + ½ wearer's hit die + wearer's Charisma modifier) or be panicked for 1d4 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, imperial dragon scales, *feast on fear*; **Cost** 21,000 gp

DRAGONII SPELLS

ANCESTRAL REVERSION

School transmutation; **Level** bard 2, cleric 3, druid 3, inquisitor 2, oracle 3, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S, M (dragonii scales)

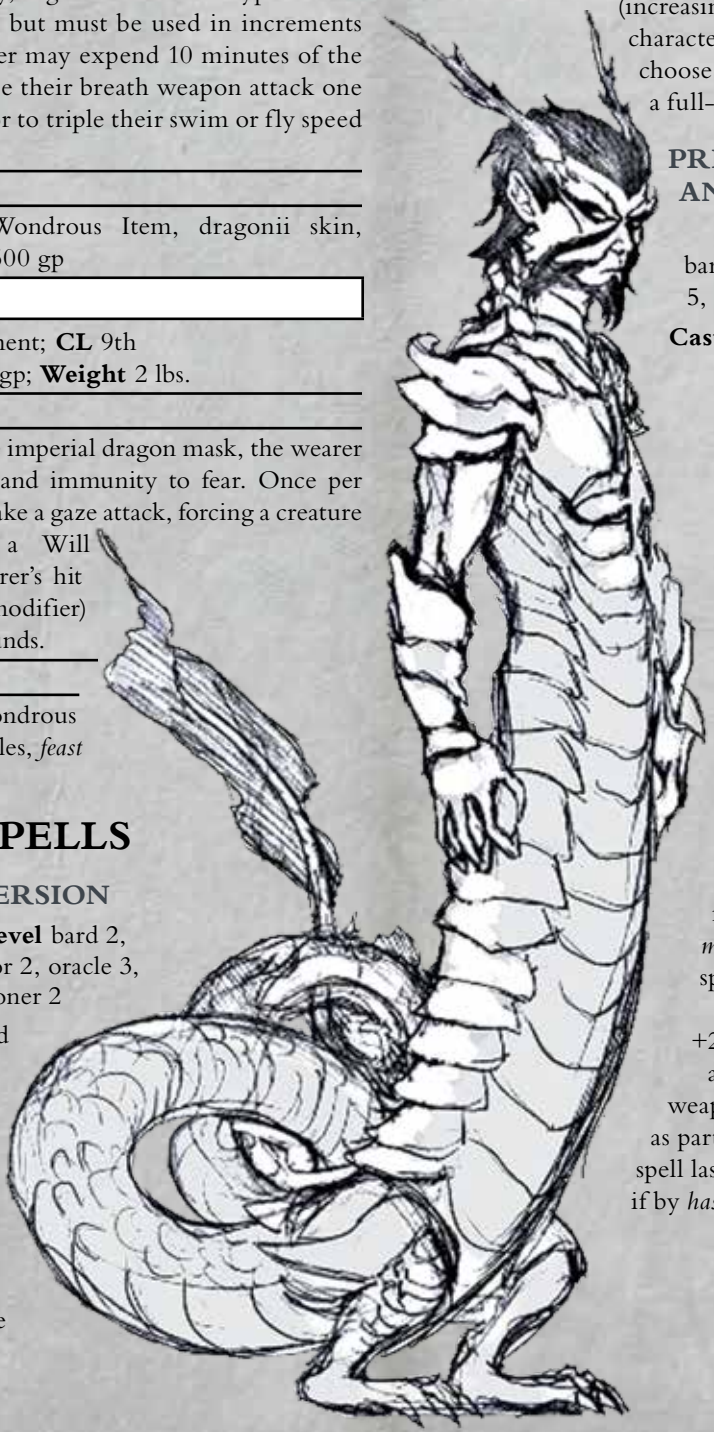
Range touch

Target one dragonii

Duration 10 minutes/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** no

This spell transforms a willing dragonii into a half-imperial dragon; the spell has no effect on an unwilling dragonii, or any other type of creature. The target increases in size by one category (gaining a +4 size bonus to Str, +2 size bonus to Con, and -2 penalty to Dex) and gains a tail slap (1d8 plus trip). Sea dragonii gain a swim speed of 40 feet, sky dragonii gain fly 40 ft. (good), and other dragonii may use their breath weapon one additional time per day (increasing its damage dice to one per character level). The dragonii may choose to resume its normal form as a full-round action, ending the spell.



PRIDE OF THE ANCESTORS

School transmutation; **Level** bard 5, cleric 7, druid 7, inquisitor 5, sorcerer/wizard 7, summoner 6

Casting Time 1 full-round action

Components V, S, M (dragonii fangs)

Range medium (100 ft. + 10 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** (no)

This spell grants dragonii immunity to fear (and non-dragonii a +2 morale bonus on saving throws against fear effects), as well as *freedom of movement* for one round after the spell is cast. Dragonii gain a +30 ft. bonus to their base speed, a +2 morale bonus to Reflex saves, an additional use of their breath weapon, and may make two attacks as part of a standard action while this spell lasts; non-dragonii are affected as if by *haste*. This spell cannot be used in conjunction with *haste*.

Sun Gryphons

[by Larry Dixon and Jacob E. Blackmon]

History

The sun gryphons appeared not long after the fifth *Conxecron* but their immortal leader and creator—the destined sphinx Princess Temhkes—had already roamed the skies of Grethadnis for centuries. The first sightings of the majestic princess date back to the beginning of the Jabberwar, though the immortal ruler of Griffon's Spur is far older than even that. She hails from another dimension, an airborne utopia with more advanced technology than even that of the fallen Trekth, and is in Veranthea only through the meddling of Arenathi.

It was during an intense battle with Andraletha that the Traveler's God discovered a talent for slipping between the folds of existence, fleeing from the Just God's strikes and into another world entirely. Perfectly suited to this land of endless sky, Arenathi began to roam, keen to discover what this bountiful place had to offer. With the outward appearance of an enchanting and playful young maiden, she was quickly accepted into the society of airborne creatures dwelling there—none were suspicious of the youthful lass save for clever Temhkes. Seeing through this new arrivals façade, the sphinx cautiously waited for the opportunity to reveal her misgivings and oust the troublemaker.

Unfortunately for Temhkes, the Traveler's God didn't afford her the time to do so and before long stole one of their treasured relics, quickly fleeing. Despite their powerful technology, the natives of this world failed to respond in



time to catch the goddess, allowing her to escape with their prized possession. Only Temhkes, prepared for treachery, reacted swiftly enough to follow Arenathi—but riding the tail end of a deity's dimensional trail left the sphinx shattered and broken, a shadow of whom she once was, her very identity a riddle.

For two centuries Temhkes traveled the length and breadth of the Fair Continent in search of answers, but not until *The Scarring* did she begin to find them. As the deities fought, a tendril of pure wild magic stretched across the sky to touch the curious Temhkes, restoring to her some semblance of her past and the greatness so long denied her by Arenathi's meddling. She immediately set about staking out a territory of her own, settling on Grethadnis' northern coast where griffons (who reminded her of her lost people) were more common than men.

Crowning herself princess, the ruler of what would become known as Griffon's Spur used what little she could remember of her advanced knowledge to construct the enigmatic floating city of Arfahk, but that wasn't enough. Alone and lost in a world alien to her memories, she bred the local griffons into something more: sun gryphons. Though they are only a warped reflection of her true people, the sun gryphons have been her friends and companions ever since, and their kingdom has been one held in great esteem (and sometimes, contempt) by its peers.

Physical Description: Sun gryphons are unfailingly majestic creatures of great size, and though they are not able to fly without conditioning and training, they are sleek and regal predators all the same. Their feathers are golden in hue, beautifully accented by bronze-colored claws and beaks.

Society: Sun gryphons are a careful people and prefer to remain distant with the other nations of Grethadnis, though within their own borders they prize experimentation and exploration. Virtually all of their youth are educated in the ways of the avian predator from a young age (most taking levels in the gryphon paragon racial class) and left to do as they will as soon as flight is achieved. Fiercely territorial, all of the citizens in Griffon's Spur are expected to lend aid when a threat within its borders is detected, making this kingdom one of the most aggressively defensive nations in all of Veranthea.

Relations: While most recently airborne youths are suspicious of the other races, sun gryphons become more curious and open minded as they mature and discover more about the world around them. Though utterly unlike Grethadnis' other denizens, what sets sun gryphons apart also makes them highly valued by the other races and an air of respect (or focused hatred) is often paid to these curious avians.

Alignment and Religion: As creatures of the air many sun gryphons are inclined to chaotic alignments, and the benign nature of their homeland causes a predication towards good (though abandoned or nearly feral sun gryphons can be legendary in their malevolence). Through Temhkes' tutelage, many sun gryphons deeply believe in fate and worship Stephanilesia.

Adventurers: Sun gryphons take to adventuring for curiosity and a desire for fame, and their strength and size alone makes them fast allies with sorties seeking a powerful warrior—to say nothing of their other skills. One of the few sun gryphons to become known outside of Griffon's Spur is Krell Copperwing, and many of his kin look up to him as an ideal example of what a sun gryphon could become.

Sun Gryphon Names: Sun gryphon names are often simple, later elaborated upon as they accrue titles and claims to greatness, sometimes becoming quite specific in grandeur (though somewhat confusing at times).

Male Names: Akar, Krell, Larrakk, Rak, Rook, Yarrik

Female Names: Aklor, Cairl, Kiri, Lekkri, Okal, Ylryk

SUN GRYPHON RACIAL TRAITS

+2 Strength, +2 Wisdom, -2 Constitution: Sun gryphons are physically powerful and perceptive, but have hollow bones.

Large: Sun gryphons are Large-sized creatures and have a -1 size penalty to attack rolls and AC, -4 size penalty to Stealth, and a +1 size bonus to CMB and CMD.

Normal Speed: Sun gryphons have a base speed of 30 feet.

Type: Sun gryphons are magical beasts.

Avian-borne: Sun gryphons gain a +2 racial bonus on Fly and Perception skill checks.

Dextrous Claws: Sun gryphon claws are not large enough to be used as natural weapons, but their front claws are nimble enough to manipulate manufactured tools and hold items without impairing their movement. A sun gryphon can even wield light and one-handed weapons, but takes a -2 racial penalty to all attack rolls with manufactured weapons, and can move only at half speed with a weapon in one claw (or one-quarter speed with weapons in both).

Griffon Senses: Sun gryphons have darkvision 60 ft. and low-light vision.

Natural Weapon - Bite: Sun gryphons have a bite primary attack that deals 1d8 points of damage. Sun gryphons add 1+½ times their Strength bonus on damage rolls with their bite attack.

Cover Feathers: Sun gryphons have a +2 natural armor bonus to AC.

Unfettered Predator: A sun gryphon's body bends and stretches in ways even specially designed armor cannot help but restrict. Sun gryphons increase the armor check penalty of any worn armor by 2, and suffer a -2 penalty on attack rolls while wearing medium or heavy armor. Sun gryphons also reduce their maneuverability rating by one step when flying while wearing medium or heavy armor. These penalties apply regardless of any armor proficiency the sun gryphon has.

Gryphon Wings: Sun gryphon have large wings capable of bearing them aloft for short periods of time. Though most sun griffons are not strong enough to use them for sustained flight, a sun griffon can always use Fly in place of Acrobatics to jump, and can make a DC 15 Fly check to avoid all falling damage from a fall from any height. While falling, a sun gryphon can make a DC 15 Fly check to move 5 feet laterally for every 20 feet he falls.

Languages: Sun gryphons begin play speaking Common and Sphinx. Sun gryphons with high Intelligence scores can choose from the following bonus languages: Auran, Celestial, Draconic, Gnoll, Gnome, Goblin, and Sylvan.

Quadruped: Sun gryphons are quadrupeds and their non-human physiology means they cannot use magic items that occupy the body, feet, or hands slots. In addition, they can only equip armor designed for sun gryphons, which costs 4× and weighs 2× as much as typical humanoid armor of the same type. However, to compensate their carrying capacity is 3× what their Strength score would otherwise indicate, and they gain a +4 bonus to CMD against overrun and trip combat maneuvers from their extra legs.

Our friends at Silver Games have graciously shared these martial weapons and equipment qualities from their Ponyfinder campaign setting!

New Martial Weapons

Beak Tip

Price 20 gp; **Weight** 1 lb.

This apparatus is worn over a griffon's beak, improving a sun gryphon's bite attack damage by one step (from 1d8 to 2d6 for most wearers) and cannot be used by creatures other than sun gryphons. A beak tip can be improved or enchanted as though it were a weapon.

Claw Tips

Price 20 gp; **Weight** 2 lbs.

These metal sheaths slide over the claws of one hand to enhance a gryphon's natural armaments. If the wearer does not have a claw attack, but at least has fingers or claws to fit in the sheaths, they grant their wearer a claw natural attack that deals 1d4 points of bludgeoning or slashing damage. If the wearer already has a claw attack, it increases the damage by one step. A set of claw tips can be improved or enchanted as though they were a weapon.

Gryphon Feathered Arrows

Price 40 gp; **Weight** —

With the right alchemical preparations, arrows fletched with gryphon feathers can be made into extremely valuable ammunition—imbued with just a bit of their mastery over clouds. Gryphon feathered arrows ignore concealment due to fog or smoke, provided the user targets the correct square. Darkness, displacement effects, or other sources of concealment work normally. Crafting a single gryphon feathered arrow requires 20 gp of alchemical reagents (or 1,000 gp for 50 arrows) and a DC 20 Craft (alchemy check).



New Equipment Qualities

Clear Shot: Whenever an attack with a *clear shot* weapon is made against a target without any cover, it deals an additional 1 point of precision damage on a successful hit.

Moderate divination; CL 10th; Craft Magic Arms and Armor, *true strike*; Price +1,000 gp

Cloud Blessed: Armor with this property allows flying creatures to avoid their enemy with sudden darts and bobs. So long as the wearer of *cloud blessed* armor is flying, they gain a Dodge bonus to AC equal to the armor's enhancement bonus. However, on any turn in which the wearer has been attacked since the end of their last turn, the armor's wearer may not take a 5 ft. step. This property cannot be added to medium or heavy armor.

Moderate evocation; CL 12th; Craft Magic Arms and Armor, *wind wall*; Price +2 bonus

SUN GRYPHON FEATS

The following feats are designed for sun gryphons or other winged creatures.

These feats from *In the Company of Monsters* by Rite Publishing (© Steve Russell) are ideal for sun gryphons: Aerial Maneuvers, Aerial Mobility, Improved Maneuverability, Precise Drop, Swoop.

AERIAL EVASION [COMBAT]

Nothing can threaten you as you soar through the air.

Prerequisites: Dex 13, Fly 3 ranks

Benefit: You can avoid damage from area-effect attacks while flying. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead takes no damage. Aerial evasion can only be used if you are flying and wearing light armor or no armor.

OVERLAND FLIGHT [GENERAL]

You can cross vast distances without fatiguing yourself.

Prerequisites: Dex 13, flyg speed

Your speed and endurance while flying dramatically increase. You increase your base fly speed by 15 feet (40 feet when traveling long distances) and you only check for nonlethal damage once every 2 hours instead of every hour when attempting a hustle or forced march while flying.

THREATENING DISPLAY [COMBAT]

You spread your wings out to cover your prey, creating a curtain of feathers that inspire fear.

Prerequisites: Wings

Benefit: As a standard action or at the beginning of a charge, you can cause all opponents within a 15-ft. cone to become shaken for 1 round/level. Creatures who have more Hit Dice than you or who succeed a Will save (DC 10 + ½ your Hit Dice + your Charisma modifier) are unaffected. You may use this feat a number of times per day equal to 3 + your Charisma modifier.

WING BUFFET [COMBAT]

You use your wings as natural weapons.

Prerequisites: Must possess wings, Ranks in Fly

Benefit: You gain two secondary wing attacks that deal 1d4 points of bludgeoning damage (1d6 if Large-sized). Your wings have a reach as though you were a creature one size larger. If you roll a natural 1 while making a wing attack, you strain yourself and cannot fly until you have received magical healing or a successful DC 20 Heal check.

WINGED MISDIRECT [COMBAT]

You may use your wings to feint and defend against attacks.

Prerequisites: Must possess wings, wing natural attack

Benefit: You gain a +2 bonus on Bluff checks made to feint. Every time you successfully feint, you gain a +1 dodge bonus to your AC until your next turn. Additionally, if an opponent misses you with a melee attack after a combat feint, you may make an attack of opportunity using your wings.



Racial Class: Gryphon Paragon

Sun gryphons have many fine traits, but most yearn to soar through the skies of Veranthea and follow the path of the gryphon paragon. Exploring their bodies and undergoing daily, thrilling training, these avian creatures don't just take to the air—they dominate it.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 2d6x10 gp.

CLASS SKILLS

The class skills of gryphon paragons are Acrobatics (Dex), Climb (Str), Fly (Dex), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

TABLE: GRYPHON PARAGON CLASS

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+2	+0	Gryphon's claws, gryphon skills +2
2nd	+2	+3	+3	+0	Bonus feat, natural armor +2
3rd	+3	+3	+3	+1	Fly, pounce, gryphon skills +2
4th	+4	+4	+4	+1	Bonus feat, natural armor +4
5th	+5	+4	+4	+1	Exemplar gryphon, rake

Skill Ranks per Level: 6 + Int modifier.

Weapon and Armor Proficiency: You are proficient with no armor or shields. You are proficient with your natural weapons.

Gryphon's Claws (Ex): At 1st level, a gryphon paragon gains two primary claw attacks that deal 1d6 points of damage.

Gryphon Skills: At 1st level, a gryphon paragon gains a +2 racial bonus to Acrobatics and Perception. At 3rd level, your racial bonus increases to +4.

Bonus Feat: At 2nd and 4th level, the gryphon paragaon selects a bonus feat. These feats must be taken from the following list: Aerial Maneuvers★, Aerial Mobility★, Flyby Attack, Hover, Improved Maneuverability★, Iron Will, Precise Drop★, Skill Focus (Perception), Swoop★, Weapon Focus, and Wingover.

★see *In the Company of Monsters* by Rite Publishing.

Natural Armor (Ex): At 2nd and 4th level, a gryphon paragon's natural armor bonus increases by +2.

Fly (Ex): At 3rd level, a gryphon paragon gains the ability to fly with a base speed of 40 feet (poor maneuverability).

Pounce (Ex): At 3rd level, a gryphon paragon may make a full attack at the end of a charge.

Exemplar Gryphon (Ex): At 5th level, a gryphon paragon gains a +2 size bonus to Strength and Constitution, and his fly speed increases to 80 ft. (average maneuverability).

Rake (Ex): At 5th level, when a gryphon paragon charges, he may make two additional claw attacks against his target.

CONDUIT BASE CLASS

Able to control the ebb and flow of magic around them, some warriors are destined from birth to live an existence outside the normal flow of the world—and by their very nature, into legend. With an impressive degree of martial prowess, conduits are fell opponents capable of negating and even redirecting mystical assistance their foes bring to bear with terrifying counterattacks that force the energies back toward their originators.

Role: The conduit is a versatile class that can fit a number of different roles. Given their myriad abilities, a conduit might be a dangerous warrior, a ranged powerhouse, a swift scout, or an extremely sly operator. Still, they require magic to function properly and in low fantasy settings, the conduit might find themselves at a great disadvantage when compared to their martial counterparts.

Alignment: Conduits may be of any alignment.

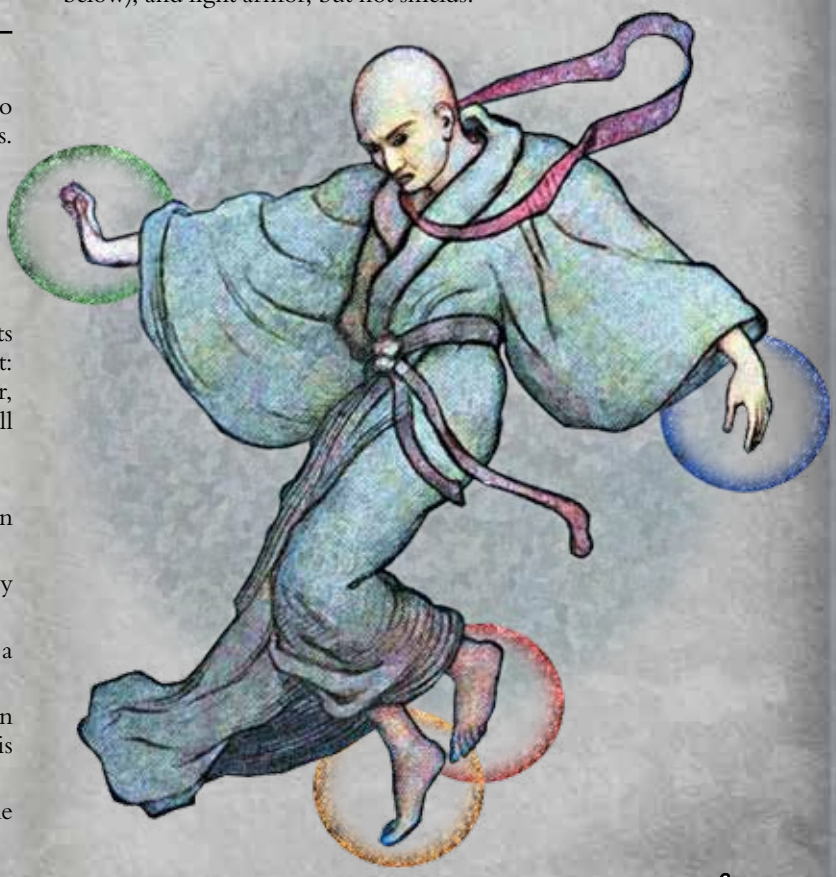
Hit Die d8

CLASS SKILLS

The conduit's class skills are Acrobatics (Dex), Bluff (Cha), Fly (Dex), Knowledge (arcana) (Int) , Knowledge (history) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha)

Skill Ranks per Level: 4 + Intelligence modifier.

Weapon and Armor Proficiencies: Conduits are proficient with simple weapons, mystical weapons (see their class ability below), and light armor, but not shields.



The conduit is one of many amazing class options in Amora Game's *Liber Influxus Communis*!

TABLE: CONDUIT

Level	Base Attack	Fort	Ref	Will	Conduction Pool Maximum	Class Abilities
1st	+0	+0	+0	+2	3	Mystical bolt, desperate measures, mystical conduction
2nd	+1	+0	+0	+3	5	Mystical protections
3rd	+2	+1	+1	+3	6	Mystical power
4th	+3	+1	+1	+4	8	Mystical weapons
5th	+3	+1	+1	+4	10	Mystical movement
6th	+4	+2	+2	+5	11	Mystical power
7th	+5	+2	+2	+5	13	Improved mystical bolt, spell resistance
8th	+6/+1	+2	+2	+6	15	Conduit dissipation
9th	+6/+1	+3	+3	+6	16	Mystical power
10th	+7/+2	+3	+3	+7	18	Improved mystical weapons
11th	+8/+3	+3	+3	+7	20	Mystical boost
12th	+9/+4	+4	+4	+8	21	Mystical power
13th	+9/+4	+4	+4	+8	23	Desperate means
14th	+10/+5	+4	+4	+9	25	Conduit disruption, improved spell resistance
15th	+11/+6/+1	+5	+5	+9	26	Improved mystical boost, mystical power
16th	+12/+7/+2	+5	+5	+10	28	Conduit redirection
17th	+12/+7/+2	+5	+5	+10	30	Mystical fortune
18th	+13/+8/+3	+6	+6	+11	31	Mystical power
19th	+14/+9/+4	+6	+6	+11	33	Greater mystical boost
20th	+15/+10/+5	+6	+6	+12	35	Mystical apotheosis

Conduction Pool: A conduit receives a pool of conduct points with a capacity that increases with each level, delineated on Table: Conduit. This represents the number of equivalent spell levels a conduit may have stored within their body with mystical conduction at any given time. When they do not have a sufficient amount of empty points in their conduction pool, a spell affects them normally (so if a 6th level conduit has a conduction pool currently filled with 9 conduct points and is targeted with a *ray of exhaustion*, a 3rd-level spell, they are treated as normal targets and it cannot be absorbed).

A conduit may spend no more than half their conduit level (minimum 1) in conduct points per round (up to a maximum of 10 at 20th level). Conduct points have an indefinite duration and last until they are expended. Unless noted otherwise, spending a conduction pool point takes a swift action.

Mystical Conduction (Su): Conduits possess the unique ability to absorb magic around them. A conduit can absorb any spell or spell-like ability that targets a single creature and is directed at them (regardless of source) and draw it into their bodies as an immediate action to negate the spell's effects on the conduit, provided that they are aware of the spell. Spells and spell-like abilities absorbed this way are converted into conduction pool points at a rate of 1 per spell level.

Only spells of a level equal to half the conduit's class level may be absorbed (so a 5th level conduit could absorb up to 2nd- and 1st-level spells).

Spells of 0th level (cantrips and orisons) are treated as though the conduit had spell resistance equal to 11 + conduit level and cannot be absorbed for conduct points.

At 7th level, mystical conduction becomes a free action to activate.

Mystical Bolt (Su): As a standard action, the conduit can convert absorbed mystical energy into deadly rays of magic. This ability activates by spending a single conduct point from the conduit's conduction pool and making a ranged touch attack within 30 ft., dealing 2d6 damage to a single creature on a successful hit. For every additional conduct point spent to activate this ability, the damage increases by 1d6. The range of this ability increases by 5 feet per conduit level (to a maximum of 130 feet at 20th level). Using mystical bolt does not provoke attacks of opportunity.

Desperate Measures (Su): The conduit has experienced how intense pain can awaken their remarkable abilities, allowing them to empower themselves by awakening the very magic that courses in their veins.

Once per day per two conduit levels (minimum 1), a conduit may injure themselves and gain some points for their conduction pool in exchange as a full-round action. The conduit takes twice their conduit level in damage and gains half as conduction pool points.

Mystical Protections (Su): At 2nd level, a conduit may expend a conduct point to gain a +1 deflection bonus to AC for one minute per conduit level. This bonus increases to +2 at 6th level and every 4 levels thereafter, to a maximum of +5 at 18th level.

Mystical Power: At 3rd level, a conduit can create a number of supernatural effects by manipulating the power within their conduction pool. A conduit gains one mystical power of their choice. He gains an additional mystical power at 6th level and every three levels thereafter.

Unless otherwise noted, using a mystical power is a standard action that does not provoke an attack of opportunity. The save to resist a mystical power is equal to 10 + 1/2 the conduit's level + the conduit's Charisma modifier.

Alacrity (Su) The conduit gains a circumstance bonus to Intelligence-based checks for a number of minutes equal to their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability.

Conduit Deflect (Su) The conduit hones their perception of their surroundings and may deflect a melee or ranged attack as an immediate action. Activating conduit deflect costs a number of conduction pool points equal to ½ their conduit level.

The conduit makes a level check (1d20 + their conduit level) against a DC equal to the attack roll. If the conduit succeeds on this check, the attack is deflected entirely (as though the attack was a miss).

Conduit Strike (Su) The conduit learns to make his mystical bolts more effective, albeit contained; the damage die increases by one step (from 2d6 to 2d8 or from 2d8 to 2d10). When using conduit strike, the range of mystical bolt is reduced to touch.

Convince (Su) The conduit gains a circumstance bonus to Charisma-based checks for a number of minutes equal to their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability.

Disappear (Sp) The conduit learns to mask their presence with magic in the most fundamental of illusions, granting themselves the ability to turn *invisible* for a number of minutes equal to conduction pool points spent. At 8th level, a conduit with this ability may treat it as though it were *improved invisibility*, but when using this variant effect the duration is limited to a number of rounds equal to conduction pool points spent.

Explode (Su) The conduit learns to shape their mystical bolt into a maelstrom of arcane power that damages everything around them (leaving the conduit unharmed). Doing so costs a conduit twice as many of conduction pool points as normal, but their mystical bolt damages all creatures in a 15-ft.-radius centered around themselves. A successful Reflex save halves the damage from this attack.

Focus (Su) The conduit gains a circumstance bonus to Wisdom-based checks (but not Will saves) for a number of minutes equal to their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability.

Funnel (Su) The conduit has mastered the shaping of his mystical blasts, learning to funnel it into a dangerous cone to engulf his enemies. Doing so costs a conduit twice as many conduction pool points as normal, but their mystical bolt damages all creatures in a 30-ft. cone. A successful Reflex save halves the damage from this attack.

Grace (Su) The conduit gains a circumstance bonus to Dexterity-based checks (but not AC, Reflex saves, CMB, CMD, or ranged attack rolls) for a number of minutes equal to their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability.

Line (Su) The conduit can unleash their mystical bolts with a dangerous potency that scorches away from them in a direct line. Doing so costs a conduit twice as many conduction pool points as normal, but their mystical bolt damages all creatures in a 60-ft. line. A successful Reflex save halves the damage from this attack.

Rapid Bolts (Su) The conduit learns how to channel the energies of their mystical bolt more quickly; at the expense of one conduction pool point, they may fire a number of mystical bolts (each at their normal cost) equal to their total number of attacks per round as a full-attack action.

Rigor (Su) The conduit gains a circumstance bonus to Constitution-based checks (but not Fortitude saves) for ten minutes per their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability.

Surge (Su) The conduit gains a circumstance bonus to Strength-based checks (but not CMB, melee attack or damage rolls) for a number of minutes equal to their conduit level. The circumstance bonus granted is equal to the conduct points expended when activating this ability. The bonuses from surge stack with all other Strength bonuses (be they racial, enhancement or otherwise) but not itself.

Vitality (Su) The conduit gains a number of temporary hit points equal to three times the conduction pool points expended to activate this ability. Vitality may only be used once per day per six conduit levels (minimum 1). These temporary hit points last until removed or conduit level × 2 hours, whichever comes first.



Mystical Weapons (Su): At 4th level, the conduit learns to literally manifest magic within their hands, forming it into weapons of considerable power. For the expenditure of 2 conduct points, the conduit creates a melee weapon out of magical energy; this weapon may be of any type, and the conduit is treated as proficient with it regardless of the form he chooses it to materialize as (though size penalties still apply). This weapon has a +1 enhancement bonus to attack and damage that increases by one at 8th level and every four levels thereafter, to a maximum of +5 at 20th level.

A conduit may create one large weapon this way, two medium weapons, a medium weapon and a heavy or light shield, or up to four light weapons. These weapons persist for a number of minutes equal to half conduit level.

Mystical Movement (Su): At 5th level, the conduit learns to use their primal power of magic to flit about the landscape in bursts of speed. As a standard action, a conduit gains an enhancement bonus to his base land speed equal to 10 ft. times the number of conduct points spent using mystical movement. In addition, the conduit can spend one conduct point from their conduction pool to gain a climb or swim speed equal to half his base land speed. This effect lasts for a number of minutes equal to conduit level.

At 7th level, a conduit may expend 2 conduct points to gain a fly speed equal to half his base land speed (average maneuverability).

At 9th level, the climb, fly, and swim speeds gained through this ability are equal to base land speed, and the enhancement gained per point spent increases to 15 ft. (also, the conduit may spend one additional conduct point to increase their flying maneuverability by one step).

At 12th level, a conduct may spend one conduct point to gain a burrow speed equal to his base land speed.

At 15th level, the duration of these movement effects (burrow, climb, fly, swim) increases to hours per conduit level.

Improved Mystical Bolt (Su): At 7th level, the conduit's processes of re-working mystical energies become more efficient, and they increase the damage die of their mystical bolts by one step (from 2d6 to 2d8).

Spell Resistance (Su): At 7th level, the conduit's body becomes naturally inured to magic, and they develop an organic resistance to it. The conduit gains spell resistance equal to 6 + their conduit level. Should they already possess spell resistance, increase its value by 2. Furthermore, the conduit is able to lower their spell resistance as an immediate action.

Conduit Dissipation (Su): At 8th level, the conduit's talent for absorbing magic becomes so fine that they are literally able to drain it from an entire area. When the conduit is a target within an area spell, they may attempt to absorb it by making an opposed caster level check, using his conduit level as his caster level. If the conduit succeeds (and has enough conduction pool available to hold the spell) it is absorbed and the spell's effects are entirely negated (not just those affecting the conduit).

Improved Mystical Weapons (Su): At 10th level, the conduit learns to grant magical weapon properties to their mystical weapons. When creating a mystical weapon, a conduit can additionally expend a number of conduct points from their conduction pool equal to the equivalent enhancement bonus, a conduit may bestow a weapon enchantment onto a mystical weapon that lasts until the weapon dissipates. For example, a 10th level conduit might spend 1 conduct point to grant their scimitar mystical weapon the *flaming* property, or two conduct points to grant their scimitar mystical weapon *flaming burst*.

Mystical Boost (Su): At 11th level, the conduit can use the primal energies of the magics they've absorbed to enhance their physical and mental attributes. The conduit gains a +2 enhancement bonus any one attribute score for 1 hour per conduit point expended.



Desperate Means (Su): At 13th level, the conduit learns how to make the absolute most of their own essence when using it to fuel their miraculous abilities. Once per day when they are using desperate measures, the conduit may instead injure themselves, taking one temporary point of Constitution damage to gain 4 conduction pool points. At 16th level, they may do so twice per day and gain 8 conduction pool points each time rather than four. At 19th level, they may do so three times per day and gain 12 conduction pool points each time rather than eight.

Conduit Disruption (Su): At 14th level, the conduit's control over magic becomes truly impressive. Once per day they may make an opposed caster level check (using their conduit level as caster level) against a spellcaster or creature possessing spell-like abilities within 30 feet as a standard action, draining a number of prepared spells, spell slots, or daily uses of a spell-like ability equal to one half of the conduit's level, restoring one point of the conduction pool per spell or spell-like ability drained in this way, regardless of level. These prepared spells, spell slots, and daily uses of spell-like abilities are lost from the lowest available first, and should a conduit lack the requisite space in their conduction pool, the points are lost. Conduit disruption provokes an attack of opportunity.

Improved Spell Resistance (Su): At 14th level, the conduit's spell resistance improves to 11 + conduit level. If the conduit already had spell resistance from another source, the value of their spell resistance increases by 2.

Improved Mystical Boost (Su): At 15th level, the enhancement bonus granted by mystical boost increases to +4.

Conduit Redirection (Su): At 16th level, the conduit learns how to redirect magic without channeling it through themselves. As an immediate action, the conduit expends a number of conduction pool points equal to the spell level of the magic effect targeting him and makes an opposed level check (1d20 + conduit level vs. 1d20 + caster level) against the source of the effect. On a success, the conduit reflects the spell or spell-like ability as though it were affected by *spell turning*, except targeting a target or area of the conduit's choice.

Mystical Fortune (Su): At 17th level, the conduit can enact their powers against fate itself, changing the probability of an outcome with the flick of a wrist or wink of the eye. As a swift action they may expend 2 conduct points to force a creature to reroll any one d20 check the target has just made. The creature must take the results of the second roll, even if it is worse. A conduit may use this ability once per day for every five conduit levels, but never more than once per round.

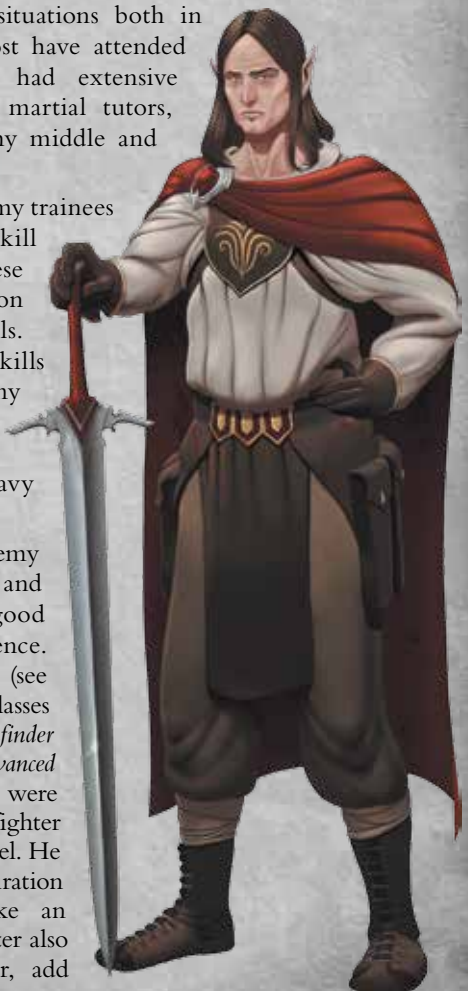
Greater Mystical Boost (Su): At 19th level, the enhancement bonus granted by mystical boost increases to +6.

Mystical Apotheosis: The conduit's entire body becomes suffused with arcane, divine and ethereal energies as they transcend their mortal existence. They become immune to the effects of aging and do not require sleep, food or water. In addition, they become immune to magic like a golem and are able (if they so choose) to ignore any spell that is subject to spell resistance. All of the conduit's attacks with natural weapons or wielded armaments automatically bypass damage reduction.

NEW CLASS ARCHETYPES

Academy Trainee (Fighter Archetype)

Academy trainees are educated and well-rounded warriors able to adapt well to situations both in and out of combat. Most have attended military academies or had extensive private education with martial tutors, paid for by their wealthy middle and upper class families.



Scholastic (Ex): Academy trainees gains 2 additional skill ranks each level. These ranks must be spent on Intelligence-based skills. All Intelligence-based skills are class skills for academy trainees. This ability replaces proficiency with medium armor, heavy armor, and shields.

Inspiration (Ex): Academy trainees are insightful and capable of making good use of their intelligence. He gains inspiration (see "Investigator" in the classes section of the *Pathfinder Roleplaying Game: Advanced Class Guide*) as though he were an investigator, using his fighter level as his investigator level. He can gain the Extra Inspiration feat multiple times, like an investigator. If the character also has levels in investigator, add

fighter levels to his investigator levels to determine the number of inspiration points gained each day and for purposes of qualifying for investigator talents. This ability replaces bravery and the bonus fighter feat at 1st level.

Bonus Feats: When an academy trainee is able to gain a fighter bonus feat, he may instead gain an investigator talent. However, he may not choose an alchemist discovery, rogue talent, or any talent that affects studied combat or studied strike.

Armor Training (Ex): An academy trainee gains armor training 1 at 7th level and armor training 2 at 9th level. This alters armor training.

Adversarial Armorist (Fighter Archetype)

These experts use their armor as a lethal weapon. Most commonly seen in Moenio on the Free Isle, these brawlers use the plates and linked chain they wear for protection to brutally beat their enemies to death.

Armored Strikes (Ex) At 2nd level, so long as they are wearing medium or heavy armor, or bladed or spiked gauntlets, the adversarial armorist may make unarmed strikes as though they had the Improved Unarmed Strike and Two-Weapon Fighting feats. At 6th level, they may instead attack as though they had Improved Two-Weapon Fighting. At 11th level, they may instead attack as though they had Greater Two-Weapon Fighting. This ability replaces bravery.

Offensive Armor Training (Ex) At 5th level the adversarial armorist gains a +1 bonus to attack and damage rolls for attacks made with a bladed gauntlet, spiked gauntlet, or unarmed strikes while wearing medium or heavy armor. This bonus increases at 9th, 13th, 17th and 20th level. This ability replaces weapon training.

Buster Punch (Ex) At 6th level, the adversarial armorist increases the damage die for attacks made with armored strikes by one step. At 12th and 18th level, the damage die increases again. This ability replaces the bonus feats received at 6th, 12th and 18th level.

Uncomfortably Comfortable (Ex) At 8th level, adversarial armorists are so in tune with their suits of armor that they may sleep without removing it and suffer no penalties (although eventually they will need a good wash). This ability replaces the bonus feat at 8th level.

Impromptu Handholds (Ex) At 11th level, the adversarial armorist has mastered the art of anchoring themselves with a potent strike of their gauntlets and gain a climb speed equal to half their base speed so long as they are wielding bladed or spiked gauntlets or medium or heavy armor.

Gauntlet Mastery (Ex) At 20th level, the adversarial armorist has mastered the use of his bulwark as a potent weapon. They add one and a half their strength bonus to damage rolls made with armored strikes, automatically confirm critical hits made by them, double the weapon's critical range and increase its damage multiplier by 1. This replaces weapon mastery.

Bird Rider (Cavalier Archetype)

Bird riders are warriors who develop their martial skills in tandem with those of their axe beak mount. The bounding legs of their landbound avian companions carry many aasimar across the Kooey'ha Plains of Urethiel and the croaking of a force of bird riders has sent more than one army fleeing in retreat.

Axe Beak Mount: At 1st level, the bird rider gains the service of a loyal and trusty mount. This works like a cavalier's mount except that the character gains an axe beak (see Pathfinder Roleplaying Game Bestiary 3). The axe beak is Medium-sized and has a Strength score of 14 (18 for purposes of carrying creatures); it cannot be used as a mount by Medium characters until 4th level, at which point its size increases to Large and it gains a +4 racial bonus to its Strength score. This replaces the cavalier's order.

Fast Movement (Ex): At second level and every two levels thereafter, a bird rider's axe beak's speed increases by +10 ft., to a maximum of 100 feet at 10th level. This replaces the order ability at 2nd level.

Graceful Mover (Su) At 8th level, the bird rider's axe beak can ignore difficult terrain caused by natural sandy, muddy, or swampy ground. Magically altered terrain still hinders an axe beak. This ability replaces the order ability at 8th level.

Water Walk (Su): At 10th level, the bird rider's axe beak is under a constant *water walk* effect so long as the bird rider is riding it. This replaces the extra challenge per day at 10th level.

Air Walk (Su): At 12th level, the bird rider's axe beak is under a constant *air walk* effect while the Urethiel bird rider is riding it. This ability replaces the bonus feat at 12th level.

Fly (Su): At 15th level, the bird rider's axe beak can fly at its speed with a bonus on Fly skill checks equal to the bird rider's level. This replaces the order ability at 15th level.

Beztekorps (Prestige Class)

Masters of sciobtha canisters and *ankshirr water*, these warriors of Grethadnis fly through combat with astonishing ease. Crisscrossing the battlefield in rapid bursts of air, the Beztekorps slashes enemies as they streak from place to place, cartwheeling to and fro.

Role: Adventurers keen to make use of the Beztekorps' amazing equipment (to fly through the air like a boss and slash up enemies) or harboring a hatred for giants will be right at home with this prestige class.

Hit Die: d8

TABLE: BEZTEKORPS						
Level	Base Attack	Fort	Ref	Will	Special	Aerial Bonus
1	+1	+0	+1	+0	Rationed resources, sciobtha trained	+1
2	+2	+1	+1	+1	Flyby Attack, improved favored enemy (giant)	+1
3	+3	+1	+2	+1	Ankshirr Catalyst, defensive roll	+2
4	+4	+1	+2	+1	Evasion, improved reaction	+2
5	+5	+2	+3	+2	Sciobtha master, uncanny dodge	+3
6	+6	+2	+3	+2	Slashing charge	+3
7	+7	+2	+4	+2	Improved favored enemy (giant)	+4
8	+8	+3	+4	+3	Improved evasion	+4
9	+9	+3	+5	+3	Improved uncanny dodge	+5
10	+10	+3	+5	+3	Aerial dervish	+5

REQUIREMENTS

To qualify to become a Beztekorps, a character must fulfill all the following criteria.

Skills Acrobatics 3 ranks

Feats Combat Expertise, Dodge

Special Favored enemy (giant), gnome or halfling

CLASS SKILLS

The Beztekorps' class skills (and the key ability for each skill) are Acrobatics (Dex), Disable Device (Dex), Fly (Dex), Knowledge (geography) (Int), Knowledge (engineering) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the Beztekorps prestige class.

Weapon and Armor Proficiency: Beztekorps are proficient with simple weapons, bastard swords, daggers, falchions, greatswords, longswords, rapiers, scimitars, shortswords, and two-bladed swords. Beztekorps are proficient with light armor and shields, but not tower shields.

Aerial Bonus (Ex): While flying, the Beztekorps gains an insight bonus to AC, attack rolls, damage rolls and Reflex saves equal to half their level (minimum 1).

Rationed Resources (Ex): Beztekorps are all capable of creating *ankshirr water* as though they met the all the crafting requirements. Once per day, they can create a vial of *ankshirr water* at half the normal cost. In addition, Beztekorps who are part of large organizations are normally provided with 5 vials of *ankshirr* water and enough sciobtha canisters to fully recharge a sciobtha harness each week.

Sciobtha Trained (Ex): A Beztekorps is well-trained in the use of a sciobtha harness. When using a sciobtha harness to fly, they may add their ranks in Acrobatics to all Fly checks.



Improved Favored Enemy (Giant): At 2nd level, the Beztekorps' favored enemy bonus against giants increases by +2, and they deal +1d6 precision damage against giants. At 7th level this bonus increases by an additional +2 and their precision damage increases to +2d6. This does not increase the bonuses granted against any other types of favored enemies.

Flyby Attack: At 2nd level, a Beztekorps gains Flyby Attack as a bonus feat.

Ankshirr Catalyst (Ex): As the Beztekorps becomes more accustomed to flying through the air with *ankshirr water*, their body becomes more receptive to the effects of it. At 3rd level they double the duration of its effects to 2 hours. At 9th level, the Beztekorps doubles the duration again (to 4 hours).

Defensive Roll (Ex): Starting at 3rd level, once per day, a Beztekorps can attempt to avoid a lethal blow. This functions as the rogue's advanced talent of the same name. At 6th level a Beztekorps may use this ability twice per day, and at 9th level they may use this ability three times per day.

Evasion (Ex): At 4th level, a Beztekorps gains evasion. If exposed to any effect that normally allows them to attempt a Reflex saving throw for half damage, they take no damage with a successful saving throw. The evasion ability can only be used if the Beztekorps is wearing light armor or no armor.

Improved Reaction (Ex): At 4th level, a Beztekorps gains a +2 class bonus on initiative checks. At 8th level, the bonus increases to +4.

Sciobtha Master (Ex): At 5th level, the Beztekorps has mastered the nuances of sciobtha canisters; they now expend half as many charges as normal (rounding up, minimum 1) when using sciobtha harnesses.

Uncanny Dodge (Ex): At 5th level, a Beztekorps cannot be caught flat-footed, even if the attacker is invisible. They still lose their Dexterity bonus to AC if immobilized. A Beztekorps with this ability can still lose their Dexterity bonus to AC if an opponent successfully uses the feint action against them.

If a Beztekorps already has uncanny dodge from a different class, they automatically gain improved uncanny dodge instead.

Slashing Charge (Ex): At 6th level, when a Beztekorps uses Flyby Attack to make an attack, they gain all the benefits of a charge, and can choose to make a single attack with a weapon in each hand.

Improved Evasion (Ex): This ability, gained at 8th level, works like evasion (see above). A Beztekorps takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, they take only half damage even if they fail their saving throw.

Improved Uncanny Dodge (Ex): At 9th level and higher, Beztekorps can no longer be flanked. This defense denies a rogue the ability to sneak attack the Beztekorps by flanking them, unless the attacker has at least four more rogue levels than the target has Beztekorps levels.

If a Beztekorps already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Aerial Dervish (Ex): At 10th level the Beztekorps can make a full-attack action during a Flyby Attack. They can always take a 10 on a Fly check to maneuver in a sciobtha harness and automatically confirm critical hits against giants while they benefit from their aerial bonus ability.

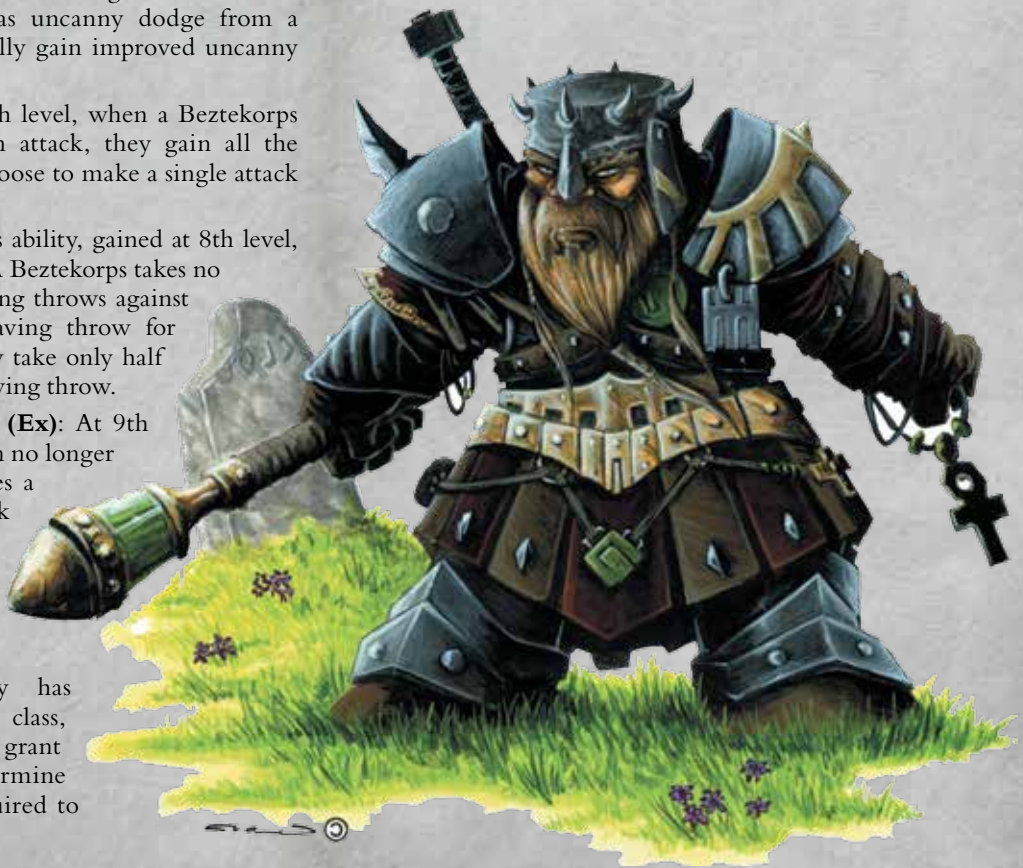
Conxecron Instigator (Inquisitor Archetype)

Traveling across Veranthea in search of answers to the mysterious doings and decrees of the divine, these inquisitors are obsessed with tracking down the *Conxecron*, wherever and whenever it might be. Though principally in the Fair Continent, these defiant mortals can be found everywhere.

Scrutinizing Scholar (Ex) Conxecron instigators are talented at sifting the truth from both religious scrolls as well as people. They receive a class bonus to Knowledge (religion) and Sense Motive checks equal to 1/2 their inquisitor level. This ability replaces stern gaze.

Scratch the Veil (Su) A conxecron instigator gains access to certain spells that better allow them to discern the mysteries of Veranthea.

1st—*memory lapse, memorize page, silent table, sow thought*
2nd—*crimson confession, investigative mind, sentry skull*
3rd—*arcane eye, healing thief, mindlocked messenger, pierce disguise, secret page*



4th—*lesser spellcrash, mnemonic enhancer, scrying, symbol of revelation, true form, truespeak*

5th—*passwall, possess object, symbol of scrying*

6th—*analyze dweomer, getaway, greater scrying, mage's lucubration, spellcrash*

Access to these spells replace the monster lore ability.

Constant Conspiracies (Ex): At 3rd level, a conxecron instigator is constantly prowling the thoughts of those around them in their tireless attempts to better understand the great mysterious game played by the gods. They may use *detect thoughts* as a spell-like ability a number of times per day equal to their inquisitor level + the inquisitor's Wisdom modifier. This replaces the teamwork feats received at 3rd and 6th level.

Ethical Equalizer (Su): At 5th level, a conxecron instigator can imbue one of their weapons with the *anarchic* or *axiomatic* weapon special ability as a swift action. This effect is determined by alignment, so a lawful character imbues *axiomatic* and a chaotic character imbues *anarchic*; if neutral they must choose one of these enchantments at 5th level and once chosen this cannot be changed (unless their alignment shifts to lawful or chaotic, whereupon it immediately changes to the appropriate quality). This ability only functions while the conxecron instigator wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the conxecron instigator before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level + the inquisitor's Wisdom modifier. These rounds do not need to be consecutive. This ability replaces bane.

Greater Understanding (Su): The impressive powers of the conxecron instigator's mind become so honed that at 9th level they gain telepathy (60 ft.). This replaces the teamwork feats received at 9th and 12th level.

Forceful Belief (Su): At 12th level, whenever a conxecron instigator uses their ethical equalizer ability, they may also imbue *holy* or *unholy* on the same weapon. Which enchantment they have access to is determined in the same way as the ethical equalizer ability. This ability replaces greater bane.

True Understanding (Su): At 15th level, a conxecron instigator can use *true seeing* at will (with a CL equal to class level). This ability replaces the teamwork feats received at 15th and 18th level.

Entri Entrapper (Prestige Class)

These chaotic agents of justice are the only form of law in the otherwise capricious and utterly wild Arajakata Woods of Grethadnis.

Role Mastering both the fiery spirit within their hearts and their bond with nature, entri entrappers are dangerous ranged combatants and deadly hunters.

Alignment Any nonlawful

Hit Die d10

Requirements

Base Attack Bonus: +4

Special Favored enemy (any non-fey), lesser chaos totem rage power

Skills Survival 5 ranks

Spellcasting Able to cast 1st-level divine spells, able to rage

Class Skills

The entri entrapper's class skills are Acrobatics (Dex), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception, Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str) and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.



TABLE: ENTRI ENTRAPPER

Level	BAB	Fort	Ref	Will	Special	Spell per Day / Rage per Day
1	+1	+0	+1	+1	Feyllower	+1 level of divine spellcasting class
2	+2	+1	+1	+1	Ranged maneuvers, exotic ranged expert	+2 rounds of rage
3	+3	+1	+2	+2	Rage power	+1 level of divine spellcasting class
4	+4	+1	+2	+2	Ranged maneuvers, exotic ranged expert	+2 rounds of rage
5	+5	+2	+3	+3	Improved ranged maneuver	+1 level of divine spellcasting class
6	+6	+2	+3	+3	Ranged maneuvers, exotic ranged expert	+2 rounds of rage
7	+7	+2	+4	+4	Rage power	+1 level of divine spellcasting class
8	+8	+3	+4	+4	Ranged maneuvers, exotic ranged expert	+2 rounds of rage
9	+9	+3	+5	+5	Improved ranged maneuver	+1 level of divine spellcasting class
10	+10	+3	+5	+5	Double maneuver, exotic ranged expert	+2 rounds of rage

CLASS FEATURES

Weapon and Armor Proficiency: An entri entrapper gains no proficiency with any weapon or armor.

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

Rage per Day: At the indicated levels, an entri entrapper gains additional rounds of the rage ability per day as if she had also gained a level in a class that granted it. An entri entrapper treats her levels in this prestige class as barbarian levels for determining the effectiveness of her rage powers.

Feyllower: The entri entrapper gains the powers of the fey bloodline, using her entri entrapper level and divine spellcasting class levels as her sorcerer level.

Favored Terrain (Ex): At 1st level the entri entrapper gains favored terrain (forest), as per the ranger class feature. At 5th level the bonus increases to +4 and to +6 at 10th level. If she already has a favored terrain (forest) bonus from other classes, these bonuses stack.

Exotic Ranged Expert (Ex): At 2nd level the entri entrapper gains proficiency in two of the following weapons: bolas, halfling sling staff, lasso, meteor hammer, net, rope dart, scorpion whip, snag net, throwing shield or whip. At 4th, 6th, 8th and 10th level the entri entrapper gains proficiency in another weapon from this list.

Ranged Maneuvers (Ex): At 2nd level the entri entrapper can use ranged weapons to harry her foes from afar. As a standard action she can make a ranged bull rush combat maneuver check against a single target within the first range increment of her weapon with a -2 penalty.

At 4th level, she can choose to make a ranged disarm combat maneuver instead of a bull rush. At 6th level, she can choose to make a ranged trip combat maneuver.

At 8th level she can choose to make a ranged grapple combat maneuver. When performing a ranged grapple, the entri entrapper is not considered to be grappled, and the CMD to escape the grapple is equal to 10 + the CMB check made to grapple the creature originally.

Rage Powers (Ex): At 3rd and 7th level the entri entrapper gains an additional rage power.

Improved Ranged Maneuver (Ex): At 5th level the entri entrapper hones one of her ranged combat maneuvers; she gains a +2 competence bonus to any one combat maneuver she can currently perform using the ranged maneuvers ability. At 9th level, she gains an additional +2 competence bonus, and may apply it to the same maneuver or a different maneuver.

Double Maneuver (Ex): At 10th level the entri entrapper can make two ranged combat maneuvers as a standard action. These maneuvers do not have to be the same maneuver or even against the same target.

Gobchopper Skirmisher (Cavalier Archetype)

Trading metal horseshoes for rubber tires, a saddle for a seat, and the horse for chrome, these brutal warriors ride the road on a motorcycle, most likely in the Durkhon Badlands of Trectoyri or on an experimental scouting vehicle for the Red Fists in Grethadnis. Spending their time with grease and oil, they keep on figuring out new ways to trick out their rides as they get better at fighting with one hand on the handlebars as the other beats their enemies to a death by road rash.

Armor Proficiency: A gobchopper skirmisher is proficient with light armor and medium armor, and with shields (except tower shields).

Gobchopper (Ex) At 1st level, a gobchopper skirmisher learns how to build a gobchopper motorcycle that she can use as a vehicle and in certain cases, treat as she would a mount. The gobchopper skirmisher knows how to run the vehicle with the optimal amount of fuel, getting it to operate for 1 gold per hour, with a tank that holds 10 hours worth of fuel.

At 2nd, 3rd, 4th, and 5th level, the gobchopper skirmisher's vehicle increases in hardness by 1 and gains 2 more hit points, and at 3rd and 5th level, the engine's hardness increases by 1 and the engine's hit points increase by 3.

This ability replaces mount and tactician.

Gobchopper Starting Statistics

Medium land vehicle
Squares 1 (5 ft. by 5 ft.; 4 feet high); **Cost** —

DEFENSE

AC 10; **Hardness** 1
Maximum Speed 60 ft.; **Acceleration** 20 ft.
hp 20 (10)
CMB +0; **CMD** 10
Base Save +1

OFFENSE

Ramming Damage 1d6
Propulsion alchemical (½ square of alchemical engine; hardness 2, hp 6)
Forward Facing away from the back wheel
Driving Device steering handlebars
Driving Space immediately on the single seat
Crew —
Passengers — (one, but with a -5 penalty to Pilot checks)
Weapons none

Mechanic (Ex) At 4th level, the gobchopper skirmisher can enhance her ride with one enhancement, plus one at each level beyond 4th. Unless noted, all enhancements can be taken multiple times. Their effects stack. The gobchopper skirmisher can only install her ride's enhancements with one hour of work and materials worth 20 gp × her class level.

This ability replaces expert trainer.

Armor Plating: The gobchopper skirmisher's vehicle gains a +3 armor bonus to AC. This may be taken again at 8th, 12th, 16th, and 20th level.

Bounding Suspension: The gobchopper skirmisher's vehicle gains a bonus to Pilot checks made to jump equal to twice her gobchopper skirmisher level. This enhancement can only be taken once.

Expanded Fuel Tank: The gobchopper skirmisher's vehicle gets a bigger fuel tank, capable of holding 5 hours more fuel at once.

Fast-Fix Design: The time it takes for the gobchopper skirmisher to repair her vehicle is reduced by half. This enhancement may be taken twice, the second time, it reduces repair time to one third the original time.

Combat Repair: With a Craft (vehicle) check of 10 plus her gobchopper skirmisher level, the gobchopper skirmisher can repair her vehicle from completely broken to functioning for a number of rounds equal to class level with two full-round actions. Beating the DC by 10 or more reduces the time required to one full-round action. This enhancement can only be taken once.

Hidden Compartment: A recess in the fuel tanks, somewhere in the wheel well, or parts of the seat contains a hollowed out area where a gobchopper skirmisher can smuggle items or creatures of Tiny size or smaller. Anyone attempting to find a hidden compartment must succeed on a Perception check against DC 20 + ½ gobchopper skirmisher level.

Increase Speed: The gobchopper skirmisher's vehicle gains a +5 ft. bonus to its maximum speed. At 10th level this enhancement doubles.

Increase Acceleration: The gobchopper skirmisher's vehicle gains a +10 ft. bonus to acceleration.

Melee Weapon Mount: The gobchopper skirmisher mounts a Medium or Large melee weapon to her vehicle, adding its weapon damage to the vehicle's ramming damage. This weapon cannot be disarmed. The gobchopper skirmisher must supply the weapon in addition to the existing cost of the upgrade. This enhancement can only be taken once, but the mounted weapon can be changed with two standard actions.



Ranged Weapon Mount: The gobchopper skirmisher mounts a Medium or Large ranged weapon onto her vehicle, which she can fire as a standard action with a +2 circumstance bonus. Firearms mounted in this way do not suffer from recoil. The gobchopper skirmisher must supply the weapon in addition to the existing cost of the upgrade. This enhancement can only be taken once, but the mounted weapon can be changed as with two standard actions.

Reinforced Engine: The gobchopper skirmisher's vehicle's engine gains +1 hardness and +3 hit points.

Reinforced Frame: The gobchopper skirmisher's vehicle gains +1 hardness and +5 hit points.

Reinforced Ram: The gobchopper skirmisher's vehicle increases its ram damage by 1d6. This enhancement may be taken again at 8th, 12th, 16th, and 20th level.

Spiked Spokes: The gobchopper skirmisher's vehicle's wheels become trapped and can be used to attack adjacent targets. The gobchopper skirmisher may deploy the spokes as a swift action, which deals ramming damage, plus sneak attack damage as though they were a rogue of equal level, to up to two targets adjacent to her. After deploying, it requires two standard actions to retract the spiked spokes. This enhancement can only be taken once.

Trapped Tailpipes: The gobchopper skirmisher has gadgets and dangers worked into the backside of her ride, able to deploy them against anyone fool enough to chase her; these might be caltrops, oil (as the *grease* spell, using gobchopper skirmisher level as CL), tanglefoot bags, or even magical oils. Deploying trapped tailpipes is a swift action and reloading them is a full-round action. If this enhancement is taken multiple times, the number of traps stored increases by one; these traps can be deployed separately, or any number can be deployed as part of the same swift action.

Roughrider (Ex) At 5th level, the gobchopper skirmisher receives a bonus to Pilot checks made with her vehicle equal to her class level (half for any other land vehicle). This ability replaces banner.

Evasion (Ex) At 9th level, the gobchopper skirmisher gains evasion. This ability replaces greater tactician

Road Rash (Ex) At 14th level, the gobchopper skirmisher knows how to bring an enemy vehicle (or mount) to a catastrophic halt, sending it careening and cartwheeling to a crashing halt. The gobchopper skirmisher takes a full-round action to make a Pilot check opposed by the Pilot check or Ride check of a target whose square they would enter. A success on this check deals the gobchopper skirmisher's vehicle's ramming damage to the opponent's mount or vehicle and the gobchopper skirmisher gets a free melee attack against the pilot or rider.

On a success by 5 or more the opponent's vehicle or mount crashes, dealing ramming damage plus 1d6 points of damage per gobchopper skirmisher level, knocking the pilot and vehicle or rider and mount prone (if the pilot cannot be thrown from the vehicle, they are staggered 1d4 rounds instead). This ability replaces greater banner.

Improved Evasion (Ex) At 17th level, the gobchopper skirmisher gains improved evasion. This ability replaces master tactician.

ORDER OF THE ROAD

Every path needs mastered and the order of the road are the ones to do it. There are two kinds of riders—those who rule over their own territories and those that strike out on paths untraveled. No matter where they roam, masters of the road are experts with their means of transport, reticent to leave another of their kind in need on the side of a trail, and always showing great respect for someone that can handle their ride.

Edicts: The cavalier must always stop to help a fellow rider stranded on the side of the road, take on a race when challenged, and ride their own vehicle (or mount) whenever possible. Above all else the cavalier respects the craft of motor vehicles and those who master them.

Challenge: Whenever an order of the road cavalier issues a challenge, he receives a +10 ft. bonus to base speed (for himself as well as his mount or vehicle) and +1d6 bonus to ramming damage (or +1 melee damage for attacks made by his mount). These bonuses increase by +10 ft. and +1d6 for every four levels the cavalier possesses.

Skills: An order of the road cavalier adds Craft (vehicle) and Knowledge (engineering) to his list of class skills. In addition, an order of the road cavalier receives a circumstance bonus equal to their Dexterity modifier when making a Pilot check to make a damaged engine continue to run.

Order Abilities: A cavalier that belongs to the order of the road gains the following abilities as he increases in level.

Get Lost (Su): At 2nd level, the cavalier becomes talented at throwing off pursuers, be they in a crowded city or barreling through the wilderness. The cavalier reduces fuel consumption and the need to eat, sleep, or drink by half, gaining a +5 bonus to Survival checks to obscure their trail for a number of days each month equal to ½ cavalier level.

Passing Figment (Su): At 8th level, the cavalier can create an illusion of an imminent obstacle directly in front of a mounted combatant or vehicle pilot. This might be an unexpected and huge divot in the road, a crashing tree, a buckling piece of earth, a rolling boulder, or whatever figment the cavalier deems appropriate. This ability functions as a *major image* spell-like ability with a caster level equal to class level and may be used by the cavalier 3 times per day + the cavalier's Intelligence modifier.

Shadows of the Road (Su): At 15th level, the cavalier's roadside trickery becomes more than just an illusion and the hazard deals damage (10d6 for typical hazards) equal to three-fifths (60%) what it normally would, even to creatures that successfully disbelieve the illusion (as *shadow conjuration*).

Goblin Pistolero (Gunslinger Archetype)

Some folks have a favorite firearm, some don't care what it is so long as it fires, but goblin pistoleros can never have *enough* guns, flinging themselves into battle and firing away with abandon. Scouting groups from the Red Fists in Grethadnis or throughout the Goblinvanian army generally keep one or two around, if only to have a proper distraction when things go awry.

Weapon and Armor Proficiency: Goblin pistoleros are proficient with simple weapons and one-handed firearms. She must take Exotic Weapon Proficiency (firearm) to gain proficiency with two-handed firearms and firearm siege engines. Goblin pistoleros are proficient with all light armor.

Pistolsmith: At 1st level, a goblin pistolero gains two pistols. These weapons are battered, and only she knows how to use them properly. All others treat her guns as if they had the broken condition. If the weapons already have the broken condition, they do not work at all for anyone else trying to use them. These starting weapons can only be sold for scrap (each worth 4d10 gp when sold). The goblin pistolero gains Gunsmithing as a bonus feat, but can only craft or restore pistols and ammunition for pistols until she gains proficiency with other firearms. Additionally, the goblin pistolero can draw pistols as though she had the Quick Draw feat. This ability replaces gunsmith.

Sawed Off: At 1st level, a goblin pistolero may convert a two-handed firearm into two one-handed firearms with eight hours of effort. Guns converted in this way add an additional +2 to their misfire value, and are always destroyed on a misfire.

Flurry of Guns (Ex): At 4th level, a goblin pistolero can expend 1 grit point from her grit pool as a swift action before she makes a full-attack with two pistols. During that attack, after firing she can drop the two pistols she was using during the attack and draw and fire two additional one-handed firearms at her highest attack bonus, but all of her attacks that round are made at a –4 penalty.

This ability replaces the bonus feat at 4th level.

Gun Training (Ex): At 5th level a goblin pistolero must choose pistols for gun training.

Modular Firearms (Su): At 8th level, a goblin pistolero learns to swap parts between enhanced pistols as easily as wizards swap spells. She can modify her pistols in one of the following ways. Once made, this choice cannot be changed. At 12th level, the goblin pistolero learns a second means to use modular firearms, and at 16th level, knows all three. This ability replaces the bonus feats at 8th, 12th, 16th, and 20th level.

Pliable Pistols: Once per day, a goblin pistolero is able to spend one hour using spare and salvaged parts to modify up to two pistols in her possession, increasing their enhancement bonus by +1. This enhancement bonus increases by +2 at 12th level, +3 at 16th level, and +4 at 20th level. It may be used to add the following weapon qualities, consuming an amount of bonus equal to the property's base price modifier: *distance, flaming, flaming burst, frost, icy burst, seeking, shock, shocking burst*, *speed, thundering* or *brilliant energy*. If the pistols are not already magical, at least a +1 enhancement bonus must be added before any other properties can be added. Once chosen, these bonuses remain until the next time the goblin pistolero uses pliable pistols.

Revolver Recovery: When a goblin pistolero's pistol is broken or destroyed due to a misfire, she may spend 15 minutes per point of total enhancement bonus to redistribute its bonuses among her remaining weapons. Reassigning bonuses in this way destroys the original weapon in such a way that any later attempts to repair it result only in a mundane version of the original weapon. If this would result in creating a weapon with a higher bonus than the broken weapon's original bonus, the goblin pistolero must make a Craft (firearms) check as though they were crafting that improved firearm from scratch, with a failure meaning the enhancement to be reassigned is lost.

For example, if a goblin pistolero's *+1 flaming burst pistol* gained the broken condition due to misfire, she can spend 15 minutes to reassign its *+1* enhancement bonus, 30 minutes to reassign its *flaming burst* weapon quality (to another magical weapon), or 45 minutes to reassign both.

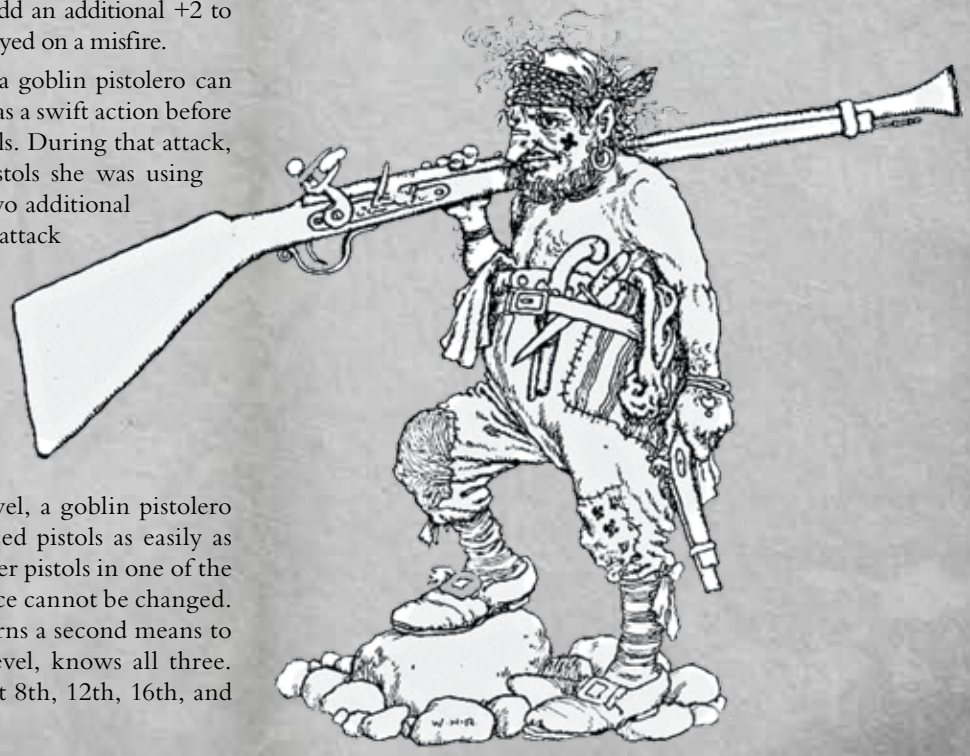


TABLE: GREEN AVENGER

Level	BAB	Fort	Ref	Will	Special	Spells per Day
1st	+0	+1	+0	+0	Draconification	+1 level of arcane spellcasting class
2nd	+1	+1	+1	+1	Ability boost (Str +2), *detect thoughts*	—
3rd	+2	+2	+1	+1	Draconic grace, green smite 1/day	+1 level of arcane spellcasting class
4th	+3	+2	+1	+1	Ability boost (Dex +2), breath weapon, blindsense 15 ft.	—
5th	+3	+3	+2	+2	Draconic aura, natural armor increase (+1)	+1 level of arcane spellcasting class
6th	+4	+3	+2	+2	Ability boost (Con +2), green smite 2/day	—
7th	+5	+4	+2	+2	Draconic familiar	+1 level of arcane spellcasting class
8th	+6	+4	+3	+3	Blindsense 30 ft., ability boost (Cha +2)	—
9th	+6	+5	+3	+3	Green smite 3/day	+1 level of arcane spellcasting class
10th	+7	+5	+3	+3	Draconic aura, natural armor increase (+1)	—

Salvage 2-Handed Firearm: When using her sawed off ability on an enchanted two-handed firearm, the goblin pistolero can create two one-handed firearms that grant the two-handed firearm's original bonus to shots they fire—but only for 15 shots each per point of the two-handed firearm's original bonus (up to 60 shots for a +5 firearm). Firearms salvaged this way are not inherently magical, but enchant the ammunition they fire; any magical ammunition loaded into one loses all magical properties the instant before the goblin pistolero fires, overridden by the firearm's enchantment.

Alternatively, the goblin pistolero may "store" the charge, which once activated, enchants all ammunition for 5 rounds per enhancement bonus plus one round per two gunslinger levels before going inert.

Green Avenger (Prestige Class)

Of the few acolytes to be captured, interrogated, and researched, none have revealed how they gain access to any magical abilities. Some of the most powerful nations of Grethadnis are aware of these unique, aberrant creatures, and because of them they consider Boris and therefore Trianestra to be a serious and dangerous concern.

Role To secure the glory of the True Avenger all across Veranthea and set him upon his rightful place in the pantheon of gods.

Alignment CE, NE, LE or CN (anyone that does not qualify is told they are not truly devout)

Hit Die d10

Requirements

Base Attack Bonus: +3

Special The character must truly believe Boris the Green Avenger is their patron deity and survive the initiation ritual.

Skills: Knowledge (arcana) 5 ranks, Knowledge (religion) 1 rank

Spellcasting: Able to cast 2nd-level arcane spells without preparation. If the character has sorcerer levels, he must have the draconic bloodline. If the character gains levels of sorcerer after taking this class, he must take the draconic bloodline.

Class Skills

The green avenger's skills (and the key ability for each skill) are Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha)

Skill Ranks at Each Level: 2 + Int modifier.

Weapon and Armor Proficiency: Green avengers gain no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a green avenger gains new spells per day as if they had also gained a level in an arcane spellcasting class they belonged to before adding the prestige class. They do not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a green avenger, they must decide to which class they add the new level for purposes of determining spells per day.

Draconification: At 1st level a green avenger gains the powers of the draconic sorcerer bloodline, using double their green avenger level (plus their sorcerer level, if applicable) to determine when they gain access to these powers, though they only use their green avenger level (plus sorcerer level, if applicable) to determine the potency of their breath weapon. In addition, a green avenger can use their claws power without limitation. They must choose a dragon type upon gaining their first level in this class (if a sorcerer with the draconic bloodline, this type must be the same as their sorcerer type). This ability does not grant any other abilities from the bloodline, including bonus spells.

***Detect Thoughts* (Su):** At 2nd level, the green avenger knows the value of anticipating an opponent and has developed a sixth sense, able to sift through the minds of others with *detect thoughts* (CL equal to hit die) as a spell-like ability 3 times per day. The green avenger can use this ability one additional time at 4th, 6th and 8th level, and at-will at 10th level.

Ability Boost (Ex): Starting at 2nd level but continuing throughout the prestige class, the green avenger's ability scores increase as noted on Table: Green Avenger. These increases stack and are gained as if through level advancement.

Natural Armor Increase (Ex) Scales begin to form on the green avenger's skin as they undergo draconification. At 5th and 10th level, a green avenger gains an increase to the character's existing natural armor (if any), as indicated on Table: Green Avenger. These armor bonuses stack.

Green Smite (Su) At 3rd level, a green avenger can call out to their false deity to bring down the True Avenger's fury onto their foes. If the target does not have the draconic type, the green avenger adds her Charisma modifier (if any) to her attack rolls and adds her green avenger level to all damage rolls made against the target of her smite. If the target of green smite is a cleric, paladin, or other class that accesses divine abilities, the bonus to damage on the first successful attack increases to 2 points of damage per level the green avenger possesses. Regardless of the target, green smite attacks automatically bypass any DR the creature might possess.

At 6th and 9th level, the green avenger gains an additional use of green smite per day.

Breath Weapon (Su): At 4th level, a green avenger can use his breath weapon bloodline power an additional number of times per day equal to half his green avenger level.



Draconic Grace (Su) At 4th level, a green avenger gains an insight bonus equal to their Charisma modifier (if any) on all saving throws.

Blindsense (Ex) At 4th level, the green avenger gains blindsense with a range of 15 feet. At 8th level, the range of this ability increases to 30 feet.

Draconic Aura (Su) At 5th level the green avenger develops a presence and aura not unlike that of their vaunted leader, though lesser in power. Rather than fill their foes with fear, it makes them uncomfortable and apprehensive; enemies within 10 feet suffer a –2 penalty to all saving throws while the green avenger is conscious. At 10th level, the draconic aura's radius increases to 20 feet and the penalty increases to –4. This is a fear effect.

Draconic Familiar (Ex) At 7th level the green avenger gains a pseudodragon companion that functions as a cohort attracted by the Leadership feat, gaining class levels as it grows in power. In addition, this pseudodragon also gains bonuses as though it were the green avenger's familiar, using the green avenger's hit dice as their effective wizard level. If the green avenger already has the Leadership feat or a familiar, their cohort or familiar (or both) abandons them—sometimes under mysterious circumstances (as this creature is not actually a familiar and in reality an agent of Boris the True Avenger.).

Iron Fury (Barbarian Archetype)

Iron furies are the barbarians of Urethiel who knowingly and willingly serve oni, either because they were brought up in communities that do so or from a malevolent want for power and glory. As they advance in levels, iron furies gain increasing supernatural blessings from their oni patrons. Higher level iron furies can get close to opponents and make it easier for her masters to use their magic against their enemies.

Alignment: N, CN, NE, CE

Dark Blessings (Su): An iron fury can use blessings just like a warpriest. This functions exactly like the warpriest's ability of the same name (see "warpriest" in the Classes section of *Pathfinder Roleplaying Game: Advanced Class Guide*), except that major powers become available at 11th level (not 10th as for warpriests), and the iron fury must select from the Air, Chaos, Charm, Destruction, Evil, Fire, Trickery, Water, and Weather blessings. This ability replaces fast movement and the rage powers gained at 4th and 12th level.

Rage Powers (Ex): At 2nd level, the iron fury's link to the oni grants her the lesser fiend totem or lesser spirit totem rage powers. This ability alters rage powers.

Aura of Cowardice (Su): At 3rd level, an iron fury radiates an aura of cowardice (see "antipaladin" in the Classes section of *Pathfinder Roleplaying Game: Advanced Player's Guide*). This ability replaces trap sense.

Profane Armor (Su): At 7th level, an iron fury learns how to enhance his armor just like a warpriest. When an iron fury uses this ability he temporarily binds a fragment of his patron oni into his armor. This functions exactly like the sacred armor ability of a warpriest (see "warpriest" in the classes section of *Pathfinder Roleplaying Game: Advanced Class Guide*). This ability replaces damage reduction.

Aura of Despair (Su): At 8th level, an iron fury radiates an aura of despair (see "antipaladin" in the Classes section of *Pathfinder Roleplaying Game: Advanced Player's Guide*). This ability replaces the rage powers gained at 8th and 16th level.

Rage Powers: The following rage powers complement the iron fury archetype: disruptive, spellbreaker, spell sunder, superstitious, witch hunter, and the fiend totem and spirit totem rage power chains.



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Lycanthropic Icon (Prestige Class)

The lush Jungles of Zerrah in Urethiel are predominantly ruled over by beings that are neither entirely man, nor entirely animal. These werecreatures worship nature in the most intimate fashion, mastering their bodies as well as their minds in a perfect synthesis that pays tribute to the divine being behind nature: Arcanalus.

Role Lycanthropic icons blend shapechanging and martial combat to become the physical embodiments of combat styles that have inspired imitations by many martial arts masters.

Hit Die d10

REQUIREMENTS

Skills: Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks.

Special: Wild shape class feature or change shape (hybrid; *polymorph*), flurry of blows class feature.

CLASS SKILLS

The lycanthropic icon's skills (and the key ability for each skill) are Acrobatics (Dex), Handle Animal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis)

Skill Ranks at Each Level: 2 + Int modifier.

Weapon and Armor Proficiency: Lycanthropic icons gain no proficiency with any weapon or armor.

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

A lycanthropic icon with no previous divine spellcasting class may treat these as druid spellcasting levels or may opt to treat all lycanthropic icon levels as monk levels (see below).

Monk Level: At the indicated levels, a lycanthropic icon gains an increase to her effective monk level for certain class features (AC, fast movement, slow fall, unarmed damage, and stunning fists per day). She does not, however, gain any other benefits a character of that class would have gained, and does not gain abilities she do not yet possess.

Wereform (Su) At 1st level, a lycanthropic icon taps into the deeper potential of her wild shape to assume the form of a lycanthrope rather than a mere beast. The lycanthropic icon may use this ability ten minutes per day per level of lycanthropic icon. These minutes need not be consecutive, but must be used in ten minute increments. One hour of the lycanthropic icon's wild shape ability may be substituted for ten minutes of wereform. Lycanthropic icons without wild shape receive ten minutes of wereform each day per level of lycanthropic icon. Shifting between wereforms does not deplete the ability, but is a full-round action that provokes attacks of opportunity. The lycanthropic icon counts as an afflicted lycanthrope.

TABLE: LYCANTHROPIC ICON

Level	BAB	Fort	Ref	Will	Special	Spells per Day / Monk Level
1st	+1	+0	+0	+0	Wereform I, wild empathy	+1 level of existing divine spellcasting class
2nd	+2	+1	+1	+1	Scent	+1 monk level
3rd	+3	+1	+1	+1	Wereform II	+1 level of existing divine spellcasting class
4th	+4	+1	+1	+1	Uncanny dodge	+1 monk level
5th	+5	+2	+2	+2	Wereform III	+1 level of existing divine spellcasting class
6th	+6	+2	+2	+2	Manywereform	+1 monk level
7th	+7	+2	+2	+2	Evasion	+1 level of existing divine spellcasting class
8th	+8	+3	+3	+3	Lycantouch	+1 monk level
9th	+9	+3	+3	+3	Improved uncanny dodge	+1 level of existing divine spellcasting class
10th	+10	+3	+3	+3	All-form	+1 monk level

Wererat, Werewolf from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC
Werebear, Wereboar, Weretiger from Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC
Jackalwere from Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC
Werebat, Werecrocodile, Wereshark from Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC
Animal aspect, greater animal aspect from Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC

Wereform I: jackalwere[B3], wereboar[B2], wererat[B1], werewolf[B1]
Wereform II: werebat[B4], werecrocodile[B4], wereshark[B4]
Wereform III: werebear[B2], weretiger[B2]

Wild Empathy (Ex) At 1st level, a lycanthropic icon can improve the attitude of an animal with the use of the Diplomacy skill. This ability functions just like the druid's class feature. If the lycanthropic icon already possesses wild empathy, she receives a +4 circumstance bonus to any wild empathy checks.

Scent (Ex) At 2nd level, a lycanthropic icon gains the scent universal monster ability, regardless of what form she is in. At 6th level, the range of her scent doubles.

Uncanny Dodge (Ex) At 4th level, a lycanthropic icon gains the uncanny dodge class feature. If she already has uncanny dodge, she gains improved uncanny dodge instead.

Manywereform (Su) At 6th level, a lycanthropic icon can assume the form of more than one lycanthrope at a time. The lycanthropic icon chooses a single base wereform, then adds a single ability of another wereform. At 8th level, the lycanthropic icon can choose two abilities of another wereform, or choose a single ability from two other wereforms, so long as her base wereform has all of the prerequisites required for the ability (such as rake). The time it takes to shift from one wereform to another is now a standard action that does not provoke attacks of opportunity.

Evasion (Ex) At 7th level, a lycanthropic icon gains evasion. If she already has evasion, she gains improved evasion instead.

Lycantouch (Su) At 8th level, a lycanthropic icon can share some of her gifts with others, blessing them an *animal aspect*[UC] but with a duration of permanent. The maximum number of creatures a lycanthropic icon may benefit at one time with this ability is determined by her Wisdom modifier (minimum 1). At 10th level, a lycanthropic icon may grant *greater animal aspect*[UC] instead of *animal aspect*[UC] if she so chooses.

Alternatively, the lycanthropic icon can use one of her stunning fist uses per day to suppress a lyncanthrope's change shape ability. A second application of this effect removes it entirely, as though the lycanthropic icon were a cleric of 12th level or higher casting *remove disease* or *heal* within 3 days of infection.

Improved Uncanny Dodge (Ex) At 9th level, a lycanthropic icon gains the improved uncanny dodge class feature. If she already has improved uncanny dodge, she gains a +2 dodge bonus to AC instead.

All-Form (Su) At 10th level, the lycanthropic icon may access one ability from every wereform at once, and may switch between base forms as a swift action. There is no longer a limit to how long she can maintain a wereform, and all of her wereforms are now treated as natural lycanthropy.



Merchanteer (Paladin Archetype)

Many holy knights believe that the best way to serve the cause of good is through devout worship and benign deeds—erroneously. The divine warriors of Matilondo's church know this better than anyone else and work throughout Grethadnis to increase the coffers of their august institution.

Alignment: Merchanteers of Matilondo below 11th level must be non-evil and non-chaotic. Merchanteers of Matilondo of 11th level and above must be Lawful Evil.

Amicable Aura (Ex): A merchanteer does not naturally project an aura. With a swift action, a merchanteer can make a concentration check (DC 10 + paladin level) to project an aura within one step of their true alignment; these projected auras are of a potency equal to a cleric equal to their level.

Detect Metal (Sp) At will, a merchanteer can use *detect metal*[PotR] as a spell-like ability. A merchanteer can, as a move action, concentrate on an individual within 60 feet and determine how much of a single type of metal it has with an Appraise check (DC 10+HD). While focusing on one individual, the merchanteer does not detect metal in any other object or individual within range.

This ability replaces detect evil.

Levy on Hands (Su) Beginning at 2nd level, a merchanteer can heal wounds (his own or those of others) by touch. Each day he can use this ability to heal 8 hit points for every merchanteer level he possesses. He can never heal more than four times his merchanteer level in hit points at a time. Using this ability is a standard action, unless the paladin targets himself, in which case it is a swift action. Despite the name of this ability, a merchanteer only needs one free hand to use this ability.

However, there is a cost for this healing: 5 gold per hit point healed. At 7th, 12th, and 17th level, the cost is reduced by one 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 above Medium, double the amount of metal required.



Detect metal from 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.

Creatures wearing metallic armor suffer a penalty to 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 (+5 feet for each 5 points by which the check beats their CMD) and knocked prone. Creatures holding metal items in their hands are instead affected by a disarm maneuver as the items are ripped free.

A merchanteer may channel capitalism a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. The merchanteer is immune to the effects of his own magnetic field. The merchanteer must present his holy symbol to use this ability.

At 10th level, a merchanteer may choose to affect even non-ferrous metals, and at 16th level he may choose any one specific type of metal (such as silver or gold) to attract.

This ability replaces channel positive energy.

Divine Bond (Sp) A merchanteer must choose a weapon for his divine bond.

Magnetic Personality (Su) At 8th level, a merchanteer is immune to charm spells and spell-like abilities. Instead, any time a merchanteer is targeted by one of these effects, it is reversed—with the original source as the target and the merchanteer considered the caster.

This ability replaces aura of resolve.

Religious Truths (Su) At 10th level, a merchanteer learns the 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 continue with this archetype, and become lawful evil in the process.

When he has done so, his paladin levels are treated as antipaladin levels and he swaps the following abilities: smite evil (smite good), divine grace (unholy resilience), divine bond (fiendish boon). The remainder of the merchanteer's levels with this archetype are antipaladin levels, and he gains all of the abilities entitled to antipaladins after 10th level (aura of vengeance, aura of sin, aura of depravity, and unholy champion).

Those that do not are not able to advance as a paladin any further, though they retain their current blessings from Matilondo (even if they'd rather not) and the cost to retrain any merchanteer level is doubled, though these exiles often find themselves targeted by the very church they once followed.

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

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

Monstrous Minstrel (Bard Archetype)

It isn't easy making it as a bard in Trectoyri, but the truly talented artists, musicians, and storytellers always find a way.

Bardic Performance: A monstrous minstrel gains the following type of bardic performance.

Monstrous Melodies (Su): At 3rd level, a monstrous minstrel can use performance to create echoes that incorporate into the surrounding background noise. This melody is perceived immediately by monstrous humanoids (and creatures with the goblin or orc subtypes) and a number of chosen targets equal to the monstrous minstrel's Charisma modifier. Any other creatures must succeed on a Sense Motive check with a DC equal to the monstrous minstrel's Perform check to perceive it. The monstrous melody can be projected up to a 30-foot radius plus 30 feet for every monstrous minstrel level beyond 3rd. A monstrous minstrel may use this type of bardic performance while hidden or under the gaze of a creature without notice.



This performance replaces inspire competence.

Monsterwise: A monstrous minstrel gains a bonus equal to half her level on Bluff, Diplomacy, Disguise, Perception, Sense Motive, Stealth, and Survival checks made against creatures of the monstrous humanoid type, goblin subtype, or orc subtype. The monstrous minstrel suffers a penalty equal to ¼ her level on the same checks made against all other humanoids. Also, the monstrous minstrel may cast any bard spells known that normally cannot target monstrous humanoids (such as *charm person*) on monstrous humanoids as if they were regular humanoids. This ability replaces bardic knowledge and countersong.

Monstrous Lie (Ex): At 10th level, a monstrous minstrel gains the rumormonger rogue talent. This replaces Jack-Of-All-Trades.

Nightmare Prognosticator (Oracle Archetype)

Not every acolyte of the forbidden deities manifests their devotion with psionics directly; some are entirely attuned to prophesying the rise of the Nightmare Gods, spreading their madness in exultation for the Dark Ones' return throughout all of Veranthea.

Alignment: Any evil.

Mystery: dark tapestry[UM]

Curse: Determined by deity; Castriil (lame), Grelthanok (haunted), Vanesprelt (deaf)

Class Skills: A nightmare prognosticator adds Perception, Stealth, and Survival to her list of class skills. These replace the additional class skills from her mystery.

Revelations: A nightmare prognosticator must take the brain drain, gift of madness, many forms, and read the tapestry revelations before choosing any others, though they may do so in any order (provided they meet prerequisites). They also gain access to the following revelations.

Interstellar Window (Su): As a full-round action that provokes attacks of opportunity, you can choose one creature within close range (25 ft. + 5 ft./caster level) and temporarily transport them to the realm of your dark deity. The target receives a Will saving throw to resist the effect (equal to the DC of your gift of madness revelation); on a failed save, the creature is transported to the far reaches of the aether, directly into the presence of the Nightmare Gods for a number of rounds equal to half your oracle level. Exposure to the void deals 1d4 points of cold damage for every oracle level you possess (Fortitude halves) each round, and if left exposed for more than 5 rounds this way, the creature must make a DC 30 Will save or contract a random insanity[UM] (see the "Sanity and Madness" chapter of the *Pathfinder Roleplaying Game: GameMastery Guide*). You can use this ability once per day plus one additional time per day at 14th level. You must be at least 11th level to select this revelation.

Nightmarish Touch (Su): As a standard action that does not provoke attacks of opportunity, you may make a melee touch attack to share your curse with another creature for a number of rounds equal to your oracle level (Fortitude negates). When using this ability, you choose whether or not to grant the benefits of your curse when you do so (if you are haunted, you grant a use of the bonus spells known to the creature as single use spell-like abilities). You can use this ability once per day plus one additional time per day at 12th, 15th, and 18th level. You must be at least 9th level to select this revelation.

Psionic Hemorrhage (Su): As a standard action that does not provoke attacks of opportunity, you temporarily open your mind to the forbidden pantheon, allowing them to turn you into a conduit for a calamitous wave of psionic energy. This burst of energy roils in a 50-ft.-radius around you (plus 10 ft. per oracle level beyond 13th), dealing 1d6 force damage per oracle level to all creatures and objects within it, stunning them for 1 round (Fortitude halves and negates the stunned condition; DC equal to your gift of madness revelation). Anyone that fails their Fortitude save must make a Will save (DC equal to half the previous save) or contract a random insanity; creatures with power points that fail this second save lose a number of PP equal to your oracle level. You can use this ability once per day plus one additional time per day at 16th level. You must be at least 11th level to select this revelation.



Dark Tapestry domain from Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC

Final Revelation: Upon reaching 20th level, you embody the very essence of the dark power you worship. You gain damage reduction 5/—, immunity to cold, and immunity to any psionic power or psi-like ability that allows power resistance (but not spells or spell-like abilities). Additionally, your deity grants you a boon specific to their worship:

Castriil: You gain a gaze attack that carries with it all the madness wrought on your mind, casting fear into the hearts of your foes. Any target that fails a Will save (DC 10 + ½ oracle level + oracle's Charisma modifier) is affected as if by the *fear* spell. Creatures immune to fear via a special quality or class feature must make this Will save or contract a random insanity.

Grelthanok: You gain the warp touch bloodline power from the warped sorcerer bloodline[UM], except that its duration is permanent and creatures afflicted must also make a Will save or contract a random insanity.

Vanesprelt: Once per week you can curse an entire settlement or region by deafening all of its inhabitants, turning them all mute, or creating a false eclipse (or similar astrological event) in the sky (Will DC 10 + ½ oracle level + Cha modifier). These effects last for 24 hours, though you can maintain them indefinitely by sacrificing all your 9th-level spell slots each day.

Oni Sworn (Samurai Archetype)

Disgraced warriors that have eschewed their honor and bastard samurai that willingly serve oni gain supernatural abilities from their monstrous masters in return for loyalty. Most oni sworn are evil or count among the forces of Hesstrickia, but some of those who were raised in communities that serve oni are simply misguided or dull minded.

Alignment: N, CN, NE, CE

Dark Blessings (Su): An oni sworn can use blessings just like a warpriest. This ability functions exactly like that of a warpriest (see "warpriest" in the classes section of *Pathfinder Roleplaying Game: Advanced Class Guide*), except that major powers become available at 12th level (not 10th as for warpriests), and the oni sworn must select from the Air, Chaos, Charm, Destruction, Evil, Fire, Trickery, Water, and Weather blessings. This ability replaces mount, mounted archer, and demanding challenge.

Profane Armor (Su): At 7th level, an oni sworn gains the ability to enhance her armor just like a warpriest. When an oni sworn uses this ability, she temporarily binds a fragment of her patron oni into her armor. This functions exactly like the sacred armor ability of a warpriest (see "warpriest" in the Classes section of *Pathfinder Roleplaying Game: Advanced Class Guide*).

This ability replaces extra challenges per day gained at 7th and 16th level.



Warped sorcerer bloodline from Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC
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Qinggong Ninja (Ninja Archetype)

The qinggong ninja is a master of *ki*, performing superhuman stunts, or blasting opponents with supernatural energy. Some achieve their power over *ki* through extreme discipline, while others attain these abilities by intentionally or accidentally ingesting rare herbs or strange mystical fruits, and fewer still are gifted these powers by a dying qinggong ninja master.

Ki Power: Starting at 4th level, a qinggong ninja gains access to ki powers as though they were a qinggong monk[UM]. Any time he would gain a rogue talent, he may instead choose to gain any ki power for which he qualifies (using his ninja level in place of his monk level), except those marked as monk abilities. The saving throw against a ninja's *ki* power, if any, is equal to 10 + 1/2 the ninja's level + the ninja's Charisma modifier.

This replaces the ninja trick that would be gained at the particular level the qinggong ninja gives up for this *ki* power.

Scientific Innovator (Alchemist Archetype)

In Veranthea the laws of biology, chemistry, and physics are fundamentally unique and forgiving, allowing for a far wider range of particle reactions not present in any other Material Plane. Scientific innovators exploit these flexible laws of nature to concoct incredible serums and craft fantastic devices that defy the power of mages across the world!

CLASS SKILLS

Knowledge (engineering), Knowledge (dungoneering) and either Knowledge (geography) or Knowledge (history), replace Knowledge (arcana), Spellcraft, and Use Magic Device.

Weapon and Armor Proficiency: Scientific innovators are proficient with all simple weapons, bombs, and firearms. They are also proficient with light armor, but not with shields.

Science (Su or Ex): Scientific innovators are masters of science, and a scientific innovator's extracts are called serums. This acts like an alchemist's alchemy ability except at 10th level, a scientific innovator's serums and bombs produce extraordinary effects instead of supernatural ones. A scientific innovator loses the bonus to Craft (alchemy), and the ability to create mutagens.

Have Gun: At 1st level, the scientific innovator gains the Amateur Gunslinger feat and Gunsmithing as a bonus feat. She also gains a battered gun identical to the one gained by a gunslinger. This ability replaces mutagen and persistent mutagen.

Grit Feats: A scientific innovator may select a grit feat in place of a discovery. She must meet the prerequisites for those feats.

Craft Brilliant Contraptions (Ex) At 5th level, the scientific innovator gains the Craft Devices feat for free. A scientific innovator only pays an additional 25% more when crafting a device. At 13th level, the scientific innovator gains the Craft Devices feat for free a second time, which removes the additional cost to craft devices. This ability replaces the increase to bomb damage at 5th and 13th level.

Smart Grit (Ex): At 11th level, a scientific innovator gains a number of grit points equal to her Intelligence modifier (minimum 1) and the use of a single gunslinger deed. She can select any deed that a gunslinger of her alchemist level -4 could use. At 14th level, and every three levels beyond 14th, the scientific innovator gains another point of grit and another gunslinger deed that a gunslinger of her level –4 could use. If she already has levels in gunslinger, she gains a bonus to the maximum amount of grit she can have each day, equal to her Intelligence bonus (if any) but gains no extra grit at the start of each day. This ability replaces instant alchemy, poison use, and swift poisoning.

Discoveries: The following discoveries complement the scientific innovator archetype: acid bomb, blinding bomb, concussive bomb, delayed bomb, dispelling bomb, explosive bomb, explosive missile, fast bombs, force bomb, frost bomb, immolation bomb, precise bombs, shock bomb, siege bomb, smoke bomb, sticky bomb, stink bomb, strafe bomb, sunlight bomb, tanglefoot bomb. A scientific innovator can never gain mutagens or cognatogens.

Grand Discovery: At 20th level, a science innovator can choose the following grand discovery in place of the normal grand discoveries.

Antimagic Device: The science innovator can craft devices that produce effects identical to *antimagic field*, as per the Craft Devices feat. These might be made to create offensive effects (such as with a *meganegator cannon*) or "shields" to protect other devices (like the *Zyski's Copyrighted Miraculous Magic Guarding Device*).

SCIENTIFIC INNOVATOR SERUM LIST

A scientific innovator must pay five times the normal cost for learning a formula for any serum not on the list below.

1st—*air bubble, burning hands, cause fear, chill touch, cure light wounds, detect undead, expeditious retreat, faerie fire, feather fall, jump, inflict light wounds, negate aroma, obscuring mist, polypurpose panacea, produce flame, shield, shield of faith, shocking grasp, shock shield stone fist, touch of the sea, true strike, vocal alteration*

2nd—*ablative barrier, acute senses, alter self, barkskin, bear's endurance, blur, bull's strength, bullet shield, cat's grace, cure moderate wounds, darkvision, defensive shock, delay poison, detect thoughts, elemental touch, fabricate bullets, fire breath, invisibility, kinetic reverberation, levitate, protection from arrows, resist energy, see invisibility, spider climb*

3rd—*arcane sight, bloodhound, burrow, burst of speed, countless eyes, cure serious wounds, displacement, draconic reservoir, elemental aura, fly, haste, marionette possession, monstrous physique I, protection from energy, reloading hands, resinous skin, seek thoughts, thorn body, water breathing*

4th—*air walk, cure critical wounds, darkvision (greater), detonate, discern lies, dragon's breath, echolocation, fire shield, freedom of movement, invisibility (greater), monstrous physique II, vitriolic mist*

5th—*contact other plane, elude time, languid bomb admixture, monstrous physique III, nightmare, overland flight, planar adaptation, sending, spell resistance*

6th—*analyze dweomer, caging bomb admixture, eyebite, giant form I, heal, mislead, monstrous physique IV, statue, transformation, true seeing, wind walk*

Qinggong Monk from Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC



Special Attacks bombs 8/day (2d6+2 fire)
Serums Known (CL 6th; concentration +8)
2nd (3/day)—*bull's strength*, *cat's grace*, *fabricate bullets*, *invisibility*
1st (5/day)—*air bubble*, *burning hands*, *cure light wounds*, *expeditious retreat*, *shield*, *true strike*

TACTICS

Before Combat If Braxthar is aware of an upcoming fight he is under the influence of *bull's strength*, *cat's grace*, *invisibility*, and *shield*. Braxthar is an intelligent dwarf and likes to familiarize himself with the terrain so he can use it to his advantage.

During Combat Braxthar starts by throwing his bombs where they effect the most targets and unloads his pistol at the most heavily armored target before resorting to his heavy mace.

Morale When Braxthar reaches 10 hit points or less he tries to escape with the aid of *expeditious retreat*. If that is not possible he surrenders, planning to escape at a later time.

STATISTICS

Str 14, **Dex** 12, **Con** 16, **Int** 15, **Wis** 13, **Cha** 8
Base Atk +4; **CMB** +6; **CMD** 17 (21 vs. bull rush and trip)
Feats Amateur Gunslinger, Brew Potion[B], Craft Devices, Dodge, Extra Grit, Gunsmithing[B], Iron Will, Throw Anything[B]
Skills Appraise +8, Craft (metalworking) +8, Craft (tools) +8, Craft (weapons) +10, Disable Device +10, Knowledge (Dungeoneering) +8, Knowledge (Engineering) +12, Knowledge (History) +8, Perception +10, Survival +7
Languages Common, Dwarven, Giant, Gnome
SQ alchemy, bombs 2d6, grit (3), gunslinger deed (deadeye), poison resistance +4, swift alchemy, discoveries (infusion, shock bomb, spontaneous healing)
Combat Gear mwk chain shirt★, mwk heavy mace, mwk double-barreled pistol★, acid flask (4), alchemist's fire

Braxthar Grimdrahk **CR 5** **XP 1,600**

Male dwarf alchemist 6 (scientific innovator)
CG Medium humanoid (dwarf)
Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)
hp 48 (6d8+18)
Fort +8, **Ref** +6, **Will** +5

OFFENSE

Speed 20 ft.
Melee mwk heavy mace +7 (1d8+2, Crit ×3)
Ranged mwk double-barreled pistol +6 (1d8, Crit ×4, Range 20 ft., Misfire 1-2 [5ft.]) or bomb +6 (2d6+2, Range 20 ft.)

CRAFT DEVICES [GENERAL]

Your creations duplicate the effects of spells and spell-like abilities through the careful application of delicate clockwork and alchemical solutions.

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 cost 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 nonmagical 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%.

(3), bombs (3); **Other Gear** *potion of cure light wounds* (3), alchemist's kit, gunsmith's kit, pipe and tobacco pouch, *revelator device*, 52 gp; **Attuned Gear** *+1 chain shirt, +1 double-barreled pistol* [+1 armor to AC; +1 ranged damage]

Background Braxthar was born into a family ensconced in science, his father a well-known inventor until an explosive accident ended his career—and his life—when Braxthar was an infant. Braxthar and his older brother Skarvass were raised by their mother and inspired by their grandfather, who told tales of his—and sometimes their father's—expeditions across Grethadnis. Sparked by the lively recountings, both brothers chose to follow in their father's footsteps as scientific innovators; today Braxthar travels Grethadnis looking for lost technology in subterranean caverns and ruined cities while Skarvass has a small workshop near the Baranthar Mountains. Braxthar hopes to one day have made enough discoveries of note to travel to Lethis and present them to Julianz Bantagret, the city's renowned alchemist.

Braxthar's Marvelous Revelator

Aura none (device); **CL** 5th
Slot none; **Price** 4,250 gp; **Weight** 5 lbs.

DESCRIPTION

This lantern frame holds a glass orb containing a bubbling reddish-orange liquid.

The revelator in its inert state sheds light just like the lantern it resembles—a side effect of its scanning the area within 30 feet. After three rounds spent stationary, a revelator highlights all secret doors as though using *detect secret doors*. In addition, upon flicking a switch on the side of the lantern, all invisible things in the lit area are revealed as per the spell *invisibility purge*. This ability can be used up to ten times before needing to be recharged (which requires replacing capacitors worth 2,250 gp). Even if the capacitors are burnt out, the other abilities of the revelator continue to function.

CONSTRUCTION

Requirements Craft Device, *detect secret doors*, *see invisibility*; **Cost** 2,125 gp

Braxthar's Advanced Detectorium

Aura none (device); **CL** 3rd
Slot eyes; **Price** 3,850 gp; **Weight** 4 lbs.

DESCRIPTION

A cluster of lenses in a rotating frame are connected by chain and wire to this fist-sized wooden box dotted with dials and buttons.

The detectorium has two main lenses that can be rotated as a move action. Regardless of which lens is active, any creature wearing the detectorium gains a +2 circumstance bonus on all Perception checks. If the larger, first lens is active the creature wearing the detectorium continually gains the benefits of *detect snares and pits*. If the smaller, second lens is active, then the creature instead gains the benefits of *find traps*, though this scanning requires a great deal more power and can only be active for 60 minutes before needing to be recharged (which requires replacing capacitors worth 1,800 gp). These minutes do not need to be consecutive, but they must be spent in one minute increments. Even if the capacitors are burnt out, the other abilities of the detectorium continue to function.

CONSTRUCTION

Requirements Craft Device, *find traps*, *detect snares and pits*; **Cost** 1,925 gp

SWARM MINDER (SUMMONER ARCHETYPE)

Becoming a part of something greater is an aspiration for many Verantheans, but few pursue that goal as fervently as the swarm minder. Reaching out to alien things even the Nightmare Gods have trouble comprehending, they steep their essence in an otherworldly hive mind that grants them unusual powers. Most hail from the Zaliha Plains of Ominara, but these summoners can be found on any continent.

Science and Magic: Craft Devices and the science class ability for scientific innovators turn traditionally magical (i.e. supernatural) effects into extraordinary effects. 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 not against a proper magic spell. Devices and spells that create opposite effects, like haste and an extraordinary slow, counter one another as normal (which is a matter of effect rather than nature). Spells normally have two major identifiers (their effect, and that they are magical in nature), but the scientific innovator removes one of these identifiers (magic)—leaving only the effect portion for spells to interact with.

*NEW EIDOLON FORM: SWARM

Starting Statistics: **Size** Small; **Speed** 20 ft., climb 20 ft., swim 20 ft.; **AC** +3 natural armor; **Saves** Fort (bad), Ref (good), Will (bad); **Attack** swarm (1d4); **Ability Scores** Str 3, Dex 15, Con 14, Int —, Wis 12, Cha 8; **Free Evolutions** distract*, climb, gills, swim; **Special** shares the swarm minder's Intelligence score.

The size of the creatures in the swarm and the size of the swarm itself fluctuate as the swarm minder gains levels, as listed on Table: Swarm Eidolon Statistics.

Prohibited 1-Point Evolutions: bite, pull, push, reach, tail (including any evolutions that require it), tentacle (including any evolutions that require it), wing buffet.

*NEW EVOLUTIONS	
1-Point	**Distract (Ex)** The many bites and scratches of an eidolon swarm can nauseate creatures that it damages. Any living creature that takes damage from a swarm eidolon is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 eidolon swarm's hit die + eidolon swarm's Con modifier) negates the effect. This evolution is only available to eidolons of the swarm base form.
2-Points	**Angry Swarm (Ex)** An eidolon swarm works more closely in unison, striking at the same points repeatedly to cause more grievous wounds. The eidolon adds its Strength modifier to swarm damage. If taken a second time, they add × 1 ½ Strength modifier to swarm damage. This evolution is only available to eidolons of the swarm base form. The summoner must be at least 10th level before selecting this evolution once, and may select it a second time at 15th level.
	Carpet Rider (Ex) An eidolon swarm surges together, forming a solid surface capable of supporting its summoner and his allies. The eidolon swarm can be ridden as though it were a *flying carpet* (although it does not have a fly speed unless it possesses the flight evolution). This evolution is only available to eidolons of the swarm base form.
	Wearable Swarm (Ex) An eidolon swarm covers its summoner like a set of living clothing. A summoner may wear his eidolon swarm as though it were a *cape of wasps*UM spell. When the swarm minder is attacked while using this evolution, it splits damage received between itself and the eidolon swarm. Activating or deactivating this evolution is a full-round action. This evolution is only available to eidolons of the swarm base formThe eidolon swarm must have the flight evolution before selecting this evolution.
3-Points	**Spellcaster's Bane (Ex)** The collective intelligence of the swarm minder and his eidolon swarm are particularly alert to the gestures and incantations of magic use. When the eidolon swarm uses its distraction ability against a target using a spell or spell-like ability, increase the DC by 1/2 the eidolon swarm's hit dice. This evolution is only available to eidolons of the swarm base form.



Eidolon Swarm Size Bonus (by creature)

Creature Size	Tiny	Diminutive	Fine
AC Bonus	+2	+4	+8

TABLE: SWARM EIDOLON STATISTICS

Swarm Size	Swarm Damage	Space	Energy Attacks Evolution	Str/ Con Bonus	Dexterity Penalty	Natural Armor Enhancement
Small	1d4	5 ft.	1d4	—	—	+0
Medium	1d10	5 ft.	1d6	—	—	+0
Large	2d8	10 ft.	1d8	+2	-2	+1
Huge	3d6	15 ft.	1d10	+4	-4	+2
Gargantuan	3d8	20 ft.	1d12	+6	-8	+3
Colossal	4d6	30 ft.	2d8	+10	-14	+5

Prohibited 2-Point Evolutions: gore, grab, head (including any evolutions that require it), limbs (including any evolutions that require it), weapon training.

Prohibited 4-Point Evolutions: breath weapon, large.

Eidolon: The swarm minder summons the detritus and vermin of the aether, calling them forth to slip through the folds and nooks of the planes and into the Material Plane. They come to him by the thousands, eager to do his bidding and join his expanding consciousness as part of a hive mind. A swarm minder must choose the swarm base form for his eidolon.

Split Swarms (Su) At 4th level the swarm minder learns how to divide his concentration even further, granting him the ability to create and

TABLE: EIDOLON SWARMS

Level	Eidolon Swarm Options	Eidolon Swarm Options	Eidolon Swarm Options	Eidolon Swarm Options
1st	1 Small eidolon swarm of Tiny creatures	—	—	—
4th	1 Medium eidolon swarm of Tiny creatures	2 Small eidolon swarms of Diminutive creatures	—	—
8th	1 Large eidolon swarm of Tiny creatures	2 Medium eidolon swarms of Diminutive creatures	4 Small eidolon swarms of Fine creatures	—
12th	1 Huge eidolon swarm of Tiny creatures	2 Large eidolon swarms of Diminutive creatures	4 Medium eidolon swarms of Fine creatures	8 Small eidolon swarms of Fine creatures
16th	1 Gargantuan eidolon swarm of Tiny creatures	2 Huge eidolon swarms of Diminutive creatures	4 Large eidolon swarms of Diminutive creatures	8 Medium eidolon swarms of Fine creatures
20th	1 Colossal eidolon swarm of Tiny creatures	2 Gargantuan eidolon swarms of Diminutive creatures	4 Huge eidolon swarms of Diminutive creatures	8 Large eidolon swarms of Diminutive creatures

control two or more swarms rather than one, as listed on Table: Eidolon Swarms. When doing so, he suffers a –2 penalty to Concentration checks for every swarm beyond the first currently under his control (up to a maximum of –14). These swarms possess half, one quarter, or one eighth of their largest counterpart's hit points and hit die (determined by how many times it has been split; 2, 4, or 8).

This ability replaces shield ally.

Invasive Consciousness (Su) At 12th level the swarm minder gains telepathy (100 ft.).

This ability replaces greater shield ally.

WILD MAGE SORCERER BLOODLINE

Within your blood the power of arcane entropy runs rampant, seeping chaotic energies into your spells—through intense training you can garner some control over your powers, but they remain wild to the end.

Class Skill: Determined randomly (either permanently at character creation or every day, a choice made at character creation).

Bonus Spells: Whenever a wild mage gains a bonus spell, use the tables to generate arcane or divine scrolls in *Pathfinder Roleplaying Game: Ultimate Equipment* to choose what spell is gained. At 1st level, whether this spell is gained from the arcane or divine spell lists is determined randomly, while each additional bonus spell is chosen from the opposite list as the one from which the previous spell was chosen.

Bonus Feats: Combat Casting, Diehard, Dodge, Endurance, Greater Spell Penetration, Magical Aptitude, Run, Spell Penetration

Bloodline Arcana: Whenever you spend wild magic points casting a spell, it is more difficult to discern and counter. The DC to identify your wild magic spells increases by +5 and the DC to dispel your wild magic spells is increased by +2.

Bloodline Powers: The chaotic powers at your whim extend beyond spellcasting, granting you a number of additional abilities.

Wild Talents (Su): At 1st level, you gain Wild Magic☼ as a bonus feat. In addition, any time that you spend wild magic points to enhance a sorcerer spell, reduce the number required by 1 (minimum 1).

Wild Weave (Su): At 3rd level, you can tap into the very essence of wild magic. When casting a wild magic spell, instead of rolling on the Wild Magic Outcomes table (see page 216), you may roll on the "Wild Magic Effects" table in the Adventures section of *Pathfinder Roleplaying Game: GameMastery Guide*.

Entropic Instinct (Su): At 9th level, you can manipulate entropy just right to completely change a wild magic spell's effect. As an immediate action after rolling for a wild magic spell outcome, you may choose instead to subtract that number from 21 to determine your result; for example, a Wild Magic Outcomes table result of 7 would become 14 (on a Wild Magic Effects table result, instead reverse the numbers, so 64 would become 46). You can use this ability once per day at 9th level, twice per day at 17th, and three times per day at 20th.

Wild Attunement (Su): At 15th level, you begin to be empowered by different schools of magic every day; the DC for any spells you cast from that school increases by +2. Whenever you recover your allocation of daily spell slots, roll 1d8 to determine which school empowers you that day (1: abjuration, 2: conjuration, 3: divination, 4: enchantment, 5: evocation, 6: illusion, 7: necromancy, 8: transmutation).

Entropy Embodied (Su): At 20th level, your body is permeated with wild magic. You may spend wild magic points to affect any spell being cast within 100 feet of you, even if it is not your turn (and affect them with wild weave if you so choose). In addition, you are forever more treated as a

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TABLE: WILD MAGE SKILLS

d100	Bloodline Skill	d100	Bloodline Skill
1-9	GM's choice	49-51	Knowledge (nature)
10-12	Acrobatics		
13-15	Climb	52-54	Knowledge (nobility)
16-18	Diplomacy		
19-21	Disable Device	55-57	Knowledge (planes)
22-24	Disguise		
25-27	Escape Artist	58-60	Knowledge (religion)
28-30	Handle Animal		
31-33	Heal	61-63	Linguistics
34-36	Knowledge (dungeoneering)	64-66	Perception
		67-69	Perform
37-39	Knowledge (engineering)	70-72	Pilot
		73-75	Ride
40-42	Knowledge (geography)	76-78	Sense Motive
		79-81	Sleight of Hand
43-45	Knowledge (history)	82-84	Stealth
		85-87	Survival
46-48	Knowledge (local)	88-90	Swim
		91-100	PC's choice

native outsider for the purposes of spells and other magical effects, though you can still be brought back from the dead as if you were a member of your previous creature type.

In addition, you gain a power from another sorcerer bloodline, which changes every day and is determined randomly whenever you regain your allocation of daily spell slots. (1: aberrant—aberrant form, 2: abyssal—demonic might, 3: arcane—arcane apotheosis, 4: celestial—ascension, 5: destined—destiny realized, 6: draconic—power of wyrms [roll 1d10 for type], 7: elemental—elemental body [roll 1d4 for type], 8: fey—soul of the fey, 9: infernal—power of the pit, 10: undead—one of us).

WILD SCHOLAR (WIZARD ARCHETYPE)

Entropy. Mayhem. Chaos. There are many that claim such forces cannot be understood or implemented with any true amount of control—but not you. When magic proves unruly, you grasp onto that deviation to devastating effect!

Arcane School: The study of wild magic requires a comprehensive understanding of all schools of magic. Wild scholars cannot specialize in any one particular school of magic and do not gain an arcane school.

Entropic Bond: Wild scholars must select a familiar when choosing their arcane bond. At 9th level, a wild scholar's familiar gains the entropic creature template. This ability modifies arcane bond.

Wild Magic: At 1st level, a wild scholar gains Wild Magic as a bonus feat. This replaces Scribe Scroll.

Theoretical Magics (Su) At 2nd level and every even level after, a wild scholar receives one additional wild magic point per day. By expending 50% more wild magic points (rounding up) when activating a spell, a wild scholar can further modify a spell cast using wild magic by adding or subtracting 1d6 to their wild magic roll (they must choose to add or subtract before rolling). Unnatural results of 20 or above produce the effect of a 19 when used with the Wild Magic Outcome table.

At 6th level, they may add or subtract 1d8. At 10th level, they may add or subtract 1d10. At 14th level, they may add or subtract 1d12. At 18th level, they may roll both dice twice and take the result they prefer.

This ability replaces the wizard bonus feats at 5th, 10th, 15th, and 20th level.



NEW PLAYER OPTIONS

NEW ALCHEMIST DISCOVERIES

Craft Scientific Armor: The scientific innovator can craft non-magical *folding plate*[APG] using Craft Device in place of Craft Magic Arms and Armor, and treating *instant summons* as a 4th-level serum on the scientific innovator serum list. Scientific folding plate looks more technological than normal armor. You may add a number of enhancements (as per the gobchopper skirmisher cavalier archetype's mechanic class feature when appropriate) equal to your Intelligence modifier for no additional cost. A scientific innovator must be at least 8th level before selecting this discovery.

Planar Bombs: The alchemist can swiftly calculate the locations of creatures in other planes and tear limited holes in the fabric of space and time to draw them through. Once per round, the alchemist can choose to, instead of doing damage with a bomb, conjure a creature at a bomb's targeted location as though they had summoned a single creature using *summon monster* at a spell-level equal to half the bomb's damage dice (using their scientific innovator level as the caster level; for example, a scientific innovator whose bombs deal 6d6 damage could conjure one creature off the *summon monster III* list.) A scientific innovator with this discovery is considered to be able to cast all *summon monster* spells for purposes of crafting items. A scientific innovator must be at least 12th level and possess the planar genius discovery before selecting this discovery.

Planar Genius: The scientific innovator has realized how all planes overlap and with the careful application of the correct energies, can travel from one location to another or even to other dimensions. The alchemist adds *dimension door* to their serum list as a 3rd-level serum, *teleport* as a 4th-level serum, *plane shift* as a 5th-level serum, and *ethereal jaunt* as a 6th-level serum. A scientific innovator must be at least 8th level before selecting this discovery.

NEW ROGUE TALENT

Sneaky Piloting (Ex) The rogue may make an opposed Pilot check against the driver of another vehicle as a full-round action; on a success, the rogue is able to approach from an advantageous position, gaining his sneak attack damage to any attacks against that target until the end of his next turn.

NEW FEATS

ABUNDANT SPIRIT [GENERAL]

Magic can never detect it but your soul is as strong as mithral, restoring your body at a miraculous rate.

Prerequisites: Forsaken, Restorative Spirit, 9th level

Benefit: The healing you gain from Restorative Spirit increases to 4 hit points per hour.

ANCIENT HERBS [GENERAL]

Using holistic medicines perfected across the annals of time, you can create mixtures that promote natural healing to astounding effect.

Prerequisites: Skill Focus (Craft [alchemy]), Craft (alchemy) 3 ranks, Heal 3 ranks



Benefit: You may create potions of *cure* spells as though they were devices (which cost an additional 50% beyond their magical counterparts; see Craft Device; see page 263). These potions heal extraordinarily, allowing forsaken to use them to recover hit points.

BRACE FIREARM [COMBAT]

Shouldering up a rifle has become as commonplace as walking for you and you're always well-prepared for the shock of a firearm's discharge.

Prerequisites: Proficiency with a firearm, Str 12

Benefit: When taking a full-attack action using a two-handed firearm, you receive a +5 circumstance bonus to Strength checks to avoid the penalty for recoil.

OBLIQUE POWER [METAPSIONIC]

You are able to shunt the visual manifestations of your powers into an ethereal plane where they are invisible to the naked eye.

Prerequisites: Able to manifest 2nd-level powers.

Benefit: When you manifest a power, you can choose to manifest it as an oblique power. In doing so, you can choose to manifest it without any visual display, or with a visible display only perceived by the target or targets of the power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level. Powers that have no visual display cannot be used with this feat.

Normal: To manifest without visual displays, you must make an additional concentration check or contract sanity psickness (page 215).

PRODIGIOUS ATTUNEMENT [GENERAL]

It takes you far less time to adapt a magic item for your own use than it does others.

Prerequisites: Possess an attunement value.

Benefit: You can immediately attune an item twice per week, it only takes you half the time to attune an item otherwise, and you may actively attune two items at once.

Normal: See Attuning Items (page 213).

RESTORATIVE SPIRIT [GENERAL]

Your soul is a potent thing that fortifies your body, allowing you to heal faster.

Prerequisites: Forsaken, 3rd level

Benefit: You heal 2 hit points every two hours, so long as you are above 0 hit points.

Normal: A character requires a period of rest to recover hit points equal to their level.

SHAPER OF THE SOUL [GENERAL]

You are a person of great personal resolve and rather than allow circumstances to define who you are, you do it yourself.

Prerequisites: Blessed of Urethiel, Wisdom 13, Character Level 5.

Benefits: You may choose to replace one of your randomly chosen spell-like abilities with a spell-like ability of your choice of the same spell level.

Special: You can take this feat more than once, each time affecting a different spell-like ability. No one spell-like ability slot can be changed more than once.

SHÒUQUÁN PROPULSION [GENERAL]

Your mastery over the redirection of magic has reached new levels, allowing you to fire it behind you to propel yourself through water or the air.

Prerequisites: Shòuquán Travel, Shòuquán of Urethiel, Cha 15, Character Level 6

Benefit: You may choose to spend absorbed spell levels to increase your mobility. For two spell levels you may gain either a swim speed or fly speed (good maneuverability) equal to your base movement for a number of minutes equal to character level.

SHÒUQUÁN TRAVEL [GENERAL]

Your years of experience channeling magical energies through your very body have taught you how to utilize it differently, allowing you to run at great speeds and make gigantic leaps fueled by your ancestral talent to redirect magic.

Prerequisites: Shòuquán of Urethiel, Cha 13, Character Level 3

Benefits: As a swift action, you may choose to sacrifice one absorbed spell level to either gain a magical increase to your base movement speed of +5 ft. for every five character levels, or gain a bonus to Acrobatics checks equal to twice your character level. Whichever effect is chosen, it lasts for a number of rounds equal to character level.

SILENT POWER [METAPSIONIC]

Even the loudest power you manifest is no greater than a whisper.

Prerequisites: Able to manifest 2nd-level powers.

Benefit: When you manifest a power, you can choose to manifest it as a silent power. In doing so, you can choose to manifest it without any auditory display, or with an auditory display perceived only by the target or targets of the power. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level. Powers that do sonic damage and powers that have no auditory display cannot be used with this feat.

Normal: To manifest without auditory displays, you must make an additional concentration check or contract sanity psickness (page 215).

SIMULTANEOUS SHOT [COMBAT]

While the recoil often makes you grit your teeth, you've mastered your sense of timing and can fire two shots simultaneously, at precisely the same moment.

Prerequisites: Proficiency with a firearm, Point-Blank Shot, Two-Weapon Fighting

Benefit: When taking a full-attack action using firearms and firing with two weapons, only one Strength check is required to avoid knockback and neither of your first two attacks suffer the -3 penalty for recoil.

UNATTAINABLE ITEM [GENERAL]

A specific item has great value for you and leaves its mark on your very soul.

Prerequisites: Possess an attunement value.

Benefit: One item does not count against your attunement value. This item can be changed by spending a full day and expending your once per week instant attunement. Should you die, the item becomes entirely nonmagical (until you are resurrected, at which point it's power returns) after 1d4 rounds unless another creature spends a full-round action touching the item and succeeds an opposed check against you (d20 + hit dice).

Normal: See Attuning Items and Attunement Values.

Special: This feat may be taken multiple times. Each time it applies to a different item.

WILD MAGIC [METAMAGIC]

Something about wild magic calls to you, and you to it; your understanding of it is intuitive and you are able to infuse wild magic into the casting of spells whether a field of it is nearby or not.

Prerequisites Able to cast 1st-level spells

Benefit You gain 1 wild magic point per caster level, as well as an additional number of wild magic points equal to your spellcasting attribute modifier. When you cast a spell, you may expend a number of wild magic points equal to the spell's level to cast it as a wild spell, gaining the benefits of a roll on the Wild Magic Outcomes table (page 216). You regain all wild magic points when you prepare or ready your spells for the day.

NEW WEAPON ENCHANTMENT

Compensating: A *compensating weapon* automatically succeeds against checks for recoil. Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

Vokrix Elite Rocket Bootz©

Aura none; **CL** 10th
Slot feet; **Price** 42,000 gp; **Weight** 10 lbs.

DESCRIPTION

These sturdy black dragonskin boots are wrapped with adamantine buckles and clasps, many of which hide small reservoirs of alchemical fuel. Small jets extrude from the sole on both sides of the heel and toe.

The wearer can activate these boots (a free action unless stated otherwise) for a number of different effects, each of which depletes the fuel inside of them. At maximum capacity, a pair of Vokrix Elite Rocket Bootz© holds 60 charges of fuel (each costing 50 gp in reagents).

Flight (1 charge per round): Vokrix Elite Rocket Bootz© give their wearer a fly speed of 80 ft. (good).

Flame Kick (3 charges): The wearer can combine the use of this device with an unarmed attack; on a successful hit, the target takes 1d4 bludgeoning damage (from the attack) and 5d8+10 fire damage.

Flamenado (10 charges): All creatures within a 20 ft.-radius (aside from the wearer) take 5d8+10 fire damage (Reflex DC 22 halves) as the wearer of the Vokrix Elite Rocket Bootz© flips and spins around wildly in the air, creating a maelstrom of flame. This is a standard action that does not provoke attacks of opportunity.

Hover (1 charge per minute): The wearer of the Vokrix Elite Rocket Bootz© hovers in the air, gaining a fly speed of 20 ft. (perfect).

CONSTRUCTION

Requirements Craft Device, *fireball, flame breath, fly*; **Cost** 21,000 gp



Accessible NPCs

While there are inherent design choices to the builds of the NPCs in the pages that follow, they are all constructed to be extremely easy to change to suit the needs of your campaign! You'll see many *cloaks of resistance, rings of protection,* and similarly common magic items (both in regular gear and Attuned Gear) that can easily be changed for more interesting equipment. GMs are encouraged to tweak these NPCs as they see fit and the ubiquitous enchanted goods should be simple to swap out for more relevant magic items.

Attuned Gear

Though we hope that with this incredible tome in hand you'll be playing games set in Veranthea, not every GM has stories to be told in the world's most radical Pathfinder campaign setting! With that in mind, the following NPC statistics are listed with the additional equipment accessible to characters in Veranthea separated from their normal gear. In the example here you'll see the items themselves listed after Other Gear (highlighted in gray) and how this ultimately changes the NPCs saves, AC, attack values, and so on (highlighted in blue).

Ranged (both Critical and Measured)

For sake of ease of use, Mike Myler insisted that statistics include the full critical threat range of any weapons that aren't simply 20/x2, as well as the range increment of ranged weapons, inside of attack values.

Strikethrough

Spells that NPCs already have factored into their statistics have been given ~~strikethrough formatting~~ (in most cases, ~~*mage armor*~~). If encountered at a time when spells would not be active, change the NPCs' statistics accordingly.

Urethiel NPCs

Though most of the Urethiel NPCs listed in this section of the book are Rěnshòu, they could just as easily be Blessed, or possibly even Shòuquán or Forsaken that have hidden their true abilities! For ease of reference, we've reprinted the Common Chosen Blessed Spell-Like Abilities table here—just choose the most appropriate role for the NPC and you're set to go.

Like attuned gear there's a special section with brackets (in this case, near the character's type) listing the spell resistance of Rěnshòu NPCs, but GMs running games elsewhere than Veranthea should disregard it.

Combat Gear *potions of cure serious wounds* (3); **Other Gear** *+4 elven chain, boots of speed, medallion of thoughts, ring of mind shielding, headband of alluring charisma +4*, 324 gp; **Attuned Gear** *ring of protection +5, bottle of air, cloak of resistance +5, luckstone, ring gate* [**AC** 30, touch 20, flat-footed 16; **Fort** +12, **Ref** +14, **Will** +17; +1 luck to ability and skill checks; Mei Zhang's ratfolk lieutenant, Lady Ella Shadowfang, possesses the other *ring gate*]

Common Chosen Spell-Like Abilities for Blessed NPCs

Spell Level	Bǎohù (Protector)		Gakusha (Scholar)	
1st	*shield*	*shield of faith*	*identify*	*comprehend languages*
2nd	*blur*	*augury*	*fox's cunning*	*silence*
3rd	*magic circle against chaos/evil/good/law*	*speak with dead*	*clairaudience/clairvoyance*	*deeper darkness*
4th	*globe of invulnerability, lesser*	*scrying*	*arcane eye*	*freedom of movement*
Spell Level	**Hiretsukan (Sneak)**		**Kōshō-sha (Negotiator)**	
1st	*vanish*	*obscuring mist*	*charm person*	*remove fear*
2nd	*invisibility*	*zone of truth*	*detect thoughts*	*hold animal*
3rd	*nondetection*	*create food and water*	*tongues*	*water walk*
4th	*dimension door*	*discern lies*	*shout*	*giant vermin*
Spell Level	**Nōka (Farmer)**		**Senshi (Warrior)**	
1st	*enlarge person*	*bless water*	*jump*	*divine favor*
2nd	*gust of wind*	*spiritual weapon*	*bull's strength*	*find traps*
3rd	*phantom steed*	*blindness/deafness*	*keen edge*	*locate object*
4th	*hallucinatory terrain*	*divine power*	*stoneskin*	*sending*
Spell Level	**Tànxiǎn (Explorer)**			
1st	*feather fall*	*detect chaost/evil/good/law*		
2nd	*knock*	*blessing of courage and life*		
3rd	*arcane sight*	*nap stack*		
4th	*secure shelter*	*spiritual ally* (ancestor)		

Young Scientist CR 1/2 XP 200

Male human alchemist 1
LN Medium humanoid (human)
Init +2; **Senses** Perception +4

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 natural)
hp 11 (1d8+3)
Fort +5, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.
Melee light mace +2 (1d6-1) or dagger +2 (1d4-1, Crit 19–20/x2)
Ranged bomb +3 touch (1d6+3, Range 20 ft.)
Special Attacks bomb 4/day (1d6+3 fire, DC 13)
Alchemist Extracts Prepared (CL 1st; concentration +4)
1st—*cure light wounds*, *true strike*

TACTICS

Before Combat The Young Scientist drinks her Constitution mutagen.

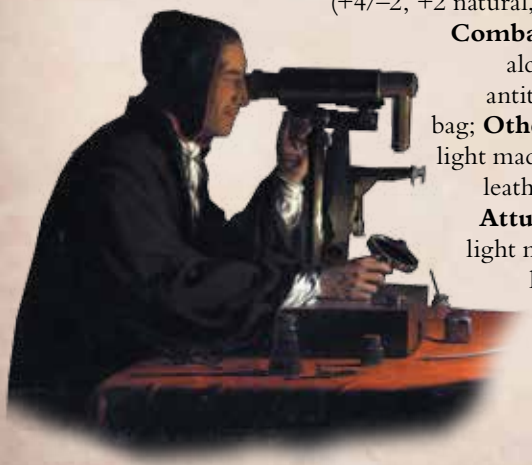
During Combat The Young Scientist stays at a distance, throwing bombs and alchemist's fire.

Morale The Young Scientist flees if reduced to 5 hp and reevaluates.

Base Statistics Without her mutagen, the scientist's stats are **AC** 15, touch 12, flat-footed 13, **hp** 9, **Fort** +3, **Con** 12, **Cha** 13, **Skills** Use Magic Device +5.

STATISTICS

Str 8, **Dex** 14, **Con** 16, **Int** 17, **Wis** 10, **Cha** 11
Base Atk +0; **CMB** −1; **CMD** 11
Feats Brew Potion[B], Point-Blank Shot, Throw Anything[B], Weapon Finesse[B]
Skills Appraise +7, Craft (alchemy) +7, Disable Device +6, Heal +4, Knowledge (arcana) +7, Perception +4, Spellcraft +7, Use Magic Device +4
Languages Common, Dwarven, Elven, Halfling
SQ alchemy (alchemy crafting +1, identify potions), mutagen (+4/–2, +2 natural, 10 minutes)



Combat Gear acid (3), alchemist's fire (3), antitoxin, tanglefoot bag; **Other Gear** dagger, light mace, mwk studded leather armor, 18 gp; **Attuned Gear** mwk light mace, alchemist's lab, everburning torch [**Melee** mwk light mace +3 (1d6-1)]

Cedrick Mortimer Lethis III CR 2 XP 600

Male human alchemist 3
LG Large humanoid (human)
Init +1; **Senses** Perception +6

DEFENSE

AC 17, touch 10, flat-footed 16 (+5 armor, +1 Dex, +2 natural, −1 size)
hp 20 (3d8+3)
Fort +4, **Ref** +4, **Will** +1; +2 vs. poison

OFFENSE

Speed 30 ft.
Space 10 ft.; **Reach** 10 ft.
Melee *stone fist* +6 (1d8+4)
Ranged bomb +3 touch (2d6+1, Range 20 ft.)
Special Attacks bomb 6/day (2d6+1 fire, DC 13)
Alchemist Extracts Prepared (CL 3rd; concentration +4)
1st—*comprehend languages*, *cure light wounds*, ~~*enlarge person*~~, ~~*stone fist*~~

TACTICS

Before Combat Cedrick drinks extracts of *enlarge person* and *stone fist*, and then his Strength mutagen.

During Combat Cedrick approaches the most dangerous caster, grappling and pinning them (subduing if necessary).

Morale Cedrick retreats if obviously outnumbered or reduced to 5 hp or less.

Base Statistics Without time to prepare, Cedrick is Medium-sized and his stats are **Init** +2; **AC** 17, touch 12, flat-footed 15; **Ref** +5; **Melee** unarmed strike +3 (1d3+1), **Ranged** bomb +4 (2d6+2); concentration +5;

STATISTICS

Str 19, **Dex** 13, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** +7 (+10 grapple); **CMD** 19 (20 vs. grapple)
Feats Brew Potion, Improved Grapple, Improved Unarmed Strike, Throw Anything, Weapon Focus (grapple)
Skills Appraise +6, Craft (alchemy) +7, Disable Device +6, Heal +6, Knowledge (arcana) +4, Knowledge (nature) +6, Perception +6, Profession (barkeeper) +6, Sleight of hand +6, Spellcraft +6, Use Magic Device +4
Languages Common, Draconic, Elven
SQ alchemy (alchemy crafting +3, identify potions), mutagen (+4/–2, +2 natural, 30 minutes), discovery (precise bombs), poison use, swift alchemy
Combat Gear alchemist's kindness[APG] (3), antitoxin, tanglefoot bag (3), alchemist's fire (4); **Other Gear** *+1 chain shirt*, *everburning torch*, 7 gp; **Attuned Gear** *cloak of resistance +1*, *potion of cure serious wounds (2)*, *potion of cat's grace*, *universal solvent* (2), alchemist's lab, fire ward gel[UE] (2) [**Fort** +5, **Ref** +5, **Will** +2]

Ominaran Draftsman **CR 4** **XP 1,200**

Male human alchemist 5
LG Medium humanoid (human)
Init +4; **Senses** Perception +8

DEFENSE

AC 25, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +2 natural, +4 *shield*)
hp 36 (5d8+10)
Fort +6, **Ref** +8, **Will** +1
Immune *magic missile*

OFFENSE

Speed 30 ft.
Melee mwk dagger +3 (1d4-1)
Ranged bomb +7 touch (3d6+3 fire, Range 20 ft.) or mwk light crossbow +8 (1d8, Crit 19–20/x2, Range 80 ft.)
Special Attacks bomb 8/day (3d6+3 fire, DC 15), +1 on attack rolls against goblinoid and orc humanoids
Alchemist Extracts Prepared (CL 5th; concentration +8)
2nd—*alchemical allocation* (2), *invisibility*
1st—*cure light wounds*, *detect undead*, *expeditious retreat*, *reduce person*, ~~*shield*~~

TACTICS

Before Combat The Ominaran Draftsman drinks a Dexterity mutagen before any encounter, followed by his extract of *shield*.

During Combat The Ominaran Draftsman throws explosive smoke bombs to cover his approach (and decimate his enemies).

Morale The Ominaran Draftsman withdraws when engaged in melee combat and retreats when reduced to 15 hp or less.

Base Statistics Without his mutagen or *shield*, the draftman's statistics are **AC** 16, touch 12, flat-footed 14; **Ref** +6, **Will** +2; **Immune** none; **Ranged** bomb +5 or light crossbow +6; **Skills** Disable Device +10, Heal +9, Perception +9, Survival +9

STATISTICS

Str 8, **Dex** 18, **Con** 14, **Int** 16, **Wis** 10, **Cha** 11
Base Atk +3; **CMB** +2; **CMD** 17 (21 vs. bull rush or trip)
Feats Dodge, Point Blank Shot, Precise Shot[B], Rapid Reload (light crossbow)
Skills Acrobatics +9, Craft (alchemy) +11, Disable Device +12, Heal +8, Knowledge (engineering) +8, Knowledge (dungeoneering) +8, Perception +8, Spellcraft +11, Survival +8
Languages Common, Dwarven, Goblin, Terran, Undercommon
SQ alchemy (alchemy crafting +5, identify potions), mutagen (+4/–2, +2 natural, 50 minutes), discovery (explosive bomb, smoke bomb), poison use, slow and steady, swift alchemy
Combat Gear *potion of cure moderate wounds*, *potion of delay poison*, *potion of protection from arrows*, *universal solvent*, tanglefoot bag (2); **Other Gear** *+1 studded leather armor*, *+1 bolts* (10), *hat of disguise*, mwk dagger, mwk light crossbow (40 bolts), 178 gp; **Attuned Gear** *+1 light crossbow*, *belt of incredible dexterity +2*, *potion of displacement* [**Init** +5; **AC** 26, touch 16; **Reflex** +9; **Ranged** *+1 light crossbow* +9 (1d8+1); +1 to all Dex-based skills]



Ominaran Engineer **CR 6** **XP 2,400**

Female halfling alchemist 7
CG Tiny humanoid (halfling)
Init +5; **Senses** Perception +12

DEFENSE

AC 25, touch 17, flat-footed 20 (+6 armor, +5 Dex, +2 natural, +2 size)
hp 49 (7d8+14)
Fort +9, **Ref** +12, **Will** +4; +4 vs. poison, +2 vs. fear

OFFENSE

Speed 20 ft.
Melee mwk morningstar +4 (1d4-3)
Ranged bomb +13 touch (4d6+3 fire, Range 30 ft.) or mwk dart +13 (1d3-3, Range 30 ft.)
Special Attacks bomb 10/day (4d6+3 fire, DC 16)
Alchemist Extracts Prepared (CL 7th; concentration +10)
3rd—~~combined *bomber's eye* & *reduce person*~~, *elemental aura* (cold)
2nd—*cure moderate wounds*, *invisibility*, *spider climb*, *vomit swarm*
1st—*crafter's fortune*, *cure light wounds* (2), *reduce person*, *shield*

TACTICS

Before Combat The Ominaran engineer drinks her Dexterity Mutagen and then the *bomber's eye* & *reduce person* combined extract.

During Combat The Ominaran engineer throws bombs at groups of enemies in adjacent squares (using the precise bombs discovery).

Morale The Ominaran engineer drinks her extract of *invisibility* and flees once she is reduced to 10 hp or has run out of bombs.

Base Statistics Without preparing for battle, the Ominaran engineer is Small-sized and her stats are **AC** 23, touch 15, flat-footed 19; **Ref** +9; **Melee** mwk morningstar +5 (1d4-2); **Ranged** bomb +11 ranged touch, mwk dart +11 (1d3-2), Acrobatics +12, Disable Device +12, Perception +11.

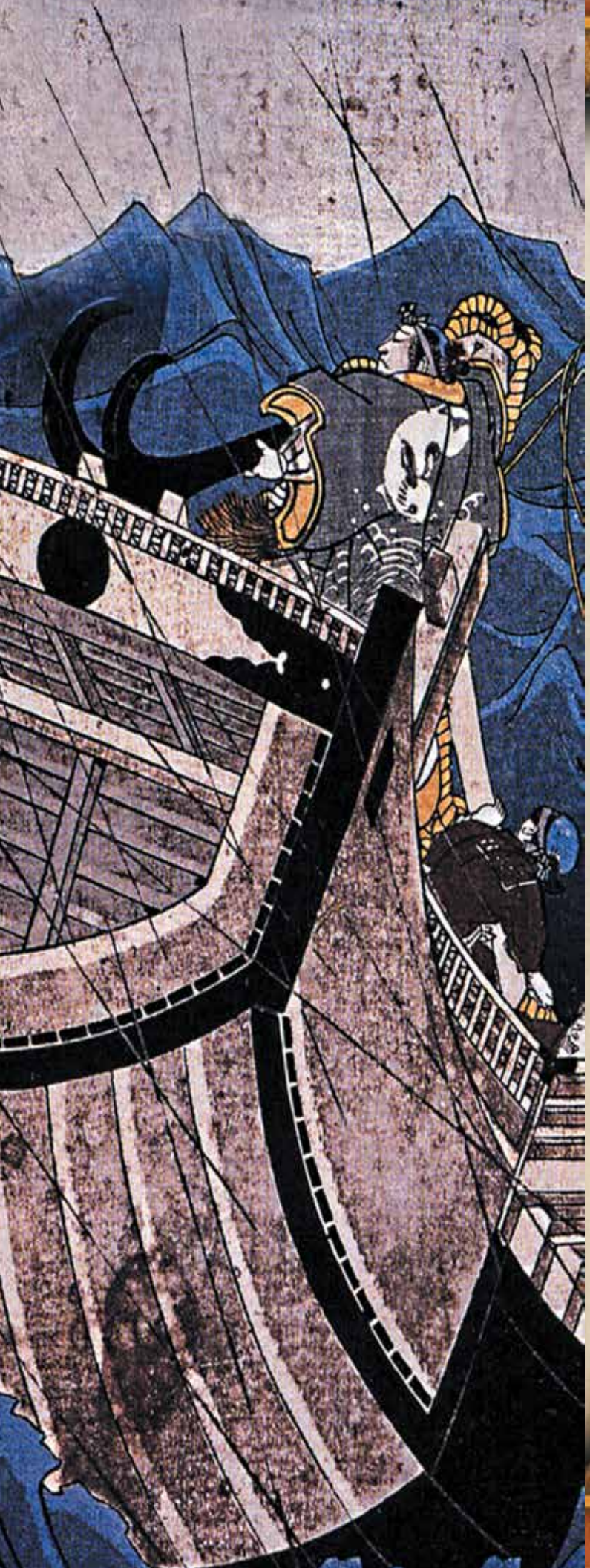
STATISTICS

Str 4, **Dex** 20, **Con** 14, **Int** 16, **Wis** 11, **Cha** 12
Base Atk +5; **CMB** +0; **CMD** 15
Feats Brew Potion[B], Close-Quarters Thrower[UC], Point-Blank Shot, Precise Shot, Throw Anything[B], Weapon Focus (bombs)
Skills Acrobatics +15, Craft (alchemy) +13, Disable Device +15, Knowledge (dungeoneering) +10, Perception +12, Spellcraft +13, Survival +10, Use Magic Device +11; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception; **Size Modifiers** +8 Stealth
Languages Common, Dwarven, Elven, Goblin, Halfling
SQ alchemy (alchemy crafting +7, identify potions), mutagen (+4/–2, +2 natural, 70 minutes), discovery (combine extracts, concussive bomb, precise bomb), poison use, swift alchemy, swift poisoning

Combat Gear alchemist's fire (2), mwk darts (50), tanglefoot bag; **Other Gear** *+2 chain shirt*, mwk morningstar, *cloak of resistance +1*, *everburning torch*, 52 gp; **Attuned Gear** *dust of appearance*, *belt of incredible dexterity +2*, *+1 darts* (50), *ring of protection +1* [**Init** +6; **AC** 27, touch 19, flat-footed 21; **Reflex** +13; **Ranged** *+1 dart* +14 (1d3-2); +1 to all Dex-based skills]



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Chapter 7

Master Fukugen Tauruku **CR 8** **XP 4,800**

Male human alchemist (chirurgeon[UM]) 9
NG Medium humanoid (human, rěnshòu) [SR 14]
Init +2; **Senses** Perception +12

DEFENSE

AC 18, touch 13, flat-footed 16 (+5 armor, +1 deflection, +2 Dex)
hp 71 (9d8+27)
Fort +9, **Ref** +9, **Will** +6; +4 vs. poison

OFFENSE

Speed 30 ft.
Melee mwk light mace +6/+1 (1d6–1)
Ranged bomb +8 touch (5d6+4 fire, Range 20 ft.)
Special Attacks bombs 13/day (5d6+4 fire, DC 18)
Alchemist Extracts Prepared (CL 9th; concentration +13)

3rd—*cure serious wounds* (2), combined *expeditious retreat & shield*, *remove blindness/deafness*

2nd—*aid*, *alchemical allocation*, *delay poison*, *invisibility*, *lesser restoration*

1st—*ant haul*, *comprehend languages*, *cure light wounds*, *endure elements*, *expeditious retreat*, *shield*

TACTICS

Before Combat Master Fukugen avoids combat whenever possible but when inevitable, he drinks his combined extract.

During Combat Master Fukugen stays at a distance and throws precise bombs. When enemies get close, he drinks his extracts of *alchemical allocation* and his *potion of invisibility*, moves to a new location, and begins his assault anew.

Morale Master Fukugen looks to escape combat at the first opportunity, tending to the wounded afterward.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 19, **Wis** 10, **Cha** 13

Base Atk +6; **CMB** +5; **CMD** 18

Feats Brew Potion[B], Iron Will[B], Point-Blank Shot, Precise Shot, Scribe Scroll, Self-Sufficient, Skill Focus (Heal), Throw Anything[B]

Skills Acrobatics +10, Craft (alchemy) +16, Heal +17, Knowledge (arcana) +16, Knowledge (history) +13, Perception +12, Sleight of Hand +13, Spellcraft +16, Survival +2, Use Magic Device +13

Languages Common, Draconic, Koé, Orc

SQ alchemy (alchemy crafting +9, identify potions), anaesthetic, infused curative, mutagen (+4/–2, +2 natural, 90 minutes), discoveries (combine extracts, dispelling bomb, spontaneous healing[UM], infusion), swift alchemy, swift poisoning

Combat Gear *potions of cure moderate wounds* (2), *potion of invisibility*, acid (2), alchemist's fire (2), holy water, smokestick, tanglefoot bag (3); **Other Gear** *+1 chain*

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shirt, mwk light mace, *cloak of resistance +1*, *headband of vast intelligence +2*, *ring of protection +1*, *everburning torch*, 230 gp

Attuned Gear *+1 merciful light mace*, *+3 chain shirt*, *cloak of resistance +2*, *wand of cure light wounds* (20 charges) [**AC** 20, flat-footed 18; **Fort** +10, **Ref** +10, **Will** +7; **Melee** *+1 merciful light mace* +6/+1 (2d6 subdual)]

FUKUGEN'S WHEELCHAIR

Fukugen's legs are paralyzed and he is unable to walk, instead moving about Urethiel in a specially constructed wheelchair (with an inner frame of adamantine, making it incredibly sturdy). In order for Fukugen to move he requires at least one hand free and he cannot double move or run without both hands free. The cost for Fukugen to move through difficult terrain is quadrupled instead of doubled. While in his wheelchair Fukugen gains partial cover against ranged attacks.



JIYUNA SEISHIN

Huge water vehicle

Squares 8 (10 ft. by 20 ft.); **Cost** 87,000 gp

DEFENSE

AC 12; **Hardness** 10

hp 220 (110)

Base Save +2

OFFENSE

Maximum Speed 200 ft.; **Acceleration** 50 ft.

CMB +2; **CMD** 15

Ramming Damage 2d8+2d8 force

Carvings of numerous stories and legends from Jerentok's history adorn this sleek barge, and grooved fittings of jade are built into the center of the deck. *Jiyuna Seishin* can carry up to 5,000 pounds of cargo. Activating the jade fittings that control the barge's movement (allowing the use of the Pilot skill) requires a DC 20 Use Magic Device check for each minute of use (creatures using a wheelchair made to fit the *Jiyuna Seishin* do not need to make this check). Once per day, an operator controlling *Jiyuna Seishin* can make a DC 20 Use Magic Device check to activate an enchantment that duplicates the effects of the *fly* spell for 20 minutes (CL 20th).

Operators unable to access the *Jiyuna Seishin*'s magic treat the vessel as an oversized rowboat[UC].

Propulsion magical (jade fittings; AC 30, hardness 20, hp 30)

Forward Facing —

Driving Device jade fittings

Driving Space 5-ft.-square in the center of the barge

Crew —

Passengers 8 (or a crowded 12)

Decks 1

Weapons none

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Zhen the Breeze **CR 10** **XP 9,600**

Male dhampir alchemist 11
LE Medium humanoid (dhampir, rěnshòu) [SR 16]
Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 23, touch 18, flat-footed 16 (+3 armor, +1 deflection, +6 Dex, +1 dodge, +2 natural)
hp 64 (11d8+11)
Fort +8, **Ref** +14, **Will** +3; +2 vs. disease, mind-affecting effects
Defensive Abilities resist level drain; **Immune** poison
Weaknesses light sensitivity

OFFENSE

Speed 60 ft.
Melee *+1 sickle* +14/+14/+9 (1d6+3 plus poison) and *+1 sickle* +14/+9 (1d6+2 plus poison)
Ranged bombs +14/+14/+14/+9/+9 touch (6d6+3 fire, Range 20 ft.)
Special Attacks bomb 14/day (6d6+3 fire and catch fire, DC 18, 10 ft. radius)
Spell-Like Abilities (CL 11th; concentration +14)
3/day—*detect undead*
Alchemist Extracts Prepared (CL 11th; concentration +14)
4th—*greater invisibility*, *spell immunity*
3rd—*inflict serious wounds* (2), *displacement*, *fly*, *haste*
2nd—*alter self*, *detect thoughts* (DC 15), *invisibility* (2), *see invisibility*
1st—*bomber's eye* (2), *crafter's fortune*, *disguise self* (2), *reduce person* (DC 14)

TACTICS

Before Combat Zhen keeps one sickle poisoned with sticky blue whinnis, the other in sticky giant wasp poison. Just before combat he drinks his Dexterity mutagen and his *haste* and *greater invisibility* extracts (forgoing *invisibility* if Zhengfeng is present so he can flank).

During Combat Zhen makes a full attack with bombs from a distance, then closes to melee to attack with his sickles as often as possible. If his opponents seem particularly tough he applies his deathblade poison, makes several attacks, and withdraws until the toxin has taken its toll.

Morale If Zhengfeng is present, Zhen fights to the death; otherwise he retreats once reduced to 35 hp.

Base Statistics Without the mutagen, the alchemist's statistics are **AC** 18, touch 15, flat-footed 14; **Ref** +12, **Will** +4; **Speed** 30 ft.; **Melee** *+1 sickle* +13/+8 (1d6+3 plus poison) and *+1 sickle* +13/+8 (1d6+2 plus poison); **Ranged** bomb +11/+11/+6/+6 (6d6+3 fire, Range 20 ft.); **Dex** 18, **Wis** 10; **CMD** 25; **Skills** Acrobatics +14, Escape Artist +9, Heal +14, Perception +16, Sense Motive +5, Survival +9

STATISTICS

Str 14, **Dex** 22, **Con** 10, **Int** 16, **Wis** 8, **Cha** 10
Base Atk +8; **CMB** +10; **CMD** 27
Feats Brew Potion[B], Combat Expertise, Improved Feint, Improved Two-Weapon Fighting, Skill Focus (Craft [alchemy]), Throw Anything[B], Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +16, Craft (alchemy) +23, Disguise +5, Escape Artist +11, Heal +13, Knowledge (nature) +17, Perception +15, Sense Motive +4, Survival +8; **Racial Modifiers** +2 Bluff, +2 Perception
Languages Common, Draconic, Undercommon, Koé
SQ alchemy (alchemy crafting +11, identify potions), mutagen (+4/–2, +2 natural, 110 minutes), discoveries (explosive bomb, fast bombs, smoke bomb, sticky poison [3 strikes], stink bomb), negative energy affinity, poison use, swift alchemy, swift poisoning
Combat Gear blue whinnis poison (2), deathblade, giant wasp poison (2), purple worm poison, tanglefoot bag (2), thunderstone (2), ; **Other Gear** *+1 leather*, *+1 sickle* (2), *belt of incredible dexterity +2*, *cloak of resistance +1*, *ring of protection +1*, 168 gp; **Attuned Gear** *+1 ghost touch sickle*, *+1 keen sickle*, *+3 leather*, *dust of disappearance*, *ioun stone (dusty rose prism)*, *ring of protection +2* [**AC** 26, touch 19, flat-footed 18; **Melee** *+1 keen sickle* +14/+14/+9 (1d6+3 plus poison, Crit 19–20/x2) and *+1 ghost touch sickle* +14/+9 (1d6+2 plus poison); **CMD** 28]



Engineer Liaison Zexxig Doonpop **CR 12** **XP 19,200**

Female goblin alchemist (scientific innovator☼) 13
LN Small humanoid (goblinoid)
Init +5; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 21, touch 15, flat-footed 18 (+6 armor, +1 deflection, +3 Dex, +1 size)
hp 88 (13d8+26)
Fort +10, **Ref** +11, **Will** +4; **Immune** poison
SR 28 versus divination

OFFENSE

Speed 30 ft.
Melee mwk dagger +10 (1d3, Crit 19–20/x2)
Ranged *+1 double-barreled pistol* +15 or +11/+11 (1d6+1, Crit ×4, Range 20 ft., misfire 1-2) or bomb +14 touch (5d6+4 fire, Range 20 ft.)
Special Attacks bomb 17/day (5d6+4 fire, DC 20)
Scientific Innovator Serums Prepared (CL 13th, extraordinary effects; concentration +18)

5th—*planar adaptation*, *plane shift*

4th—*teleport*, *dragon's breath*, *freedom of movement*, *greater invisibility*

3rd—*dimension door*, *fly*, *haste*, *reloading hands*, *water breathing*

2nd—*barkskin*, *cat's grace*, *delay poison*, *invisibility*, *protection from arrows*, *see invisibility*

1st—*air bubble*, *cure light wounds* (3), *feather fall*, *shield* (2), *true strike*

TACTICS

Before Combat Zexxig has imbibed an enhanced, eternal potion of *nondetection*. She always has at least one backup plan; if she expects combat she evaluates the situation, drinking whatever serums might give her an edge over her opponents. Typically this includes *greater invisibility*, *reloading hands*, *cat's grace* and *shield*.

During Combat Zexxig uses her planar bombs to keep targets occupied while firing with only one barrel of her pistol and reloading at the end of each round. She always keeps at least one barrel loaded so she can make attacks of opportunity with Snap Shot.

Morale When reduced to 15 hp or less, Zexxig drinks her serum of *teleport* to escape.

STATISTICS

Str 11, **Dex** 16, **Con** 14, **Int** 20, **Wis** 10, **Cha** 8
Base Atk +9; **CMB** +8; **CMD** 21
Feats Amateur Gunslinger[UC], Brew Potion[B], Craft Devices[B☼] (2), Craft Magic Arms and Armor, Craft Wondrous Item, Gunsmithing[B], Quick Draw, Rapid Reload (double-barreled pistol), Rapid Shot, Snap Shot[UC], Throw Anything[B], Weapon Focus (double-barreled pistol)
Skills Appraise +17, Craft (alchemy) +20, Craft (firearms) +15, Disable Device +20, Intimidate +11, Knowledge (dungeoneering) +12, Knowledge (engineering) +21, Knowledge (planes) +17, Spellcraft +9, Stealth +11, Use Magic Device +11; **Racial Modifiers** +1 Disable Device, +1 Knowledge (engineering), +2 Craft (firearms); **Size Modifiers** Stealth +4
Languages Common, Draconic, Gnoll, Goblin, Halfling, Orc
SQ discovery (infusion, enhance potion, eternal potion, extend potion, planar genius☼, planar bombs☼), poison use, science, smart grit (5 grit; gunslinger initiative, quick clear), swift alchemy, swift poisoning
Combat Gear *+1 double-barreled pistol*, 30 bullets and 30 paper cartridges; **Other Gear** *+2 chain shirt*, mwk dagger, *ring of protection +1*, *headband of vast intelligence +4*, 360 gp; **Attuned Gear** *+1 corrosive flaming double-barreled pistol*, *cloak of resistance +3*, *+4 light fortification chain shirt*, *ring of mind shielding* [**AC** 23, touch 15, flat-footed 20; **Fort** +13, **Ref** +14, **Will** +7; **Ranged** *+1 corrosive flaming double-barreled pistol* +15 or +11/+11 (1d6+1 plus 1d6 fire and 1d6 acid)] ☼see Scientific Innovator in Adventuring, page 263



Dazzeros Kesraison **CR 14** **XP 38,400**

Male gnome alchemist 15
CG Small humanoid (gnome)
Init +1; **Senses** low-light vision; Perception +21

DEFENSE

AC 23, touch 14, flat-footed 22 (+8 armor, +2 deflection, +1 Dex, +1 natural, +1 size)
hp 86 (15d8+15)
Fort +11, **Ref** +12, **Will** +8; +2 vs. illusions
Defensive Abilities defensive training; **Immune** poison

OFFENSE

Speed 15 ft.
Melee *+2 short sword* +16/+11/+6 (1d4+1, Crit 19–20/x2)
Ranged bomb +14/+9/+4 touch (8d6+5 fire, Range 20 ft.)
Special Attacks bomb 20/day (8d6+5 fire, DC 22), hatred
Gnome Spell-Like Abilities (CL 15th; concentration +19)
1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*
Alchemist Extracts Prepared (CL 15th)
5th—~~*delayed consumption*~~, *elemental body II* (2), *spell resistance*
4th—*cure critical wounds* (3), *freedom of movement*, *neutralize poison*
3rd—*displacement*, *fly*, *greater invisibility*, *haste*, *heroism*, *nondetection*
2nd—*alchemical allocation* (3), *eagle's splendor*, *invisibility*, *see invisibility*
1st—*bomber's eye*, *comprehend languages* (2), *disguise self* (2), *keen senses*, *negate aroma* (DC 16)

TACTICS

Before Combat Every week Dazzeros renews his delayed consumption with *spell resistance*. Before combat, he drinks his extract of *greater invisibility*.

During Combat Dazzeros hides behind his allies (who are often simulacra), carelessly throwing madness bombs into the fray. When closed in melee combat he poisons his blade, strikes at the most lightly armored target he can, then drinks his Strength mutagen and extract of *elemental body II* to transform into an earth elemental.

Morale Dazzeros' real body is well hidden so his doppelganger simulacrum fights to the death.

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 20, **Wis** 13, **Cha** 18
Base Atk +11; **CMB** +9 (+11 trip); **CMD** 22 (24 vs. trip)
Feats Brew Potion[B], Combat Expertise, Improved Trip, Martial Weapon Proficiency (short sword), Medium Armor Proficiency, Persuasive, Throw Anything[B], Toughness, Weapon Finesse, Weapon Focus (short sword)
Skills Bluff +19, Craft (alchemy) +25, Diplomacy +23, Disguise +19, Intimidate +23, Knowledge (arcana) +23, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Perception +21, Ride +3, Spellcraft +23, Use Magic Device +17; **Racial Modifiers** +2 Craft (alchemy), +2 Perception
Languages Celestial, Common, Dwarven, Elven, Gnome, Halfling, Undercommon
SQ alchemy (alchemy crafting +15, identify potions), mutagen (+6/+4/–2, +4 natural, 15 hours), discoveries (alchemical simulacrum[UM], doppelganger simulacrum[UM], extend potion 5/day, fast bombs, greater alchemical simulacrum[UM], greater mutagen, madness bomb [–2d6 hp damage, +1d4 Wisdom damage]), persistent mutagen, poison use, swift alchemy, swift poisoning, gnome magic
Combat Gear *potions of haste* (2), *potion of neutralize poison*, *potion of remove curse*, tanglefoot bag (2), wyvern poison; **Other Gear** *+2 breastplate*, *+2 short sword*, *amulet of natural armor +1*, *cloak of resistance +2*, *headband of mental prowess +2* (Int, Cha), *ring of protection +2*, doppelganger simulacrum (2), diamond dust worth 150 gp, 90 gp; **Attuned Gear** *+5 breastplate*, *headband of mental prowess +4*, *cloak of resistance +5*; in addition, Dazzeros keeps two simulacra nearby to aid him in combat, each with *+2 crossbows* [**AC** 26, touch 14, flat-footed 25; **Fort** +14, **Ref** +15, **Will** +11; Disable Device +19, +1 on Int and Cha skills]



Vancegar Fieldsprocket CR 16 XP 76,800

Male human alchemist 17
CG Medium humanoid (human)
Init +7; **Senses** Perception +20

DEFENSE

AC 32, touch 20, flat-footed 26 (+5 armor, +2 deflection, +6 Dex, +2 morale, +6 natural, +1 shield)
hp 192 (17d8+112)
Fort +20, **Ref** +22, **Will** +10; **Immune** poison

OFFENSE

Speed 35 ft.
Melee *+2 light mace* +21/+16/+11 (1d6+2), mwk dagger +20/+15/+10 (1d4, Crit 19–20/x2)
Ranged bomb +20/+20/+15/+15/+10/+10 touch (9d6+6 fire, Range 20 ft.)
Special Attacks bomb 27/day (9d6+6 fire and catch fire, DC 24, 10 ft. radius)
Alchemist Extracts Prepared (CL 17th; concentration +23)
6th—*elemental body III*, *heal*, *transformation*
5th—*contact other plane*, ~~*delayed consumption*~~, *overland flight*, *polymorph*, *spell resistance*
4th—*arcane eye*, *cure critical wounds* (2), *freedom of movement*, *greater invisibility*
3rd—*cure serious wounds* (2), *displacement*, *elemental aura* (DC 19), *haste*, *heroism*
2nd—*alchemical allocation* (5), *alter self*, *protection from arrows*
1st—*bomber's eye* (2), *cure light wounds*, *comprehend languages*, *endure elements*, *shield*

TACTICS

Before Combat Vancegar has imbibed an eternal potion of *heroism* and if he expects combat he drinks his Dexterity/Constitution mutagen. Every other week he renews his *delayed consumption* extract with *haste*, and both his weapons are covered with sticky wyvern poison.

During Combat Vancegar throws bombs at range for as long as possible, using precise bombs to avoid doing damage to allies. If he anticipates being forced into melee combat, he drinks extracts of *elemental body III* and *transformation*, then activates his *delayed consumption* of *haste*.

Morale Vancegar drinks his extract of *heal* when reduced to 50 hp or less, retreating should it happen a second time.

Base Statistics Without the mutagen, Vancegar's statistics are **Init** +4; **hp** 158; **AC** 26, touch 18, flat-footed 22; **Fort** +18, **Ref** +19, **Will** +11; **Melee** *+2 heavy mace* +16/+11/+6 (1d8+2), mwk dagger +19/+14/+9 (1d4, Crit 19–20/x2); **Ranged** bomb +19/+14/+9 (9d6+6 fire); **Dex** 18, **Con** 16, **Wis** 12, **Cha** 8; **CMD** 28; **Skills** Acrobatics +21, Bluff +9, Diplomacy +16, Heal +14, Perception +21, Sense Motive +8, Stealth +11, Use Magic Device +19

STATISTICS

Str 10, **Dex** 24, **Con** 20, **Int** 22, **Wis** 10, **Cha** 6
Base Atk +12; **CMB** +12; **CMD** 31
Feats Brew Potion[B], Extra Bombs (2), Fleet, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Quick Draw, Throw Anything[B], Toughness[B], Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +24, Appraise +16, Bluff +8, Craft (alchemy) +26, Diplomacy +15, Heal +13, Knowledge (arcana) +26, Knowledge (engineering) +11, Knowledge (geography) +11, Knowledge (local) +23, Knowledge (nobility) +13, Knowledge (religion) +13, Perception +20, Sense Motive +7, Spellcraft +19, Stealth +14, Use Magic Device +18
Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling, Orc
SQ alchemy (alchemy crafting +17, identify potions), mutagen (+6/+4/–2, +4 natural, 17 hours), discoveries (eternal potion, explosive bomb, extend potion 6/day, fast bombs, force bomb [9d4+6 force plus knock prone], greater mutagen, precise bombs [6 squares], sticky poison [6 strikes]), persistent mutagen, poison use, swift alchemy, swift poisoning
Combat Gear *potion of cure serious wounds*, *potion of protection from energy* (fire), *potion of eagle's splendor*, *potion of fox's cunning*, wyvern poison (2); **Other Gear** *+2 heavy mace*, *+3 leather armor*, *amulet of natural armor +2*, *belt of physical might +2* (Dex, Con), *cloak of resistance +3*, *headband of vast intelligence +4*, *ring of protection +2*, mwk dagger, 126 gp; **Attuned Gear** *+3 leather armor of spell resistance* (19), *+4 heavy mace*, *cloak of resistance +5*, *headband of vast intelligence +6*, *pale green ioun stone* [**Fort** +22, **Ref** +24, **Will** +12; **SR** 19; **Melee** *+4 light mace* +24/+19/+14 (1d6+4), mwk dagger +21/+16/+11 (1d4, Crit 19–20/x2); **Ranged** bomb +21/+21/+16/+16/+11/+11 (9d6+6 fire); Disable Device +27; +2 to all Int-based skills, +1 to all other skills]



Grand Master Engineer King Vokrix **CR 19** **XP 204,800**

Male goblin alchemist (scientific innovator☼) 20
NE Small humanoid (goblin)
Init +3; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 25, touch 16, flat-footed 20 (+7 armor, +3 Dex, +1 dodge, +1 luck, +2 natural, +1 size)
hp 150 (20d8+60)
Fort +15, **Ref** +17, **Will** +9
Immune poison

OFFENSE

Speed 30 ft.
Melee *Desensitizah-Stik©* +16/+11/+6 (1d6 plus 8 electric)
Ranged Lead-Slinger Antipersonnel Deterrent™ +23/+18/+13 or +21/+21/+16/+11 (1d8+4 plus 1d6 sonic, Crit 19–20/x3) or bombs +19/+14/+9 touch or +17/+17/+12/+7 touch (8d6+9 fire, Range 20 ft.)
Special Attacks bombs 29/day (8d6+9 fire, DC 29), grit (6 points)
Spell-Like Abilities (CL 20th; concentration +29)
constant—*breath of life* (1/day)
Serums Prepared (CL 20th; concentration +29)
6th—*analyze dweomer, caging bomb admixture*[UC], *eyebite, giant form I, heal, true seeing*
5th—*elude time*[APG], *languid bomb admixture*[UC], *monstrous physique III*[UM], *overland flight, sending, spell resistance*
4th—*air walk, cure critical wounds, dragon's breath*[APG], *fire shield, freedom of movement, greater invisibility, vitriolic mist*[UM]
3rd—*arcane sight, burst of speed*[UC], *cure serious wounds, displacement, haste, protection from energy, water breathing*
2nd—*alter self, bear's endurance, detect thoughts* ×3, *invisibility, protection from arrows*
1st—*expeditious retreat, feather fall, produce flame, shield, shield of faith, shock shield, touch of the sea*[APG], *true strike*
Serum Book As master of Goblinvania, Vokrix has access to any formulas he desires (these are just the ones of his own design and therefore clearly superior).

TACTICS

Before Combat The Grand Master Engineer King calls for his bodyguards but if cornered, drinks as many serums as possible to gain an advantage, starting with *freedom of movement, greater invisibility, haste,* and *true seeing.*

During Combat Vokrix keeps at a distance and remains difficult to find, dealing as much damage as possible with bombs and buying all the time he can for when reinforcements can deal with whatever upstart has dared to attack him. When assaulted by a spellcaster, he activates his Anti-Magic Quick-Ex Watch®.

Morale Cowardly to a point, many who've fought Vokrix thought he had a death wish because he seems to fight that way. Really he's waiting for one of two *breath of life* spells to activate (one from being Smastrik's Chosen, the other from the *determination* enchantment on his armor) at which point he drinks a serum of *invisibility* and flees.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 28, **Wis** 8, **Cha** 11
Base Atk +15; **CMB** +13; **CMD** 27
Feats Brew Potion[B], Combat Expertise, Craft Devices[B]☼(2), Dodge, Gunsmithing[B], Improved Iron Will, Iron Will, Master Alchemist, Point Blank Shot, Precise Shot, Rapid Reload (rifles), Rapid Shot, Throw Anything[B], Toughness
Skills Acrobatics +15, Appraise +13, Bluff +20, Craft (alchemy) +36, Diplomacy +6, Disable Device +27, Escape Artist +23, Fly +9, Heal +5, Knowledge (arcana) +17, Knowledge (dungeoneering) +15, Knowledge (engineering) +33, Knowledge (geography) +14, Knowledge (history) +12, Knowledge (nature) +32, Knowledge (nobility) +29, Knowledge (religion) +14, Linguistics +14, Perception +17, Sense Motive +14, Sleight of Hand +10, Spellcraft +25, Stealth +11, Survival +6, Use Magic Device +13; **Racial Modifiers** +1 Disable Device, +1 Knowledge (engineering), +2 Craft (alchemy); **Size Modifiers** +4 Stealth
Languages Abyssal, Aklo, Common, Draconic, Goblin, Infernal, Undercommon
SQ craft brilliant contraptions, chosen★, deeds (6 grit points), discoveries (acid bomb, concussive bomb, dispelling bomb, explosive bomb, explosive missile[UC], fast bombs, precise bombs, shock bomb, strafe bomb[UM]), grand discovery (antimagic device), have gun, smart grit
Gear *amulet of natural armor +2, +5 mithral shirt of determination*[UE], *cloak of resistance +1, crown of the High Engineer King* (Headband of Int +6), *Desensitizah-Stik©* (*+1 club* with constant extraordinary *maximized shocking grasp* device effect), *ring of mind shielding*, Anti-Magic Quick-Ex Watch® (CL 20th device that emulates *antimagic field* with a free action), Lead-Slinger Antipersonnel Deterrent™ (*+4 compensating☼ rifle*), Superiority Model Staff of Righteous Rulership™ (a non-magical *rod of alertness* device), Vokrix Elite Rocket Bootz©☼ (page 271); **Attuned Gear** *amulet of natural armor +5, belt of dexterity +6, cloak of resistance +5, necklace of adaptation, ring of protection +5* [**Init** +7, **AC** 36, **Fort** +19, **Reflex** +24, **Will** +13, **CMB** 32, +3 to all Dexterity-related checks, and ranged attacks]

SPECIAL ABILITIES

Chosen (Su) Smastrik made Vokrix his herald on Veranthea decades ago, seeing the shining potential of the goblin before it was even born. Once per day, Vokrix may reroll each of these type of checks one time: attack roll, saving throw, skill check.

Vokrix receives a +1 luck bonus to initiative, AC, and saving throws, and automatically uses *breath of life* (CL 20th) on himself once per day as soon as he reaches negative hit points.

In addition, he may reroll a check of any kind once per day, and force a target to reroll any kind of check once per day.

It's Good To Be King (Ex) As monarch of the "most civilized" nation in the world, Grand Master Engineer King Vokrix has whatever tech devices he wants at his disposal. The Vokrix Elite Rocket Bootz© and Superiority Model Staff of Righteous Rulership™ are only two items he carries. GMs are encouraged to invent more devious contraptions for him.

Science (Ex) Vokrix's bombs and serums produce extraordinary (nonmagical) effects.

☼ see Adventuring, page 263
★ see Templates, page 380



NPC Descriptions

Young Scientist

Amazed by the wonders of science at a young age, the Young Scientist has always known her fate lays amongst the devices and inventions of alchemy. She has studied under the great innovators in Alchemist's Alley, famed across Grethadnis as Lethis' finest source of natural discovery. Now the Young Scientist has set her eyes on gaining experience in the field—though a more dangerous approach to learning the craft, she feels it is the only valid path for her education. She has learned all she can from lectures and theories, ready to test her knowledge throughout Veranthea.

Cedrick Mortimer Lethis III

Cedrick Mortimer Lethis III is a far cry from the banker-kings he descended from, the original founders of Lethis. Rather droll by the standards of the Metropolis Port's merchant princes, he remains sullenly content at his post as barkeep of Eldrial's Vineyard (a family-owned establishment as old as the city's docks and as fine as its Noble Quarter).

Ominaran Draftsmen

Ominaran Draftsmen are responsible for the construction and maintenance of the Bedim Wall, constantly inventing new ways to defend it and working to repair it (whether it be from magic or mortar fire).

Ominaran Engineer

Trectoyri's halflings are thought to be extinct but the Ominaran Engineers accomplish far too much to be dead. Working from inside the Bedim Wall and in the sewers under the city-states of the Free Isle, they ensure that the interior of the bulwark against Goblinvania remains intact, patching and reinforcing it from within.

Master Fukugen Tauruku

Master of Urethiel's Talc Clan, Fukugen Tauruku has devoted his life to the care of the people of the dynasties—be they Kind or Unwanted Folk. His reputation as a healer precedes him and he is typically well received wherever he goes, though it also leads to some rather aggressive attempts to garner his attentions. Those that do best be warned—his dedication to the art of healing has left Fukugen with an equally impressive knowledge of how to inflict pain. The master healer has a unique mode of transportation when he travels across Urethiel, taking sail across its waters in a gift from the Jade Clan: the *Jiyuna Seishin*.

Zhen the Breeze

His lost history and repeated interactions with Zhengfeng have earned this alchemist the title of Zhen the Breeze, a name he prefers to go by to hide his past. He originally hailed from Crent-Sira, living a life of decadence and vice as a chemist, concocting various drugs and chemicals for the high-paying degenerates of the city to enjoy (occasionally

imbibing some himself). On a fateful night over a century ago Zhen brought home the most beautiful woman he had ever met—a charming seductress that was in fact a vampire searching for her next chance to feed. Left for dead, Zhen's various drugs interacted in such a way that instead of rising as a vampire spawn, he instead became a dhampir.

Cursing his new state Zhen quickly began to work on a cure for his condition, but each failed attempt was the catalyst for an even more dangerous and potent mixture. Before long the alchemist found himself creating blends that would be deadly to anyone else. These concoctions gained the attention of Zhengfeng and she made the obsessive dhampir an offer: as long he would create these deadly mixes for her, Zhengfeng would not kill him. Although he hated his new form, Zhen still wished to live so he reluctantly agreed. This business relationship has grown to be a fruitful one; Zhengfeng has warmed up to Zhen, even paying him handsomely for his potent mixtures, and the dhampir has made use of his new wealth to fund his research further. He occasionally sets out into the world to investigate sightings of rare plants or minerals (provided to him by Zhengfeng) and with the immortal ninja's support, believes he might soon be rid of his curse.

ENGINEER LIASON ZEXXIG DOONPOP

Zexxig is perhaps too curious for her own good—after rising up the ranks in the Goblin Technical Artificer Institute in Goblinvania she decided to research Trekth technology up close, descending into the Forever Dark for her investigations. Finding a dilapidated relic was lucky, but it took a true stroke of genius to renew the device's power and using her intuitive talents with machinery she temporarily jury-rigged a strange portal that transported her from Trectoyri to Grethadnis. Establishing herself on the Fair Continent just on the lip of the Canyon of the Fallen, she began studying exactly what happened, making a number of new and startling discoveries as to the position of the planes within the multiverse and how to manipulate them without the use of magic.

Knowing better than to test these new and startling developments on herself Zexxig made an alliance with the Red Fists, offering her tutelage at the fledgling GTAI in Deevyce Town: she provides them with new designs for ingenious mechanical devices, and they send her "volunteers." Most of these poor victims never return from her experimental laboratory, but not all are killed by her explorations of dimensional technology. A few years into her intensive studies Zexxig determined that the very place where she appeared in Grethadnis—the Canyon of the Fallen, gravesite of the jabberwocky—is filled with otherworldy energies, the whole of it a junction of the planes. Slowly but surely, the alchemist is preening the subjects she receives from the Red Fists and developing them into teams of excavators that descend into the ancient tombs in search of energy signatures, gradually mapping out a path that could lead far beyond Veranthea.

DAZZEROS KESRAISON

Despite being a genius engineer, Dazzeros has a glass eye to replace one lost in the stupidity of his youth—when he attempted to kill Prince Reginald in a bid for sovereignty for Kerai. The alchemist heard murmurings in his village that the young noble was soon to leave Terrapolis to explore Grethadnis and keen to strike against the establishment, the gnome prepared an ambush for the target of his hatred. Just outside the borders of the Radross Empire near the edge of the Korokah Forest, Dazzeros fashioned several catapults and slingshots all tied together, waiting to fire with the pull of one trigger. The instant Prince Reginald and his companion (Alseir Hellspaht) came into view the masked alchemist unleashed a rain of fire, sending the noble's ally running for cover. In the confusion of explosions Dazzeros charged in to slay his enemy, but Prince Reginald was more than prepared for the assault and after exchanging a few blows, forced the gnome into retreat. Though Reginald nearly took his life and all of his forefathers have died in similar attempts against the monarchy, the Dazzeros swore that day to dedicate his entire life to the same pursuit.

Even with this troubled history he is regarded as the most charismatic member of the Imperial Court of the Radross Empire, always ready with a keen word while keeping a friendly and outgoing demeanor. Little do they know that Dazzeros has become exceptionally skilled at creating simulacra of himself, making it possible for him or his servants to be in multiple places at once, allowing him to daringly risk death at every turn while actually remaining entirely safe. Alseir Hellspaht, the sole member of the council truly steeped in subterfuge, is the only one on to the alchemist's game of deception (noting the oddity of Dazzeros' glass eye, recognizing simulacra by its absence) but the half-doppelganger's mutual hatred for Emperor Reginald has stayed his tongue—so far.

VANCEGAR FIELDSPROCKET

The governor of Civitas is a gifted scientist, talented inventor, and one of Ominara's greatest minds. Since being elected to office however, he has lost nearly all time in which to actually experiment, instead being forced to "guide" and "govern"—tasks Vancegar absolutely disdains. Leaving most of these duties to clerks he frequently sneaks away to work on his own (or more aptly as of late, drink himself into a stupor), leading to growing dissent from his political rivals. Despite this distaste for the bureaucracy, Vancegar is loathe to easily abandon the power he once thought he desired, desperately seeking a way to have the best of both worlds. Recently a tuning antennae he invented before his ascent to power has detected strange signals from the pole of Veranthea, though the only times he's noticed it he was quite inebriated and he's unsure of what exactly the anomalies signify.

GRAND MASTER ENGINEER KING VOKRIX

The common Unwanted Folk will tell you that Voxrix was practically born into the 'elected' position of Grand Master Engineer King, a genius noble chosen to lead Goblinvania by the Foul God himself. As with most things in Trectoyri, however, the real truth of it is hidden beneath no paltry amount of grime.

The Grand Master Engineer's Ascension

–As dictated to Affyxdrial Stabpen IV, Chief Royal Scribe

Despite what the kritiks cry out, the current Grand Master Engineer King was born into abject poverty in the squatting neighborhoods around Craterside, and his ascent from the streets to the throne would be an epic tale for monstrous bards if anyone aside from the monarch and were alive and willing to tell it, that is. Orphaned as a toddler, Vokrix would have died of hunger were it not for the benefaction of another young goblin hoping to take advantage of the spark of genius he saw in the future monarch. A sneak-thief and burglar by the name of Khrom shanghaied the young prodigy, unlocking hidden talents for larceny that bore so much fruit that before long, the older rogue's gang needed to find ways to disguise their wealth. Knowing all too well that their nasty reputation made investment of any kind a dubious enterprise, Khrom's and his lackeys put their money into a trade that some goblins drew pride from: the enslavement of Kind Folk.

While this kept Vokrix and his compatriots off the conventional radar it brought them directly into the sights of the Hakle, a rival slave trader. The practiced trafficker of dwarves, elves, and humans was unaware of the true breadth of Khrom's fabulous wealth, seeing only a small group of merchants working into his territory thinking them easily intimidated, he sent over a few bruisers to rough them up and then proposed a buy-out. Whereas the older rogue thought it a fine deal, Vokrix saw a weakness in Hakle's doings, one easy to exploit, with some coercion, he convinced Khrom to sign the ownings of their consortium over to him instead. Afterward Vokrix mounted a cart and headed for the more experienced businessgoblin's home, taking with him only the documents proving his ownership and his clothes (including a large chain and a padlock worn as a belt).

Upon arriving Vokrix was treated as an honored guest before retiring with Hakle to private business chambers to talk numbers and finalize the deal. There, in the inner sanctum of Hakle's business empire, the future monarch proceeded to remove his belt, whipping and bludgeoning his rival into submission with the chain and padlock. The brutal thrashing continued until Hakle was at death's door, left with no alternative but to surrender his business to Vokrix, signing the pact with a contract in blood. Unceremoniously, with what he wanted now his, he cut out Hakle's tongue and most of his fingers before dragging the former titan of the slave trade down to the distribution center, tossing the older goblin into one of the slave convoys set to head off from Trectoyri.

Far more established than the prodigal goblin's group, Hakle's trading and transportation network spread out all over the continent, sending caravans of slaves pouring into and out of the capital every day Vokrix isn't sure where his rival's remains ended up, but still takes great pleasure in the memory of Hakle's screams as the lowly Kind Folk tore into the aging merchant. Khrom, knowing when it was time to slip into the darkness, disappeared from the face of Goblinvania and though the Grand Master Engineer King sometimes looks for him, the old sneak-thief has either died or knows to let sleeping dogs lie. With ownership of both businesses in hand, Vokrix quickly dominated the slave trade market, turning a vast pile of gold into an ocean of wealth in a few short years before finally monopolizing all of the slave trade on the continent.

Profits had never been better, with no rivals and no alternatives, Vokrix was able to price gouge and demand whatever values tickled his fancy. Wealthy beyond his dreams, he was living the good life and could enjoy all the pleasures his status had to offer. At first the entrenched nobles resisted him, but with the right bribes and forgeries, soon they found that Vokrix's house was quite prominent and did appear in the historical tomes of the realm. Finding leisure to only fill so much of his time, the elitist goblin took on many hobbies until finding that the craft of artifice was his favorite. He began by messing around with basic clockworks, but Vokrix found he had a natural talent for all things mechanical soon he was building automatons capable of the same services as a slave, but without the need for food and rest. Larger projects followed, gradually drawing the interest of Master Engineer King Thexxo, who requested special combat units made entirely out of the unfeeling, mindless soldiers.

Slaves and the automatons labored night and day to assemble the clockwork men, siege machines, and the other weapons of war they would need. Before too long a regiment of spike-covered goblin automatons became fully operational, alongside several giant steam-belching mechanical cockroaches that could melt flesh clean from the bone, under skies filled by dirigibles and gliders fashioned for battle, above cunning submersibles made to infiltrate the waterways. With the army complete Vokrix had a thought dawn upon him why sell this to Master Engineer King Thexxo? Staging a major (and bloody) coup instead, funded by groups of nobility from Blood Money Street, he took the throne in an all-out blitzkrieg that brought the Goblin Power Tower to its proverbial knees, within mere hours the throne became his and Vokrix rechristened himself Grand Master Engineer King, ruler of all Trectoyri.

Bedim Wall Rider **CR 1** **XP 400**

Female elf cavalier 2
NG Medium humanoid (elf)
Init +3; **Senses** low-light vision; Perception +2

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 shield)
hp 17 (2d10+2)
Fort +3, **Ref** +3, **Will** +0; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft.
Melee longsword +4 (1d8+2, Crit 19–20/x2) or lance +4 (1d8+2; double damage on mounted charge)
Ranged starknife +5 (1d4+2, Crit ×3, Range 20 ft.)
Special Attacks challenge (+2 damage, +1 AC, 1/day)

TACTICS

Before Combat Bedim Wall Riders cling to the side of the ramparts to advance.

During Combat Bedim Wall Riders stay at a distance, trusting their fellows to flank enemies while they close off vertical surfaces and force foes into the open with starknives.

Morale Bedim Wall Riders retreat when reduced to 5 hp or less.

STATISTICS

Str 14, **Dex** 17, **Con** 11, **Int** 10, **Wis** 10, **Cha** 12
Base Atk +2; **CMB** +4; **CMD** 17
Feats Mounted Combat, Precise Strike[B]
Skills Climb +7, Handle Animal +6, Ride +8, Sense Motive +5; **Racial Modifiers** +2 Perception; **Armor Check Penalty** −6
Languages Common, Elven
SQ elven magic, mount (giant gecko[B3] with giant template[B1]), order of the lion (lion's call), tactician (1/day, 4 rounds, standard action), weapon familiarity
Combat Gear *potions of cure light wounds* (3), *potion of featherfall*; **Other Gear** breastplate, exotic military saddle, heavy steel shield, lance, longsword, starknives (10), 35 gp; **Attuned Gear** *potion of spider climb,* mwk breastplate, mwk heavy steel shield, mwk lance, mwk longsword [**Melee** mwk longsword +5 (1d8+2, Crit 19–20/x2) or mwk lance +5 (1d8+2); **Armor Check Penalty** −4]

Namirti Knight **CR 3** **XP 800**

Male half-elf cavalier 4
LG Medium humanoid (elf, human)
Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)
hp 42 (4d10+16)
Fort +7, **Ref** +2, **Will** +0; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft.
Melee mwk lance +7 (1d8+3, Crit ×3; double damage on mounted charge) or longsword +6 (1d8+2, Crit 19–20/x2)
Ranged longbow +5 (1d8, Crit ×3, Range 100 ft.)
Special Attacks cavalier's charge, challenge (+4 damage, +2 ally to hit vs. target, 2/day)

TACTICS

During Combat The Namirti Knight makes charge attacks using his lance and Ride-By Attack. When the battle closes distance, he uses tactician and flanks opponents.

Morale Valor is a core belief of the Namirti Knights and they fight until reduced to 5 hp or less.

STATISTICS

Str 14, **Dex** 12, **Con** 16, **Int** 10, **Wis** 8, **Cha** 15
Base Atk +4; **CMB** +6; **CMD** 18
Feats Mounted Combat, Ride-By Attack, Outflank[B], Skill Focus (Ride)[B]
Skills Handle Animal +10 (+12 mount), Perception +8, Ride +11, Sense Motive +4, Survival +4; **Racial Modifiers** +2 Perception; **Armor Check Penalty** −6
Languages Common, Elven
SQ expert trainer +2, mount (heavy warhorse), order of the dragon (aid allies +3), tactician (1/day, 5 rounds, standard action)
Combat Gear *potions of cure light wounds* (2); **Other Gear** mwk full plate, mwk heavy steel shield, mwk lance, longbow (20 arrows), longsword, military saddle, mount (heavy warhorse), 8 gp; **Attuned Gear** *+1 full plate, +1 heavy steel shield, +1 lance, potion of haste* [**AC** 24, flat-footed 19; **Melee** *+1 lance* +7 (1d8+4, Crit ×3)]



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Madame Antei-Shita — CR 5 — XP 1,600

Female human samurai 6
LN Medium humanoid (human, rěnshòu) [SR 11]
Init +3; **Senses** Perception +0

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +1 dodge, +3 Dex)
hp 49 (6d10+12)
Fort +6, **Ref** +5, **Will** +2

OFFENSE

Speed 20 ft.
Melee katana +8 (1d8+3, Crit 18–20/x2)
Ranged *+1 composite (+2) longbow* +10/+5 or +8/+8/+3 (1d8+3, Crit ×3, Range 110 ft.)
Special Attacks banner (+2/+1), challenge (+6 damage, DR 2/— vs. target, 2/day)

TACTICS

Before Combat Antei-Shita moves toward cover before combat.

During Combat Antei-Shita uses Rapid Shot, staying on her quarry with Shot on the Run.

Morale Antei-Shita flees when reduced to 20 hit points.

STATISTICS

Str 14, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10
Base Atk +6; **CMB** +8; **CMD** 22
Feats Dodge, Mobility, Point-Blank Shot[B], Rapid Shot[B], Shot on the Run
Skills Bluff +9, Climb +6, Diplomacy +5, Handle Animal +9, Intimidate +4, Knowledge (nobility) +8, Profession (soldier) +9, Ride +12, Sense Motive +9, Swim +6; **Armor Check Penalty** −1
Languages Common, Goblin, Koé
SQ mount (heavy warhorse), mounted archer, order of the warrior[UC] (honor in all things 2/day), resolve 3/day, weapon expertise (longbow)
Combat Gear *potion of cure moderate wounds, potion of expeditious retreat, potion of invisibility, potion of pass without trace*; **Other Gear** *+1 armored coat, +1 composite (+2) longbow* (40 arrows), katana, military saddle, mount (heavy warhorse), 30 gp; **Attuned Gear** *+1 shock composite (+2) longbow, +2 armored coat, potion of blur* [**AC** 20, **Ranged** *+1 shock composite (+2) longbow* +10/+5 or +8/+8/+3 (1d8+3 plus 1d6 electric damage, Crit ×3, Range 110 ft.)]



Master Zhengzhi — CR 7 — XP 3,200

Male human samurai 8
LN Medium humanoid (human, rěnshòu) [SR 13]
Init +2; **Senses**; Perception +10

DEFENSE

AC 23, touch 13, flat-footed 19 (+9 armor, +2 Dex, +1 dodge, +1 shield)
hp 64 (8d10+16)
Fort +7, **Ref** +4, **Will** +4

OFFENSE

Speed 20 ft.
Melee mwk monk's spade +13/+8 or +11/+11/+6 (1d6+5; bludgeoning, piercing, or slashing)
Ranged composite (+3) longbow +10/+5 (1d8+3, Crit ×3, Range 110 ft.)
Special Attacks banner (+2/+1), challenge (+8 damage, DR 3/— vs. target, 3/day)

TACTICS

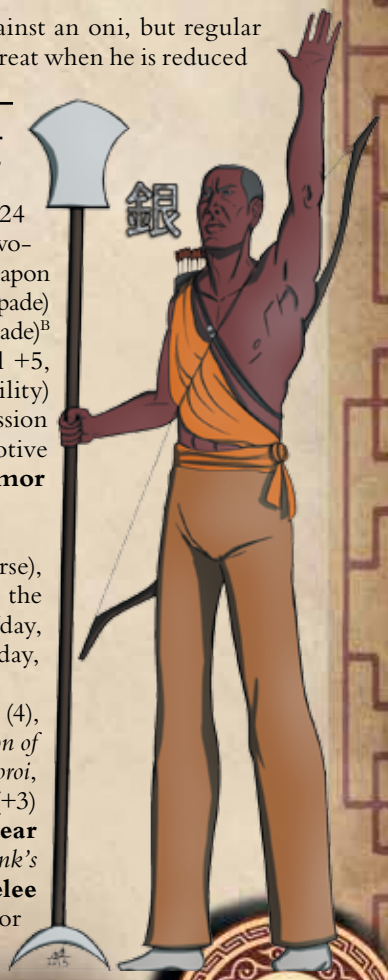
Before Combat Zhengzhi coasts his monk's spade in *oil of magic weapon*.

During Combat Zhengzhi attacks relentlessly until achieving victory (chasing down foes that flee).

Morale Zhengzhi never flees against an oni, but regular humans can beat him him into retreat when he is reduced to 8 hp or less.

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8
Base Atk +8; **CMB** +11; **CMD** 24
Feats Dodge, Double Slice, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (monk's spade)[B], Weapon Specialization (monk's spade)[B]
Skills Climb +7, Handle Animal +5, Intimidate +8, Knowledge (nobility) +9, Perception +10, Profession (soldier) +9, Ride +9, Sense Motive +13, Stealth +4, Survival +4; **Armor Check Penalty** −5
Languages Koé
SQ mount (heavy warhorse), mounted archer, order of the warrior[UC] (honor in all things 2/day, way of the samurai), resolve 4/day, weapon expertise (monk's spade)
Combat Gear *oil of magic weapon* (4), *potions of cure moderate wounds, potion of haste*; **Other Gear** *+1 glamered o-yoroi*, mwk monk's spade, composite (+3) longbow (20 arrows); **Attuned Gear** *+3 glamered o-yoroi, +1/+1 monk's spade* [**AC** 25, flat-footed 21; **Melee** *+1/+1 monk's spade* +13/+8 or +11/+11/+6 (1d6+6)]



Madame Amejisuto Fujiko **CR 9** **XP 6,400**

Female human samurai 10
LN Medium humanoid (human, rěnshòu) [SR 15]
Init +3; **Senses** Perception +11

DEFENSE

AC 24, touch 15, flat-footed 20 (+8 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)
hp 89 (10d10+30)
Fort +9, **Ref** +6, **Will** +4
Defensive Abilities greater resolve

OFFENSE

Speed 20 ft.
Melee *+1 katana* +14/+9 (1d8+6, Crit 15–20/x2)
Ranged javelin +13 (1d6+2, Crit ×3, Range 30 ft.)
Special Attacks banner (+3/+2), challenge (+10 damage, DR 3/— vs. target, 4/day)

TACTICS

Before Combat Madame Fujiko always offers all of her opponents one chance—and only one chance—to lay down their arms and surrender.

During Combat Amejisuto throws acid flasks and alchemist's fires in between taking cover as she advances within charging range of her opponents. Picking out the healer or most powerful mage, she issues a challenge and lays into them with her katana, using Power Attack to deal the most possible damage and if in confined quarters, Spring Attack to move out of line of sight in between strikes.

Morale Madame Fujiko is practical and logical; when it becomes clear that she is going to lose a fight (or when she is reduced to 12 hp or less) she calls for an armistice or flees, depending on whether or not she thinks a peaceful resolution is truly possible.

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +12; **CMD** 27

Feats Dodge, Improved Critical (katana), Mobility, Power Attack, Spring Attack, Weapon Focus (katana)[B], Weapon Specialization (katana)[B]

Skills Acrobatics +13, Bluff +5, Climb +6, Handle Animal +5, Intimidate +5, Profession (soldier) +8, Ride +13, Perception +11, Sense Motive +14, Stealth +13; **Armor Check Penalty** −4

Languages Common, Koé

SQ greater resolve, mount (heavy warhorse), mounted archer, order of the warrior[UC] (honor in all things 3/day, way of the samurai), resolve 5/day, weapon expertise (katana)

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** *+1 katana, +2 steel lamellar, amulet of natural armor +1, efficient quiver* (3 acid flasks, 3 alchemist's fires, 10 javelins), *ring of protection +1,* military saddle, mount (heavy warhorse), 30 gp; **Attuned Gear** *+1 corrosive katana, +4 steel lamellar, potion of protection from arrows, ring of protection +2* [**AC** 27, touch 16, flat-footed 23; **Melee** *+1 corrosive katana* +14/+9 (1d8+4 plus 1d6 acid, Crit 15–20/x2); **CMD** 28]



Master Nong Sekitan **CR 11** **XP 12,800**

Male human samurai 12
CG Medium humanoid (human, rěnshòu) [SR 17]
Init +2; **Senses** Perception +6

DEFENSE

AC 20, touch 12, flat-footed 18 (+7 armor,+2 Dex, +1 natural)
hp 118 (12d10+48)
Fort +11, **Ref** +6, **Will** +4
Defensive Abilities honorable stand 1/day, self reliant, without master

OFFENSE

Speed 20 ft.
Melee *+1 heavy pick* +20/+15/+10 (1d6+12, Crit 19–20/x4)
Ranged light hammer +14 (1d4+5, Range 20 ft.)
Special Attacks banner (+3/+2), challenge (+12 damage, +4 to hit, +4 to AC vs. target, 4/day)

TACTICS

Before Combat Nong pleads with intelligent creatures not to allow the situation to degenerate into a fight (when questioned, he explains that he does not *like* to impale skulls). Against simple beasts or creatures, Nong uses acid flasks to dissuade violence.

During Combat Nong wades into combat, issuing a challenge at the toughest opponent he can find, using Power Attack to beat them into submission. If enemies are hitting him too easily, he utilizes Shield of Swings and an *elemental gem* or two to even the playing field.

Morale When there are no innocents in danger, Nong retreats after being reduced to 25 hit points or less.

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 9, **Wis** 10, **Cha** 12
Base Atk +12; **CMB** +17; **CMD** 29
Feats Cleave, Great Cleave, Greater Weapon Focus (heavy pick), Greater Weapon Specialization (heavy pick)[B], Improved Critical (heavy pick), Power Attack, Shield of Swings, Weapon Focus (heavy pick)[B], Weapon Specialization (heavy pick)[B]
Skills Acrobatics +7, Climb +10, Diplomacy +7, Handle Animal +8, Knowledge (local) +14, Perception +6, Ride +9, Sense Motive +8, Survival +8, Swim +10; **Armor Check Penalty** −4
Languages Koé
SQ greater resolve, mount (heavy warhorse), mounted archer, ronin[UC], resolve 6/day, weapon expertise (heavy pick)
Combat Gear acid flasks (3), *elemental gems* (fire, air), *potions of cure light wounds* (4), *potions of cure moderate wounds* (2); **Other Gear** *+1 heavy pick, +1 chainmail, amulet of natural armor +1, belt of physical might +2* (Str, Con), light hammers (6), 2 gp; **Attuned Gear** *+2 frost heavy pick, +4 chainmail, handy haversack, ring of protection +2, ring of sustenance, potion of haste, potion of invisibility, potion of mirror image*, 100 gp [**AC** 25, touch 14, flat-footed 22; **Melee** *+2 frost heavy pick* +21/+16/+11 (1d6+13 plus 1d6 cold, Crit 19-20/x4); **CMD** 31]



Chief of the Iron Talon, Tuul Besuud **CR 13** **XP 25,600**

Male human samurai (sword saint[DEP]) 14
LN Medium humanoid (human, rěnshòu) [SR 19]
Init −1; **Senses** Perception +8

DEFENSE

AC 23, touch 9, flat-footed 23 (+10 armor, −1 Dex, +4 shield)
hp 137 (14d10+56)
Fort +15, **Ref** +6, **Will** +7
Defensive Abilities honorable stand 1/day, self reliant, without master
Immune *magic missile*

OFFENSE

Speed 15 ft.
Melee *+1 shock katana* +23/+18/+13 (1d10+14 plus 1d6 electricity, Crit 15–20/x2; +11 to confirm)
Ranged dagger +13/+8/+3 (1d4+6, Crit 19–20/x2, Range 10 ft.)
Special Attacks challenge (+14 damage, +4 to hit vs. target, +4 AC vs. target, 5/day), iajitsu strike +7d6

TACTICS

Before Combat Before any situation he expects could become violent, Tuul Besuud drinks a *potion of shield* while out of sight. Afterward he uses Bluff to approach as close as possible to open combat with an iajitsu strike.

During Combat Tuul uses his katana in both hands for the extra power.

Morale Tuul may look big and tough (and he is pretty hardy) but the samurai values his life more than anything else, reluctantly retreating when reduced to 25 hp or less.

Base Statistics Without *shield*, Tuul Besuud's statistics are **AC** 19, flat-footed 19, **Immune** no immunities.

STATISTICS

Str 22, **Dex** 8, **Con** 16, **Int** 13, **Wis** 10, **Cha** 12
Base Atk +14; **CMB** +20 (+24 trip); **CMD** 29 (33 vs. trip)
Feats Combat Expertise, Greater Trip, Greater Weapon Focus (katana)[B], Greater Weapon Specialization (katana), Improved Critical (katana), Improved Trip, Improved Vital Strike, Vital Strike, Weapon Focus (katana)[B], Weapon Specialization (katana)[B]
Skills Acrobatics +13, Bluff +14, Climb +17, Intimidate +14, Knowledge (local) +12, Perception +8, Sense Motive +17, Survival +15; **Armor Check Penalty** −5
Languages Common, Koé
SQ brutal slash, demanding challenge, greater resolve, ronin[UC], resolve 7/day, roaring iajitsu, terrifying iajitsu, true resolve, weapon expertise (katana)
Combat Gear *potions of cure moderate wounds, potion of expeditious retreat, potion of featherfall, potions of shield* (3); **Other Gear** *+1 glamered full plate, +1 shock katana, belt of physical might +2* (Str, Con), *cloak of resistance +3*, daggers (5), 1,290 gp; **Attuned Gear** *+4 shock katana, +5 glamered full plate, amulet of natural armor +1, potion of fly, potion of haste, potion of displacement, ring of protection +2*
[**AC** 30, touch 10, flat-footed 30; **Melee** *+4 shock katana* +26/+21/+16 (1d10+17 plus 1d6 electricity, Crit 15–20/x2); **CMD** 31]



Sword Saint from Pathfinder Player Companion: Dragon Empires Primer © 2011, Paizo Publishing, LLC; Authors: Tim Hitchcock and Colin McComb.

Master Tong Mazushi **CR 15** **XP 51,200**

Male human samurai 16
NE Medium humanoid (human, rěnshòu) [SR 21]
Init +7; **Senses** Perception +9

DEFENSE

AC 23, touch 20, flat-footed 14 (+3 armor, +1 deflection, +7 Dex, +2 dodge)
hp 156 (16d10+64)
Fort +13, **Ref** +13, **Will** +4
Defensive Abilities honorable stand 2/day; **DR** 3/— (ranged piercing only)

OFFENSE

Speed 70 ft.
Melee *+1 keen katana* +24/+24/+19/+14 (1d10+11, Crit 15–20/x2)
Ranged *+1 composite (+2) longbow* +24/+24/+19/+14 (1d8+3, Crit ×3, Range 110 ft.)
Special Attacks challenge (+16, +5 to hit vs. target, 6/day), greater banner (+4/+3/+2)

TACTICS

Before Combat Master Mazushi drinks a *potion of bear's endurance, potion of haste*, and *potion of longstrider.*

During Combat Until he can isolate one target in relative safety, Mazushi uses his incredible speed with Spring Attack and Improved Vital Strike (activating his Lightning Stance) while fighting defensively, flitting into and out of cover.

Morale Master Mazushi values his life more than most and he flees when reduced to 50 hit points or less.

Base Statistics Without *haste* and *longstrider*, Mazushi's stats are **AC** 23, touch 19; **hp** 114; **Fort** 13, **Ref** +12; **Speed** 30 ft.; **Melee** *+1 keen katana* +23/+18/+13 (1d10+11, Crit 15–20/x2), **Con** 16.

STATISTICS

Str 18, **Dex** 24, **Con** 16, **Int** 10, **Wis** 8, **Cha** 14
Base Atk +16; **CMB** +20; **CMD** 40
Feats Dodge[B], Dazzling Display[B], Greater Weapon Focus (katana)[B], Greater Weapon Specialization (katana), Improved Vital Strike, Lightning Stance, Mobility, Spring Attack, Vital Strike, Weapon Focus (katana), Weapon Specialization[B] (katana), Wind Stance
Skills Acrobatics +17, Appraise +4, Bluff +21, Climb +11, Diplomacy +7, Handle Animal +7, Intimidate +15, Perception +9, Profession (soldier) +9, Ride +13, Sense Motive +19, Stealth +10, Swim +11
Languages Common, Koé
SQ demanding challenge, greater resolve, mount (heavy warhorse), mounted archer, order of the cockatrice (braggart, moment of triumph 1/day, steal glory), resolve 8/day, weapon expertise (katana)
Combat Gear *potion of bear's endurance, potion of cure moderate wounds, potion of haste, potion of longstrider*; **Other Gear** *+1 composite (+2) longbow* (20 arrows), *+1 keen katana, +2 quilted cloth,belt of physical might +4* (Str, Dex), *ring of protection +1*; **Attuned Gear** *+3 keen wounding katana, +5 quilted cloth of determination, amulet of natural armor +1* [**AC** 27, flat-footed 18; **Melee** *+1 keen wounding katana* +25/+25/+20/+15 (1d10+13 plus 1 bleed, Crit 15–20/x2), automatic *breath of life* 1/day at 0 hp]



Emperor Reginald Joseph Taisykles **CR 17** **XP 102,400**

Male human cavalier 18
LN Medium humanoid (human)
Init +2; **Senses** Perception +12

DEFENSE

AC 32, touch 14, flat-footed 30 (+11 armor, +2 deflection, +2 Dex, +7 shield)
hp 175 (18d10+72)
Fort +17, **Ref** +11, **Will** +13

OFFENSE

Speed 20 ft.
Melee *+1 keen frost longsword* +24/+19/+14/+9 (1d8+6, Crit 17–20/x2; double damage on mounted charge) or *+1 lance* +24/+19/+14/+9 (1d8+6, Crit ×3; triple damage on mounted charge)
Ranged *+2 pistol* +24 (1d8+2, Crit ×4, Range 20 ft., misfire 1)
Special Attacks cavalier's charge, demanding challenge (+18 damage, +5 to hit vs. target while mounted, 6/day), greater banner +4/+3/+2, mighty charge

TACTICS

Before Combat Emperor Reginald declares his title and intentions, offering opponents an opportunity to surrender before the start of a fight.

During Combat Using Greater Vital Strike and Power Attack, Emperor Reginald sunders through an opponent's armor, offering another chance to surrender after destroying it. When the fight continues he deprives his opponent of a weapon in the same way, again offering the chance to surrender. After that he offers no quarter, even going so far as to chase down enemies that flee.

Morale Emperor Reginald knows that his position is one too valued to be taken lightly, retreating when reduced to 30 hp or less (unless his subjects are in danger, in which case he stoically fights to the death).

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +18; **CMB** +23 (+27 sunder); **CMD** 37 (42 vs. sunder)
Feats Duck and Cover[B], Exotic Weapon Proficiency (firearms), Greater Sunder, Greater Vital Strike, Improved Sunder, Improved Vital Strike, Lunge, Mounted Combat, Power Attack[B], Precise Strike[B], Ride-By Attack, Shield Focus[B], Shield Wall[B], Skill Focus (Ride)[B], Spirited Charge[B], Trample[B], Vital Strike
Skills Acrobatics +13, Bluff +5, Climb +11, Diplomacy +9, Handle Animal +9, Intimidate +13, Knowledge (nobility) +8, Perception +12, Profession (soldier) +11, Ride +29, Sense Motive +15 (+24 vs. Bluff); **Armor Check Penalty** −4
Languages Common
SQ expert trainer +9, master tactician (4/day, 12 rounds, swift action, 2 feats), order of the sword (by my honor [Will], mounted mastery, knight's challenge 1/day)
Combat Gear *potions of cure moderate wounds* (2), *potion of featherfall*; **Other Gear** *+2 double-barreled pistol* (15 bullets), *+1 lance, +1 keen frost longsword, +4 breastplate, +4 heavy steel shield, belt of physical perfection +2, cloak of resistance +3, ring of protection +2,* military saddle, mount (heavy warhorse), 1,070 gp; **Attuned Gear** *+1 brilliant energy lance, +4 keen frost longsword, +5 breastplate, +5 heavy steel shield, cloak of resistance +5, helm of comprehend languages and read magic, ring of protection +5* [**AC** 38, touch 18, flat-footed 35; **Fort** +19, **Ref** +14, **Will** +15, **Melee** *+4 keen frost longsword* +27/+22/+17/+12 (1d8+9 plus 1d6 cold, Crit 17–20/x2) or *+1 brilliant energy lance* +24/+19/+14/+9 melee touch (1d8+6, Crit ×3); **CMD** 41]



The *Veranthea Codex*'s 20th level samurai, the immortal Empress of the Mists, can be found on page 98 in Chapter 3: Urethiel.

NPC Descriptions

Bedim Wall Rider

Not every man and woman atop the Bedim Wall operates one of the cannons that line the bulwark, and many patrol the length of searching for climbing invaders or flying enemies instead. Using giant geckos bred by the druids of the Grada Woods specifically for the task, these brave knights are a common sight from anywhere near the massive fortification. Thanks to these mobile mounts, help is never too far away if one is near the border of the Free Isle, and in extreme weather conditions it's not unheard of for conscripts to take shelter in the homes of these warriors (every few miles one can find a dwelling belonging to the Conscript Army, the exclusive use of which is granted to all Bedim Wall Riders as part of their salary).

Namirti Knight

When creatures cross the rivers from the Zaliha Plains they are inevitably drawn down to the southwest (hemmed in by the Bedim Wall) and though the beasts are largely contained where they spawn in the spirit-infested fields, the farmers of the Namirti Plains are not as combat-ready or experienced with a blade as their neighbors to the north. Fortunately the Namirti Knights are an order dedicated to the protection of the common folk and these valorous warriors are truly vigilant, brave souls that never shirk their duty. In addition to slaying aggressive creatures that threaten their charges, these mounted combatants are extremely kind to the average Ominaran, sometimes even aiding with the hard labor required to till the fields and reap the harvest.

Madame Antei-Shita Suchiru

Mizuru Suchiru led the Steel Clan for decades, keeping them particularly safe during the Clan Wars. Under her leadership their noble house prospered and, following tradition, Antei-Shita's brother, Jusei, was set to take his mother's mantle. Shortly after the Clan Wars, however, Mizuru was nowhere to be found. Even worse, Jusei was found dead in his bedroom, dry and withered like a pea pod in the harshest winter. Tragedy had struck the clan but the Suchiru kin kept their resolve. Calm and collected Imuni, Antei-Shita's father, declared that Jusei had declined the responsibility and leadership of the clan would go to Antei-Shita. Shortly thereafter, Imuni was found hanging in his chambers with strange runes carved into his flesh.

Though devastated by the sudden events the new leader of the Steel Clan, presented herself in a patient and stoic manner as she announced that her family left for Neraka to retire peacefully—all remained ordinary with the clan. More so than ever before, Antei-Shita made sure that the workings and going ons of the house remained hidden to the rest of Urethiel and soon became admired by her family for her fastidiousness.

Antei-Shita searches for the answer to the mystery surrounding her mother's disappearance. Progress is slow and unsatisfying, as she must regularly attend to the clan's needs. The only clue she has is her mother's wedding band—a sterling silver band inlaid with the same strange, untranslatable symbols that marked her father's body. Antei-Shita keeps the ring safely locked away, as it seems to draw nightmares of inescapable spirits when not secured.

She continues to lead as a calculating and discreet figure. Knowing the widespread intrigue in Fordhatta, Antei-Shita is slow to act when she does it is generally deliberate and precise. To those she meets she appears cold and distant, but her close friends and clan mates praise not only her unyielding leadership, but also her compassionate warrior's heart.

Master Zhengzhi Zin

As a child Zhengzhi was chosen by the oread of Trak-Tiro as an ambassador to the Dynasties. The oread hoped that by teaching their ways to a young human they could grow and spread the philosophy of their people—so it was that Zhengzhi traveled to Mendrak-Ta and was trained in the Way of the Unmoved Slag. The boy was shaped and chiseled into a fine example of the practice and as he grew, the boy learned secrets of inner peace; when he finally returned to his home, he was a focused and balanced man.

Zhengzhi's serenity was challenged upon his return. While he was gone his parents passed in their old age, leaving his younger brother Hsio to tend the family farm. Zhengzhi was quick to assist Hsio but only days after returning home, a group of oni assaulted his village, nearly killing his sibling. Angered at what had transpired, Zhengzhi declared that he would bring peace to his lands and began a crusade against the oni, adapting techniques he learned from his oread brothers to assist in his fight.

For years, Zhengzhi's relentless campaign was pivotal in keeping the oni threat at bay. His fellow clan mates all attest to his stubbornness and dedication to his cause—it is this resolve that made him the first candidate for leadership at the end of the Clan Wars. Zhengzhi jumped at the opportunity and making use of his new position, he tightened control of military outposts throughout Fordhatta and increased efforts against the oni, hoping to protect his people.

Zhengzhi is truly loved by few but undoubtedly respected by all his clan mates. His militaristic stance and single-mindedness is unpopular among the elite, though ordinary people hold him in high esteem as he makes continual rounds of the lands to visit those he protects. Zhengzhi's leadership would have been toppled by political intrigue years ago, but the common man's love for the oni slayer has made it virtually impossible for him to be deposed.

Madame Amejisuto Fujiko

From the day she first walked it became clear to everyone that Amejisuto Fujiko was not someone to be trifled; even as an infant she was extremely active and energetic, taking up sticks to play at sword-fighting with her twin brother Lupin and winning every time (almost as though she was born to wield a katana). While something of a disappointment to her mother and father—who desired nothing more than for her to embrace femininity—Amejisuto's grandmother could not have been prouder of the girl's tendencies, teaching her all she could of the art of swordplay, horseback riding, archery, and other martial disciplines under the berating complaints of her parents. On the eve of the twins' fifteenth birthday, however, tragedy struck and the entirety of the young samurai's family learned to respect her talents.

As the moon reached its zenith a host of Lenis-Ta Shadows (page 328) fell onto the Fujiko house, murdering many of their sleeping servants before a guard managed to raise the alarm. Amejisuto rushed out of her room in nothing but a gown and katana, slaying the invading ninjas with preternatural skill and speed, but not before the death of her ungrateful parents and doting grandmother. Unable to find Lupin and filled with rage over the dishonorable attack, the young samurai swore a tear-soaked oath of revenge on the stealthy warriors that she's carried out with murderous efficiency for over a decade now.

Though Lupin was meant to ascend to the head of the Amethyst Clan with no other heir she rose to the occasion instead, enforcing the edicts of their house with little compunction or remorse while personally overseeing the training of their loyal samurai. Unlike her predecessors, Amejisuto is not content with the simple but vital role her clan plays in Verentai's mercantile industry and has begun hiring out her warriors as a means to expand their influence in Urethiel. By building and securing more trustworthy relationships with peoples across the continent, she hopes to uncover clues as to what exactly has happened to Lupin, if not his location. Little does she realize that her brother, jealous of his sister's talents with the blade and bond with their grandmother, organized the entire tragic debacle, now a powerful ninja of the Lenis-Ta intent on securing the position of authority that was meant to be his all along.

Master Nong Sekitan

It's odd to think of the leader of any of the houses in Urethiel to be a pacifist, but Nong has always been fairly odd. Displeased with the Coal Clan's efforts to organize and unionize workers in Fordhatta, the Lenis-Ta stole into the Sekitan home when he was but an infant, swaddling the elder child in magical cloth that obscured the boy from divination magic before escaping. Using him as a hostage they forced the Jerentok house to cessate their efforts to empower the peasantry to their west but before he could be killed, a merciful ninja spirited the child away to be left on the doorstep of a simple family of miners, the Inafune.

So it was that Nong grew to adulthood with no knowledge of where he truly came from or who his parents really were, living out his days mining coal with the men and women he thought to be kin. Always foolhardy, it became a bit common for the prodigiously strong young man to break open entrances to tunnels leading down into the Forever Dark. Down one of these passages he encountered a strange, ugly creature that all of the other miners screamed to kill, but rather than slay it he befriended the monster, which in turn showed him where their efforts would soon cause a tunnel collapse which surely would have been the death of them all. After that fateful meeting Nong vowed never to strike out against a beast when it could be avoided, adopting an ethos of pacifism over violence.

While lugging the fruits of their labors to market in Neraka, one of his true cousins recognized the miner and immediately took him to the Coal Clan's seers to confirm if this was truly the lost son of the Sekitan. Nong was taken aback, overwhelmed by both grief and joy, but had little time to consider the full ramifications of this discovery—though he was only recently found, the eldest sibling was forced into the position of head of the Coal Clan after the fateful tribunal in the *End of the Clan Wars*. Now he wanders Urethiel as often as his tasks allow him the time to do so, looking to right wrongs and protect commoners from the tyranny of the less benign nobility common to so much of Urethiel (often to the chagrin of both of his families, though the Sekitans are less fond of his activities than the Inafune).

Chief of the Iron Talon, Tuul Besuud

A former nomad, Tuul made his way to Kaihuan as part of his tribe's coming of age ritual, a task that requires every young adult to set out into Urethiel and leave a significant mark on the land. This usually consists of trials such as planting a tree on the summit of one Urethiel's mountains or helping a stranger to a better place in their life but Tuul, having learned of the City of Blossoms, found the location suitable to fulfill his destiny. There he fell in love and was torn between his tribe and his new partner, Ahmin—ultimately he chose love and returned to his people to explain his decision. They turned their backs on Tuul, as he expected, and he returned to Kaihuan eager to begin a new life with Ahmin.

The two built a home in the High Reach district and helped others start their own lives. For a time they were living peacefully in the city, watching the settlement grow around them, but the rampant expansion brought troubles with it. Escalating crime filled Kaihuan with distrust

and fear—peaceful, well-meaning citizens were quickly outnumbered by criminals, exiles, and fugitives. Eventually Ahmin lost his life attempting to protect an elderly couple, overwhelming Tuul with grief having lost both of his lives in that singular, tragic moment. Shortly thereafter Lau-Yi was declared Grand Phoenix and issued his only decree: the establishment of the Iron Talon. Tuul jumped at the opportunity, seeing the work of a guard directly opposing that which took his husband's life.

In the fifteen years since the establishment of the Iron Talon, Tuul's iron resolve catapulted him to the position of the head of the policing organization. His determination to seek out any and all crime has led him to engage with almost all of the local crime groups, most notably the 88 Steps. Tuul believes his husband's killer was among the coterie of ninjas and has pushed most of his resources to bring them down; he has even encountered the 88th herself, but she has proven exceptionally elusive, vexing the samurai at every turn when they meet. Tuul's vendetta proves particularly unpopular with his subordinates and his desire to avenge Ahmin may someday push him to abandon even the Iron Talon for his vengeance, though Lau-Yi's promises of eventually uncovering the target of the samurai's hatred have given him good reason not to do so—yet.

MASTER TONG MAZUSHI

Trust can be a fickle thing in Fordhatta and the most effective way to insure loyalty is with coin—none know this better than the master of the Copper Clan and Tong Mazushi has been amassing wealth, influence, and power since his youth, fostering a ruthless ambition to take the role of Emperor as his own. As the son of a quartermaster Tong's life has always been a fairly nomadic one, a practice he's integrated into not only adulthood but also his tactical approach to combat (making certain that his enemies are never entirely sure of his location when commanding forces on the field of battle). With the second largest of forces in the country and the greatest riches, most see his dutiful defense of the western border and make him out to be a hero; none suspect his deep ties to the Lenis-Ta and if anyone has pieced together his traitorous plans for ascension, they have either been silenced or too cautious to share it.

The urge to see Master Mazushi in a positive light is, to be fair, quite potent. Using sound maneuvers and taking full advantage of the terrain, Tong and his soldiers have routed the advance of hobgoblin battalions time and again, often succeeding even when vastly outnumbered. These swift tactics have made him appear fearless to the populace at large and though none of them like additional taxes, the reprisal and protests against levies suggested by the hero samurai are always less pronounced than otherwise. Knowing this, he's drawn more into his coffer from the peasantry than any other lord of Urethiel and by utilizing the Lenis-Ta as scouts against Hesstrickia, garnered nearly all of the resources he requires to finally move against Emperor Trenlai. When the time to strike finally presents itself, Tong has enough gold to hire every member of the Lenis-Ta at once; most of these shadow warriors will infiltrate Hesstrickia, taking the lives of His Glorius General Happikar, Master Sool Turyn, High Priests Gal Dol Ba, and every other member of authority they can find. After cutting off the head of the proverbial beast Master Mazushi plans to descend on the west with the whole of his armies and crush any Unwanted Folk that haven't fled already. Upon returning to Fordhatta he'll move to take the throne by having the remainder of the ninja fall on the Gold Clan—blaming the murders on vengeful hobgoblin assassins—then have the shinobi destroy any who still oppose his rule.

EMPEROR REGINALD JOSEPH TAISYKLES

The master of Grethadnis' oldest political dynasty is a starkly pragmatic warrior-king, one who recognizes the values and freedoms of his citizens but adheres to the laws of the land as strictly as he expects his subjects to. Before undertaking the Trials of Order to become emperor, Reginald and one of the Crown's Shadow (Alseir Hellspaht; page 309) traveled across the whole of Grethadnis, learning all the nuances of the continent he could so he might rule better than his forefathers. Fortunately for the people of the Radross Empire, his half-doppelganger companion was already well-versed with the Fair Continent and always kept a step ahead of the future monarch, protecting him from its most insidious dangers and surrounding the aspiring noble with powerful allies: Beezlow Yuntrell the mage, the sellsword Trask Drasleen, and a warrior of the woods named Pre'lat Tarryndorn.

Together the quintet carved their name into the history of the realms, slaying no less than a dozen of the dragons that suddenly began to appear in Grethadnis or chasing creatures from the Forever Dark back down into the subterranean tunnels. Upon returning to Radross they cleared the land of every monstrous threat before the cavalier finally returned to his father and undertook the Trials of Order, completing them with ease and taking the throne to the joyful cries of thousands of his subjects. Valuing the input of his allies, Emperor Reginald installed each in his royal court and though there is resistance to these progressive developments, their counsel has kept the Oldest Kingdom well-prepared for a brewing war against their neighbors to the north. The conflict seems inevitable—his first meeting with Boris the Green Avenger ended with an angry tirade and the brutish half-orc's raging flight from Terrapolis and while they'd rather reach a peaceful accord, it is unlikely Trianestra will accomodate.

Duranteen Sharpshooter CR 1/2 XP 200

Male human gunslinger 1
LG Medium humanoid (human)
Init +2; **Senses** Perception +3

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 13 (1d10+3)
Fort +4, **Ref** +4, **Will** –1

OFFENSE

Speed 30 ft.
Melee warhammer +3 (1d8+2, Crit ×3)
Ranged musket +4 (1d12, Crit ×4, Range 40 ft., misfire 1-2)
Special Attacks grit (1)

TACTICS

During Combat The Duranteen Sharpshooter drops prone to benefit from the bonus to AC as he fires, though he remains standing if he suspects he will be engaged in melee. He remains behind allies whenever possible.

Morale The Duranteen sharpshooter flees when reduced to 3 hp or less.



STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 8, **Cha** 10
Base Atk +1; **CMB** +3; **CMD** 15
Feats Gunsmithing[B], Rapid Reload (musket), Weapon Focus (musket)[B]
Skills Knowledge (geography) +2, Knowledge (nature) +2, Perception +3, Ride +4, Sense Motive +0, Survival +3
Languages Common, Dwarven
SQ deeds (deadeye, gunslinger's dodge, quick clear), gunsmith
Combat Gear *potion of cure light wounds*, thunderstone (2); **Other Gear** black powder horn (10 doses), bull's-eye lantern, chain shirt, cold-weather gear, musket with 30 bullets, 77 gp; **Attuned Gear** *potion of cat's grace,* mwk musket, everburning torch, gunsmith's kit [**Ranged** musket +5]

Red Fist Recruit CR 2 XP 600

Female half-orc gunslinger 3
NE Medium humanoid (human, orc)
Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)
hp 30 (3d10+9)
Fort +5, **Ref** +6, **Will** +2
Defensive Abilities nimble +1, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +5 (1d8+1, Crit ×3)

Ranged mwk blunderbuss +7 (1d8, Range 10 ft. or 15-ft. cone, misfire 1-2)

Special Attacks grit (1)

TACTICS

Before Combat If expected to fight on the front line, the Red Fist Recruit loads her blunderbuss with pellets instead of a bullet.

During Combat The Red Fist Recruit fires from a distance until the enemy closes, then switches to her battleaxe. If fighting a group of enemies, she loads her blunderbuss with pellets, taking a 5-ft.-step to fire into their ranks once before closing to melee.

Morale The Red Fist Recruit fights to the death is an officer nearby, but otherwise flees when reduced to 8 hp.

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 18

Feats Brace Firearm☼, Gunsmithing[B], Rapid Reload (blunderbuss)

Skills Acrobatics +7, Intimidate +1, Knowledge (local) +5, Knowledge (nature) +2, Perception +6, Stealth +4, Survival +6; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), gunsmith, orc blood

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk battleaxe, mwk blunderbuss (10 bullets and 2 handfuls of pellets), mwk chain shirt, black powder horn (30 doses), everburning torch, 47 gp; **Attuned Gear** *potion of cat's grace*, *+1 blunderbuss*, *+1 chain shirt* [**AC** 19; **Ranged** *+1 blunderbuss* +8 (1d8+1)]

☼ see Adventuring, page 270

Red Fist Elite **CR 4** **XP 1,200**

Male half-orc gunslinger 5
LE Medium humanoid (human, orc)
Init +4; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)
hp 47 (5d10+15)
Fort +6, **Ref** +6, **Will** +0
Defensive Abilities nimble +1, orc ferocity

OFFENSE

Speed 30 ft.
Melee pistol whip+7 (1d6+3)
Ranged 2 mwk pistols +9 (1d8+2, Crit ×4, Range 20 ft., misfire 1)
Special Attacks grit (1), gun training (pistol, +2)

TACTICS

During Combat The Red Fist Elite fires both pistols before stowing one to Rapid Reload the other. He withdraws if engaged in melee combat.

Morale If he has been ordered to by a superior, the Red Fist Elite fights to the death. Otherwise, he retreats it 15 hp.

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10
Base Atk +5; **CMB** +7; **CMD** 20
Feats Gunsmithing[B], Rapid Reload (pistol)[B], Two-Weapon Fighting, Weapon Focus (pistol), Simultaneous Shot☼
Skills Acrobatics +7, Bluff +5, Craft (firearms) +9, Intimidate +10, Perception +7, Survival +7; **Racial Modifiers** +2 Intimidate
Languages Common, Goblin, Orc
SQ deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), gunsmith, orc blood
Combat Gear *potion of cure light wounds*, *+1 bullets* (5); **Other Gear** *+1 chain shirt*, mwk pistol (2) with 20 bullets, black powder horn with 30 doses of black powder, 17 gp **Attuned Gear** *+1 pistol (2)*, *cloak of resistance +1*, *ring of protection +1* [**AC** 19; **Fort** +7, **Ref** +7, **Will** +1; **Ranged** 2 *+1 pistols* +10 (1d8+3)]

☼ see Adventuring, page 271

Drekk One-Eye **CR 6** **XP 2,400**

Male half-orc gunslinger 7
NE Medium humanoid (human, orc)
Init +5; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 16, flat-footed 13 (+3 armor, +3 Dex, +3 dodge)
hp 57 (7d10+14)
Fort +7, **Ref** +9, **Will** +2
Defensive Abilities nimble +2, orc ferocity

OFFENSE

Speed 30 ft.
Melee mwk heavy mace +11/+6 (1d8+3)
Ranged mwk revolver +11/+6 (1d8+3, Crit 19–20/x2, Range 20 ft., misfire 1)
Special Attacks grit (1), gun training (revolver, +3)

TACTICS

During Combat Drekk takes an advantageous position and fires his revolver until it's empty, switching to his mace afterward.

Morale Drekk uses a smokestick to retreat if at 30 hp or less, reloading and re-engaging if he thinks he has the advantage.

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12
Base Atk +7; **CMB** +10; **CMD** 26
Feats Deft Shootist[UC], Dodge[B], Gunsmithing[B], Mobility, Point-Blank Shot, Precise Shot
Skills Acrobatics +12, Craft (firearms) +4, Intimidate +3, Perception +9, Ride +11, Sleight of Hand +12; **Racial Modifiers** +2 Intimidate
Languages Common, Orc
SQ deeds (dead shot, deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utility shot), gunsmith, orc blood
Combat Gear smokestick, thunderstone; **Other Gear** studded leather, mwk revolver, with 20 bullets, *cloak of resistance +1*, everburning torch, 3 gp; **Attuned Gear** *+2 studded leather*, *+1 revolver* (40 bullets), *belt of incredible dexterity +2* , *ring of feather falling* [**Init** +6; **AC** 22, touch 16, flat-footed 15; **Ref** +10; **Ranged** *+1 revolver* +13/+8 (1d8+4, Crit 19–20/x2, Range 20 ft., misfire 1); +1 to all Dexterity-based skill checks]



Detective Spade Grinflask CR 8 XP 4,800

Male dwarf gunslinger 9
NG Medium humanoid (dwarf)
Init +4; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)
hp 72 (9d10+18)
Fort +7, **Ref** +8, **Will** +3; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities nimble +2, defensive training

OFFENSE

Speed 20 ft.
Melee *+1 bayonet* +13/+8 (1d6+4, Crit ×3)
Ranged mwk revolver +12/+7 (1d8+2, Crit ×4, Range 20 ft., misfire 1)
Special Attacks grit (1), gun training (double-barreled pistol, musket, +2), +1 to attack against orcs and goblins

TACTICS

Before Combat Spade studies his enemies and loads his revolver with *flaming* or *frost* ammunition, depending on what he expects to be more useful. When he has longer to prepare for a fight, he gets *bane* ammunition instead.

During Combat Detective Grinflask takes cover in between firing shots, slowly advancing until he's within range to fix his bayonet and force an enemy to surrender.

Morale Detective Grinflask fights to the death, having a *contingency message* to alert allies if he falls so they can recover his body and raise him from the dead.

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 12, **Wis** 10, **Cha** 11

Base Atk +9; **CMB** +12; **CMD** 25 (29 vs. bull rush, 29 vs. trip)

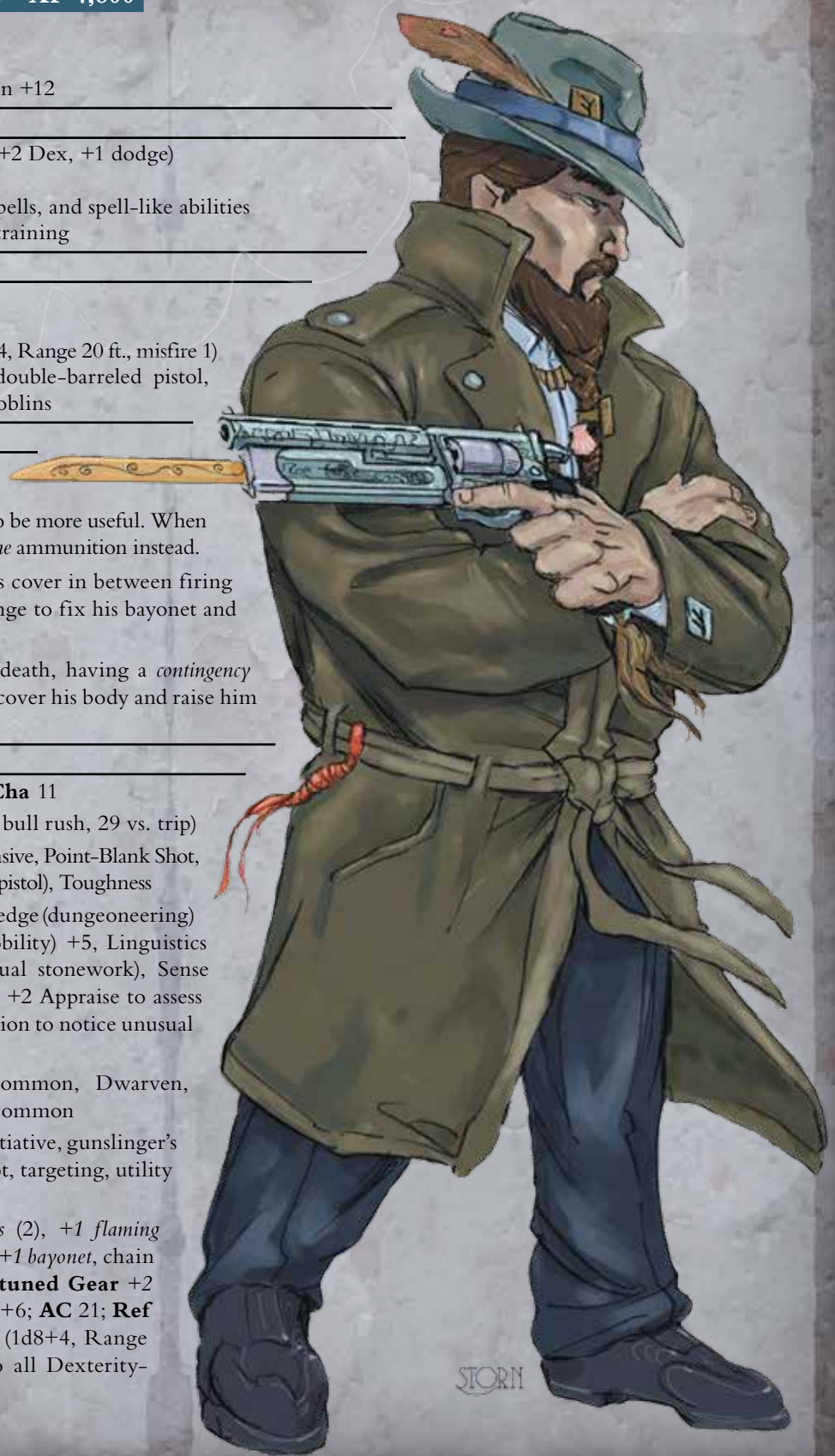
Feats Dodge[B], Gunsmithing[B], Mobility, Persuasive, Point-Blank Shot, Quick Draw[B], Rapid Reload (double-barreled pistol), Toughness

Skills Diplomacy +11, Intimidate +2, Knowledge (dungeoneering) +2, Knowledge (local) +8, Knowledge (nobility) +5, Linguistics +10, Perception +12 (+14 to notice unusual stonework), Sense Motive +9, Stealth +11; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Abyssal, Aklo, Celestial, Common, Dwarven, Elven, Gnome, Goblin, Gnoll, Orc, Undercommon

SQ deeds (dead shot, deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utility shot), gunsmith

Combat Gear *potions of cure light wounds* (2), *+1 flaming bullets* (15), *+1 frost bullets*(15); **Other Gear** *+1 bayonet*, chain shirt, mwk revolver (30 bullets), 91 gp**; Attuned Gear** *+2 chain shirt, belt of incredible dexterity +4* [**Init** +6; **AC** 21; **Ref** +10; **Ranged** mwk revolver +14/+9 (1d8+4, Range 20 ft., Crit ×4, misfire 1); +2 to all Dexterity-based skill checks]



Heidegger Brinebeard **CR 10** **XP 9,600**

Male half-elf gunslinger 11
CE Medium humanoid (elf, human)
Init +5; **Senses** low-light vision; Perception +16

DEFENSE

AC 23, touch 18, flat-footed 16 (+5 armor, +1 deflection, +3 Dex, +4 dodge)
hp 87 (11d10+22)
Fort +9, **Ref** +11, **Will** +4; +2 vs. enchantments
Defensive Abilities nimble +3; **Immune** sleep

OFFENSE

Speed 30 ft.
Melee *+1 handaxe* +14/+9/+4 (1d6+3, Crit ×3)
Ranged *+1 musket* +16 (1d12+4, Crit ×4, Range 40 ft., misfire 1-2)
Special Attacks grit (1), gun training (musket, pistol, +3)

TACTICS

Before Combat Heidegger attempts to Intimidate his foes into avoiding combat and spectators into joining his side in any fight.

During Combat Heidegger identifies the most dangerous melee fighter in combat and fires a shot targeting their arms (to disarm them). On following rounds he makes dead shots, followed by a lightning reload until closed in melee.

Morale Heidegger thinks himself invincible and fights to the death.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 12
Base Atk +11; **CMB** +13; **CMD** 31
Feats Brace Firearm☼, Deft Shootist[UC], Dodge[B], Gunsmithing[B], Mobility, Point-Blank Shot, Rapid Reload (musket), Skill Focus (Intimidate)[B], Weapon Focus (musket)[B]
Skills Climb +9, Craft (firearms) +15, Escape Artist +8, Intimidate +21, Perception +16, Swim +15; Racial Modifiers +2 Perception
Languages Common, Elven, Halfling
SQ deeds (bleeding wound [3], dead shot, deadeye, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, pistol-whip, quick clear, startling shot, targeting, utility shot), gunsmith, elf blood
Combat Gear *potions of cure moderate wounds* (2), *+1 bullets* (30); **Other Gear** *+1 chain shirt*, *+1 handaxe*, *+1 musket*, *belt of incredible dexterity +2*, *cloak of resistance +1*, *ring of protection +1*, black powder horn (30 doses), everburning torch, 601 gp; **Attuned Gear** *+2 chain shirt, belt of incredible dexterity +4, dry load powder horn*[UC], *headband of alluring charisma +2, necklace of adaptation* [**Init** +6; **AC** 25; **Ref** +12; **Ranged** *+1 musket* +17 (1d12+5); **Special Attacks** grit (2); +1 to all Charisma- and Dexterity-based skills]
☼ see Adventuring, page 270



Sealord Ganzza Bloodbucket **CR 12** **XP 19,200**

Male half-orc gunslinger 13
CN Medium humanoid (human, orc)
Init +9; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 22, touch 17, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +3 dodge, +1 natural)
hp 76 (13d10)
Fort +8, **Ref** +12, **Will** +7
Defensive Abilities nimble +3, orc ferocity

OFFENSE

Speed 30 ft.
Melee mwk greataxe +19/+14/+9 (1d12+7, Crit ×3)
Ranged *+1 compensating☼ double hackbut* +18/+13/+8 (2d12+4, Crit ×4, Range 50 ft., misfire 1-2), mwk pistol +17 (1d8+3, Crit ×4, Range 50 ft., misfire 1-2)
Special Attacks grit (1), gun training (double hackbut, musket, pistol, +3)

TACTICS

Before Combat When Ganzza has time before combat he unfolds the stand for his double hackbut. Otherwise he takes aim with his pistol, opening up combat with an Improved Vital Strike.

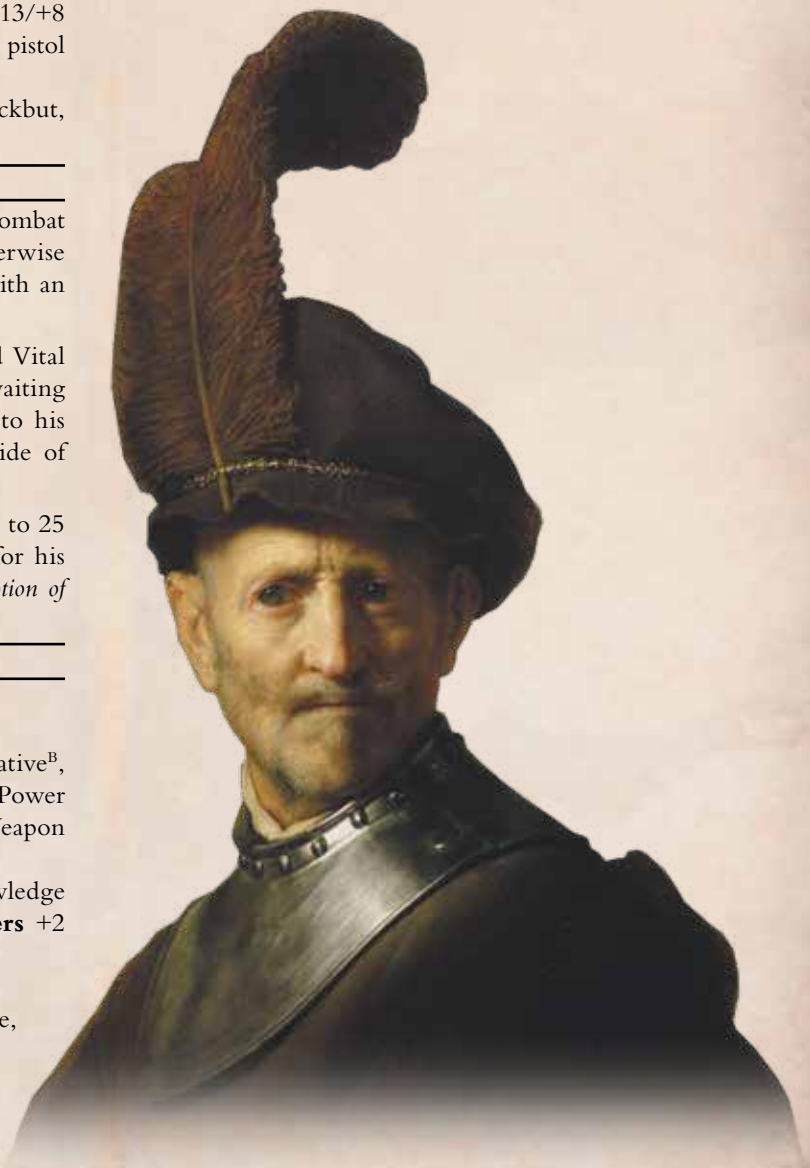
During Combat Ganzza begins with an Improved Vital Strike using Deadly Aim and his double hackbut, waiting for enemies to close the distance before switching to his axe. He only reloads if he expects to remain outside of melee combat for multiple rounds.

Morale Ganzza attempts to surrender when reduced to 25 hp, offering much of his vast wealth in exchange for his life. If reduced to 10 hp, however, he drinks his *potion of invisibility* and flees.

STATISTICS

Str 20, **Dex** 16, **Con** 8, **Int** 13, **Wis** 10, **Cha** 12
Base Atk +13; **CMB** +18; **CMD** 35
Feats Deadly Aim, Gunsmithing[B], Improved Initiative[B], Improved Vital Strike, Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw[B], Vital Strike, Weapon Focus (double hackbut)[B]
Skills Craft (firearms) +17, Intimidate +19, Knowledge (local) +17, Ride +19, Swim +21; **Racial Modifiers** +2 Intimidate
Languages Common, Goblin, Orc
SQ deeds (bleeding wound [3], dead shot, deadeye, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, pistol-whip, quick clear, startling shot, targeting, utility shot), gunsmith, orc blood

Combat Gear *potion of cure serious wounds*, *potion of invisibility*, *+1 bullets* (10); **Other Gear** *+1 compensating☼ double hackbut*, *+1 studded leather*, *amulet of natural armor +1*, *belt of incredible dexterity +2*, *cloak of resistance +1*, *ring of protection +1*, mwk greataxe, mwk pistol, dry load powder horn (10 doses of black powder), everburning torch, 185 gp; **Attuned Gear** *+1 reliable[UC] compensating☼ double hackbut*, *+3 studded leather*, *belt of incredible dexterity +4*, *cloak of resistance +2*, *far-reaching sight[UC]* , *headband of alluring charisma +2*, *necklace of adaptation*, *oil of silence[UC]* (4) [**Init** +10; **AC** 25; **Ref** +13; **Ranged** *+1 reliable compensating double hackbut* +19/+14/+9 (2d12+5); **Special Attacks** grit (2); +1 on all Dexterity- and Charisma-based skill checks]
☼ see Adventuring, page 271



Sirk Bantil **CR 14** **XP 38,400**

Male human gunslinger 15
NG Medium humanoid (human)
Init +8; **Senses** Perception +18

DEFENSE

AC 26, touch 19, flat-footed 20 (+6 armor, +1 deflection, +4 Dex, +4 dodge, +1 natural)
hp 102 (15d10+15)
Fort +10, **Ref** +17, **Will** +7
Defensive Abilities nimble +4

OFFENSE

Speed 30 ft.
Melee *+1 longsword* +17/+12/+7 (1d8+2, Crit 19–20/x2)
Ranged *+2 compensating rifle* +24/+19/+14 (1d10+8, Crit 18–20/x4, Range 80 ft., misfire 1) or *+1 revolver* +22/+17/+12 (1d8+7, Crit ×4, Range 20 ft., misfire 1)
Special Attacks grit (1), gun training (rifle, dragon pistol, revolver, +6)

TACTICS

During Combat Sirk makes a single Vital Strike each round, using the lightning reloading deed so he continues to threaten with Snap Shot. He grants allies as much mobility as he can by entering the center of combat and making use of the Escape Route feat.

Morale Sirk holds the line to allow allies to retreat, even if that means his death. When encountered alone, he surrenders or attempts to flee when reduced to 20 hp or less.

STATISTICS

Str 13, **Dex** 22, **Con** 8, **Int** 12, **Wis** 10, **Cha** 14
Base Atk +15; **CMB** +16;
CMD 37
Feats Clustered Shots[UC], Deft Shootist[UC], Enfilading Fire[UC], Escape Route[UC], Gunsmithing[B], Point-Blank Shot, Precise Shot[B], Quick Draw[B], Signature Deed[UC] (lightning reload), Snap Shot[UC], Toughness[B], Vital Strike[B], Weapon Focus (rifle)
Skills Bluff +10, Diplomacy +17, Heal +8, Knowledge (engineering) +14, Knowledge (history) +6, Knowledge (local) +9, Knowledge (nobility) +6, Perception +18, Sense Motive +10, Use Magic Device +17
Languages Common, Elven, Orc
SQ deeds (bleeding wound [6], dead shot, deadeye, evasive, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, menacing shot [DC 17], pistol-whip, quick clear, slinger's luck, startling shot, targeting, utility shot), gunsmith, orc blood
Combat Gear *potion of cure serious wounds*, *potion of invisibility*; **Other Gear** *+1 longsword*, *+2 compensating*☼ *rifle* (30 bullets), *+2 glamered chain shirt*, *amulet of natural armor +1*, *belt of incredible dexterity +2*, *cloak of resistance +2*, *ring of protection +1*, everburning torch, 6 gp; **Attuned Gear** *+4 compensating*☼ *rifle*, *+5 glamered chain shirt*, *belt of incredible dexterity +6*, *headband of alluring charisma +2* [**Init** +10; **AC** 31; **Ref** +17; **Ranged** *+4 compensating rifle* +28/+23/+18 (1d10+12, Range 80 ft., Crit 18–20/x2); **Special Attacks** grit (2); +2 to all Dexterity- and +1 to all Charisma-based skill checks]

☼ see Adventuring, page 271



Bruno Barrelfist **CR 16** **XP 76,800**

Male human gunslinger 17
CG Medium humanoid (human)
Init +7; **Senses** Perception +20

DEFENSE

AC 29, touch 21, flat-footed 20 (+7 armor, +2 deflection, +4 Dex, +5 dodge, +1 natural)
hp 166 (17d10+68)
Fort +15, **Ref** +18, **Will** +8
Defensive Abilities nimble +4

OFFENSE

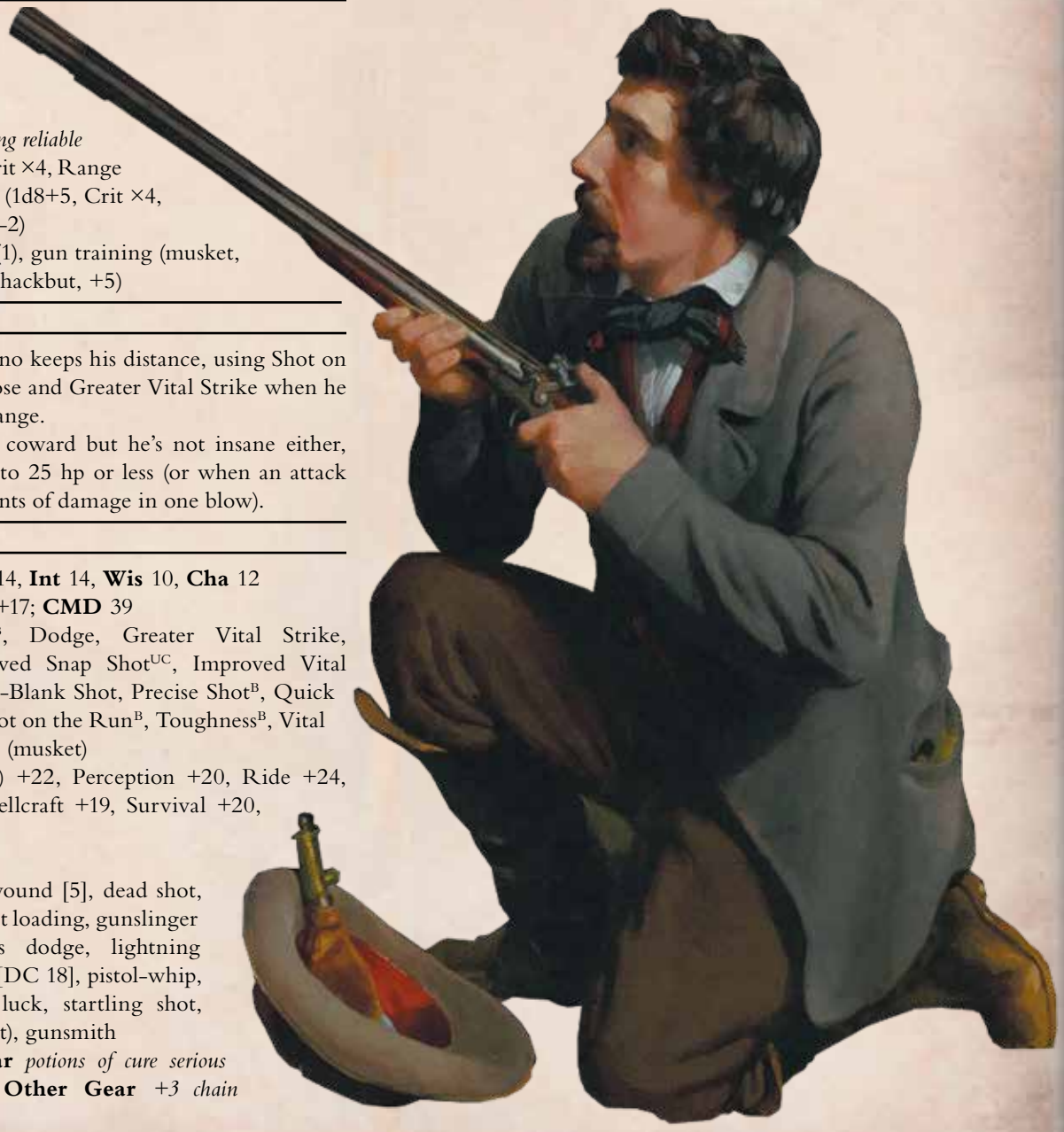
Speed 30 ft.
Melee *+1 rapier* +18/+13/+8/+3 (1d6+1, Crit 18–20/x2)
Ranged *+3 compensating reliable musket* +26 (1d12+8, Crit ×4, Range 40 ft.), mwk pistol +23 (1d8+5, Crit ×4, Range 20 ft., misfire 1-2)
Special Attacks grit (1), gun training (musket, pistol, culvern, double hackbut, +5)

TACTICS

During Combat Bruno keeps his distance, using Shot on the Run as enemies close and Greater Vital Strike when he can stay out of melee range.
Morale Bruno isn't a coward but he's not insane either, fleeing when reduced to 25 hp or less (or when an attack deals more than 50 points of damage in one blow).

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 14, **Wis** 10, **Cha** 12
Base Atk +17; **CMB** +17; **CMD** 39
Feats Deadly Aim[B], Dodge, Greater Vital Strike, Gunsmithing[B], Improved Snap Shot[UC], Improved Vital Strike, Mobility, Point-Blank Shot, Precise Shot[B], Quick Draw, Snap Shot[UC], Shot on the Run[B], Toughness[B], Vital Strike[B], Weapon Focus (musket)
Skills Craft (firearms) +22, Perception +20, Ride +24, Sense Motive +17, Spellcraft +19, Survival +20, Use Magic Device +18
Languages Common
SQ deeds (bleeding wound [5], dead shot, deadeye, evasive, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, menacing shot [DC 18], pistol-whip, quick clear, slinger's luck, startling shot, targeting, utility shot), gunsmith
Combat Gear *potions of cure serious wounds* (3); **Other Gear** *+3 chain shirt, +3 compensating☼ reliable musket* with 60 bullets, mwk pistol, *+1 rapier, amulet of natural armor +1, belt of physical might +2* (Str, Dex), *cloak of resistance +3*, dry load powder horn with 60 doses of black powder, *ring of protection +2, everburning torch*, 2,509 gp; **Attuned Gear** *belt of physical might +4, +4 moderate fortification chain shirt, +4 compensating☼ reliable[UC] seeking musket, headband of alluring charisma +4, cloak of resistance +5* [**Init** +8; **AC** 31; **Ref** +19; **Ranged** *+4 compensating reliable seeking musket* +28 (1d12+10, Range 40 ft., Crit ×4, misfire 1-2); **Special Attacks** grit (3); +1 to all Dexterity- and Charisma-based skill checks]
☼ see Adventuring, page 271



Issiah Courtright **CR 19** **XP 204,800**

Male half-doppelganger* gunslinger 20
N Medium humanoid (half-doppleganger)
Init +8; **Senses** darkvision 60 ft., Perception +24

DEFENSE

AC 34, touch 26, flat-footed 20 (+6 armor, +2 deflection, +8 Dex, +6 dodge, +2 natural)
hp 134 (20d10+20)
Fort +16, **Ref** +24, **Will** +10
Defensive Abilities nimble +5
Weaknesses light blindness

OFFENSE

Speed 30 ft.
Melee *+1 lance* +24/+19/+14/+9 (1d8+5, Crit ×3)
Ranged *+3 rifle* +32/+27/+22/+17 (1d10+11, Crit ×4, Range 80 ft, misfire 1) or *+1 revolver* +29/+24/+19/+15 (1d8+9, Crit ×4, Range 20 ft., misfire 1)
Special Attacks grit (1), gun training (musket, pistol, double-barreled musket, double-barreled pistol, +8)

TACTICS

Before Combat Issiah's clockwork charger is fitted with *horseshoes of a zephyr* to make it extremely swift, but he normally mounts his rifle in the lance slot of the charger, so the creature absorbs the recoil instead of him.

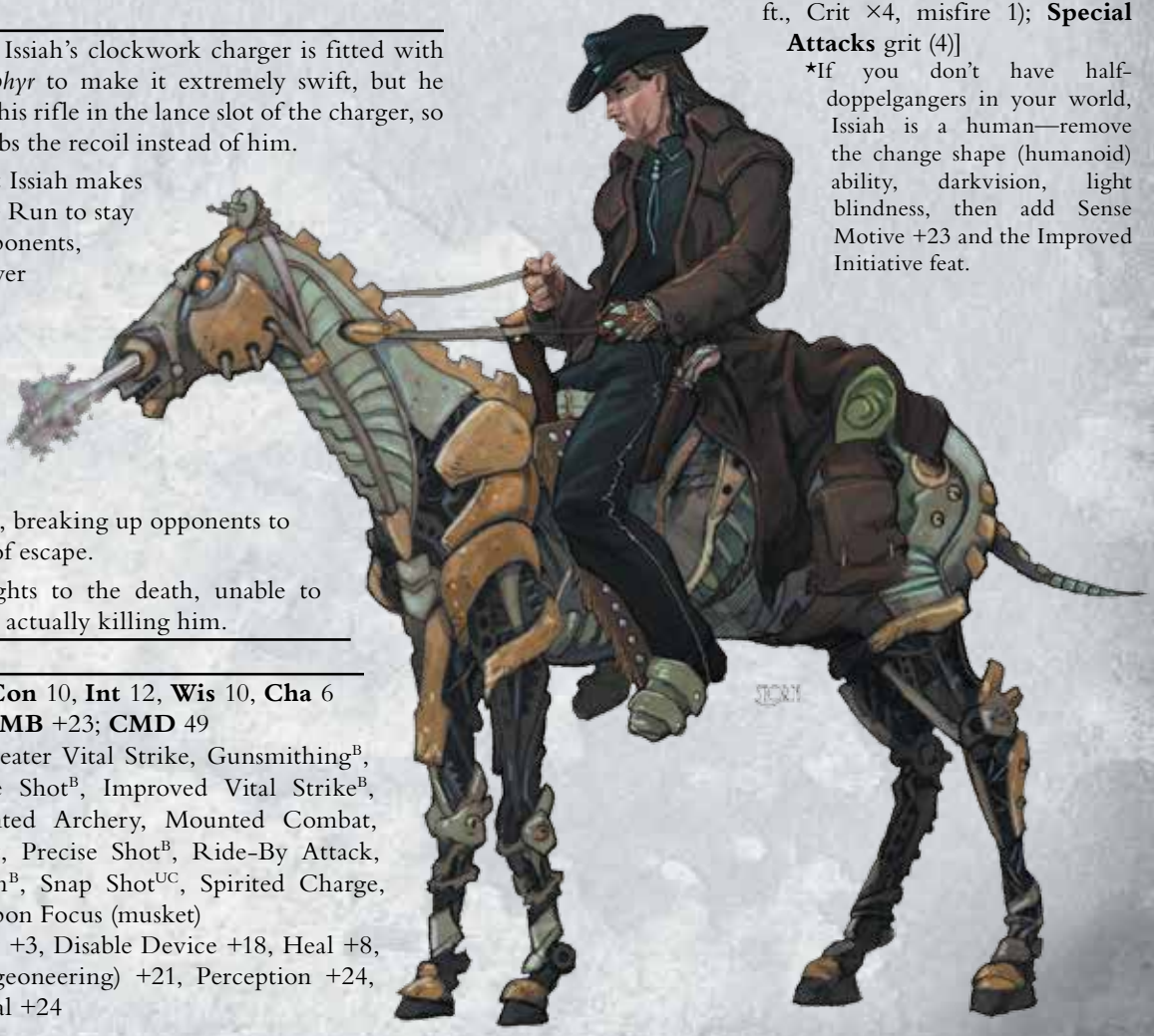
During Combat Issiah makes use of Shot on the Run to stay away from his opponents, riding out even over water or across obvious pressure plates, relying on speed to stay alive. He makes a ride-by-attack with his lance if penned in, breaking up opponents to create an avenue of escape.

Morale Issiah fights to the death, unable to envision anything actually killing him.

STATISTICS

Str 16, **Dex** 27, **Con** 10, **Int** 12, **Wis** 10, **Cha** 6
Base Atk +20; **CMB** +23; **CMD** 49
Feats Dodge, Greater Vital Strike, Gunsmithing[B], Improved Precise Shot[B], Improved Vital Strike[B], Mobility[B], Mounted Archery, Mounted Combat, Point-Blank Shot, Precise Shot[B], Ride-By Attack, Shot on the Run[B], Snap Shot[UC], Spirited Charge, Vital Strike, Weapon Focus (musket)
Skills Diplomacy +3, Disable Device +18, Heal +8, Knowledge (dungeoneering) +21, Perception +24, Ride +31, Survival +24
Languages Common, Undercommon
SQ change shape 20 minutes/day (humanoid), deeds (bleeding wound [6], cheat death, dead shot, deadeye, death's shot [DC 26], evasive, expert loading, gunslinger initiative, gunslinger's dodge, lightning reload, menacing shot [DC 21], pistol-whip, quick clear, slinger's luck, startling shot, stunning shot [DC 21], targeting, utility shot), gunsmith, true grit (lightning reload, menacing shot)
Combat Gear *potions of cure serious wounds* (2), *potions of invisibility* (2), acid (3), alchemist's fire (3), holy water (3), tanglefoot bag (3); **Other Gear** *+1 lance*, *+1 revolver* (40 bullets), *+3 rifle* (60 bullets), *+4 leather armor*, *amulet of natural armor +2*, *belt of incredible dexterity +6*, *cloak of resistance +4*, *horseshoes of a zephyr*, *ring of protection +2*, mwk full-plate barding, everburning torch, clockwork charger[B4], 236 gp; **Attuned Gear** *+1 speed lance, +5 greater reliable rifle, +5 full plate barding, +5 moderate fortification leather armor, boots of speed, cloak of resistance +5, folding boat, gauntlet of rust, headband of alluring charisma +6, ring of evasion, ring of protection +5, sustaining spoon* [**AC** 38; **Fort** +17, **Ref** +25, **Will** +11; **Ranged** *+5 reliable rifle* +34 (1d10+13, Range 80 ft., Crit ×4, misfire 1); **Special Attacks** grit (4)]

*If you don't have half-doppelgangers in your world, Issiah is a human—remove the change shape (humanoid) ability, darkvision, light blindness, then add Sense Motive +23 and the Improved Initiative feat.



Clockwork Charger from Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC

NPC Descriptions

Emerson Taylor (Duranteen Sharpshooter)

Emerson Taylor was born in Lethis' Poor District and spent his childhood observing the port's countless interesting visitors; he became particularly intrigued with the dwarves of the Duranteen Mountains after one night when he came across an attempted mugging in one of the back alleys near his home. The dwarven 'victim' responded to threats of violence with the flash and bang of gunfire, scaring the mugger off as quickly as he arrived. For days after Emerson dogged the stout marksman—asking to hear of his travels and of the strange weapon he carried, which the dwarf was only too happy to share. Days turned into weeks and eventually Emerson insisted on learning how to use the weapon. His dwarven friend refused and gave him a letter of recommendation to his own mentor; that same day Emerson packed his meager belongings and left his life in Lethis forever behind for the Duranteen Mountains instead. Despite the cold and his new mentor's resistance to teach a human about gunplay, Emerson's persistence and curiosity have finally paid off, and he's become one of the few to enter the ranks of the Duranteen Sharpshooters.

Gertrude Knothide (Red Fist Recruit)

Gertrude Knothide is the typical Red Fist Recruit, once one of the many hopefuls that gathered on the fringes of Deevyce Town every day to enlist with Kratcher's army to roll across Grethadnis in glory. She was accepted along with dozens of others before realizing a sinking truth: every petitioner is accepted, but only those clever and talented enough to avoid death at the hands of their own unstable weapons are truly able to enter the ranks of the Red Fist Elite. Insistent on being one of the lucky ones, Gertrude fastidiously maintains her weapon as she plunders and pillages, circling back to Deevyce Town regularly in hopes of earning her promotion.

Red Fist Elite

After the grueling tests the recruits are put through, it is no wonder that the result is a terrifying soldier. The seven-foot tall Targosh 'tiny' Rohath proudly bears the scars of dozens of engagements and is equipped with the best the Red Fists tribe has to offer. He relishes in the respect that comes with being recognized as an elite member of his tribe, but knows he is only one of many who answer to their true leader. He has been conditioned to follow any order given without question and will stop at nothing to fulfill the wishes of Kratcher or the orders of his officers.

Drekk One-Eye

Drekk One-Eye is one of the meanest instructors in Deevyce Town, inspiring fear and discipline with his trademark hi-tech firearm prominently displayed. There are rumors in the settlement to explain both the gun (shoddily disguised as a miniature blunderbus) and his long disappearance years ago, but the truth of it is that the half-orc stumbled into a cavern network when separated from his unit during a raid near Abberantia. Drekk was unable to find his way back and wandered for months before meeting Raziel, the dragon who guards Urethiel's city of Fenghuang against threats from the Forever Dark.

The dragon kept Drekk chained in a small cave for weeks while debating whether he should live or die, ultimately deciding to release the gunslinger on the condition that he keep Raziel's location a secret. The starved half-orc took flight through the subterranean tunnels for days before a chance encounter with a group called the Collectors. They gave him food and shelter, showing the way back toward Deevyce Town, but before leaving they granted him a revolver as a gift and to this day Drekk considers the cabal to be his closest friends. He is always looking for adventurers to help the Collectors search for relics in the Forever Dark.

Detective Spade Grinflask

The salty streets of Spons are filled with hardworking, simple Ominarans in tightly-knit communities and nobody is more woven into them than Detective Spade Grinflask. Adventuring across the Free Isle in his days as a conscript, Spade's courage and determination earned him scores of favors from countless citizens, and stalwart allies—one of them, a half-elf named Ingrid, even stole his heart. When he retired from the army, Spade took up in Spons with his beloved, settling into a simple life as an inspector on the docks. For a few years the dwarf and his wife lived together happily, but as the gold from their adventuring days dwindled Ingrid became ever more dissatisfied with her husband, nagging and pestering him to skim money from the top of the taxes he collected. Spade was too honest to steal from his fellow Ominarans, however, and eventually his wife's impatience got the better of her when her corpse floated up in the shipyards.

Spade quickly tracked down the murderous loansharks responsible with the use of a few favors, biting into the underbelly of Spons so hard he still hasn't let go. The people that killed Ingrid didn't act alone though, and after operating so well in the shadow of the city's underworld, the dwarf developed a taste for meting out justice with his revolver and knew that there was enough that needed doled out for him to make a decent living at it. The dwarf quit his job as an inspector, setting up an office near the docks before putting the word out: Detective Grinflask was on the job.

Since then Spade has uncovered corrupt shipwrights making faulty boats for Goblinvanian bribes, smuggling rings taking advantage of runaway slaves, dockmasters on the take,

and Trectoyri saboteurs trying to make their way into the Free Isle through Spons. Normally Detective Grinflask works of his own accord, taking the cases he thinks are profitable or could be part of something bigger. For the past ten years the dwarf has been chasing down a subversive cult to the Nightmare Gods, but their fanatical members never allow themselves to be captured and with each safehouse he finds or operation he breaks up, two more take their place. Despite several attempts to reach the leader of Spons' to warn him of the threat, Vaylic Blackblade's attentions have been entirely focused on the defense of the island and the detective's messages have been buried under the paperwork of governance. The gunslinger is starting to run out of favors and it is almost as if his enemies know it, waiting for when there won't be anyone the wiser if Spade Grinflask suddenly disappears.

HEIDEGGER BRINEBEARD

Rumor has it that Heidegger hails from the Arajakata Woods but that he was exiled long ago for some transgression; he never speaks of it, and most assume the near-murderous rage he flies into whenever the enchanted forests are mentioned as an admission of truth. He does occasionally boast of allies among the militarized orc or the drow, but those few brave enough to pry either disappear or find pressing reasons to quickly leave town.

Heidegger has always had a talent for meeting the right people and given his penchant for reckless behavior, it is likely the only thing that keeps the gunslinger out of the grave. After overstaying his welcome in Lethis he traveled down to Gryth, quickly earning the ire of the merchants and thieves before journeying farther south and into the territory of the Red Fists. Quite inebriated while walking through the Lunar Woods, Heidegger came upon a pack of wolves and, sharing his liquor, befriended them. Much to his surprise the next morning, these turned out to be drow werewolves and for a few weeks he was counted as one of the pack, proving that a human could be just as fierce and savage as the dark elf lycanthropes. Eventually this brought him into contact with Dagkill the Render (page 320) and the half-orc saw the perfect man to lead Deevyce Town, installing him as mayor of the ad-hoc settlement. It didn't take long for the gunslinger to make himself at home and he's been a frequent face in the most developed part of the city (Pirate's End) for decades now, swilling away the day and night at Bahd's Drinks.

Heidegger works closely with the leaders of GTAI as well as Deevyce Town's military commander Bart Headskin (page 308), and the gunslinger was amongst the first to congratulate Fedix Pozetall when the goblin landed after his transcontinental flight (ensuring the safety of both the goblin and his valuable vessel, earning him Kratcher's favor). His open support of the Red Fists since has earned him many honors and privileges, including having the first pick of any of the Goblin Technical Artificer Institute's new firearms, allowing him to prove his talents as a gunslinger before many have even had a chance to see one of the groundbreaking weapons.

As his marksmanship grew so did his political power, and even though he is just a mayor today, Heidegger has become a beloved figure that would be very difficult to remove—even Kratcher would need compelling reasons to plunge Deevyce Town into the chaos his fall would create. With fewer restrictions and widening influence, however, it's only a matter of time before the gunslinger's wild antics put him at odds with the Red Fists, and if he were to ally with the pirates of Cedrazi, Heidegger Brinebeard could prove to be quite a difficult obstacle for the monstrous armies.

SEALORD GANZZA BLOODBUCKET

The history of Cedrazi is drenched in blood and notable for its greedy Sealords, but the tale of Ganzza Bloodbucket is bound to set new standards for the men and women to come after him. Like most people in Cedrazi, nothing is known of the handsome half-orc before he first set foot on its the docks. Though he had little knowledge of seamanship, he quickly earned a reputation for pragmatic ruthlessness and the effective use of violence, and used it to secure a position aboard a ship called the *Veil's Exile*—this is where the legend of Captain Bloodbucket truly began. The old sea captain of the vessel Kiskar Gaston, didn't realize that the replacement crew he had acquired were all loyal to Gannza until they were deep into the Burning Sea, where the gunslinger declared mutiny. After a vicious fight the traders surrendered, though they were shown no mercy—the original crew was executed by brutal exsanguination, their blood carried in buckets over to a cask where Gaston was crammed into, then poured inside to drown him. Stories of the gruesome death spread like wildfire and in short order the gunslinger acquired the monicker of Bloodbucket.

As years passed anyone who stood in the way of Ganzza's steady rise to power disappeared and within a decade he earned the rank of Bloodcaptain. When the loot he collected began to eclipse that of Sealord Fingorini, an assassination attempt was made—only for each murderer to meet a bloody end save for the one cutthroat forced to admit the current Sealord was responsible. With that information and the bold claimthat the soon-to-be former Sealord was working with the pirate hunters of Hedrak's Pointe (something which has never been clearly proven or disproven), Ganzza lead a quick and violent coup to claim the title for himself.

None have yet risen to challenge Ganzza's twelve-year rule and recently his sorcerers and artificers have succeeded in powering up the magickarr hidden in Cedrazi's warehouse district. With the powerful relic at his disposal, the Sealord has opened diplomatic relations with the Red Fists to the west with the intent of allying their armies to his navy. While this coalition is still in opening talks, it could be extremely profitable for both parties—and equally dire for the rest of Grethadnis.

SIRK BANTIL

The Bantil family were the first people to set foot on the Free Isle after it rose up from the ocean floor, tilling their farmstead before any of the other Kind Folk arrived on the island and since then, every generation has been marked by two or three Bantil with distinguished careers in the Conscript Army, making the family name synonymous with military service. Despite the traditions of his father and ancestors, Sirk had no interest whatsoever in joining in Ominara's fight against the Unwanted Folk. Seeking to be absolutely anywhere other than the recruitment office, he dodged the Conscript Army for a few months before being tracked down in Queastus. Stubbornly resistant, he broke free of his lawful captors and made for the sewer, descending down ever steeper, longer tunnels before running into danger when a portal tore open into the subterranean passages to let loose a monster unlike any he'd ever seen—a writhing mass of gems, metal, and electricity that clearly was not native to Veranthea, and certainly not something that walks along the surface of the planet—and after barely escaping with his life, Sirk had a change of heart.

Sirk returned to the surface and enrolled with the Conscript Army immediately, training extensively in Civita after finding out he was a crack shot with firearms. With a mix of persuasion and trickery the gunslinger led dozens of expeditions down into the Forever Dark searching for the creature that nearly killed him and though he's not yet found it, Sirk's inadvertently uncovered and brought bloody ends to dozens of cults and cabals to the Nightmare Gods. His greatest success, uncovering and collapsing the excavation of a massive tunnel from Trectoyri to Ominara by Goblinvanian engineers, vaulted him to celebrity status and earned him the love of nearby Quaestus where he was elected governor in a grassroots led write-in vote.

While he chafes at the demands of his office, the gunslinger uses his new resources to track down and learn more about the creature he's come to think of as a nemesis and finally learned what they are called: zyxxyz. Sirk continues to remain vigilant against the otherdimensional monsters but with Goblinvania mounting ever greater offenses, more and more of his time is spent ensuring Quaestus remains vigilant against the Unwanted Folk rather than otherworldly dangers (despite many passionate arguments with the other political figures of the Free Isle).

BRUNO BARRELFIST

When Arcanalus' flail struck Grethadnis all manners of weird magical wonders emerged during the years following the world-shattering event; among the strangest of these anomalies are giant stag beetles. These enormous insects were docile enough to be domesticated by the local populace, and it was on one such stag beetle farm where Bruno Barrelfist was born. He spent his childhood tending to the beasts with his father (his mother died in an accident when he was only an infant), as had always been the tradition in the Barrelfist family—but fate has a way of changing one's path when they least expect it.

One day while chasing a runaway stag beetle Bruno discovered a strange item discarded on the ground amongst the shrubbery, and though he brought the device home the boy did not show his father his newly acquired treasure. That very same night Bruno was awoken by the sounds of a beetle stampede and he watched in horror as his father disappeared beneath the rampaging creatures. When the dust settled Bruno saw his father's broken form on the ground but just before he could sprint over to render aid, noticed a group of men entering the farmyard. From what they said he understood that they were behind the stampede, as they were searching for something—something Bruno realized was the item he had discovered earlier the same day, a device they would injure (if not kill) anyone to retrieve. Rushing to his room and acquiring it, Bruno instinctively reckoned what it was and how to operate it, using the musket to kill the trio of invaders in a desperate firefight.

As the sun rose over the Barrelfist farm, Bruno already knew his father was dead and that the giant stag beetles were all gone, and after burying his only remaining relative, gathered what meager supplies he could and set off towards the rising sun. The gunslinger knew his fate was with the musket and he's since used the weapon to right right wrongs all over Grethadnis. Oddly it has taken him years to attain the same skill with the gun as he had shown that fateful night and to this day Bruno cannot explain where his talents for marksmanship or knowledge of firearms came from—was it rage-fueled righteousness, divine intervention, or sheer luck? None can say for sure, but Bruno has used all of them as explanations when telling the story (depending on the circumstances and to whom he's recounting the tale).

ISSIAH COURTRIGHT

Born and raised in the Forever Dark, Issiah has never known a law he didn't administer himself. He roams the tunnels not for fame, infamy, or wealth (though he's earned plenty of each) but simply because he can—and so far nothing has been able to stop him.

Issiah moves around with great frequency, quickly traveling from settlement to settlement and never staying in one place for very long. Almost universally, he uproots whatever power structures he finds, establishing himself as temporary judge, jury, and executioner for a matter of weeks before disappearing back into the endless tunnels. In some places this has liberated towns from tyranny, but not always—sometimes good, honest folk are uprooted and thrust into chaos by the single-minded gunslinger. Nearly all of the greater entities within the Forever Dark have come to recognize Issiah's signature steed and know what kind of law he brings with him, and it's not uncommon for the gunslinger to arrive in a town to find it abandoned. Despite several overtures by the Dragonminded he remains a maverick, unbound by any duty that isn't self-imposed.

Adsero Novice CR 1 XP 400

Male human inquisitor 2
LG Medium humanoid (human)
Init +4; **Senses** Perception +7

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)
hp 16 (2d8+4)
Fort +4, **Ref** +2, **Will** +5

OFFENSE

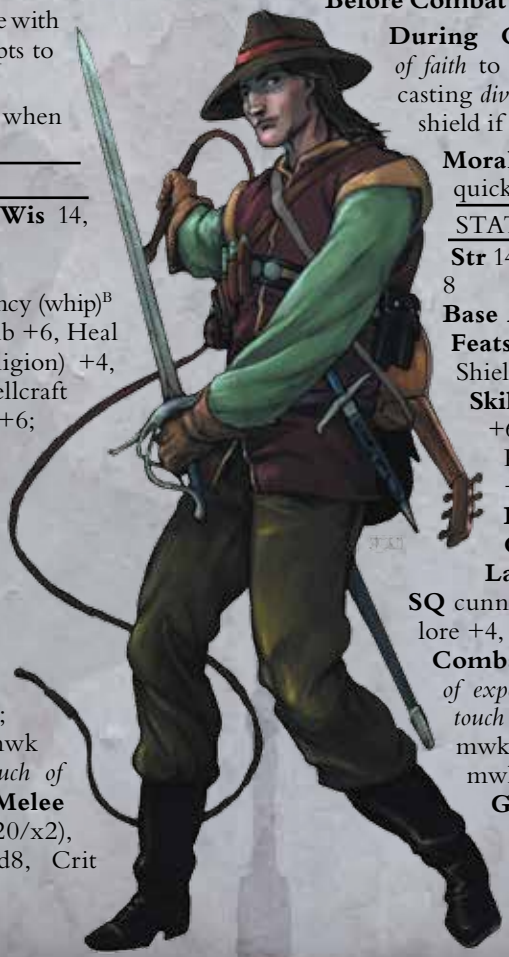
Speed 30 ft.
Melee mwk whip +4 (1d3+2 nonlethal) or rapier +3 (1d6+2, Crit 18–20/x2)
Ranged heavy crossbow +3 (1d10, Crit 19–20/x2, range 120 ft.)
Space 5 ft.; **Reach** 5 ft. (whip 15 ft.)
Inquisitor Spell-Like Abilities (CL 2nd; concentration +4)
At will—*detect alignment*
5/day—*touch of law*
Inquisitor Spells Known (CL 2nd; concentration +4)
1st (3/day)—*command* (DC 13), *disguise self*, *doom* (DC 13)
0th—*brand*, *detect magic*, *guidance*, *light*, *stabilize*
Domain law (Andraletha)

TACTICS

Before Combat The Adsero Novice activates a judgment.
During Combat Keeping at a distance with their whip, the Adsero Novice attempts to subdue and capture rather than kill.
Morale Adsero Novices retreat when reduced to 6 hp or less.

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 16
Feats Dodge, Exotic Weapon Proficiency (whip)[B]
Skills Acrobatics +3, Bluff +3, Climb +6, Heal +6, Intimidate +4, Knowledge (religion) +4, Perception +7, Sense Motive +7, Spellcraft +4, Stealth +7, Survival +6, Swim +6;
Armor Check Penalty –1
Languages Common
SQ cunning initiative, judgment 1/day, monster lore +2, stern gaze, track +1
Combat Gear *potions of cure light wounds*, *potion of expeditious retreat*; **Other Gear** mwk chain shirt, mwk whip, rapier, heavy crossbow (20 bolts), mwk manacles, 10 gp; **Attuned Gear** *+1 chain shirt*, mwk rapier, *potion of jump*, *potion of touch of the sea* [**AC** 18, flat-footed 15; **Melee** mwk rapier +4 (1d6+2, Crit 18–20/x2), **Ranged** heavy crossbow +3 (1d8, Crit 19–20/x2, Range 120 ft.)]



Adsero Acolyte CR 3 XP 800

Female half-elf inquisitor 4
NG Medium humanoid (elf, human)
Init +4; **Senses** low-light vision; Perception +12

DEFENSE

AC 20, touch 12, flat-footed 18 (+5 armor, +2 Dex, +3 shield)
hp 33 (4d8+12)
Fort +7, **Ref** +4, **Will** +7; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 30 ft.
Melee mwk heavy steel shield +5 (1d4+3)
Ranged mwk composite (+2) longbow +5 (1d8+2, Crit ×3, Range 110 ft.)
Inquisitor Spell-Like Abilities (CL 4th; concentration +6
At will—*detect alignment*
5/day—*resistant touch*
Inquisitor Spells Known (CL 4th; concentration +6)
2nd (2/day)—*flames of the faithful*, *spiritual weapon*
1st (4/day)—*command*, *cure light wounds*, *divine favor*, *shield of faith*
0th—*acid splash*, *brand*, *detect magic*, *guidance*, *light*, *stabilize*
Domain protection (Aleana)

TACTICS

Before Combat The Adsero Acolyte casts *spiritual weapon*.
During Combat Adsero Acolytes cast *shield of faith* to protect themselves and only resort to casting *divine favor* and *flames of the faithful* on their shield if overwhelmed.
Morale At 8 hp or less the Adsero Acolyte quickly retreats.

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 17
Feats Improved Shield Bash, Precise Strike[B], Shield Focus, Skill Focus (Perception)[B]
Skills Bluff +3, Climb +7, Diplomacy +3, Heal +6, Intimidate +5, Knowledge (religion) +7, Perception +12, Sense Motive +9, Spellcraft +5, Stealth +7, Survival +9, Swim +7; **Racial Modifiers** +2 Perception; **Armor Check Penalty** –2
Languages Common, Elven
SQ cunning initiative, judgment 2/day, monster lore +4, solo tactics, stern gaze, track +2
Combat Gear *potions of cure light wounds*, *potion of expeditious retreat*, *potion of jump*, *potion of touch of the sea*; **Other Gear** *+1 chain shirt*, mwk composite (+2) longbow (20 bolts), mwk heavy steel shield, 10 gp; **Attuned Gear** *+1 heavy steel shield* with *+1 shield spikes* [**AC** 21, flat-footed 19; **Melee** *+1 spiked heavy steel shield* +5 (1d6+4)]

Vesti Proudnose — CR 5 — XP 1,600

Female halfling inquisitor 6
CG Small humanoid (halfling)
Init +6; **Senses** Perception +10

DEFENSE

AC 20, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 size)
hp 42 (6d8+12)
Fort +7, **Ref** +7, **Will** +8 (+2 vs. fear)

OFFENSE

Speed 20 ft.
Melee dagger +5 (1d3, Crit 19–20/x2)
Ranged mwk light crossbow +10 or +8/+8 (1d6, Crit 19–20/x2, Range 80 ft.)
Special Attacks *bane* (5 rounds/day)
Inquisitor Spell-Like Abilities (CL 6th; concentration +8)
At will—*detect alignment*
5 rounds/day—*agile feet, discern lies*
Inquisitor Spells Known (CL 6th; concentration +8)
2nd (4/day)—*detect thoughts, flames of the faithful, honeyed tongue, invisibility*
1st (5/day)—*burst bonds, cure light wounds, divine favor, wrath*
0th—*acid splash, detect magic, detect poison, guidance, light, read magic*
Domain travel (Stephanilesia)

TACTICS

Before Combat Vesti casts *detect thoughts* and *invisibility* to make sure there's no way to sneak out of her predicament.

During Combat Vesti activates *bane*, and casts *wrath* before breaking invisibility.

Morale Vesti retreats when reduced to 12 hp or less.

STATISTICS

Str 11, **Dex** 18, **Con** 12 , **Int** 8, **Wis** 14, **Cha** 12
Base Atk +4; **CMB** +3; **CMD** 17
Feats Lookout[B], Point-Blank Shot, Rapid Reload (crossbow), Rapid Shot, Swap Places[B]
Skills Acrobatics +8, Bluff +7, Climb +6, Diplomacy +5, Disguise +5, Intimidate +8, Heal +6, Knowledge (arcana) +3, Knowledge (dungeoneering) +3, Knowledge (nature) +3, Knowledge (religion) +4, Perception +10, Sense Motive +11, Spellcraft +5, Stealth +14, Survival +8; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception; **Size Modifiers** +4 Stealth; **Armor Check Penalty** –1
Languages Common, Halfling
SQ cunning initiative, judgment 2/day, monster lore +6, solo tactics, stern gaze, track +3, weapon familiarity
Combat Gear *necklace of fireballs type I, potion of cure moderate wounds, potion of spider climb*; **Other Gear** *+1 chain shirt, +1 shock bolt* (4), mwk light crossbow (40 bolts), dagger, 101 gp; **Attuned Gear** *+1 light crosswbow, +2 chain shirt, ring of jumping, ring of protection +1* [**AC** 22, touch 16, flat-footed 18; **Ranged** *+1 light crossbow* +10 or +8/+8 (1d6+1, Crit 19–20/x2, Range 80 ft.); **CMD** 18; **Skills** +5 Acrobatics when jumping]

Bart Headskin — CR 7 — XP 3,200

Male orc inquisitor 8
NE Medium humanoid (orc)
Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)
hp 55 (8d8+16)
Fort +7, **Ref** +5, **Will** +7
Defensive Abilities ferocity
Weaknesses light sensitivity

OFFENSE

Speed 30 ft.
Melee *+1 kukri* +11/+6 or 2 *+1 kukris* +9/+4 (1d4+4, Crit 18–20/x2)
Ranged mwk composite (+3) longbow +10/+5 (1d8+3, Crit ×3, Range 110 ft.)
Special Attacks *bane* (8 rounds/day)
Inquisitor Spell-Like Abilities (CL 8th; concentration +9)
At will—*detect alignment*
8 rounds/day—*discern lies, weapon master*
4/day—*battle rage*
Inquisitor Spells Known (CL 8th; concentration +9)
3rd (2/day)—*dispel magic, heroism, righteous vigor*
2nd (4/day)—*aid, hold person, invisibility, weapon of awe*
1st (5/day)—*comprehend language, cure light wounds, disguise self, expeditious retreat, wrath*
0th—*acid splash, bleed, brand, detect magic, resistance, virtue*
Domain war (Elaith)

TACTICS

Before Combat Bart activates *bane* on one of his kukri.

During Combat Bart takes his opponent's measure before casting *hold person* and then *heroism* or *righteous vigor.*

Morale Stubborn to the very end, Bart fights to the death.

STATISTICS

Str 16, **Dex** 17, **Con** 13, **Int** 8, **Wis** 12, **Cha** 6
Base Atk +6; **CMB** +9; **CMD** 22
Feats Doubleslice, Improved Two-Weapon Fighting, Outflank[B], Precise Strike[B], Two-Weapon Fighting, Weapon Focus (kukri)
Skills Bluff +6, Climb +7, Intimidate +7, Knowledge (arcana) +3, Knowledge (religion) +3, Perception +10, Ride +7, Sense Motive +11, Spellcraft +8, Stealth +12, Survival +12
Languages Common, Orc
SQ cunning initiative, judgment 3/day (second judgment), monster lore +8, solo tactics, stern gaze, track +4, weapon familiarity
Combat Gear *potions of cure light wounds* (2), *potion of haste*; **Other Gear** *+1 breastplate, +1 kukri* (2), mwk composite (+3) longbow (30 arrows), 141 gp; **Attuned Gear** *+1 keen kukri (2), potion of displacement, potion of fly* [**Melee** *+1 keen kukri* +11/+6 or 2 *+1 keen kukris* +9/+4 (1d4+4, Crit 15–20/x2)]



Alseir Hellspaht **CR 9** **XP 6,400**

Half-doppelganger* inquisitor 10
LE Medium humanoid (human, half-doppelganger)
Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 22, touch 16, flat-footed 16 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +1 shield)
hp 68 (10d8+20)
Fort +8, **Ref** +7, **Will** +9
Weaknesses light blindness

OFFENSE

Speed 30 ft.
Melee *+1 sword cane* +12/+7 (1d6) or *+1 sword cane* +10/+5 (1d6) and *+1 dagger* +10/+5 (1d4, Crit 19–20/x2)
Ranged dart +11 (1d4–1, Range 20 ft.)
Special Attacks *bane* (10 rounds/day)
Inquisitor Spell-Like Abilities (CL 10th; concentration +12)
At will—*detect alignment*
10 rounds/day—*discern lies, master's illusion* (DC 17)
5/day—*copycat*
Inquisitor Spells Known (CL 10th; concentration +12)
4th (1/day)—*greater invisibility, stoneskin*
3rd (3/day)—*dispel magic, nondetection, prayer, searing light*
2nd (5/day)—*bloodhound, detect thoughts, invisibility, silence, spiritual weapon*
1st (6/day)—*bless, command, cure light wounds, divine favor, wrath*
0th—*acid splash, bleed, detect magic, detect poison, read magic, virtue*
Domain trickery(Matilondo)

TACTICS

Before Combat Alseir casts *greater invisibility* as soon as possible.

During Combat After abjuring himself with *stoneskin* and activating *bane*, Alseir casts *dispel magic* on the opponent of his choice before laying into them with his sword cane. If targeting a spellcaster, he covers himself with *silence* after summoning a *spiritual weapon*.

Morale When reduced to 18 hp or less, Alseir disappears using either *invisibility* or by blending into a crowd with change shape.

STATISTICS

Str 8, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +7; **CMB** +6; **CMD** 22
Feats Dodge, Improved Two-Weapon Fighting, Outflank[B], Precise Strike[B], Shielded Caster[B], Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse
Skills Acrobatics +12, Bluff +14, Climb +3, Diplomacy +6, Disguise +9, Heal +6, Intimidate +10, Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Knowledge (nature) +4, Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +4, Perception +11, Ride +8, Sense Motive +15, Spellcraft +4, Stealth +13, Survival +8, Swim +3
Languages Common, Dwarven, Elven, Gnome, Orc
SQ change shape (humanoid, 10 mins/day), cunning initiative, judgment 4/day (second judgment), monster lore +10, solo tactics, stern gaze, track +5
Combat Gear *potion of cure moderate wounds, potion of negate aroma, potion of pass without trace, potion of spider climb*; **Other Gear** *+1 chain shirt, +1 dagger, +1 sword cane, belt of mighty constitution +2, ring of protection +1,* darts (6), 50 gp; **Attuned Gear** *+1 corrosive keen sword cane, +1 shock dagger, +2 chain shirt* mwk darts [**AC** 22, flat-footed 17; **Melee** *+1 corrosive keen sword cane* +10/+5 (1d6 plus 1d6 acid, Crit 19–20/x2) and *+1 shock dagger* +10/+5 (1d4 plus 1d6 electricity, Crit 19–20/x2); **Ranged** mwk darts +12/+7 (1d4–1, Range 20 ft.)]

*If you don't have half-doppelgangers in your world, remove the change shape (humanoid) ability, darkvision, light blindness, and then distribute 10 skill ranks and a bonus feat.



Empress Shyr-Ahn **CR 11** **XP 12,800**

Female human inquisitor 12
LG Medium humanoid (human, rěnshòu) [SR 17]
Init +7; **Senses** Perception +15

DEFENSE

AC 22, touch 15, flat-footed 18 (+7 armor, +1 deflection, +3 Dex, +1 dodge)
hp 81 (12d8+24)
Fort +8, **Ref** +7, **Will** +12
Defensive Abilities stalwart; **Resist** cold 20

OFFENSE

Speed 30 ft.
Melee *+1 dagger* +11/+6 (1d4+2, Crit 19–20/x2)
Ranged dagger +12 (1d4+1, Crit 19–20/x2, Range 10 ft.)
Special Attacks *greater bane* (12 rounds/day)
Inquisitor Spell-Like Abilities (CL 12th; concentration +16)
At will—*detect alignment*
12 rounds/day—*discern lies*
7/day—*icicle* (1d6+6 cold, target within 30 ft.)
Inquisitor Spells Known (CL 12th; concentration +16)
4th (4/day)—*divine power, freedom of movement, hold monster, stoneskin*
3rd (5/day)—*cure serious wounds, heroism, protection from energy, searing light*
2nd (6/day)—*aid, cure moderate wounds, hold person, lesser restoration, tongues*
1st (6/day)—*bless, command, cure light wounds, divine favor, true strike, wrath*
0th (at will)—*acid splash, create water, detect magic, guidance, resistance, stabilize*
Domain water (Wealbrens)

TACTICS

Before Combat Greatly valuing her mobility, Shyr-Ahn casts *freedom of movement* before any other spells (defensive or offensive).

During Combat When it looks like an easy retreat is not an option, Shyr-Ahn disarms enemies and attempts to parley before activating *greater bane* and casting *stoneskin* on herself—when the ire of the empress is raised, only blood can sate it.

Morale While fearless, Shyr-Ahn knows the importance of her position and that Jerentok depends on her; she flees when reduced to 20 hp or less.

STATISTICS

Str 12, **Dex** 17, **Con** 10, **Int** 14, **Wis** 18, **Cha** 8
Base Atk +9; **CMB** +10 (+14 disarm); **CMD** 25 (29 vs. disarm)
Feats Allied Spellcaster[B], Combat Expertise, Coordinated Defense[B], Coordinated Maneuvers[B], Dodge, Improved Disarm, Greater Disarm, Mobility, Paired Opportunist[B], Spring Attack, Toughness[B]
Skills Acrobatics +15, Bluff +14, Climb +10, Diplomacy+ 5, Disguise +15, Heal +8, Intimidate +9, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (geography) +8, Knowledge (nature) +9, Knowledge (religion) +6, Perception +15, Profession (sailor) +19, Ride +7, Sense Motive +21, Spellcraft +13, Stealth +14, Survival +11, Swim +14; **Armor Check Penalty** –2
Languages Common, Koé, Undercommon
SQ cunning initiative, judgment 4/day (second judgment), monster lore +12, solo tactics, stern gaze, track +6
Combat Gear *potions of cure light wounds* (3); **Other Gear** *+1 elven chain, belt of incredible dexterity +2, hat of disguise, ring of protection +1, +1 dagger,* daggers (4), 5 gp; **Attuned Gear** *+3 defending dagger, +4 elven chain, boots of striding and springing* [**AC** 25, flat-footed 21; **Speed** 40 ft.; **Melee** *+3 defending dagger* +14/+9 (1d4+4, Crit 19–20/x2); **Skills** Acrobatics +20]



Foolhardy Heidi **CR 13** **XP 25,600**

Female human inquisitor 14
NE Medium humanoid (human)
Init +1; **Senses** Perception +19

DEFENSE

AC 23, touch 10, flat-footed 23 (+13 armor, +1 deflection, −1 Dex)
hp 108 (14d8+42)
Fort +13, **Ref** +5, **Will** +13
Defensive Abilities stalwart

OFFENSE

Speed 20 ft.
Melee *+1 flaming spiked chain* +15/+10 (2d4+7 plus 1d6 fire)
Ranged mwk composite (+4) longbow +10/+5 (1d8+4, Crit ×3, Range 110 ft.)
Special Attacks exploit weakness, *greater bane* (14 rounds)
Inquisitor Spell-Like Abilities (CL 14th; concentration +16)
At will—*detect alignment*
14 rounds/day—*discern lies*
7 rounds/day—*eyes of darkness*
5/day—*touch of darkness*
Inquisitor Spells Known (CL 14th; concentration +16)
5th (2/day)—*flame strike, greater command, righteous might*
4th (4/day—*divine power, fear, greater invisibility, stoneskin*
3rd (4/day)—*blood biography, deeper darkness, dispel magic, nondetection, retribution*
2nd (6/day)—*bloodhound, darkness, hold person, invisibility, silence, spiritual weapon*
1st (6/day)—*bane, command, cure light wounds, divine favor, expeditious retreat, magic weapon*
0th—*acid splash, bleed, detect magic, detect poison, read magic, virtue*
Domain darkness (Tristanaleus)

TACTICS

Before Combat Heidi activates her *eyes of darkness* ability and casts *deeper darkness* on her weapon, making her able to see perfectly but putting opponents at a disadvantage.

During Combat When her enemies are effectively blinded Heidi uses Greater Cleave, Lunge, and Power Attack after activating *greater bane*. If foes can see through her light manipulation, she casts *greater invisibility*. When reduced to 60 hp or less she casts *stoneskin*, and then *greater command* to hold opponents at bay while she casts more abjurative spells.

Morale Heidi is as her name implies (quite foolhardy) and fights until she is unconscious or dead.

STATISTICS

Str 18, **Dex** 8, **Con** 14, **Int** 10, **Wis** 15, **Cha** 12
Base Atk +10; **CMB** +14 (+18 sunder); **CMD** 24 (28 vs. sunder)
Feats Armor Proficiency (heavy)[B], Blind-Fight[B], Cleave, Duck and Cover[B], Furious Focus, Greater Sunder, Greater Cleave, Improved Sunder, Lookout[B], Lunge, Outflank[B], Power Attack, Precise Strike[B]
Skills Bluff +18, Climb +14, Intimidate +18, Perception +19, Sense Motive +26, Spellcraft +17, Stealth +16, Survival +19; **Armor Check Penalty** −5
Languages Common
SQ cunning initiative, judgment 5/day (second judgment), monster lore +14, solo tactics, stern gaze, track +7
Combat Gear *potions of cure serious wounds, potion of haste, potion of invisibility, potion of shield*; **Other Gear** *+1 flaming spiked chain, +4 full plate, cloak of resistance +2, ring of protection +1,* mwk composite (+4) longbow (20 arrows), 55 gp; **Attuned Gear** *+1 flaming keen wounding spiked chain, +5 full plate, gauntlet of rust* [**AC** 25, flat-footed 25; **Immune** rust; **Melee** *+1 flaming keen wounding spiked chain* +15/+10 (2d4+7 plus 1 bleed and 1d6 fire; Crit 19−20/x2)]



Henrietta Water **CR 15** **XP 51,200**

Female human inquisitor 16
LN Medium humanoid (human)
Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 31, touch 17, flat-footed 27 (+9 armor, +3 deflection, +3 Dex, +1 dodge, +5 shield)
hp 139 (16d8+64)
Fort +13, **Ref** +8, **Will** +14

OFFENSE

Speed 20 ft.
Melee *+1 shortspear* +14/+9/+4 (1d6+2) or shield bash +14/+9/+4 (1d4+1)
Ranged mwk daggers +16/+11/+6 (1d4+1, Crit 19–20/x2, Range 10 ft.)
Special Attacks exploit weakness, *greater bane* (16 rounds)
Inquisitor Spell-Like Abilities (CL 16th; concentration +20)
At will—*detect alignment*
16 rounds/day—*discern lies, ward against death*
5/day—*gentle rest*
Inquisitor Spells Known (CL 16th; concentration +20)
6th (1/day)—*blade barrier, harm*
5th (3/day)—*dispel chaos, flame strike, greater command, resounding blow*
4th (5/day)—*denounce, divination, hold monster, greater invisibility, order's wrath*
3rd (6/day)—*arcane sight, cure serious wounds, dispel magic, nondetection, protection from energy*
2nd (6/day)—*bloodhound, detect thoughts, flames of the faithful, invisibility, lesser restoration, spiritual weapon*
1st (6/day)—*burst bonds, command, comprehend languages, cure light wounds, sanctuary, tireless pursuit*
0th—*acid splash, brand, create water, detect magic, detect poison, light*
Domain repose (Verahnus)

TACTICS

Before Combat Henrietta casts *invisibility* or *greater invisibility* as soon as she detects possible enemies.

During Combat While she isn't a talentless fighter, Henrietta vastly prefers to use her magic to solve problems, casting *blade barrier* and then *greater command* to force opponents into its area of effect. When confronted in melee combat, she opens up with *harm* while using spell combat.

Morale Henrietta has not survived so long in the Forever Dark because of sheer luck; she flees when reduced to 30 hp or less.

STATISTICS

Str 12, **Dex** 16, **Con** 16, **Int** 10, **Wis** 18, **Cha** 10
Base Atk +12; **CMB** +13; **CMD** 30
Feats Allied Spellcaster[B], Combat Casting, Combat Reflexes, Diehard[B], Dodge, Endurance, Greater Spell Penetration, Lookout[B], Lunge, Precise Strike[B], Quick Draw, Shielded Caster[B], Spell Penetration, Swap Places[B]
Skills Acrobatics +10, Bluff +11, Climb +7, Diplomacy +7, Disguise +6, Heal +8, Intimidate +21, Knowledge (arcana) +5, Knowledge (dungeoneering) +8, Knowledge (geography) +5, Knowledge (nature) +5, Knowledge (planes) +4, Knowledge (religion) +5, Linguistics +3, Perception +23, Sense Motive +23, Spellcraft +11, Stealth +18, Survival +16, Swim +7; **Armor Check Penalty** –4
Languages Aklo, Common, Dwarven, Trekth, Undercommon
SQ cunning initiative, judgment 6/day (third judgment), monster lore +16, solo tactics, stern gaze, stonecunning, track +8
Combat Gear *potions of cure moderate wounds, potion of negate aroma, potion of pass without trace*; **Other Gear** *+1 shortspear, +3 breastplate, +3 heavy steel shield, belt of dwarvenkind, headband of inspired wisdom +2, ring of protection +3*, mwk daggers (3), daggers (6), 42 gold; **Attuned Gear** *+4 keen shortspear, +5 breastplate, +5 heavy steel shield, boots of speed, cloak of resistance +5* [**AC** 35, flat-footed 31; **Fort** +18. **Ref** +13, **Will** +19; **Melee** *+4 keen shortspear* +17/+12/+5 (1d6+4, Crit 19–20/x2); *haste* 12 rounds/day]



Vincentio Calabrisi **CR 17** **XP 102,400**

Male human inquisitor 18
NG Medium humanoid (human)
Init +6; **Senses** Perception +24

DEFENSE

AC 27, touch 16, flat-footed 23 (+11 armor, +2 deflection, +3 Dex, +1 dodge)
hp 174 (18d8+90)
Fort +17, **Ref** +12, **Will** +17

OFFENSE

Speed 20 ft., fly 40 ft.
Melee *+1 shock greatsword* +17/+12/+7 (2d6+5 plus 1d6 electricity, Crit 19–20/x2)
Ranged *+1 composite (+3) longbow* +17/+12/+7 (1d8+4, Crit ×3, Range 110 ft.)
Special Attacks exploit weakness, *greater bane* (18 rounds/day)
Inquisitor Spell-Like Abilities (CL 18th; concentration +21)
At will—*detect alignment*
18 rounds/day—*charming smile, discern lies*
6/day—*dazing touch*
Inquisitor Spells Known (CL 18th; concentration +21)
6th (3/day)—*harm, heal, holy word, repulsion*
5th (4/day)—*break enchantment, geas/quest, mark of justice, righteous might*
4th (5/day)—*cure critical wounds, freedom of movement, hold monster, holy smite, stoneskin*
3rd (6/day)—*cure serious wounds, daylight, dispel magic, heroism, locate object, protection from energy*
2nd (6/day)—*confess, cure moderate wounds, detect thoughts, flames of the faithful, invisibility, tongues*
1st (6/day)—*command, cure light wounds, disguise self, protection from chaos/evil/good/law, tireless pursuit, wrath*
0th—*acid splash, brand, detect magic, detect poison, light, read magic*
Domain charm (Dreksler)

TACTICS

Before Combat Vincentio casts *freedom of movement*, *repulsion*, or *stoneskin* (determined by the strengths of his enemies).

During Combat Preferring to increase the efficacy of his allies, Vincentio takes a backseat in combat, acting more as support than anything else. When an attacker is relentless, he stops attempting to avoid melee combat and opens with *holy word* followed by *harm*.

Morale Vincentio begins to heal himself when reduced to 50 hp or less, fleeing when reduced below 25 hp.

STATISTICS

Str 16, **Dex** 16, **Con** 16, **Int** 10, **Wis** 16, **Cha** 10
Base Atk +13; **CMB** +16; **CMD** 32
Feats Coordinated Defense[B], Coordinated Maneuvers[B], Dodge, Greater Vital Strike, Improved Critical (greatsword), Improved Vital Strike, Mobility, Outflank[B], Power Attack, Precise Strike[B], Run, Shielded Caster[B], Spring Attack, Swap Places[B], Toughness[B], Vital Strike
Skills Acrobatics +13, Bluff +11, Diplomacy +9, Disguise +9, Heal +8, Intimidate +18, Knowledge (nobility) +8, Knowledge (religion) +8, Perception +24, Profession (soldier) +14, Sense Motive +26, Spellcraft +13, Stealth +24, Survival +16; **Armor Check Penalty** –3
Languages Common
SQ cunning initiative, judgment 6/day (slayer, third judgment), monster lore +18, solo tactics, stern gaze, track +9
Combat Gear *potions of cure light wounds* (3); **Other Gear** *+1 shock greatsword, +1 composite (+3) longbow* (20 arrows), *+5 light fortification breastplate, belt of physical perfection +2, cloak of resistance +3, ring of protection +2, winged boots*; **Attuned Gear** *+5 spell storing shocking burst greatsword, amulet of natural armor +2, cloak of resistance +5, headband of inspired wisdom +2, ring of protection +5, potions of cure serious wounds* (3) [**AC** 32, touch 19, flat-footed 28; **Fort** +19, **Ref** +14, **Will** +20; **Melee** *+5 spell storing shocking burst greatsword* +21/+16/+11 (2d6+9 plus 1d6 electric, Crit 17–20/x2 plus 1d10 electric); **CMD** 35; +1 to all Wisdom-based skills; +1 use of *dazing touch*; +1 DC to all spells, one bonus 4th-level spell]



High Priestess Jurgen Cain **CR 19** **XP 204,800**

Female gnome inquisitor 20
LE Small humanoid (gnome)
Init +9; **Senses** low-light vision; Perception +31

DEFENSE

AC 29, touch 19, flat-footed 25 (+10 armor, +4 deflection, +3 Dex, +1 dodge, +1 size)
hp 163 (20d8+70)
Fort +13, **Ref** +9, **Will** +18; +2 vs. illusions
Defensive Abilities +4 dodge vs. giants

OFFENSE

Speed 20 ft.
Melee *+1 keen corrosive burst scimitar* +20/+15/+10 (1d4+1 plus 1d6 acid, Crit 15–20/x2 plus 1d10 acid and 2d6 bleed)
Ranged mwk longbow +20/+15/+10 (1d6, Crit ×3 plus 2d6 bleed, Range 100 ft.)
Special Attacks exploit weakness, *greater bane* (20 rounds/day), +1 on attack rolls against goblinoid and reptilian humanoids, true judgment (DC 26, 1d4 rounds)
Spell-Like Abilities (CL 20th; concentration +20)
1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*
Inquisitor Spell-Like Abilities (CL 20th; concentration +26)
At will—*detect alignment*
20 rounds/day—*discern lies, divine presence*
3+wis/day—*touch of glory*
Inquisitor Spells Known (CL 20th; concentration +26)
6th (6/day)—*circle of death, greater dispel magic, harm, heal, legend lore*
5th (6/day)—*commune, flame strike, spell resistance, true seeing, unwilling shield*
4th (6/day)—*fear, freedom of movement, greater invisibility, hold monster, spell immunity, stoneskin*
3rd (6/day)—*blood biography, cure serious wounds, dispel magic, inflict serious wounds, nondetection, seek thoughts*
2nd (7/day)—*align weapon, bloodhound, detect thoughts, invisibility, spiritual weapon, tongues*
1st (7/day)—*alarm, command, cure light wounds, divine favor, expeditious retreat, wrath*
0th—*acid splash, bleed, brand, detect magic, detect poison, light*
Domain glory (Matilondo)

TACTICS

Before Combat Jurgen casts *unwilling shield* on another spellcaster.

During Combat After using up her area spells (*fear, flame strike, circle of death*) on grouped enemies, Jurgen closes the distance and uses spell combat alongside Greater Feint and Combat Expertise to increase her defenses, aiming to critically hit as often as possible.

Morale Jurgen fights to unconsciousness, immediately triggering her armor's *breath of life* to bring the gnome back up, at which point she casts *heal* and renews her attack.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 13, **Wis** 22, **Cha** 11
Base Atk +15; **CMB** +14; **CMD** 32
Feats Allied Spellcaster[B], Bleeding Critical, Combat Expertise, Coordinated Defense[B], Critical Focus, Dodge, Duck and Cover[B], Greater Feint, Improved Feint, Martial Weapon Proficiency (scimitar), Outflank[B], Precise Strike[B], Shielded Caster[B], Toughness 2, Weapon Finesse
Skills Acrobatics +23, Bluff +23, Climb +5, Diplomacy +9, Disguise +10, Heal +10, Intimidate +18, Knowledge (arcana) +5, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Knowledge (religion) +19, Perception +31, Profession (clergy) +14, Sense Motive +29, Spellcraft +14, Stealth +26, Survival +13, Swim +5; **Racial Modifiers** +2 Perception, +2 Profession (clergy); **Size Modifiers** +4 Stealth; **Armor Check Penalty** –3
Languages Common, Gnome, Sylvan, Undercommon
SQ cunning initiative, gnome magic (+1 DC to illusions), judgment 7/day (slayer, third judgment), monster lore +18, solo tactics, stern gaze, track +10, weapon familiarity
Combat Gear *potion of haste*; **Other Gear** *+1 keen corrosive burst scimitar, +5 scale mail of determination, boots of speed, cape of the mountebank, headband of inspired wisdom +4, ring of protection +4,* mwk longbow (20 arrows, *+1 arrows* (10), holy symbols to Matilondo, 142 gp; **Attuned Gear** *+5 keen corrosive burst wounding scimitar, amulet of natural armor +4, figurine of wondrous power (ebony fly), ring of protection +5, ring of regeneration* [**AC** 34, touch 20, flat-footed 30; regeneration 1; **Melee** *+5 keen corrosive burst wounding scimitar* +24/+19/+14 (1d4+5 plus 1d6 acid and 1 bleed, Crit 15–20/x2 plus 1d10 acid and 2d6+1 bleed); **CMB** 33]



NPC Descriptions

ADSERO NOVICE

Though these patrollers of Ominara can be found in any of its settlements, they are far and away most common in the southward facing Adsero and Licentia. Unwanted Folk spies of all kinds frequently attempt to infiltrate the Free Isle through these two cities, disrupting supply lines, spying on the Conscript Army, and sabotaging whatever resources they can access. Using their abilities to detect alignment, Adsero Novices take special note of those with evil in their hearts or no alignment at all, watching them carefully for any sign of Goblinvanian loyalties.

ADSERO ACOLYTE

When conducting a raid on a suspected Goblinvanian hideout or facing a horde of aquatic saboteurs, the Adsero Acolytes are mobilized. Adsero Novices are ostensibly defenders that investigate suspicious activity or place themselves between Ominaran citizens and harm, but their intensive training with shields make these warriors a force to be reckoned with.

VESTI PROUDNOSE

Vesti Proudnose hails from Lethis, an expatriated member of the Hellspaht. She sometimes frequents Kerai to check on some of her family there, but spends most of her time exploring the insides of the Grondov Mountains in search of treasure.

BART HEADSKIN

Bart Headskin is the head honcho of the Red Fist military precense in Deevyce Town, a task he takes with the utmost seriousness. When the mood strikes him, he sometimes climbs into the Theater of Blood, always promising (and delivering) a good show.

ALSEIR HELLSPAHT

The history of the Radross Empire is tumultuous, bloody, and steeped in secretive hypocrisy—Alseir Hellspaht is emblematic of the hidden tensions of the realm and just as divided. Despite what most believe, he is only one among hundreds of half-doppelgangers that have been a part of the Oldest Kingdom since its inception. Knowing of the instability that plagued the other nations after the disappearance of the Trekth, Alseir's ancestors began an organization to protect the throne, using their unique abilities to infiltrate saboteurs and create a net of security impossible to penetrate: the Crown's Shadow, a rumor to the peasants and a stark, dangerous reality to the nobility of the country.

Alseir was extensively trained in the arts of subterfuge before taking the mantle of Shadow Prelate from his father, made to integrate into different cultures and impersonate countless people all over the Fair Continent. In the Duranteen Mountains he masqueraded as a dwarven stoker in a stout folk forge, as a halfling accountant in the tax offices of Lethis, an Elven minstrel in the Arajakata Woods, a gnome cook in Kerai, and even as an orc of the demon-worshiping Black Mountains tribe (though this was prior to their allegiance to Kratcher).

The contacts Alseir fostered across Grethadnis served him well when Prince Reginald set out to explore the continent, and it was the half-doppelganger that convinced the three other members of the royal party—Beezlow Yuntrell, Trask Drasleen, and Pre'lat Tarryndorn—to join the young noble. Each guided and tempered the future emperor's disposition from that of a petulant boy to one of a refined ruler, though not without peril. Countless dangers threatened all their lives, but on no less than three separate occasions it was Alseir who saved Prince Reginald's life, and the Shadow Prelate chastises himself for it every morning in a secret ritual of self-scarification.

EMPRESS SHYR-AHN

While it's true that Shyr-Ahn has been groomed to rule from birth, most do not suspect that she is the youngest ruler of a dynasty and master of Urethiel's largest nation when they meet her—rather than steep herself in the political intrigue of noble houses or become devoted to a craft, the Empress of the Coast masquerades as a simple sailor to travel freely (and unfettered) among her people. Three different, nearly identical women are well-trained at taking her place and, at the behest of her Consil-Yurai, the trio spend more time as ruler than their true leader.

Shyr-Ahn has never been remarkably personable, her nature tending much more toward contemplation and calculation rather than relating to others. This is imminently clear when she is in her royal court, where nobles and counsel are treated more like shipmates than politicians. Though this straightforward approach to governance has proven effective in some cases, the elite of Jerentok grow weary of the practice and often reintroduce legislation several times in a month, sensing that the mood of their ruler can change with the tides. So long as the people are being treated fairly and her lands prosper, Shyr-Ahn does her best to stray from the office in favor of the waves; the few times she's lapsed in her duties, the Empress of the Coast quickly returns with an alarmingly brutal efficiency to resolve whatever squabbles hinder the nation. These displays of authority speak more of her leadership qualities than anything else, and time and again it has earned her the admiration of her citizens.

A lover of exploration and travel, it should be no surprise that Shyr-Ahn is a proponent of exotic art, food, music, and unique magics, valuing all the diversity Veranthea has to offer. Upon meeting her ancestor on the northern tip of Urethiel and earning the right to rule, however, she learned a new reason to be on the lookout for strange weaponry and technology—Jaisan warned her of strange, archaic devices from a place she called the Veil, autonomous sculptures resembling the tentacles of sea creatures but with the intellect of a man.

FOOLHARDY HEIDI

The bubbling brook and ingenious devices of the quiet, idyllic town of Brandlehill are not for everyone. Heidi was born to a tavern-owning couple here, the favored daughter of the family and generally beloved by the whole of the settlement. Despite the pleasant life offered to her in Brandlehill, however, she left in her late teens in search of a life less humble with

more excitement to offer than the occasionally malfunctioning steam-powered contraption or appearance of a swamp beast. Heading east to Gryth, she quickly proved her mettle to the head of a trading caravan and earned a spot as a guard, crossing the Scorched Desert in a journey destined for Lethis. Unfortunately for Heidi her new allies remained unimpressed by her display and at the first opportunity, abandoned the young inquisitor to die in the sandy dunes.

On the second day of heat exposure a vision came to Heidi—the Dweller in Darkness granted her shade in the deadly heat, just enough of a respite for her to recover and escape the wasteland. As the inquisitor was about to pass over into the relatively kind pastures near Gryth, a fire giant came upon her and Heidi was sure her end had come until a spiked chain appeared in her hands, accompanied by a burst of divine strength that filled her with power enough to kill her assailant. Starving from days of hunger she tore into the corpse, eating her fill while contemplating why the God of Hatred had looked upon her and granted mercy. That night the answer came to her in a dream; an ancient relic lay waiting for in the Deadlands to the southwest and with no better avenues to power, she traveled there as fast as she could. In a stroke of tremendously bad luck she ran into a scouting party led by Dagkill the Render (page 320) and was subdued, dragged to Deeyce Town where she's become a popular combatant in the Theater of Blood, tied in fame only with Finkleworth "Madbear" Shortlegs (page 345).

HENRIETTA WATER

Dedicated to the study of life from a young age and incredibly studious, Henrietta could often be found exploring the countless caves near the Pools of Wealbrens. Like so many of the folk in that region her family specialized in fishing and the diverse life dragged from the waters offered the inquisitive girl numerous interesting specimens of study, each creature fostering her sense of wonder. During one summer day she accompanied her brother Gerrod to a favorite swimming hole, playing until sunset. As Henrietta packed away their belongings to return home, her younger sibling went in for one last dip into the water—but never came up for air. The instant she realized her brother wasn't surfacing she dove in after him, but something in the swimming hole had drastically, rapidly changed. A sudden suction swept the girl down into the darkness, and for a fleeting moment her life flashed by her eyes.

Henrietta woke up hours later, bruised and soaked to the bone but alive. Tracks nearby, footprints about the right size for a young boy, led down the tunnel and with no idea of how to return home she desperately followed them in search of her brother. After hours of walking Henrietta discovered her first beast of the Forever Dark; she was equally horrified and intrigued by the creature, even as it opened its maw to take her life. Fortunately for the lost young girl a sizzling shot of energy felled the monster and emerging from down the passage was a mysterious woman wielding wondrous technology, a dragonminded named Erethal. Over the next few weeks she explained to Henrietta the depth of her predicament, taking her to Yryx, a strange subterranean outpost that the inquisitor has called home now for decades while searching for what happened to Gerrod.

VINCENTIO CALABRISI

The governor of Adsero came to hold his political office after foiling a massive infiltration plot by Goblinvania's aquatic infantry, but the stories of his glory span decades. One of the most recognizable and legendary members of the Conscript Army, he hails from Spons, the son of a lineage of famed ship builders. Rather than take on the family business Vincentio took up the sword and has used it to carve an epic destiny for himself across the face of Trectoyri and the Free Isle.

Shortly after achieving the rank of Conscript Beta the inquisitor absconded to the mainland to infiltrate the School of Vile Shadows, secretly destroying swaths of High Mage Grukorii Felltongue's undead hordes and precipitating its near collapse. Fleeing to the Smash Trick Airfields, he commandeered an Explodicus® jet and proceeded to engage in a mid-air battle with Spoony Jawz before ditching his injured plane, sending it soaring into the Goblin Power Tower. In the chaotic aftermath that followed he slipped away through the Slave Fields, gathering a long train of escapees he personally protected until reaching the Cape of the Bereft, sailing away from the Goblinvanian Infantry firing off guns from the coast.

Vincentio left with more than just a victory and the liberty of many of his kin, he also captured an enemy officer. Weeks of interrogation eventually ended with the captive's death, but not before he revealed the location and agenda of over fifty inserted saboteurs and spies. This pyrrhic victory catapulted him into the public eye and soon after he was elected as Adsero's governor, a position he's held for years now.

HIGH PRIESTESS JURGEN CAIN

Jurgen was born to the Port Metropolis of Grethadnis, the daughter of a lowly cobbler and baker. Dissatisfied with a life of poverty she became a devout follower of Matilondo at a young age, joining his clergy as a mere child. For over two decades she dutifully served the church, worshiping the God of Capitalism with an unmatched zeal her superiors quickly recognized. When the time to learn Matilondo's true nature finally came, the ethos of all his teachings unlocked a realization in her mind: those with the resources are those who deserve them.

Not long afterward Jurgen became Matilondo's High Priest for devotees in Lethis, implementing a number of new initiatives to increase the Divine Wordsmith's following. Each day she oversees the church's distribution of free food that does nothing for hunger of the stomach, but lights the fires of envy and greed in the hearts of men. The shadow war with the clergy ofAndraletha has been rapidly exacerbated into the bloodiest period of its long existence, and several times their vicious skirmishes have spilled out into the streets of Lethis. As these battles escalate in violence and frequency rumors of the gnome's true colors spread further and further, casting suspicion on all of the God of Capitalism's doings in the Port Metropolis.

Unranked Conscript — CR 1 — XP 400

Male human magus 2
NG Medium humanoid (human)
Init +0; **Senses** Perception +1

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)
hp 18 (2d8+6)
Fort +5, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.
Melee mwk shortsword +5 (1d6+3, Crit 19–20/x2)
Ranged pilum +1 (1d8+3, Range 20 ft.)
Special Attacks spell combat (–2 attack), spellstrike
Magus Spells Prepared (CL 2nd; concentration +3)
1st—*shocking grasp, shock shield*[UC], *vanish*[APG]
0th—*arcane mark. daze, mage hand, ray of frost*

TACTICS

Before Combat The Unranked Conscript casts *shock shield*.

During Combat When confronted with superior numbers, the Unranked Conscript uses a *scroll of color spray*. Then, he casts *vanish* and uses his *scroll of enlarge person* before wading into melee.

Morale Unranked conscripts retreat at 7 hp or less.

STATISTICS

Str 17, **Dex** 10, **Con** 14, **Int** 13, **Wis** 8, **Cha** 12
Base Atk +1; **CMB** +4; **CMD** 14
Feats Combat Casting[B], Extra Arcane Pool
Skills Acrobatics –2, Climb +1, Escape Artist –2, Intimidate +6, Knowledge (arcana) +6, Perception +1, Spellcraft +6, Stealth –2, Swim +1; **Armor Check Penalty** –2
Languages Common, Elven
SQ arcane pool (4 points, +1)
Combat Gear *potion of cure light wounds, scroll of color spray, scroll of enlarge person, wand of true strike* (16 charges); **Other Gear** mwk shortsword, lamellar (leather) armor, pilum (3), backpack, spellbook, 41 gp; **Attuned Gear** *potion of haste* [**AC** 15, touch 11; **Ref** +1; **Speed** 60 ft.; **Melee** mwk shortsword +6/+6 (1d6+3, Crit 19–20/x2), **Ranged** pilum +2 (1d8+3, Range 20 ft.)]



Conscript Alpha — CR 3 — XP 800

Female half-elf magus 4
NG Medium humanoid (human, elf)
Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)
hp 29 (4d8+8)
Fort +6, **Ref** +3, **Will** +4; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 30 ft.
Melee mwk longsword +6 (1d8+2, Crit 19–20/x2)
Ranged mwk composite (+2) longbow +6 (1d8+2, Crit ×3, Range 110 ft.)
Special Attacks spell combat (–2 attack), spellstrike
Magus Spells Prepared (CL 4th; concentration +6)
2nd—*glitterdust, stone call*[APG]
1st—*corrosive touch*[UM], *magic missile* (2), *ray of enfeeblement*
0th—*detect magic, light, mage hand, ray of frost*

TACTICS

Before Combat A Conscript Alpha coordinates with her companions and allies or prepares a trap.

During Combat Before entering melee and using spell combat, a Conscript Alpha engages foes at range with her bow and *magic missiles*.

Morale A Conscript Alpha flees when reduced to 10 hp or less.

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 15, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 18
Feats Combat Expertise, Dodge, Skill Focus (Acrobatics)[B]
Skills Acrobatics +9, Climb +6, Intimidate +3, Knowledge (arcana) +7, Knowledge (dungeoneering) +6, Profession (soldier) +5, Spellcraft +9, Stealth +6, Swim +6; **Racial Modifiers** +2 Perception; **Armor Check Penalty** –2
Languages Common, Draconic, Dwarven, Elven
SQ arcane pool (4 points, +1), magus arcana (silent magic 1/day), spell recall
Combat Gear *potions of cure light wounds* (2), *potion of invisibility*, tanglefoot bag; **Other Gear** mwk composite (+2) longbow (20 arrows), mwk longsword, chain shirt, 127 gp; **Attuned Gear** *+1 chain shirt, +1 longsword, potion of expeditious retreat, potion of shield*, antitoxin [**AC** 17, flat-footed 15; **Melee** *+1 longsword* +7 (1d8+3, Crit 19–20/x2)]

Conscript Beta **CR 5** **XP 1,600**

Male human magus 6
N Medium humanoid (human)
Init +1; **Senses** Perception +3

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +1 Dex, +1 dodge)
hp 42 (6d8+12)
Fort +6, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft.
Melee mwk morningstar +9 (1d8+4)
Ranged touch +5
Special Attacks spell combat (−2 attack), spellstrike
Magus Spells Prepared (CL 6th; concentration +8)
2nd—*acid arrow, invisibility, scorching ray* (2)
1st—*magic missile* (3), *shield, shocking grasp*
0th—*acid splash, detect magic, light, prestidigitation, read magic*

TACTICS

Before Combat A Conscript Beta casts *invisibility*.

During Combat A Conscript Beta trips or disarms tough opponents before casting *empowered scorching ray* using spellstrike.

Morale Conscript Betas regularly fight to the near death.

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10
Base Atk +4; **CMB** +8 (+10 disarm or trip); **CMD** 20 (22 vs disarm or trip)
Feats Combat Casting, Combat Expertise, Dodge[B], Improved Disarm, Improved Trip[B]
Skills Acrobatics +5, Bluff +5, Climb +8, Intimidate +6, Knowledge (arcana) +6, Perception +3, Profession (soldier) +5, Spellcraft +11, Stealth +5, Swim +8; **Armor Check Penalty** −1
Languages Common, Draconic, Elven
SQ arcane pool (7 points, +2), magus arcana (empowered magic 1/day, pool strike), spell recall
Combat Gear *potion of cure serious wounds, potion of haste*; **Other Gear** *+1 chain shirt, hat of disguise,* mwk morningstar, backpack, bedroll, silver ring, 32 gp; **Attuned Gear** *+2 morningstar, ring of protection +1* [**AC** 18, touch 13, flat-footed 16; **Melee** +10 (1d8+6)]



Lana Krieger (Seasoned Adventurer) **CR 7** **XP 3,200**

Female elven magus 8
CG Medium humanoid (elf)
Init +7; **Senses** low-light vision; Perception +6

DEFENSE

AC 22, touch 14, flat-footed 18 (+8 armor, +3 Dex, +1 dodge)
hp 63 (8d8+24)
Fort +7, **Ref** +5, **Will** +5; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft.
Melee *+1 scimitar* +10/+5 (1d6+1, Crit 18–20/x2)
Ranged mwk longbow +10/+5 (1d8, Crit ×3, Range 100 ft.)
Special Attacks improved spell combat, spell combat (−2 attack, +2 concentration), spellstrike
Magus Spells Prepared (CL 8th; concentration +11)
3rd—*dispel magic, fireball, haste, major image*
2nd—*fire breath, flaming sphere, invisibility, mirror image, spider climb*
1st—*expeditious retreat, featherfall, magic missile* (2), *shield, vanish*
0th—*arcane mark, detect magic, mage hand, open/close, spark*

TACTICS

Before Combat Lana casts *mirror image*.

During Combat After casting *haste* Lana follows with *shield* to protect against aggressive opponents, or casts explosive spells at groups, targeting healers in particular.

Morale When things go south and Lana drops below 10 hp she casts *major image* to confuse enemies, escaping with *invisibility* and *expeditious retreat*.

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 16, **Wis** 8, **Cha** 12
Base Atk +6; **CMB** +6; **CMD** 20
Feats Combat Casting, Dodge, Improved Initiative, Toughness, Weapon Finesse[B]
Skills Acrobatics +7, Bluff +5, Climb +4, Intimidate +7, Knowledge (arcana) +7, Knowledge (dungeoneering) +9, Perception +6, Profession (adventurer) +5, Sense Motive +4, Spellcraft +12, Stealth +7, Swim +4, Use Magic Device +7; **Racial Modifiers** +2 Perception; **Armor Check Penalty** −3
Languages Common, Draconic, Dwarven, Elven, Goblin
SQ arcane pool (7 points, +2), elven magic, knowledge pool, magus arcana (silent magic 1/day, still magic 1/day), medium armor proficiency, spell recall, weapon familiarity
Combat Gear *potion of cure light wounds, potion of cure moderate wounds, potion of invisibility*; **Other Gear** *+2 breastplate, +1 scimitar,* mwk longbow (30 arrows), 10 gp; **Attuned Gear** *+1 longbow, +1 keen scimitar, ring of protection +1, +3 breastplate, potion of barkskin, potion of darkvision* [**AC** 24, touch 15, flat-footed 20; **Melee** *+1 keen scimitar* +10/+5 (1d6+1, Crit 15–20/x2), **Ranged** *+1 longbow* +10/+5 (1d8+1, Crit ×3, Range 100 ft.)]

Master Atisuto Shigao **CR 9** **XP 6,400**

Male human magus 10
CG Medium humanoid (human, rěnshòu) [SR 15]
Init +2; **Senses** Perception +10

DEFENSE

AC 22, touch 14, flat-footed 19 (+8 armor, +1 deflection, +2 Dex, +1 dodge)
hp 70 (10d8+30)
Fort +9, **Ref** +5, **Will** +7

OFFENSE

Speed 20 ft.
Melee *+1 katana* +10/+5 (1d8+3, Crit 18–20/x2)
Ranged touch +9
Special Attacks improved spell combat, spell combat (–2 attack, +2 concentration), spellstrike
Magus Spells Prepared (CL 10th; concentration +13)
4th—*fire shield, stoneskin*
3rd—*fireball, fly, healing thief*[UC] (2)
2nd—*bull's strength, mirror image, scorching ray* (2)
1st—*chill touch* (4), *magic missile, shield*
0th—*acid splash, detect magic, light, prestidigitation, read magic*

TACTICS

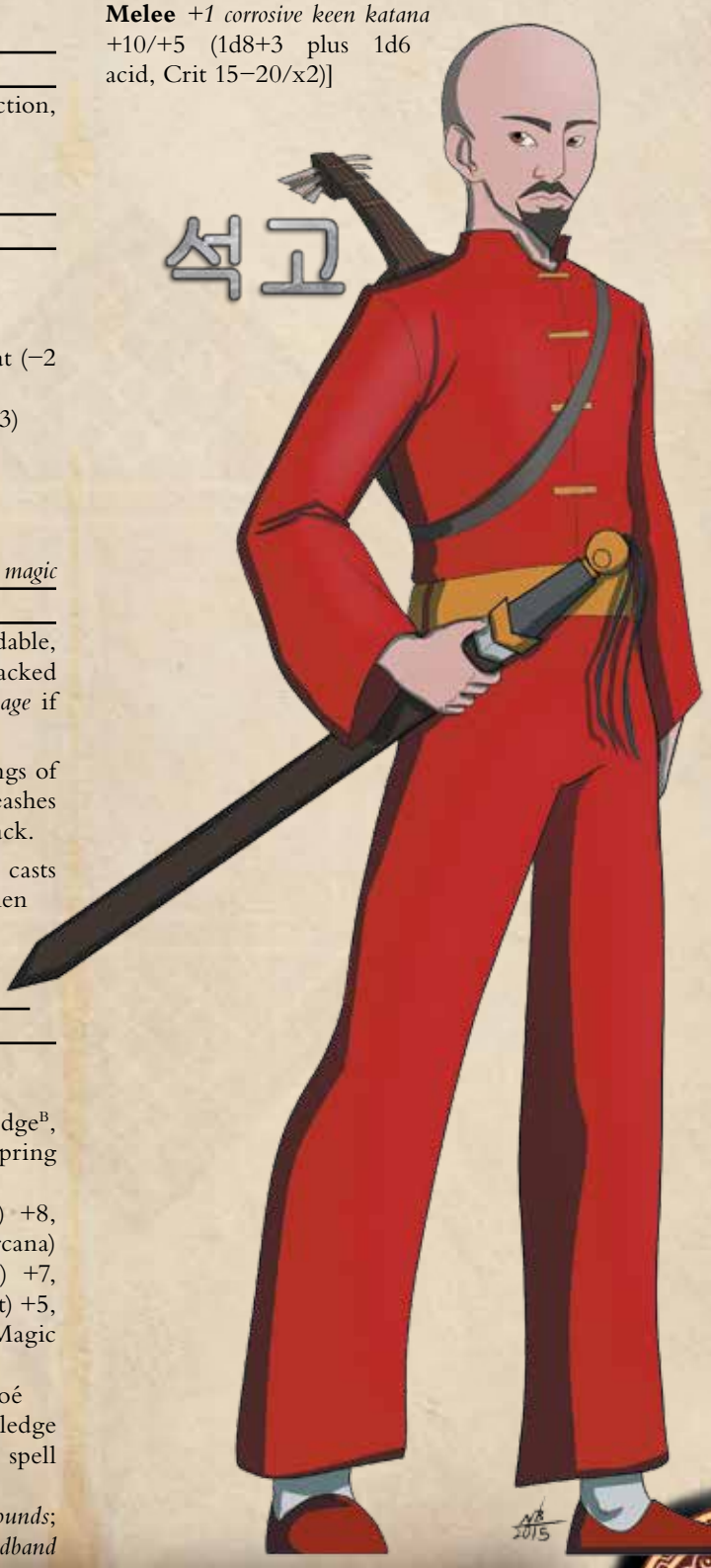
Before Combat When it seems combat is unavoidable, Master Atisuto casts *fireshield* if he anticipates being attacked directly, *fly* if he needs to flee quickly, or *mirror image* if there's still a hope of a peaceful resolution.

During Combat Master Atisuto wades into groupings of enemies (or just above if he has a fly speed) and unleashes hell with spell combat, *chill touch*, and Whirlwind Attack.

Morale When reduced below 50 hp Master Atisuto casts *stoneskin* but otherwise he is fearless, retreating when reduced to 15 hit points or less but only if an enemy has dealt more than 20 points of damage in one attack.

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 18, **Wis** 10, **Cha** 8
Base Atk +7; **CMB** +9; **CMD** 23
Feats Combat Casting, Combat Expertise, Dodge[B], Exotic Weapon Proficiency (Katana)[B], Mobility[B], Spring Attack,Whirlwind Attack
Skills Acrobatics +12, Climb +6, Craft (sculpture) +8, Diplomacy +3, Fly +7, Intimidate +3, Knowledge (arcana) +8, Knowledge (history) +5, Knowledge (nobility) +7, Perception +10, Perform (oratory) +1, Profession (artist) +5, Ride +6, Spellcraft +16, Stealth +12, Swim +6, Use Magic Device +6; **Armor Check Penalty** –4
Languages Common, Draconic, Dwarven, Elven, Koé
SQ arcane pool (9 points, +3), fighter training, knowledge pool, magus arcana (close range, hasted assault, spell blending), medium armor proficiency, spell recall
Combat Gear *potion of barkskin, potion of cure light wounds*; **Other Gear** *+1 glamered lamellar (steel), +1 katana, headband of vast intelligence +2, ring of protection +1*; **Attuned Gear** *+1 corrosive keen katana, +3 glamered lamellar (steel), potion of cure serious wounds, potion of displacement* [**AC** 24, flat-footed 21; **Melee** *+1 corrosive keen katana* +10/+5 (1d8+3 plus 1d6 acid, Crit 15–20/x2)]



Dagkill the Render **CR 11** **XP 12,800**

Male half-orc magus 12
CN Medium humanoid (human, orc)
Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 14, flat-footed 19 (+8 armor, +1 deflection, +2 Dex, +1 natural)
hp 85 (12d8+36)
Fort +9, **Ref** +6, **Will** +8
Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.
Melee *+1 battleaxe* +15/+10 (1d8+7, Crit ×3)
Ranged *+1 composite* (+3) *longbow* +12/+8 (1d8+4, Crit ×3, Range 110 ft.)
Special Attacks improved spell combat, spell combat (–2 attack, +2 concentration), spellstrike
Magus Spells Prepared (CL 12th; concentration +15)
4th—*ball lightning, black tentacles, greater invisibility*
3rd—*fly, haste, lightning bolt* (2), *monstrous physique I*
2nd—*alter self, bear's endurance, shatter* (3)
1st—*corrosive touch*[UM] (3), *enlarge person, shield, vanish*
0th—*acid splash, arcane mark, detect magic, open/close, spark*

TACTICS

Before Combat Despite his keen intellect, Dagkill has a strong tendency to charge into battle before thoroughly preparing for a fight, only using his abjurative and defensive spells when an opponent becomes overwhelming.

During Combat Dagkill focuses his attacks on one target (typically the healer before any others), casting *black tentacles* to impede enemies and when denied a full-round attack, uses *enlarge person, haste,* or *monstrous physique* to make his next strikes deadlier. The second Dagkill feels the tide of battle is against him, he casts *greater invisibility* and *ball lightning* before loading up on other spells, ending with *fly* and then all of his *shatters* (attempting to disarm his foes).

Morale Dagkill knows how enormously important it is to establish his dominance and to lead by example; if his subordinates are nearby he fights to the death, but otherwise he flees when reduced to 20 hp or less.

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 16, **Wis** 11, **Cha** 8
Base Atk +9; **CMB** +13 (+17 sunder); **CMD** 26 (30 vs. sunder)
Feats Arcane Blast, Greater Sunder, Improved Sunder, Power Attack, Step Up, Toughness, Weapon Focus (battleaxe)[B], Weapon Specialization (battleaxe)[B]
Skills Acrobatics +9, Climb +9, Fly +6, Intimidate +11, Knowledge (arcana) +12, Knowledge (dungeoneering) +9, Perception +10, Spellcraft +16, Stealth +7, Survival +3, Swim +9, Use Magic Device +6; **Racial Modifiers** +2 Intimidation; **Armor Check Penalty** –4
Languages Common, Draconic, Orc, Undercommon
SQ arcane pool (9 points, +3), fighter training, improved spell recall, knowledge pool, magus arcana (close range, concentrate, dispelling strike, empowered magic 1/day), medium armor proficiency, spell recall, weapon familiarity
Combat Gear *potions of cure light wounds* (3); **Other Gear** *+1 battleaxe, +1 composite (+3) longbow* (20 arrows), *ring of protection +1, +2 glamered chainmail, amulet of natural armor +1, belt of giant strength +2,* **Attuned Gear** *+1 shock composite* (+3) *longbow, +1 keen flaming battleaxe, +4 glamered chainmail, deck of illusions* [**AC** 24, flat-footed 21; **Melee** *+1 keen flaming battleaxe* +14/+9 (1d8+7 plus 1d6 fire, Crit 19–20/x3); **Ranged** *+1 shock composite* (+3) *longbow* +12/+8 (1d8+4 plus 1d6 electricity, Crit ×3, Range 110 ft.)]



Conscript Gamma (Marius Kage) **CR 13** **XP 25,600**

Male human magus 14
NG Medium humanoid (human)
Init +8; **Senses** Perception +13

DEFENSE

AC 24, touch 15, flat-footed 20 (+9 armor, +4 Dex, +1 deflection)
hp 108 (14d8+42)
Fort +11, **Ref** +9, **Will** +9

OFFENSE

Speed 30 ft.
Melee *+1 shock shortsword* +16/+11 (1d6+6 plus 1d6 electric, Crit 17–20/x2)
Ranged mwk longbow +15 (1d8, Crit ×3, Range 100 ft.)
Special Attacks greater spell combat, improved spell combat, spell combat (–2 attack, +4 concentration), spellstrike
Magus Spells Prepared (CL 14th; concentration +16):
5th (2)—*fire snake*[APG], *wall of stone*
4th (4)—*greater invisibility, mass enlarge person, stoneskin, wreath of blades*[UC]
3rd (4)—*fly, haste, ray of exhaustion, stinking cloud*
2nd (6)—*bear's endurance, frigid touch*[UM] (2), *glitterdust, intensified shocking grasp, mirror image*
1st (6)—*frostbite, magic missile, mount, obscuring mist, shield, vanish*
0th—*arcane mark, detect magic, mage hand, read magic, spark*

TACTICS

Before Combat Marius casts *mass enlarge person* on his allies. In a pitched battle, he also casts *haste* and *greater invisibility* in the moments prior to the charge.

During Combat Marius is more of a commander than a soldier and attempts to hinder his opponents en masse. He spends the first rounds of combat casting spells like *stinking cloud* or *wall of stone* before stepping in with his own devastating brand of spell combat.

Morale Nearly the highest ranking of conscripts, Conscript Gammas are advised to fight to the death if required (taking their secrets to the grave if need be) but retreat when reduced to 20 hp or less.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 15, **Wis** 8, **Cha** 10
Base Atk +10; **CMB** +12; **CMD** 27
Feats Arcane Strike[B], Critical Focus, Improved Critical (shortsword)[B], Improved Initiative, Intensified Spell[APG], Power Attack, Toughness, Weapon Finesse, Weapon Focus (shortsword)[B], Weapon Specialization (shortsword)
Skills Acrobatics +8, Bluff +6, Climb +6, Diplomacy +8, Fly +12, Intimidate +5, Knowledge (arcana) +9, Knowledge (planes) +7, Perception +13, Profession (soldier) +13, Ride +8, Spellcraft +8, Stealth +13, Survival +6, Swim +6;
Armor Check Penalty –2
Languages Common, Draconic, Elven
SQ arcane pool (9 points, +3), fighter training, improved spell recall, heavy armor proficiency, knowledge pool, magus arcana (close range, empowered magic 1/day, maximized magic 1/day, spell shield), medium armor proficiency, spell recall
Combat Gear *potion of cure serious wounds, potion of pass without trace*; **Other Gear** *celestial armor, +1 shock shortsword*, mwk longbow with 20 arrows, *cloak of resistance +1, ring of protection +1,* 240 gp; **Attuned Gear** *+1 compensating flaming revolver* (24 bullets), *+4 shock shortsword, amulet of natural armor +1, cloak of resistance +2* [**AC** 25, flat-footed 21; **Fort** +12, **Ref** +10, **Will** +10; **Melee** *+4 shock shortsword* +19/+14 (1d6+9 plus 1d6 electric, Crit 17–20/x2), **Ranged** *+1 compensating flaming revolver* +11/+6 (1d8, Crit ×4, Range 20 ft.)]



Venerable Tsu-Han Gongchengshi **CR 15** **XP 51,200**

Female human magus 16
LG Medium humanoid (human, rěnshòu) [SR 21]
Init +6; **Senses** Perception +13

DEFENSE

AC 26, touch 18, flat-footed 19 (+7 armor, +1 deflection, +6 Dex, +1 dodge, +1 natural)
hp 123 (16d8+48)
Fort +11, **Ref** +11, **Will** +11

OFFENSE

Speed 40 ft.
Melee *+1 keen frost scimitar* +20/+15/+10 (1d6+3 plus 1d6 cold, Crit 15–20/x2)
Ranged *+1 longbow* +19/+14/+9 (1d8+1, Crit ×3, Range 100 ft.)
Special Attacks counterstrike, greater spell combat, improved spell combat, spell combat (–2 attack, +4 concentration), spellstrike
Magus Spells Prepared (CL 16th; concentration +19)
6th—*elemental body III*
5th—*baleful polymorph, cone of cold, telekinesis*
4th—*arcana theft*[UM], *detonate*[APG], *dimension door, dragon's breath*[APG]
3rd—*blink, dispel magic, haste, fireball* (2), *major image*
2nd—*bear's endurance, frigid touch, glitterdust, scorching ray* (2), *stone call*[APG]
1st—*magic missile* (2), *shield, shocking grasp* (2), *vanish*
0th—*dancing lights, detect magic, mage hand, ray of frost, read magic*

TACTICS

Before Combat If there's time and Tsu-Han can sense that a battle is about to break out, she uses silent magic and still magic to subtly cast *telekinesis* before the first blade is drawn.

During Combat Tsu-Han stays at range while she can, using *telekinesis* until someone closes to melee, at which point she casts *haste* and then *blink* before unleashing *scorching rays* using spellcombat. When at a disadvantage in a fight, she casts *elemental body III* to become a water elemental.

Morale Tsu-Han is a cautious warrior and retreats when reduced to 20 hp or less.

STATISTICS

Str 10, **Dex** 22, **Con** 12, **Int** 16, **Wis** 13, **Cha** 8
Base Atk +12; **CMB** +12; **CMD** 30
Feats Combat Casting, Combat Expertise, Dodge, Eschew Materials[B], Disruptive, Greater Spell Penetration, Spell Penetration, Toughness[B], Weapon Finesse, Weapon Focus (scimitar)[B], Weapon Specialization (scimitar)[B]
Skills Acrobatics +14 (+19 to jump), Climb +7, Fly +11, Intimidate +6, Knowledge (arcana) +7, Knowledge (engineering) +8, Knowledge (geography) +7, Knowledge (nature) +6, Perception +13, Profession (sailor) +6, Sense Motive +9, Spellcraft +22, Stealth +18, Swim +11, Use Magic Device +10
Languages Common, Draconic, Elven, Koé
SQ arcane pool (11 points, +4), fighter training, improved spell recall, heavy armor proficiency, knowledge pool, magus arcana (empowered magic 1/day, maximized magic 1/day, reflection, silent magic 1/day, still magic 1/day), medium armor proficiency, spell recall
Combat Gear *potions of cure moderate wounds* (2), *potion of expeditious retreat, potion of false life, scroll of teleport*; **Other Gear** *+1 keen frost scimitar, +1 longbow* (10 arrows), *+3 mithral shirt, amulet of natural armor +1, belt of incredible dexterity +4, boots of striding and springing, ring of protection +1,* 10 gp; **Attuned Gear** *+3 mithral shirt of heavy fortification, +4 keen frost scimitar, cloak of the manta ray, potion of cure light wounds, potion of fly* [**Defensive Abilities** 75% chance to ignore critical hits/sneak attack; **Melee** *+4 keen frost scimitar* +23/+18/+13 (1d6+6 plus 1d6 cold, Crit 15–20/x2)]



Conscript Duco (Vaylic Blackblade) CR 17 XP 102,400

Male half-elf magus (bladebound[UM]) 18
CG Medium humanoid (elf, human)
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 30, touch 16, flat-footed 26 (+13 armor, +2 deflection, +3 Dex, +1 dodge, +1 natural)
hp 156 (18d8+72)
Fort +13, **Ref** +9, **Will** +12; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft.
Melee *Oblivion* +22/+17/+12 (1d8+9, Crit 15–20/x2 plus 2d6 bleed)
Ranged *+1 revolver* +17/+12/+7 (1d8, Crit ×4, Range 20 ft.)
Special Attacks counterstrike, greater spell combat, improved spell combat, spell combat (–2 attack, +4 concentration), spellstrike
Magus Spells Prepared (CL 18th; concentration +21)
6th—*chain lightning, disintegrate, greater dispel magic*
5th—*acidic spray*[UM], *corrosive consumption*[UM], *teleport, wall of force*
4th—*ball lightning, dimension door, fire shield, greater invisibility, stoneskin*
3rd—*dispel magic, elemental aura*[APG] (acid), *fireball* (2), *haste, vampiric touch*
2nd—*frigid touch* (2), *invisibility, mirror image, scorching ray, web*
1st—*chill touch, corrosive touch*[UM], *enlarge person, magic missile* (2), *shield*
0th—*acid splash, arcane mark, detect magic, mage hand, read magic*

TACTICS

Before Combat Vaylic casts *greater invisibility* if his opponents are spellcasters, or *stoneskin* if they are martially inclined.

During Combat Vaylic unleashes his most powerful spells first in an attempt to quickly end combat.

Morale Vaylic is not a coward but not stupid either—he flees when reduced to 25 hp or less.

OBLIVION

Aura strong transmutation; **CL** 18th
Slot none; **Weight** 6 lbs.

STATISTICS

Alignment chaotic good
Int 18, **Wis** 14, **Cha** 14, **Ego** 22; **Senses** 30 ft.
Languages speech (Common, Draconic, Goblin, Koé, Undercommon)
Abilities Alertness, arcane pool (5 points), *black blade strike* +5, energy attunement, spell defense, telepathy (Vaylic only), teleport blade, transfer arcana, unbreakable

DESCRIPTION

Vaylic found this *+4 keen katana* beneath Ominara as a youth and the far-traveled weapon changed his life—convincing him of the dire need to put an end to Goblinvania before the madness of Grand Master Engineer King Vokrix spreads. In addition to the abilities above, *Oblivion* has Knowledge (arcana) +11 and Profession (soldier) +11.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 16, **Wis** 12, **Cha** 8
Base Atk +13; **CMB** +17; **CMD** 33
Feats Alertness[B], Bleeding Critical, Critical Focus, Combat Casting, Combat Expertise, Dodge[B], Exotic Weapon Proficiency (firearms, katana)[B,B], Extra Arcane Pool, Power Attack, Skill Focus (Perception)[B], Toughness, Weapon Focus (katana), Weapon Specialization (katana)
Skills Acrobatics +11, Bluff +7, Climb +8, Fly +7, Intimidate +7, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (planes) +12, Perception +22, Profession (soldier) +14, Ride +7, Sense Motive +8, Spellcraft +20, Stealth +15, Swim +8, Use Magic Device +7; **Racial Modifiers** +2 Perception; **Armor Check Penalty** –3
Languages Common, Draconic, Dwarven, Elven, Goblin
SQ black blade arcane pool (11, +4), fighter training, improved spell recall, heavy armor proficiency, knowledge pool, magus arcana (arcane accuracy, dispelling strike, critical strike, reflection), medium armor proficiency, spell recall
Combat Gear *potion of alter self, potions of cure light wounds* (4), *potion of invisibility*; **Other Gear** *+1 revolver* (30 bullets), *+4 mithral full plate of speed, amulet of natural armor +1, belt of physical perfection +2 boots of haste, goggles of night, Oblivion, ring of protection +2,* 32 gp; **Attuned Gear** *+5 heavy fortification mithral full plate of speed, ring of evasion, ring of protection +5, vest of mighty constitution +6* [**AC** 34, touch 19, flat-footed 30; **hp** 192; **Fort** +15; **Defensive Abilities** evasion, 75% chance to negate critical hits/sneak attack; **CMD** 36]



Collector Casdor Espa **CR 19** **XP 204,800**

Female elf magus 20
N Medium humanoid (elf)
Init +8; **Senses** low-light vision; Perception +22

DEFENSE

AC 28, touch 17, flat-footed 23 (+9 armor, +2 deflection, +4 Dex, +1 dodge, +2 natural)
hp 173 (20d8+80)
Fort +14, **Ref** +10, **Will** +13; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft.
Melee *+4 defending shortspear* +22/+17/+12 (1d6+7)
Ranged *+1 rifle* +20 (1d10+1, Crit ×4, Range 80 ft.) or *+1 shotgun* +20 (1d8, Range 20 ft.; scatter)
Special Attacks counterstrike, greater spell combat, improved spell combat, spell combat (−2 attack, auto-concentration), spellstrike
Magus Spells Prepared (CL 20th; concentration +25)
6th—*chain lightning, disintegrate, greater dispel magic, freezing sphere, repulsion*
5th—*acidic spray*[UM], *fire snake*[APG], *prying eyes, telekinesis, teleport, wall of stone*
4th—*ball lightning, black tentacles, dimension door, greater invisibility, scrying, stoneskin*
3rd—*arcane sight, dispel magic* (2), *haste, nondetection, versatile weapon*[APG]
2nd—*alter self, invisibility, rope trick, scorching ray* (3)
1st—*alarm, corrosive touch*[UM] (2), *detect secret doors, expeditious retreat, shield, vanish*
0th—*detect magic, light, mage hand, mending, touch of fatigue*

TACTICS

Before Combat Casdor begins combat by casting *repulsion* on herself, followed by *haste* on her first round in the initiative order unless someone has earned her ire; in those cases she uses quickened magic to cast an *acidic spray* and *chain lightning* in the same round.

During Combat Though not untalented with her shortspear, Casdor prefers to utilize magic against her enemies, staying at range. When opponents close the distance to melee she casts *greater invisibility* followed by *stoneskin*, then a *greater dispel magic* on the most dangerous foe before using spell combat to deadly effect.

Morale If an artifact or valuable piece of technology is at stake, Casdor escapes using *teleport* when reduced to 40 hp or less.

STATISTICS

Str 16, **Dex** 18, **Con** 15, **Int** 18, **Wis** 12, **Cha** 10
Base Atk +15; **CMB** +18 (+27 trip); **CMD** 35 (39 vs. trip)
Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Extra Arcane Pool (2), Exotic Weapon Proficiency (firearms)[B], Greater Trip, Improved Initiative, Greater Trip, Mobility[B], Spring Attack[B], Toughness
Skills Climb +7, Fly +8, Intimidate +13, Knowledge (arcana) +10, Knowledge (dungeoneering) +27, Knowledge (engineering) +12, Knowledge (nature) +10, Knowledge (planes) +9, Perception +22, Spellcraft +23, Stealth +17, Survival +9, Swim +7, Use Magic Device +15; **Racial Modifiers** +2 Perception; **Armor Check Penalty** −2
Languages Common, Draconic, Dwarven, Elven, Koé, Undercommon, Trekth
SQ arcane pool (19 points, +5), elven magic, fighter training, greater spell access, improved spell recall, heavy armor proficiency, knowledge pool, magus arcana (close range, dispelling strike, maneuver master (trip), maximized magic 1/day, quickened magic 1/day, reflection), medium armor proficiency, spell recall, true magus, weapon familiarity
Combat Gear *potions of cure moderate wounds* (2); **Other Gear** *+1 rifle, +1 shotgun, +4 defending shortspear, +5 hide, amulet of natural armor +2, belt of physical perfection +2, headband of mental superiority +2, ring of protection +2, ring of sustenance*; **Attuned Gear** *amulet of natural armor +4, headband of mental superiority +6, crystal ball* (*true seeing*), *flying carpet* (5 ft. × 10 ft.), *potions of cure serious wounds* (4), *ring of protection +5* [**AC** 33, touch 20, flat-footed 25; **Will** +16; **Spells** concentration +27, bonus 2nd-, 3rd-, and 6th-level spell, +2 to spell DCs and skills using mental attributes; **CMD** 38 (42 vs. trip), 2 more points in arcane pool]



NPC Descriptions

UNRANKED CONSCRIPT

Though Zaliha Circuitios have great utility, the pious of Licentia root out cults, and all of the citizens of the Free Isle do their part, the core of the conscripts are magii. Most of these soldiers master the arcane and martial arts after decades of training in the Osnaviti Forests or in Pilleum to the south, but ex-slaves from Trectoyri that make it to Ominara often take up the spellbook with the sword, keen to use both to strike back at their former oppressors. With so many of these warriors concentrated in one place, only so much rigid training can be sensibly undertaken and as a result fighting pits (a familiar enough place for some of the recently freed conscripts) have become an accepted practice for training.

CONSCRIPT ALPHA

After achieving their first rank of office Conscript Alphas receive missions from their superiors that range across the Free Isle. Normally these tasks involve checking in on missing citizens, dealing with an aggressive creature, or acquiring particularly difficult-to-catch criminals. While this requires a certain degree of freedom and mobility, these magii know they are the infantry of the Conscript Army and that it is imperative to report back when they encounter a threat they cannot handle alone. The lessons learned during these early missions form the foundation upon which the whole Conscript Army is built and thus the future of Ominara; this fact is repeated over and over again throughout any conscript's training, reinforced in song and salutes daily. This fervor is considered as important as any blade—the hordes of Goblinvania are always eager to find even the smallest weakness in the defenses of Ominara.

CONSCRIPT BETA

The first real soldier's rank in the Conscript Army with any authority, these autonomous warriors are free to do as they will so long as they ultimately serve Ominara's interests and respond to threats in the regions they travel through. Many have grown fond of the fighting pits, frequenting them even after graduating from that level of training to test the new recruits—while it's usually a fairly one-sided fight, learning how to take a beating and when to retreat is a vital facet of survival for any conscript (even if Conscript Betas often forget that fact).

LANA KRIEGER, SEASONED ADVENTURER

The daughter of a gearsmith in Civitas, Lana never took to her father's profession and instead favored magic, joining the Conscript Army before her turn came about in order to begin her arcane training as early as possible. Traveling across Ominara she earned respect and admiration for undoing several attempts at invading the Free Isle, venturing into the Forever Dark several times before reaching the end of her service. Beneath Veranthea's surface she came across the remains of something other than the Trekth, traces of creatures truly otherworldy. In lieu of more time in the military she began to relentlessly excavate these places, uncovering clues to two things she believe predate the robotic overlords—she knows of their names, but little more than that: the Rand Kai and the Zyxxyz. Lana has become obsessed with learning all she can about these mysterious entities, selling uncovered Trekth artifacts to fund her expeditions. Unbeknownst to Lana, her numerous excursions into the Forever Dark have made her very interesting in the eyes of a clandestine organization, the Collectors Cabal. These enigmatic individuals have started to follow Lana on her trips and even clandestinely fund a few, both to deem if she is worthy of joining their order but also to shadow her discoveries deep below Veranthea.

MASTER ATISUTO SHIGAO

A prodigal artist, Atisuto began sculpting legitimate works of art at a very young age, achieving a perfection in form that infuriated many of his elders in the Gypsum Clan. Before undertaking training with both the arcane and a blade, one of the more encouraging mages took the boy's favorite carving—a gypsum dragonfly, perfectly proportioned and scaled—and enchanted it to be alive, giving Atisuto a friend for life (one affectionately named Tonbo). Taking to spellbooks even more quickly than a sculptor's chisel, he gained an impressive level of magical and martial mastery before adulthood and took flight to explore Urethiel with little more than his blade and enchanted companion.

After seeing all the lands of the Dynasties had to offer Atisuto studied with the monks of Mendrak-Ta, learned the philosophies of the dragonii in Zahn, traversed the treetops of the grippli tribes in Poihtan, rode on the back of axe beaks on the blessed fields of the Kooey'ha Plains, and even dined with drow, duergar, and dwarves in Kakorr. It was in the City within the Stone that the Shigao noble learned the truth of Fenghuang—hearing that it was not the den of misery and bloodshed his masters claimed it to be, the sculptor-warriors interest was piqued.

Ever curious Atisuto made south to the Jungles of Zerrah and found the Pheonix Ports to be one of the richest cultural centers on the continent. Its population of lycanthropes developed a natural inclination in their artwork, creating sculptures that synthesized nature in a way that deeply intrigued the magus. After years of studying the city's finest artisans and keen to return to his house with a measure of prestige for the Gypsum Clan, Atisuto commissioned several of these talented creators to craft new pieces specifically for the leader of the aggressive hobgoblin nation far to the northwest: His Glorious General Happikar.

Traveling there ostensibly under the banner of Fenghuang got Atisuto into the warlord's audience chambers, but the diplomatic gambit backfired enormously and a duel between the two began. Canny use of his arcane abilities gave the magus an upperhand over his opponent but before he could

deal the killing blow, Xand the Painbringer (page 364) appeared with a hostage in hand—Atisuto's favorite work of art and closest friend, Tonbo. Using their new captive, the hobgoblins forced him into retreat and hold the intelligent dragonfly against its will, driving a seething hatred that fuels the new leader of the Gypsum Clan as he tries to unite the Dynasties against the threat of Hesstrickia.

DAGKILL THE RENDER

There are few warriors among the Red Fists as feared as Dagkill the Render and for good reason—he's nearly as brilliant as he is strong and his relentless drive to overcome an opponent is already the source of countless legends. Most think he was born blessed, empowered by the gods, but the half-orc has never had a deity's favor; his is the result of a survivor, one that took the traits that sustained him and turned them into talents that set Dagkill above and away from his peers.

Born to a simple tribe of nomadic orcs in the Black Mountains, Dagkill's childhood was spent in the shadow of abyssal influence, exposing him to the depravities of mindless evil at a young age. Even as a youth the half-orc detested both the rites and sacrifices that their demonic overlord required of his peoples, as well as their subordination. Hatching a cunning plan he lured a party of adventurers to confront the evil entity, weakening the creature enough before their deaths; Dagkill leapt down onto the demon from a crag above, slamming his axe into its skull and earning the undying loyalty of his peers. Filled with vitality he screamed that the Great Oasis would become theirs, taking the tribe to the southwest across the Desert of Lost Hope.

It was in the desolate sands that Dagkill came across Kratcher the Ogress-Magi and her first two recruits, Vedestrian Pallamor and Vyfang Dyzdra (page 355). Seeing another opportunity to cement his authority the half-orc engaged in a duel with her—one that she intentionally lost, though only Dagkill knows for certain by how much. Seeking parley they spoke and upon hearing her grandiose plans, the Render immediately devoted the entirety of his tribe to her cause, spawning the Red Fist Orcs.

What further enticed Dagkill to join forces with Kratcher was the revelation that the ogress-magi had received visions that a great event would take place in the southwest of Grethadnis—wings from the gods would bring great weapons with which to enslave all of the Kind Folk, not just the Desert of Lost Hope. The Render conferred with his tribe's shaman after a lengthy ritual of appeasement involving fasting, sacrifices, and self-scarification, the signs showed that the Godly Savage (Elaith, god of the orcs) confirmed Kratcher's visions, telling his follower that the powerful weapons would emerge in the southwest. Dagkill and Kratcher led the Red Fists out of the Desert of Lost Hope to the area of greatness, recruited every scoundrel and warrior who showed promise in battle against them as they traveled across Grethadnis.

So far Dagkill has harshly dealt with anyone suggesting that he should take control of the engine of destruction, that is the Red Fists—the last thing most would-be usurpers have heard before being presented their own still beating heart in front of them is Dagkill roaring, "Not yet!" Instead Dagkill has martialed his people into the core of the army, disciplining new recruits and ensuring the war machine is geared to overtake the continent.

GAMMA CONSCRIPT MARIUS KAGE

Gamma Conscripts are the generals of the Conscript Army and Marius Kage is one of the most respected officers ever to hold the rank. Born into slavery on the mainland, he engineered the escape of his entire family from the smog-choked metropolis of Goblinvania, across the coast of Tahz, and across the Mirri Sea on a raft he crafted himself. Upon reaching the Free Isle and entering the Conscript Army, it was he who first advocated the gladiatorial pits (an arena of combat he came to know quite well on Trectoyri) and with his wealth of experience fighting in that environment, rapidly ascended in rank.

After achieving the rank of Conscript Delta, the young magus led countless liberty raids that freed slaves by the scores, curbing the power of Goblinvania's armed forces at every turn. On his first incursion Marius was captured by the Chainz but after surviving an entire day in the Drome he took a gobchopper, using it to hijack a train that he slammed into Tahz at full speed, crippling the Behemoth Skunk Works (though he believes them destroyed). The next foray was just as thrilling, a strike at the ports in Lake Xylo that prompted a fleet of Goblinvanian Zeppelins to give chase—fortunately he drew them within reach of Mau Ika, which swatted them from the sky. Not only did this last assault curb a mounting invasion on Ominara, it re-established contact with both the Mountain Bombers and Silver Leaf Scouts.

Marius' daring escape from Goblinvania has made him a celebrity not just amongst the armed forces but also the general populace, though he is not fond his fame. The magus would prefer to do his work in relative obscurity and save as many conscripts' lives, free as many slaves, and kill as many goblinkind as he can with his carefully drafted plans and strategies. Marius was promoted to the rank of Gamma Conscript upon returning to the Free Isle and since then he's concocted a devastating plan of attack that the ambitious general thinks will not only stop Goblinvania in their tracks, but force them to completely retreat from the Cape of the Bereft. Rumors of the attack plan have reached the ears of Grand Master Engineer King Vokrix, however, and the monarch is devoting ever greater resources to discovering what exactly Marius Kage has in store.

VENERABLE TSU-HAN GONGCHENGSHI

Every member of the Limestone Clan is trained in the arts of construction in addition to sailing, though typically they choose one or the other. Unlike her kin, Tsu-Han Gongchengshi strives to master both, embracing a love for both discovery and laboring that sets her apart from the rest of her family. One of Jerentok's foremost masters in the design and implementation of seaside fortifications, she directly oversees the maintenance of the many castles and keeps that dot the coast around Oisho.

Tsu-Han's love of exploration has sent her further into the ocean than any other member of her clan, though not without great peril. Last year she took her personal ship, the *Xùnjí Lóng*, twenty leagues beyond the coast before the tempests of Wealbren's Rage found the vessel. While Tsu-Han brought along truly talented sailors that managed the storm with aplomb, something else destroyed the boat—a blast of powerful energies erupted from the depths below, inciniterating most of the ship and smashing what remained on the waves.

When Tsu-Han and her companions awoke they found themselves restrained in an underwater city filled with walking sculptures of coral that performed archaic experiments on their bodies, inhuman tormentors utterly without mercy. Waiting for an opportune moment, she used her spells to free herself and the rest of the crew before leading a violent prison break that ultimately claimed the lives of everyone but Tsu-Han.

She's told all who will listen of what lay beneath the waves, but only Master Cheng-Xin Hongbaoshi of the Ruby Clan believes her. As the Limestone Clan looks on Tsu-Han with growing suspicion and concern, he researches the ancient scrolls to confirm the fears that the tale has arisen within his heart. In the meanwhile the magus is not sitting on her laurels, designing ever greater enhancements for the defenses of Urethiel's coast for when the horrors of what roams beneath the oceans crawl up onto the continent's shores.

CONSCRIPT DUCO VAYLIC BLACKBLADE

When Vaylic was born to a pair of Beta Conscripts in the Osnaviti Forests, none suspected the greatness of the destiny that awaited the half-elf. Shortly after beginning his training the young magus descended into a tunnel that opened up in the woods, following it down to a secreted temple of the Horror People, a blasphemous place of devotion to the Nightmare Gods. Within was a relic—a matte-black katana—and as soon as he was discovered by the demented worshipers Vaylic stole it from the dais. Empowered with Oblivion in hand he rapidly slaughtered his way out, taking the momentum of his victory and riding it up as he ascended to the vaunted rank of Conscript Duco in the span of only a decade.

Vaylic is now the chief military advisor for all of the Free Isle's city-states and though he personally may lack experience, Oblivion shed blood in the hands of a mad warlord during the mass battles of the Dynasty Purges in Urethiel and imparts its tactical genius to the magus. Before his last promotion of rank Vaylic took on a personal mission, spurred on by his intelligent weapon to confront Grand Master Engineer King Vokrix; though the monarch of Goblinvania was cut down at least twice by the ebony katana, he continued to rise until reinforcements forced the intrepid swordsman to retreat. The failure of his assassination attempt only stokes the half-elf's fiery urge to kill the monarch, and Oblivion's recently acquired penchant to whisper tales of bloodshed to Vaylic in his sleep only raises the flames of hatred higher. Long periods of idleness as chief military advisor do not sit well with the katana, who misses its time dealing death in Urethiel and when Vaylic was more active. Oblivion yearns to taste the fear of an opponent when dealing the deathblow, and it shares the same compulsion to finish the mission they attempted years ago in Goblinvania (although the intelligent weapon is more eager than Vaylic, or at least more eager than the chief military advisor publicly admits). It remains to be seen whose will is stronger—the stoic strategist or the aggressive katana—or what will happen if Oblivion decides to withhold its strategic acumen as leverage to convince the magus to assault Grand Master Engineer King Vokrix directly once more.

COLLECTOR CASDOR ESPA

The Collectors find artifacts from all over Veranthea but only the bravest and most talented can search the deepest corners of the Forever Dark. Casdor Espa is among the finest in her order and she might even be able to lead them—if she cared to. A loner to the extreme, violent, and uncompromising, she pushes herself to the limit and speaks only when needed, usually only making simple acknowledgements of the Collector's latest desire and nothing more.

A long time ago Casdor lived a simple life in the Korokah Forest, one filled with the music and mirth of the feylves. One tragic night, however, a horrifying creature erupted from the Grondov Mountains, terrorizing the woods and fleeing back beneath the surface just before sunrise. Turned cold and pragmatic by the event, the magus quickly assembled a group of adventurers to hunt the beast down, descending down into the Forever Dark without delay. They traveled for weeks but kept losing the trail and with each passing day, Casdor's patience for her allies grew thinner and thinner until finally she became determined to complete the task alone.

When Casdor parted ways with the companions that journeyed with her to the upper reaches of the Forever Dark, "I wasn't kidding when I said I work alone—if you follow me again, I'll kill you," was the last thing they heard as she disappeared into the darkness of Veranthea's endless tunnels. Shortly after she discovered the Collector's cabal and joined their number, though the monster from her past still eludes the elven magus, even after decades of surviving the deadly horrors that prowl beneath the surface.

Lenis-Ta Messenger **CR 1/2** **XP 200**

Female half-orc ninja 1
N Medium humanoid (human, orc, rěnshòu) [SR 6]
Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 9 (1d8+1)
Fort +0, **Ref** +4, **Will** +0
Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.
Melee 2 daggers −1/−1 (1d4+1; Crit 19−20/x2)
Ranged dagger +3 or two daggers +1/+1 (1d4+1; Crit 19−20/x2, Range 20 ft.)
Special Attacks sneak attack +1d6

TACTICS

Before Combat Lenis-Ta Messengers throw a tanglefoot bag at the most heavily armed opponent.
During Combat Lenis-Ta Messengers take advantage of flanks whenever possible, using Two-Weapon Fighting. If fighting alone, they grasp a smokestick in the off-hand.
Morale When reduced to 3 hp Lenis-Ta Messengers use a smokestick to provide concealment and flee.

STATISTICS

Str 13, **Dex** 15, **Con** 10, **Int** 14, **Wis** 10, **Cha** 12
Base Atk +0; **CMB** +1; **CMD** 13
Feats Two-Weapon Fighting
Skills Acrobatics +5, Bluff +5, Climb +4, Craft (alchemy) +6, Disable Device +5, Disguise +5, Intimidate +3, Perception +4, Sense Motive +4, Sleight of Hand +5, Stealth +5;
Racial Modifiers +2 Intimidate
Languages Celestial, Common, Koé, Orc
SQ orc blood, poison use
Combat Gear *potions of cure light wounds* (2), acid (2) antitoxin, alchemist's fire (2), smokestick (2), tanglefoot bag, thunderstone (2);
Other Gear studded leather, dagger (6), 1 gp; **Attuned Gear** mwk dagger (2) [**Melee** 2 mwk daggers +0/+0 (1d4+1), **Ranged** dagger +4 or 2 daggers +2/+2 (1d4+1, Crit 19−20/x2, Range 20 ft.)]



Lenis-Ta Shadow **CR 4** **XP 1,200**

Male half-orc ninja 5
NE Medium humanoid (human, orc, rěnshòu) [SR 10]
Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)
hp 36 (5d8+10)
Fort +3, **Ref** +7, **Will** +2
Defensive Abilities uncanny dodge, orc ferocity

OFFENSE

Speed 30 ft.
Melee mwk katana +7 (1d8+3, Crit 18–20/x2)
Ranged mwk shuriken +6 (1d2+3, Range 10 ft.)
Special Attacks sneak attack +3d6

TACTICS

Before Combat Lenis-Ta Shadows make bleeding attacks from range for as long as they are able.
During Combat After drinking a *potion of invisibility* when ranged attacks are no longer an option, Lenis-Ta Shadows sneak attack any lightly-armored foes—assuming they are the easiest to kill in a single blow. After the first round, they activate a smokestick and use Blind-Fight to their advantage.
Morale Lenis-Ta Shadows withdraw when reduced to 10 hp but return to rejoin the battle as soon as possible.

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13
Base Atk +3; **CMB** +6; **CMD** 19
Feats Blind-Fight, Dodge, Point-Blank Shot
Skills Acrobatics +10, Bluff +9, Climb +10, Disable Device +7, Intimidate +11, Perception +8, Sense Motive +5, Sleight of Hand +10, Stealth +10, Use Magic Device +6; **Racial Modifiers** +2 Intimidate
Languages Koé, Orc
SQ ki pool (3), ninja tricks (bleeding attack +3, deadly range [+10 ft.]), no trace +1, orc blood, poison use
Combat Gear *potion of cure moderate wounds, potion of invisibility*, smokestick (3), tanglefoot bag, thunderstone;
Other Gear *+1 haramaki*[UE], *cloak of resistance +1,* mwk katana, mwk shuriken (30), 21 gp; **Attuned Gear** *+2 haramaki*, *+1 katana*, *potion of invisibility* (2), *wand of cure light wounds* (50 charges) [**AC** 16; **Melee** *+1 katana* +7 (1d8+4)]

Jee Soo Mi **CR 10** **XP 9,600**

Genderfluid elf ninja 11
N Medium humanoid (elf, rěnshòu) [SR 16]
Init +3; **Senses** Perception +1

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 deflection)
hp 64 (11d8+11)
Fort +3, **Ref** +10, **Will** +2; +2 vs enchantments
Defensive Abilities improved uncanny dodge; **Immune** sleep

OFFENSE

Speed 30 ft.
Melee *+1 wakizashi* +10/+5 (1d6+3, Crit 18–20/x2)
Ranged *+1 blowgun* +11/+6 (1d2+1, Range 20 ft.)
Special Attacks sneak attack +6d6

TACTICS

Before Combat Depending on zir mission, Jee Soo may have any number of potions and tools with zir. Ze commonly makes use of vanishing trick beforehand to catch an opponent off guard.

During Combat Jee Soo does zir best to avoid a fight, using Stealth and Disguise to avoid foes. In combat, ze fights with a poison laced wakizashi and when given the opportunity, hides to regroup and make use of Stealth once more.

Morale If brought below 15 hit points, Jee Soo makes zir escape using vanishing trick.

STATISTICS

Str 14, **Dex** 16, **Con** 10, **Int** 14, **Wis** 8, **Cha** 16
Base Atk +8; **CMB** +11 (+15 steal); **CMD** 25
Feats Agile Maneuvers, Combat Expertise, Greater Steal, Improved Steal, Skill Focus (Disguise), Skill Focus (Sleight of Hand)
Skills Acrobatics +17, Bluff +17, Climb +16, Diplomacy +17, Disguise +23, Knowledge (local) +16, Perform (dance) +17, Perform (strings) +17, Sleight of Hand +23, Stealth +17
Languages Draconic, Elven, Koé, Sylvan
SQ *ki* pool (8), light steps, ninja tricks (assassinate [DC 18], darkvision, hidden weapons, sudden disguise, vanishing trick), no trace +3, poison use
Combat Gear blue whinnis (3), nightmare vapor, *potion of fly* (2), *potion of spider climb* (2); **Other Gear** *+1 glamered studded leather*, *+1 blowgun* (20 darts), *+1 wakizashi*, *ring of feather falling*, *ring of protection +1*, oil of taggit (2), 4 gp; **Attuned Gear** *cloak of arachnida*, *dust of darkness*, *hand of the mage*, *headband of alluring charisma +2* [+2 Fort vs spider poisons, Bluff +18, Diplomacy +18, Disguise +24, Perform (dance) +18, Perform (strings) +18, *mage hand* at will]
***If playing on Urethiel using the full global rules in the *Veranthea Codex*, Je Soo is one of the rěnshòu and has Spell Resistance 16.



The 88th **CR 14** **XP 58,400**

Female halfling ninja 15
N Small humanoid (halfling, rěnshòu) [SR 20]
Init +7; **Senses** Perception +20

DEFENSE

AC 24, touch 21, flat-footed 16 (+3 armor, +2 deflection, +7 Dex, +1 dodge, +1 size)
hp 116 (15d8+45)
Fort +10, **Ref** +19, **Will** +8; ; +2 vs. fear
Defensive Abilities improved uncanny dodge

OFFENSE

Speed 25 ft.
Melee *+1 flaming wakizashi* +21/+16/+11 (1d4+1 plus 1d6 fire, Crit 18–20/x2)
Ranged *+1 shuriken* +20/+15/+10 (1+1, Range 10 ft.)
Special Attacks sneak attack +8d6

TACTICS

Before Combat The 88th drinks a *potion of invisibility*, remaining hidden until she has studied a target for three rounds.

During Combat After attempting to assassinate a target the 88th uses the vanishing trick ninja trick to disappear, withdrawing from melee range to study a target again if it doesn't look like a round of sneak attacks will immediately kill her opponent.

Morale When reduced to 50 hp, the 88th uses the vanishing trick ninja trick after making it seem as if she has been mortally wounded in an attempt to put enemies at ease while she drinks a *potion of cure serious wounds*, returning to assassinate whichever opponent put up the toughest fight. If any attack deals more than 50 hp during a combat, the 88th immediately disappears and flees.

STATISTICS

Str 10, **Dex** 24, **Con** 14, **Int** 10, **Wis** 10, **Cha** 15
Base Atk +11; **CMB** +17; **CMD** 30
Feats Agile Maneuvers, Dodge, Extra Ki, Fleet, Mobility, Spring Attack, Stealthy, Weapon Finesse, Weapon Focus (wakizashi)
Skills Acrobatics +27, Bluff +20, Climb +10, Disable Device +15, Disguise +15, Escape Artist +29, Intimidate +10, Knowledge (local) +8, Perception +20, Sense Motive +8, Sleight of Hand +15, Stealth +33, Use Magic Device +10; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception
Languages Halfling, Koé
SQ ninja tricks (assassinate [DC 19], bleeding attack +8, darkvision, finesse rogue, forgotten trick, undetected sabotage, vanishing trick), ki pool (11), light steps, no trace +5, poison use
Combat Gear *potions of cure serious wounds* (2), *potions of invisibility* (2), *+1 shuriken* (30), smokestick (5), tanglefoot bag (2), thunderstone (2); **Other Gear** *+2 haramaki*[UE], *+1 flaming wakizashi*[UE], *belt of incredible dexterity +4*, *cloak of resistance +2*, *ring of protection +2*, 766 gp; **Attuned Gear** *+2 keen flaming wakizashi*, *+5 haramaki*, *belt of incredible dexterity +6*, *boots of speed*, *ring of mind shielding* [**Immune** *detect thoughts, discern lies;* **AC** 29, touch 23, flat-footed 19; **Melee** *+2 keen flaming wakizashi* +24/+24/+19/+14 (1d4+1/15–20 plus 1d6 fire); **Ranged** *+1 shuriken* +22/+22/+17/+12]



The *Veranthea Codex's* 20th level ninja, the immortal Zengfeng, can be found on page 100 in Chapter 3: Urethiel.

NPC Descriptions

Lenis-Ta Messenger

The truly perceptive can find these stealthy ninjas traveling across Urethiel, most prevalently in Fordhatta. New inductees into the order of secretive martial artists are paired together and made to sneak into and out of settlements across the continent, always to places where any chance of being revealed means a quick death. Any that return alone are treated to the dreaded Thousandfold Cradle, allowed to advance further only if they survive the week long ordeal without falling unconscious; failure relegates them to a decade of lowly guard service in the hidden fortress obscured in the Shadow Woods of Thelai. The Dynasties all pay for reliable information on the whereabouts of Lenis-Ta Messengers, although unsurprisingly Fordhatta pays the least.

Lenis-Ta Shadow

After the hidden masters in the Shadow Woods of Thelai have deemed an acolyte is thoroughly versed with the breadth of Urethiel and gained some level of discipline over the arts of ninjutsu, they are promoted to the rank of Lenis-Ta Shadow. These deft warriors are fanatical in their devotion to the secretive clan, utterly focused on achieving its goals without any regard for what might stand in their way—when the need calls for it, an entire horde of Lenis-Ta Shadows assembles, descending in the dark of night on whatever poor fools have become the targets of their ire. A true retreat is a rarity among these diehards and experienced adventurers learn quickly to remain wary when one of these combatants melds away into the darkness.

Jee Soo Mi

Jee Soo Mi had no trouble getting along with most anyone while growing up. As the child of an elven noble in Crent-Sira, ze quickly learned the ins and outs of interactions with royalty. From a young age ze was taken to a variety of tutors and teachers to learn different forms of entertainment, such as the harp and interpretive dance, as well the arts of proper etiquette and diplomacy. This continued for years until zir's older sister passed of an illness—with her gone, Jee Soo stepped up to assume the role of entertainer she once filled.

Over the years Jee Soo treated guests of all types and all walks of life, developing the skills of an expert entertainer. After decades of entertaining, Jee Soo's mother Hana was set to retire and leave all the work to the younger performer. Before doing so, however, Jee Soo learned of zir mother's terrible secret—she was an assassin. Zir mother would be hired to steal information, valuable items, or the life of some her guests. With her imminent retirement, Hana would train Jee Soo in the murderous arts. Ze agreed to zir new training without hesitation.

Jee Soo became adept at stealing any information from visiting nobles that ze needed, breaking into a home to take important intelligence was a simple matter for zir, and death became so commonplace it was no longer noticed. Jee Soo's training was a massive success and Hana was very proud of her successor. As a final test, Hana proclaimed that ze would take zir mother's life or face the same fate that zir sister had. Though taken aback by the confession of zir sister's murder, the killing of zir mother is the only assassination that Jee Soo mourns.

The ninja took over the duties of the home when zir father became too old to tend to them. Ze received many requests for zir services, both as an assassin and an entertainer; zir's house prospered under zir leadership until zir father passed away. With no further obligations to zir family, Jee Soo began to run the home as ze desired, declining assassination requests and working almost exclusively as an entertainer.

Currently Jee Soo has taken multiple apprentices to become "entertainers" as well. Nobles continue to visit for entertainment but will be thrown out if they assume too much about the services provided, earning Jee Soo a number of enemies in the recent years. When it will suit zir mood—or the pay is good—Jee Soo takes up the work of an assassin once more, and some suspect zir has new students already.

The 88th

The City of Blossoms boasts a host of figures ensconced in rumor and hearsay but only one rivals the High Phoenix Lau-Yi in popularity: the 88th, master ninja and leader of a mysterious thieves' guild of the same name. Rumors of where the halfling comes from, if she truly is a small folk or something else entirely, and what her motives and methods are remain as enigmatic as her organization, though the signs of her agents can be found all across Kaihuan.

Her true name remains a mystery but the innermost circle of this thieves' guild know the 88th's origin and hearing the tale is a rite of passage among them. Born to Kaihuan and orphaned before her teens she became a gifted pickpocket to survive, so talented that the Lenis-Ta took notice of her. An apt student perfectly suited to the disciplines of ninjitsu she rapidly rose through the ranks, quickly approaching the level of a ninja master. However with each test the 88th grew more uncomfortable with the ultimate goals of her superiors, detesting their excessive methods and distrustful of what her role truly was. After being tasked with slaying a newborn and refusing to murder the child, she stole what she could and fled from the Shadow Woods of Thelai—chased by hundreds of vengeful kin.

Fleeing south to Mount Nestraka expended many of her resources and rather than climb it she wove through its many dungeons, letting the stone complexes kill many of her pursuers as she made her ascent. Trading many of her goods to the vampires in Tian-Ti Ang bought her more time, but even the undead couldn't stop all of the ninjas that followed her. It was on the peak in Arcanalus' Well that her newfound enemies caught up with the halfling. In an epic battle she slowly and methodically killed all but one, absorbing the soul of an expatriated Lenis-Ta (known as shinobi) with each death. Afterward she declared the City of Blossoms forbidden to the ninja clan, leaving a gnome named Ichi as the sole survivor, crippled but alive and able to serve as a gruesome lesson to her former allies. Kaihuan has since become her home, one that she defends with the fury of a hundred shinobi.

Licentia Preacher **CR 1/2** **XP 200**

Male human oracle 1
LN Medium humanoid (human)
Init +1; **Senses** Perception +2

DEFENSE

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)
hp 11 (1d8+3)
Fort +2, **Ref** +3, **Will** +5; +4 vs. disease

OFFENSE

Speed 20 ft.
Melee spear –1 (1d8–1, Crit ×3)
Ranged light crossbow +1 (1d8, Crit 19–20/x2 Range 80 ft.)
Oracle Spells Known (CL 1st; concentration +4)
1st (4/day)—*bless*, *cure light wounds*, *remove fear*
0th—*detect poison*, *guidance*, *mending*, *stabilize*
Mystery life

TACTICS

Before Combat The Licentia Preacher casts *bless*.

During Combat The Licentia Preacher stays behind his allies, healing them and offering *guidance*.

Morale The Licentia Preacher retreats when reduced to 5 hp.

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 10, **Wis** 13, **Cha** 17
Base Atk +0; **CMB** –1; **CMD** 10
Feats Iron Will, Lightning Reflexes[B]
Skills Diplomacy +3, Heal +5, Knowledge (religion) +4, Perception +2, Spellcraft +4
Languages Common
SQ oracle's curse (wasting), revelations (safe curing)
Combat Gear antitoxin; **Other Gear** chainmail, light crossbow (20 bolts), light wooden shield, spear, everburning torch, 40 gp; **Attuned Gear** *potions of cure light wounds* (6), masterwork light crossbow [**Ranged** mwk light crossbow +2]



Srendath Archer **CR 2** **XP 600**

Female elf oracle 3
CG Medium humanoid (elf)
Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)
hp 20 (3d8+3)
Fort +1, **Ref** +4, **Will** +3; +2 vs. enchantments; **Immune** sleep

OFFENSE

Speed 15 ft.
Melee mwk longsword +2 (1d8–1, Crit 19–20/x2)
Ranged *+1 longbow* +8 (1d8+1, Crit ×3, Range 100 ft.)
Oracle Spells Known (CL 3rd; concentration +5)
1st (6/day)—*cure light wounds*, *divine favor*, *enlarge person*, *magic weapon*, *protection from evil*
0th—*bleed*, *detect magic*, *light*, *mending*, *stabilize*
Mystery battle

TACTICS

Before Combat The Srendath Archer casts *protection from evil* and *magic weapon* on her longbow and the weapons of as many allies as possible.

During Combat The Srendath Archer stays at range and when forced into melee she casts *enlarge person*.

Morale The Srendath Archer retreats when reduced to 5 hp, or takes her own life rather than accept capture.

Base Statistics Without *magic weapon*, the Srendath Archer's statistics are **Ranged** mwk longbow +7 (1d8, Crit ×3).

STATISTICS

Str 8, **Dex** 17, **Con** 10, **Int** 15, **Wis** 10, **Cha** 14
Base Atk +2; **CMB** +1; **CMD** 14
Feats Point-Blank Shot, Precise Shot, Weapon Focus (longbow)
Skills Heal +6, Intimidate +8, Knowledge (geography) +3, Knowledge (local) +3, Knowledge (nature) +3, Perception +8, Spellcraft +0 (+2 to identify magic item properties), Stealth –1, Survival +3; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties
Languages Common, Elven, Goblin, Gnoll, Orc
SQ oracle's curse (lame), revelations (skill at arms, weapon mastery), elven magic
Combat Gear *potions of cure light wounds* (2), smokestick (2); **Other Gear** mwk longbow (30 arrows), mwk longsword, half-plate, everburning torch, 109 gp; **Attuned Gear** *+1 longbow*, *+1 half-plate* [**AC** 19, touch 10, flat-footed 19]

Crent-Sira Fortunecaster CR 4 XP 1,200

Female gnome oracle 5
NE Small humanoid (gnome, rěnshòu) [SR 10]
Init –1; **Senses** low-light vision; Perception +8

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 Cha, +5 armor, +1 size)
hp 36 (5d8+10)
Fort +4, **Ref** +6, **Will** +6; +2 vs. illusions
Defensive Abilities defensive training (giants)

OFFENSE

Speed 15 ft.
Melee mwk light mace +4 (1d4–1)
Ranged mwk heavy crossbow +4 (1d8, Crit 19–20/x2, Range 120 ft.)
Spell-Like Abilities (CL 5th; concentration +9)
1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*
Oracle Spells Known (CL 5th; concentration +9)
2nd (5/day)—*augury*, *enthrall*, *inflict moderate wounds*, *tongues*
1st (7/day)—*bane*, *cause fear* (DC 16), *command*, *identify*, *inflict light wounds, summon monster I*
0th—*bleed* (DC 15), *detect magic*, *detect poison*, *guidance*, *mending*, *read magic*
Mystery lore

TACTICS

Before Combat The Crent-Sira Fortunecaster casts *summon monster I* before combat to summon a fiendish eagle.

During Combat The Crent-Sira Fortunecaster casts *cause fear* on the first round of combat before *commanding* her opponents to flee. She uses the brain drain revelation on any heavily armored opponents, relying on inflict spells instead of melee weapons.

Morale The Crent-Sira Fortunecaster fights to the death with eerie acceptance.

STATISTICS

Str 8, **Dex** 8, **Con** 15, **Int** 14, **Wis** 12, **Cha** 18
Base Atk +3; **CMB** +1; **CMD** 10
Feats Combat Casting, Persuasive, Spell Focus (necromancy)
Skills Bluff +9, Diplomacy +14, Disguise +9, Intimidate +11, Linguistics +7, Perception +8, Sense Motive +9; **Racial Modifiers** +2 Perception
Languages Abyssal, Aklo, Boggard, Celestial, Common, Draconic, Gnome, Goblin, Halfling, Koé, Undercommon
SQ oracle's curse (tongues [Aklo]), revelations (brain drain, sidestep secret), gnome magic
Combat Gear *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** *+1 hide armor*, *cloak of resistance +1*, mwk heavy crossbow (20 bolts), mwk light mace, 28 gp; **Attuned Gear** *lesser rod of empower metamagic*

Lost Jerrin CR 6 XP 2,400

Male human oracle 7
N Large humanoid (human)
Init +1; **Senses** Perception +9

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, –1 size)
hp 56 (7d8+21)
Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 20 ft.
Melee mwk greatsword +10 (3d6+6, Crit 19–20/x2)
Ranged pistol +6 (1d8, Crit ×4, Range 20 ft.)
Space 10 ft.; **Reach** 10 ft;
Oracle Spells Known (CL 7th; concentration +10)
3rd (5/day)—*bestow curse*, *dispel magic*, *inflict serious wounds*, *magic vestment*
2nd (7/day)—*bull's strength*, *bear's endurance*, *death knell*, *fog cloud*, *inflict moderate wounds*, *levitate*, *minor image*
1st (7/day)—*bane*, *cure light wounds*, *endure elements*, ~~*enlarge person*~~, *inflict light wounds*, *magic weapon*, *shield of faith*
0th—*bleed*, *create water*, *detect magic*, *ghost sound*, *guidance*, *light*, *mage hand*, *mending*, *stabilize*
Mystery battle

TACTICS

Before Combat Jerrin casts *enlarge person*.

During Combat Jerrin casts *shield of faith* fighting with his greatsword and Power Attack; when a foe proves difficult to hit, he casts *bestow curse* to reduce their Dexterity.

Morale Jerrin retreats if reduced to 20 hp, heals, and then returns to combat to fight to the death.

Base Statistics Without casting *enlarge person*, Jerrin's statistics are: **Size** Medium; touch AC 11; **Ref** +4; **Melee** mwk greatsword +10 (2d6+3, Crit 19–20/x2); **Space** 5 ft.; **Reach** 5 ft.; **Str** 16, **Dex** 13; **CMB** +8; **CMD** 19.

STATISTICS

Str 18, **Dex** 11, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16
Base Atk +5; **CMB** +10; **CMD** 20
Feats Combat Casting, Diehard, Power Attack[B], Quick Draw[B], Toughness, Weapon Focus (greatsword)
Skills Acrobatics +3 (–1 when jumping), Climb +3, Heal +5, Intimidate +13, Perception +9, Survival +6, Swim +3
Languages Common
SQ oracle's curse (haunted), revelations (resiliency, skill at arms, surprising charge 2/day)
Combat Gear *potion of cure moderate wounds*; **Other Gear** *+1 breastplate*, *cloak of resistance +1*, *ring of protection +1*, mwk greatsword, pistol (10 bullets), powder horn with black powder (10); **Attuned Gear** *+2 breastplate*, *+2 greatsword* [**AC** 20, touch 12, flat-footed 20; **Melee** *+2 greatsword* +11 (3d6+8, Crit 19–20/x2)]

Aleeza of the Desert Winds CR 8 XP 4,800

Female half-elf oracle 9
CE Medium humanoid (elf, human)
Init +1; **Senses** low-light vision, wind sight; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 19 (+6 armor, +1 deflection, +1 Dex, +2 shield)
hp 44 (9d8)
Fort +5, **Ref** +5, **Will** +9; +4 vs. disease, +2 vs. enchantments
Immune disease, sickened, sleep

OFFENSE

Speed 30 ft.
Melee mwk spear +7/+2 (1d8, Crit ×3)
Ranged mwk light crossbow with *+2 bolts* +9 (1d8+2, Crit 19–20/x2, Range 80 ft.)
Oracle Spells Known (CL 9th; concentration +13)
4th (5/day)—*inflict critical wounds*, *lesser planar ally*, *river of wind*[APG], *summon monster IV*
3rd (7/day)—*animate dead*, *cloak of winds*[APG], *inflict serious wounds*, *speak with dead* (DC 18), *summon monster III*
2nd (7/day)—*desecrate*, *enthrall*, *ghostbane dirge*[APG], *gust of wind*, *inflict moderate wounds*, *summon monster II*
1st (7/day)— *alter winds*[APG], *bane*, *cause fear* (DC 16), *command*, *inflict light wounds*, *protection from good*, *sanctuary*
0th—*bleed* (DC 15), *detect magic*, *guidance*, *light*, *mending*, *resistance*, *stabilize*, *virtue*
Mystery wind

TACTICS

Before Combat Alzeera secretly casts *animate dead* on the corpses of those slain during her rituals before burying them underfoot; she typically has at least 9 human skeletons[B1] (1 HD), as well as one skeletal champion[B1] (3 HD) close enough to arrive within 2 rounds or less. She activates the air barrier revelation after preparing spells each day.

During Combat Alzeera casts *summon monster IV* to summon 1d4+1 Small air elementals, then Medium elementals on following rounds, resorting to direct combat only if no other options are available.

Morale After taking hit point damage, Alzeera uses the wings of air revelation to fly into the sky, at which point she flees if she takes damage again.

Base Statistics Without the air barrier revelation, Alzeera's statistics are **AC** 18, touch 12, flat-footed 17.

STATISTICS

Str 10, **Dex** 12, **Con** 8, **Int** 14, **Wis** 14, **Cha** 18
Base Atk +6; **CMB** +6; **CMD** 18
Feats Augment Summoning, Combat Casting, Great Fortitude, Skill Focus (Intimidate)[B], Spell Focus (conjuration), Spell Focus (necromancy)
Skills Bluff +9, Intimidate +16, Knowledge (religion) +14, Perception +13, Spellcraft +14, Survival +11, Use Magic Device +10; **Racial Modifiers** +2 Perception
Languages Auran, Common, Elven, Orcish
SQ oracle's curse (wasting), revelations (air barrier, wind sight, wings of air), elf blood
Combat Gear *potion of cure serious wounds*, *potion of invisibility*, *+2 bolts* (10); **Other Gear** *+1 light steel shield*, *+1 studded leather*, *cloak of resistance +1*, *ring of protection +1*, mwk light crossbow, mwk spear, onyx dust worth 900 gp, 168 gp; **Attuned Gear** *headband of mental prowess+2* (Int, Cha), *ring of counterspells* (charged with a *scroll of dispel magic*), *ring of protection +2* [**AC** 21, touch 13, flat-footed 20, +1 to all Intelligence- and Charisma-based skills]



Skeletons and Skeletal Champion from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC

Sayidkiisa oo Godkiina, The Great Keeper **CR 10 XP 9,600**

Male dwarf oracle 11
CG Medium humanoid (dwarf)
Init –1; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE

AC 19, touch 10, flat-footed 19 (+5 armor, +1 deflection, –1 Dex, +1 natural, +3 shield)
hp 97 (11d8+44)
Fort +7, **Ref** +4, **Will** +12; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.
Melee +1 heavy mace +9/+4 (1d8+1)
Ranged javelin +7 (1d6, Range 30 ft.)
Special Attacks +1 on attack rolls against goblinoid and orc humanoids, channel positive energy 4/day (DC 18, 5d6)
Oracle Spells Known (CL 11th; concentration +14)

5th (4/day)—*break enchantment*, *breath of life*, *mark of justice*, *mass cure light wounds*

4th (6/day)—*chaos hammer*, *cure critical wounds*, *holy smite*, *restoration*, *spiritual ally*[APG]

3rd (7/day)—*bestow curse*, *borrow fortune*[APG], *cure serious wounds*, *dispel magic*, *glyph of warding*, *neutralize poison*

2nd (7/day)—*calm emotions*, *cure moderate wounds*, *hold person*, *lesser restoration*, *make whole*, *summon monster II*, *zone of truth*

1st (7/day)—*bane*, *bless*, *command*, *cure light wounds*, *detect undead*, *protection from law*, *shield of faith*

0th—*bleed*, *create water*, *detect magic*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *virtue*

Mystery life

TACTICS

Before Combat Sayidkiisa oo Godkiina casts as many *spiritual allies* as time permits immediately before battle begins.

During Combat Sayidkiisa oo Godkiina casts to his enemies weaknesses—targeting heavily armored foes with *hold person*, spellcasters with *bestow curse* or *borrow fortune*, and then using *chaos hammer* or *holy smite*.

Morale Sayidkiisa oo Godkiina fights to the death to protect the *Polydracte*.

STATISTICS

Str 10, **Dex** 8, **Con** 14, **Int** 13, **Wis** 17, **Cha** 16
Base Atk +8; **CMB** +8; **CMD** 18 (22 vs. bull rush/trip)
Feats Combat Casting, Extra Channel, Selective Channeling, Toughness, Wild Magic (14 points; page 271)*
Skills Heal +17, Knowledge (arcana) +6, Knowledge (geography) +6, Knowledge (history) +12, Knowledge (local) +6, Knowledge (planes) +9, Knowledge (religion) +9, Perception +14 (+16 to notice unusual stonework); **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework
Languages Common, Dwarven, Sylvan
SQ oracle's curse (deaf), revelations (channel, combat healer, enhanced cures, healing hands, safe curing)
Combat Gear *potion of cure serious wounds*; **Other Gear** *+1 heavy mace*, *+1 heavy wooden shield*, *+1 hide armor*, *amulet of natural armor +1*, *cloak of resistance +2*, *headband of alluring charisma +2*, *ring of protection +1*, *Polydracte*, javelin (4), 130 gp; **Attuned Gear** *belt of mighty constitution +4*, *lesser rod of maximize metamagic* [**hp** 119; **Fort** +9]

*If you are not using the rules in *Veranthea Codex*, Sayidkiisa oo Godkiina has Improved Initiative instead of the Wild Magic feat.



Blind Yamabe **CR 12** **XP 19,200**

Male middle-aged human oracle 13
N Medium humanoid (human, rěnshòu) [SR 18]
Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +1

DEFENSE

AC 26, touch 13, flat-footed 26 (+12 armor, +4 deflection, –1 Dex, +1 natural)
hp 101 (13d8+39)
Fort +7, **Ref** +7, **Will** +11

OFFENSE

Speed 20 ft.
Melee *+3 katana* +18/+13 (1d8+7, Crit 15–20/x2)
Ranged *+1 shortbow* +9/+4 (1d6+1, Crit ×3, Range 60 ft.)
Oracle Spells Known (CL 13th; concentration +18)
6th (4/day)—*geas*, *harm* (DC 21), *mass bull's strength*, *mass cure moderate wounds*
5th (7/day)—*breath of life*, *raise dead*, *mass cure light wounds*, *righteous might*
4th (7/day)—~~*blessing of fervor*~~[APG], *cure critical wounds*, *dismissal* (DC 19), *freedom of movement*, ~~*greater magic weapon*~~, *wall of fire*
3rd (7/day)—*cure serious wounds*, *deeper darkness*, *dispel magic*, ~~*magic vestment*~~, *searing light*, *wrathful mantle*[APG]
2nd (7/day)—*bull's strength*, *cure moderate wounds*, *darkness*, *delay poison*, *grace*[APG], *fog cloud*, *weapon of awe*[APG]
1st (8/day)—*bane* (DC 16), *cure light wounds*, *dancing lantern*[APG], *enlarge person* (DC 16), *comprehend languages*, *divine favor*, ~~*shield of faith*~~
0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *guidance*, *light*, *mending*, *purify food and drink*, *resistance*, *stabilize*
Mystery battle

TACTICS

Before Combat At dawn and dusk each day, Yamabe casts *greater magic weapon* and *magic vestment*. Immediately before battle he casts *shield of faith* and *blessing of fervor*.

During Combat Yamabe uses Power Attack whenever possible. If ambushed or overwhelmed, he capitalizes on his darkvision by casting *deeper darkness* on his blade.

Morale When reduced to 50 hit points Yamabe casts *righteous fervor*, but with nothing left to lose or truly live for, the cursed warrior fights to the death.

Base Statistics Without time to prepare, Yamabe's statistics are: **AC** 22, touch 10, flat-footed 22; **Melee** *+1 katana* +16/+11 (1d8+5, Crit 15–20/x2).

STATISTICS

Str 18, **Dex** 9, **Con** 12, **Int** 9, **Wis** 13, **Cha** 20
Base Atk +9; **CMB** +13; **CMD** 23
Feats Diehard, Eschew Materials, Exotic Weapon Proficiency (katana), Furious Focus[APG], Greater Weapon Focus (katana), Improved Critical (katana), Improved Initiative[B], Lightning Reflexes, Power Attack, Quick Draw, Toughness, Weapon Focus (katana)
Skills Acrobatics +7 (+3 to jump), Heal +17, Intimidate +21, Survival +14
Languages Common
SQ oracle's curse (clouded vision), revelations (resiliency, skill at arms, surprising charge 2/day, weapon mastery)
Combat Gear *potions of cure moderate wounds* (2); **Other Gear** *+2 full plate*, *+1 katana*, *+1 shortbow*, *amulet of natural armor +1*, *belt of giant strength +2*, *cloak of resistance +2*, *headband of alluring charisma +2*, *ring of protection +1*, bedroll, belt pouch, flint and steel, hooded lantern, masterwork backpack, waterskin, 47 gp; **Attuned Gear** *cloak of resistance +5*, *+1 speed katana*, *ring of sustenance* [**Fort** +10, **Ref** +10, **Will** +14; **Melee** *+3 speed katana* +18/+18/+13]



Derestria Halfsworn **CR 14** **XP 38,400**

Female human oracle 15
NG Medium humanoid (human)
Init +8; **Senses** Perception +17

DEFENSE

AC 26, touch 17, flat-footed 21 (+8 armor, +2 deflection, +4 Dex, +1 dodge, +1 natural)
hp 131 (15d8+60)
Fort +7, **Ref** +9, **Will** +8

OFFENSE

Speed 30 ft.
Melee mwk quarterstaff +12/+7/+2 (1d6)
Ranged *+2 heavy crossbow* +17 (1d10+2, Crit 19–20/x2, Range 120 ft.)
Oracle Spells Known (CL 15th; concentration +20)

7th (4/day)—*control weather*, *dictum*, *mass cure serious wounds*, *prismatic spray*, *reverse gravity*

6th (6/day)—*animate objects*, *chain lightning*, *mass cure moderate wounds*, *planar ally*, *word of recall*

5th (7/day)—*flame strike*, *greater command*, *mass cure light wounds*, *overland flight*, *snake staff*[APG], *telekinesis*, *wall of stone*

4th (7/day)—*cure critical wounds*, *freedom of movement*, *greater magic weapon*, *spell immunity*, *summon monster IV*, *rainbow pattern*

3rd (7/day)—*create food and water*, *cure serious wounds*, *locate object*, *prayer*, *wrathful mantle*[APG], *daylight*

2nd (7/day)—*augury*, *calm emotions*, *consecrate*, *cure moderate wounds*, ~~*eagle's splendor*~~, *enthrall*, *hypnotic pattern*, *levitate*, *minor image*

1st (8/day)—*bless*, *bless water*, *cure light wounds*, *color spray*, *divine favor*, *endure elements*, *sanctuary*

0th—*create water*, *detect magic*, *detect poison*, *ghost sound*, *guidance*, *light*, *mage hand*, *mending*, *purify food and drink*, *read magic*, *stabilize*

Mystery heavens

TACTICS

Before Combat Derestria uses the coat of many stars revelation each morning and casts *eagle's splendor* before combat. If she has time, she also casts *freedom of movement*, *spell immunity*, and *wrathful mantle* (not yet factored into her statblock).

During Combat Derestria casts *summon monster IV* if alone, to keep opponents away, then targets the most powerful opponent with the dweller in darkness revelation, and spellcasters with the interstellar void revelation. Afterward she casts *empowered flame strike* or *dictum* (whichever seems more likely to be effective), targeting clusters of enemies with *prismatic spray*.

Morale Derestria fights until 30 hp before panicking and surrendering—utterly terrified of what awaits her in the beyond.

Base Statistics Without the coat of many stars revelation or *eagle's splendor*, Derestria's statistics are: **AC** 21, **touch** 17, **flat-footed** 16, all spell and revelation DCs reduced by 2, **Skills** Diplomacy +21, Use Magic Device +18.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 16, **Wis** 8, **Cha** 21
Base Atk +11; **CMB** +15; **CMD** 28
Feats Agile Maneuvers, Combat Casting, Deadly Aim, Dodge[B], Improved Initiative, Rapid Reload (heavy crossbow), Silent Spell, Toughness
Skills Bluff +10, Diplomacy +23, Heal +12, Knowledge (geography) +13, Knowledge (local) +13, Knowledge (nobility) +13, Perception +17, Sense Motive +17, Spellcraft +21, Use Magic Device +20
Languages Common
SQ oracle's curse (haunted), revelations (awesome display, coat of many stars, dweller in darkness, interstellar void, lure of the heavens, star chart)
Combat Gear *potions of cure serious wounds* (2), *potion of invisibility*; **Other Gear** *+1 light fortification leather armor*, *+2 heavy crossbow* (30 bolts), *amulet of natural armor +1*, *belt of incredible dexterity +4*, *headband of vast intelligence +2*, *ring of protection +2*, mwk quarterstaff, everburning torch, 97 gp; **Attuned Gear** *maximize metamagic rod, headband of mental prowess* (Int, Cha) +2, *ring of protection +4* [**AC** 28, **touch** 19, **flat-footed** 23; **Base Statistics** all spell save DCs increase by 1, Diplomacy +22, Use Magic Device +19]



Mother Dettagail **CR 16** **XP 76,800**

Female old human oracle 17
NG Medium humanoid (human)
Init –2; **Senses** Perception +12

DEFENSE

AC 22, **touch** 10, **flat-footed** 22 (+8 armor, +2 deflection, –2 Dex, +2 natural, +2 shield)
hp 148 (17d8+68)
Fort +10, **Ref** +6, **Will** +15
Immune exhaustion, fatigue

OFFENSE

Speed 20 ft.
Melee mwk quarterstaff +11/+6/+1 (1d6–2)
Ranged mwk dart +11/+6/+1 (1d4–2, Range 20 ft.)
Oracle Spells Known (CL 17th; concentration +25)

8th (5/day)—*animal shapes*, *euphoric tranquility*[APG], *mass cure critical wounds*, *stormbolts*[APG]

7th (7/day)—*control weather*, *creeping doom*, *mass cure serious wounds*, *regeneration*, *repulsion*

6th (7/day)—*blade barrier*, *find the path*, *mass cure moderate wounds*, *summon monster VI*, *stone tell*

5th (7/day)—*awaken*, *cleanse*[APG], *insect plague*, *life bubble*[APG], *mass cure light wounds*, *scrying*

4th (8/day)—*control water*, *cure critical wounds*, *divination*, *grove of respite*[APG], *holy smite*, *repel vermin*

3rd (8/day)—*cure serious wounds*, *invisibility purge*, *obscure object*, *remove disease*, *sacred bond*[APG], *speak with plants*

2nd (8/day)—*barkskin*, *cure moderate wounds*, *gentle repose*, *hold person*, *make whole*, *lesser restoration*, *remove paralysis*

1st (8/day)—*ant haul*[APG], *bless*, *charm animal*, *cure light wounds*, *dancing lantern*[APG], *sanctuary*, *shield of faith*

0th (at will)—*create water*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *resistance*, *spark*[APG], *stabilize*

Mystery nature

TACTICS

Before Combat Mother Dettagail avoids direct confrontation whenever possible.

During Combat Mother Dettagail surrounds herself with *blade barrier*, then casts *creeping doom* alongside *quickened holy smite*. Once enemies step into the barrier, or if they appear to be quick, she casts *repulsion*. When one opponent proves particularly dangerous, she targets it with *euphoric tranquility*; when surrounded she casts *stormbolts*.

Morale Mother Dettagail fights to the death to preserve even a single life, but retreats when reduced to 50 hp if there is nothing to be gained by dying.

STATISTICS

Str 7, **Dex** 6, **Con** 15, **Int** 15, **Wis** 14, **Cha** 26
Base Atk +12; **CMB** +10; **CMD** 20

Feats Combat Casting[B], Empower Spell, Eschew Materials, Quicken Spell, Silent Spell, Spell Penetration, Still Spell, Toughness, Widen Spell
Skills Bluff +15, Craft (alchemy) +15, Diplomacy +28, Disguise +15, Handle Animal +25, Heal +15, Knowledge (dungeoneering) +9, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nature) +10, Perception +12, Survival +19, Use Magic Device +13
Languages Common, Goblin, Halfling
SQ oracle's curse (lame), revelations (friend to the animals, life leach, natural divination, nature's whispers, speak with animals, spirit of nature)
Combat Gear *potion of cure serious wounds*; **Other Gear** *+4 hide armor*, *amulet of natural armor +2*, *belt of mighty constitution +4*, *cloak of resistance +3*, *hat of disguise*, *headband of alluring charisma +4*, *ring of protection +2*, mwk dart (10), mwk heavy wooden shield, mwk quarterstaff, 328 gp; **Attuned Gear** *rod of quicken metamagic*, *+4 spell resistance (19) hide armor* [**SR** 19]



King Wearantir **CR 19** **XP 204,800**

Male venerable aquatic elf oracle 20
NG Medium humanoid (aquatic, elf)
Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 28, **touch** 12, **flat-footed** 27 (+8 armor, +3 deflection, –2 Dex, +1 dodge, +8 natural)
hp 213 (20d8+120)
Fort +13, **Ref** +6, **Will** +14; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 30 ft., swim 30 ft.
Melee *+2 spear* +17/+12/+7 (1d8+2, Crit ×3)
Ranged *+1 returning javelin* +14/+9/+4 (1d6+1, Range 30 ft.)
Oracle Spells Known (CL 20th; concentration +27)

9th (6/day)—*mass heal*, *miracle*, *summon monster IX*, *tsunami*[APG]
8th (6/day)—*fire storm*, *mass cure critical wounds*, *seamantle*[APG], *stormbolts*[APG], *summon monster VIII*
7th (7/day)—*control weather*, *dictum*, *mass cure serious wounds*, *resurrection*, *vortex*[APG]
6th (7/day)—*blade barrier*, *fluid form*[APG], *geas*, *greater dispel magic*, *mass cure moderate wounds*
5th (7/day)—*commune*, *geyser*[APG], *scrying*, *mark of justice*, *mass cure light wounds*, *summon monster V*
4th (7/day)—*control water*, *cure critical wounds*, *discern lies*, *freedom of movement*, *life bubble*[APG], *wall of ice*
3rd (8/day)—*cure serious wounds*, *daylight*, *enter image*[APG], ~~*magic vestment*~~, *water breathing*, *water walk*
2nd (8/day)—*bull's strength*, *cure moderate wounds*, *hold person*, *slipstream*[APG], *spiritual weapon*, *status*, *zone of truth*
1st (8/day)—*bless*, *bless water*, *command*, *cure light wounds*, *entropic shield*, *sanctuary*, *touch of the sea*[APG]
0th—*bleed*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *resistance*, *stabilize*

Mystery waves
Special Attacks vortex

TACTICS

Before Combat King Wearantir uses the water form revelation to assume the form of a Huge water elemental, casts *extended entropic shield* and *extended sanctuary*, then *summon monster XI* for a trumpet archon to keep him healed and *summon monster VII* to conjure 1d3 greater elementals. If on land, King Wearantir also casts *extended seamantle*; every other day he casts *extended magic vestment*.

During Combat King Wearantir casts *blade barrier* and uses his elementals and *vortex* to occupy enemies. When approached directly he casts *tsunami* and if surrounded he casts *enlarged elemental (cold) stormbolts*. He re-casts his summon spells whenever his available elementals are significantly reduced in strength.

Morale King Wearantir has lived a full, very trying life, and fights to the death (perhaps welcoming it).

Base Statistics Without the water form revelation or *magic vestment*, King Wearanteir's statistics are: **Init** +3; **Senses** no darkvision; **AC** 21, **touch** 13, **flat-footed** 20 (+6 armor, +3 deflection, –1 Dex, +1 dodge, +2 natural); **hp** 133 (20d8+40); **Fort** +9, **Ref** +7; **Speed** 30 ft., swim 30 ft.; **Melee** *+2 spear* +15/+10/+5 (1d8, Crit ×3); **Ranged** *+1 returning javelin* +15/+10/+5 (1d6–1, Range 30 ft.); **Special Attacks** none; **Str** 6, **Dex** 8, **Con** 13; **CMB** +13; **CMD** 25.

STATISTICS

Str 10, **Dex** 6, **Con** 21, **Int** 18, **Wis** 15, **Cha** 24
Base Atk +15; **CMB** +15; **CMD** 27
Feats Combat Casting, Dodge, Elemental Spell[APG] (cold), Empower Spell, Extend Spell, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Maximize Spell
Skills Bluff +17, Diplomacy +30, Intimidate +17, Knowledge (history) +17, Knowledge (nobility) +24, Perception +14, Sense Motive +25, Spellcraft +17 (+19 to identify magic item properties), Survival +12, Swim +29, Use Magic Device +27; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties
Languages Aklo, Aquan, Celestial, Common, Elven, Halfling, Sylvan; *tongues*
SQ oracle's curse (tongues Aklo), revelations (fluid nature, fluid travel, freezing spells, water form, water sight, wintry touch, master of cold and water), elven magic, amphibious
Gear *+1 returning javelin*, *+2 spear*, *+3 studded leather*, *amulet of natural armor +2*, *belt of physical might +4* (Dex, Con), *headband of alluring charisma +6*, *ring of protection +3*, *cloak of minor displacement*, crown of coral worth 7,000 gp, 222 gp; **Attuned Gear** *greater rod of quicken metamagic*, *luckstone*, *ring of protection +5*, *ring of regeneration*, [**AC** 30, **touch** 14, **flat-footed** 29; regeneration 1; +1 to all attacks, saves and skill checks; **CMD** 29]



Chapter 13

NPC Descriptions

Licentia Preacher

Licentia Preachers are among the most pious in Ominara's most righteous city, sacrificing themselves to heal the wounds of others with little compunction. These holy men and women can be found across the settlement and often elsewhere on the Free Isle, frequently taking pilgrimages to various stations to serve the Conscript Army and sometimes acting as messengers when not performing medic duties. Though trained with the use of some weapons, Licentia Preachers are reticent to engage enemies directly unless they are curbing a blasphemous act or protecting an innocent. Ever on the lookout for treachery of any kind,they frequently test the knowledge of those around them, searching for anyone with opinions of the People's Gods that are too jaded or suspect for a regular Ominaran. These oracles also facilitate the administration of Licentia, keeping the many training adventurers there in good order and organizing the faiths, ensuring that followers of any of the kinder gods can easily find the church of their deity; while certainly a boon to Governor Halfsworn, their real value in this task is to screen new inductees, picking out anyone suspicious and notifying investigators from Adsero (who handle things from there).

Srendath Archer

These are the very weakest and least experienced warriors among the Silver Leaf Scouts, young spellcasters who utilize archery melded with the use of divine spells to become deadly rear scouts in raiding parties. The cabal has extremely high standards for their members, all of which are compulsory—anything less is not only a liability for the elf in question, but a death sentence for their kin as well. These relative youngsters know nothing aside from the war-torn practices of Srendath's survivors, eschewing the cultural heritage of their past for greater devotion to martial disciplines.

Crent-Sira Fortunecaster

There are countless grifters and vagabonds in Urethiel's City of Sin and fortunecasters are commonplace, peddling their talents in the streets to take advantage of drunkards, gamblers, and desperate folks seeking answers only magic can reveal. As of late these oracles of fate have become rather subversive, hiding in response to the thuggish oppression of the Lead Clan following the cries of several dozen of the street prophets claiming to foresee the fall of Emperor Yerai Trenlai.

Lost Jerrin

The last thing Jerrin remembers of his homeland in Grethadnis is taking an inebriated bet to go swimming in one of the Pools of Wealbrens; when he woke up the next day he was in Urethiel and everyone was talking funny. He's been searching for a way home since, though lately the foreigner has garnered a greater interest in finding worthy combatants to spar with than anything else. Rumors abound of his exploits and deeds, and several tea houses have offered a reward for his capture—the burly warrior's penchant for drinking in excess and desire for combat rarely leaves these establishments in a state of profitable order. Despite his time in these lands, Jerrin stubbornly refuses to learn Koé, belittling the tongue of Urethiel at every chance by calling it an uncivilized "moon language."

Aleeza of the Desert Winds

The Desert of Lost Hope is a desolate place, the intense heat and vast expanses so devoid of life that it is inhospitable to the vast majority of creatures in Veranthea; it was here that Aleeza was found by the Crimson Wind, clutched in the baking arms of her recently deceased parents. Something about the child spoke to Deaf Azahim, the leader of the tribe, and he took her under his own wing to raise the half-elf as his own and teach her all that he knew.

Wherever Aleeza originally hailed from must have been quite arid and warm—she took to the sands with an ease that astounded the Crimson Wind tribe. Her preternatural control of the winds seemed to give the oracle a second sense for the dunes, always ready for an ambush from the other nomadic groups. For a long time she refused to kill the other peoples of the desert, but with the gruesome death of her surrogate father at the hands of the Dune Wolves, something deep within Aleeza snapped.

Deaf Azahim's corpse was broken to pieces, the head dragged into the Crimson Wind camp on the back of a dying desert wolf. Enraged the oracle of the wind immediately set out into the desert, screaming at anyone who followed, disappearing into the disparate wilderness for many weeks. Most of the tribe thought her dead, a victim to the sands, but gradually, more wolves came to the Crimson Wind's base camp—each with the remains of one of the Dune Wolves responsible for her father's death.

By the time Aleeza returned to her peoples, one fewer tribe traveled the Desert of Lost hope and the kindly woman the nomads had known was gone, replaced by a pragmatic, ruthless warrior with no mercy in her heart and a burning desire to set the entire Desert of Lost Hope aflame.

Sayidkiisa oo Godkiina

There are many powerful dwarves in the chaos jungles of northwestern Grethadnis—renowned warriors atop fierce dinosaur steeds, mages that specialize in taming the wild magic common to the region, and druids able to soothe even the deadliest beasts—but no stout folk receives the reverence or respect paid to the hallowed Sayidkiisa oo Godkiina, keeper of the *Polydracte*. Every few months all of Iniplexetz's dwarves gather to pay homage to the protector of the entropic artifact, participating in a grand celebration that fills the the wilderness with music and mirth. Every tribe chooses a number of supplicants (determined randomly by the Sayidkiisa oo Godkiina each time) to prove their worth to the powerful relic, rolling the die at the height of festivities in a nocturnal ritual beneath the massive stone sculpture carved to resemble the fated polyhedron.

The current holder of the title is a dwarf once known as Davvda Nocsron, though upon taking up the mantle he forsook his name and allegiances—to the Sayidkiisa oo Godkiina there are no political boundaries, squabbles, or divided loyalties, only the *Polydracte*. Originally a spellcaster of no small measure, he patrolled the entirety of Iniplixetz alongside his kin, coming to understand the ever present wild magic of the region with an incredibly attuned natural inclination. It was as if the jungle itself spoke to Davvda, beckoning him here or there for cryptic reasons that baffled both the oracle and his elders.

When the opportunity to roll the *Polydracte* finally came, Davvda sprinted to the front of the line of dwarves set to meet their destiny, but the keeper of the artifact gazed upon him and sent the oracle to the back of the line. Davvda waited for his

turn for four days, taking the relic in hand on the final night of the festival, feeling its power coursing through his body. With great relish he tossed it toward the dais, only to watch in horror as the polyhedron stopped in midair, then floated into the weapon in Sayidkiisa oo Godkiina's hand. Silence overcame the congregation and with supreme solemnity, Davvda accepted the magical mace and rank, watching his predecessor wander into the darkness of the chaos jungles—never to be seen again.

BLIND YAMABE

The Hattori Clan of Oisho were once renowned for their prowess as warriors—it was a great dishonor when Shubun and his wife Ayane chose the simple lives of tailors instead. While still seen as family, they were regarded as lesser members and would only be referred to in hushed whispers. The tailors continued on happy with their choice and before long they were blessed with a son, Yamabe. He grew to be a fine ambassador and later was blessed with a wonderful wife, Kimino, as well as a brilliant son named Hanzo. Against his parents' wishes, Hanzo took to soldiering and for a time all seemed well; they received letters from him, their offspring clearly enjoying his life. A year later word arrived of his platoon's demise at the hands of orc marauders and though they grieved for their son, the couple eventually moved on.

One fateful summer night thieves broke into Yamabe's home and cut the defenseless couple down. By some miracle he clung to life—the voices of his ancestors ringing in his ears, offering him the chance to avenge his beloved's murder. Begrudgingly he accepted standing with newfound strength, the knowledge of a warrior and divine favor now his and in return, Yamabe's vision was forever marred. He took the family sword, now much more than a decoration, and set out to find the criminals.

After weeks of searching Yamabe found his way into the thieves' hideout and made quick work of them all, quickly seeking out their leader—only to learn that is was his son. Hanzo told him of how the ancestors promised great power if he were to slay his platoon and later, his family. Knowing his offspring had slipped beyond salvation and into a wicked life, Yamabe took the youth's life. With the death of Hanzo the ancestral voices returned, chortling and snickering—they told Yamabe that he was the only traitor to the family heritage left, clamoring for his suicide to bring an end to the taint on their legacy. Unwilling to give the foul spirits the satisfaction of it, the oracle has instead struck out into the world seeking a noble fight with a worthy warrior to bring about his end.

DERESTRIA HALFSWORN

Though she was once a sterling example of the truly pious devotee, Derestria Halfsworn's story is not a righteous one. Born in the holy city of the Free Isle, she took to the divine with an inspiring zeal and found the workings of Licentia to her liking, gradually rising in the ranks until reaching the position of governor. Well-liked by her peers and beloved by the citizenry, she's performed the duties of her office well for over a decade, efficiently rooting out subversive cults and malevolent Trectoyri interlopers while expanding the city's prominence in Ominara.

But all is not well with the governor and the demands of her station are beginning to overwhelm the well-meaning leader of Licentia. The dark deities of Veranthea are keen to strike enemies where they least expect it, and none of the Nightmare Gods take greater pleasure in it than Grelthanok. Using dozens of proxies the Impossible Nightmare played a subtle game with Derestria, slowly eroding her sanity by forcing the oracle to touch upon the minds of scores of tainted cultists, each unknowingly adding small bits of power to an enchantment that has now firmly taken hold (growing worse with each passing day). Now all of the Nightmare Gods whisper into Governor Halfsworn's ear, slowly driving her mad; though she's hidden it from her subordinates, the other leaders of Ominara have begun to take notice and it's only so long before a reckoning comes to pass.

MOTHER DETTAGAIL

While nearly all of the humans fled the mainland long ago, just like the elves of Srendath or the dwarves of Drathfire, there are some too stubborn to go—Mother Dettagail is easily the most powerful and revered (or despised, depending) of the last humans born free on Trectoyri soil. After the *Final Loss* half a century ago a cast of nomadic humans continued enduring under the assault of Goblinvanian forces, successfully resisting the yoke of slavery but dwindling in numbers with every passing year. By 1,000 AV only a handful of these free families remained, relegated to the only part of the continent avoided by the Unwanted Folk: the polluted Xyrth Bogs.

Dettagail's parents turned sterile not long after her birth along with the rest of her peoples, making her the very last of the mainland humans and their greatest hope. The weight of this massive responsibility did not daunt her however, and even at a young age she proved to be more than a match for what dangers the psionic wetlands had to offer. Though the rest of her kin eventually perished to the sodden ground of the Xyrth Bogs, she prolonged their lives by a good deal, providing warmth and safety—two things quite rare in the region—whenever possible; they nicknamed her "Mother' in dark jest, and the name stuck (despite her sterility).

As the years dragged on and more of her relatives passed away, Dettagail came to reprise the role of her monicker quite seriously, taking in any and all runaways she could find while doing everything possible to fight the constant stream of pollution coming from Goblinvania. Knowing that her own end on Veranthea nears, Dettagail has reached beyond the borders of Trectoyri, creating an alliance with a powerful mage in a place called the Veil—he promises great technology to revitalize the lands, but only with her death can she summon the power to breach Wealbren's Rage and bring this precious, mysterious resource to her home.

KING WEARANTIR

The saddened monarch of the aquatic elves in Srendthav is the only one of his peoples to remember the horrors of the passage across the Euphos Ocean. All of the monstrous experiments put upon his kin by the Trekth, their struggle against the cruel robotic overlords, the eventual escape from a monstrous underwater city crawling across the sandy floor of the world's oceans, and the deaths of every one of his subjects during the journey still weigh heavily on the shoulders of King Wearantir. Knowing of the political intrigue afoot in his court and exhausted by the very thought of any more maneuvering, the old oracle is undertaking steps to return to his homeland once more rather than accept a knife in the back, to fight against the plague of Goblinvania one last time before death finally takes him.

Nightmare Cultist CR 1 XP 400

Female gnome summoner 2
CE Small humanoid (gnome)
Init +2; **Senses** low-light vision; Perception +3

DEFENSE

AC 21, touch 13, flat-footed 19 (+4 armor, +2 Dex, +1 size, +4 *shield*)
hp 18 (2d8+6)
Fort +2, **Ref** +2, **Will** +2; +2 vs. illusions
Defensive Abilities defensive training (giants)

OFFENSE

Speed 20 ft.
Melee spear +0 (1d6−1, Crit ×3)
Ranged mwk sling +5 (1d3−1, Crit ×3, Range 50 ft.)
Spell-Like Abilities (CL 2nd; concentration +5)
6/day—*summon monster I*
1/day—*dancing lights ghost sound, prestidigitation, speak with animals*
Summoner Spells Known (CL 2nd; concentration +5)
1st (3/day)—*lesser rejuvenate eidolon*[APG], *protection from good, ~~shield~~*
0th—*acid splash, detect magic, light, mage hand, message*

TACTICS

Before Combat The Nightmare Cultists casts *shield* and if he suspects his foes are righteous, *protection from good*.

During Combat The Nightmare Cultist flanks with his eidolon, making use of Precise Strike whenever possible.

Morale Quite mad, Nightmare Cultists tend to fight to the death unless an extremely pressing concern draws them off.

Base Statistics Without *shield*, the Nightmare Cultist's stats are **AC** 17, flat-footed 15.

STATISTICS

Str 8, **Dex** 15, **Con** 15, **Int** 12, **Wis** 8, **Cha** 16
Base Atk +1; **CMB** −1; **CMD** 11
Feats Precise Strike[APG]
Skills Craft (effigy) +3, Knowledge (religion) +5, Perception +3, Profession (priest) +1, Spellcraft +5, Stealth +7, Use Magic Device +7; **Racial Modifiers** +2 Craft (effigy), +2 Perception, +2 Profession (priest)
Languages Common, Gnome, Sylvan, Undercommon
SQ bond senses, eidolon (Cultist Eidolon page 367), life link
Combat Gear *potions of cure light wounds* (2), *potion of alter self*; **Other Gear** mwk chain shirt, mwk sling (30 bullets), backpack (10 days rations), bedroll, dagger, light crossbow (30 bolts), spear; **Attuned Gear** *+1 chain shirt*, *potion of invisibility* [**AC** 18, flat-footed 16]

Preservationist Collector CR 3 XP 800

Male half-elf summoner 4
NG Medium humanoid (elf, human)
Init +2; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 14 (+5 armor, +2 Dex)
hp 33 (4d8+12)
Fort +3, **Ref** +3, **Will** +1; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 30 ft.
Melee mwk longspear +4 (1d8, Crit ×3)
Ranged mwk light crossbow +6 (1d8, Crit 19−20/x2, Range 80 ft.)
Space 5 ft.; **Reach** 5 ft. (longspear 10 ft.)
Spell-Like Abilities
5/day—*summon monster II*
Summoner Spells Known (CL 4th; concentration +6)
2nd (2/day)—*haste, lesser evolution surge*[APG]
1st (4/day)—*alarm, expeditious retreat, identify, reduce person*
0th—*arcane mark, detect magic, guidance, light, mending, read magic*

TACTICS

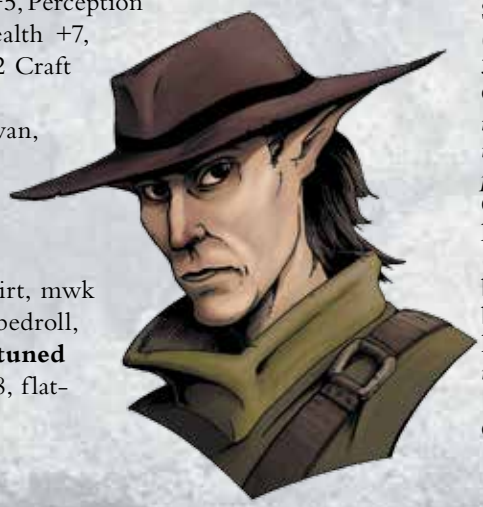
Before Combat On the first round of combat (or on the surprise round) the Preservationist Collector casts *haste* on himself and his eidolon, then *protection from arrows*.

During Combat The Preservationist Collector gets into cover and focuses on whomever his eidolon is attacking.

Morale At 12 hp the Preservationist Collector calls his eidolon to return, using *reduce person* to shrink to Small size and then *lesser evolution surge* to turn his companion into a mount, casting *expeditious retreat* as they flee.

STATISTICS

Str 10, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +3; **CMD** 15
Feats Point Blank Shot, Precise Shot, Skill Focus (Perception)[B]
Skills Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (history) +4, Linguistics +4, Perception +7, Spellcraft +4, Stealth +3, Use Magic Device +6; **Racial Modifiers** +2 Perception
Languages Common, Elven, Undercommon
SQ bond senses, eidolon (Preservationist Eidolon page 367), shield ally
Combat Gear *potion of cure moderate wounds, potion of invisibility, potion of negate aroma, potion of pass without trace*; **Other Gear** *+1 chain shirt,* mwk longspear, mwk light crossbow (25 bolts), 100-ft. hemp rope, backpack (6 days rations), bedroll, climber's kit, grappling hook, 42 gp; **Attuned Gear** *+1 revolver* (25 bullets), *potion of fly* [**Ranged** *+1 revolver* +2 (1d8, Crit ×4, Range 20 ft., Misfire 1)]



Zaliha Circuitio — CR 5 — XP 1,600

Male dwarf summoner 6
CG Large humanoid (dwarf)
Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 22, touch 10, flat-footed 21 (+5 armor, +0 Dex, +3 natural, +4 *shield*, −1 size)
hp 48 (6d8+18)
Fort +5, **Ref** +3, **Will** +6; +2 vs. poisons, spells, spell-like abilities
Defensive Abilities defensive training (giants)

OFFENSE

Speed 20 ft.
Melee *+1 dwarven waraxe* +10 (2d8+6, Crit ×3)
Ranged mwk heavy crossbow +4 (2d8, Crit 19–20/x2, Range 120 ft.)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 6th; concentration +8)
5/day—*summon monster III*
Summoner Spells Known (CL 6th; concentration +8)
2nd (4/day)—~~*barkskin*~~, *blur*, ~~*bull's strength*~~, *invisibility*
1st (5/day)—~~*enlarge person*~~, ~~*featherfall*~~, *lesser rejuvenate eidolon*[APG], ~~*shield*~~
0th—*acid splash, arcane mark, detect magic, mage hand, message, resistance*

TACTICS

Before Combat The Zaliha Circuitio drops into battle from on high (using *featherfall*), arriving two rounds after his eidolon after casting *enlarge person*, *barkskin*, *bull's strength*, and finally *shield* as he lands.

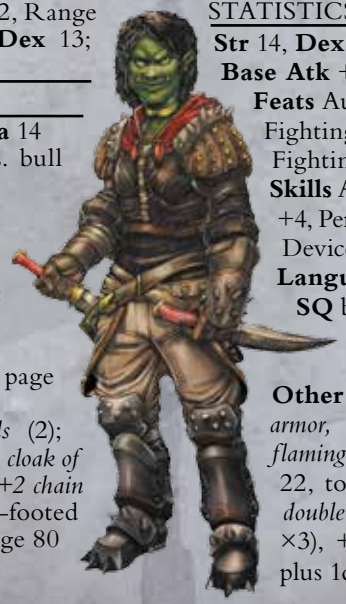
During Combat The Zaliha Circuitio flanks with his eidolon.

Morale At 15 hp or less the Zaliha Circuitio flees and summons reinforcements.

Base Statistics Without preparation the Zaliha Circuitio's stats are **Size** Medium; **AC** 16, flat-footed 15; **Ref** +4; **Melee** *+1 dwarven waraxe* +7 (1d10+3, Crit ×3); **Ranged** mwk heavy crossbow +6 (1d10, Crit 19–20/x2, Range 120 ft.); **Space** 5 ft.; **Reach** 5 ft.; **Str** 14, **Dex** 13; **CMB** +6; **CMD** 17 (19 vs. bull rush/trip).

STATISTICS

Str 20, **Dex** 11, **Con** 14, **Int** 10, **Wis** 10, **Cha** 14
Base Atk +4; **CMB** +10; **CMD** 20 (24 vs. bull rush/trip)
Feats Outflank, Precise Strike, Toughness
Skills Appraise +1 (+3 nonmagical gems and metal), Knowledge (geography) +4, Perception +3 (+5 to notice unusual stonework), Spellcraft +6, Survival +3, Use Magic Device +6
Languages Common, Dwarven
SQ bond senses, eidolon (Circuitio Eidolon page 368), maker's call, shield ally, stonecunning
Combat Gear *potions of cure light wounds* (2); **Other Gear** *+1 chain shirt, +1 dwarven waraxe, cloak of resistance +1*, 47 gp; **Attuned Gear** *+1 rifle, +2 chain shirt, ring of protection +1* [**AC** 24, touch 11, flat-footed 23; **Ranged** *+1 rifle* +0 (2d8+1,Crit ×4, Range 80 ft.); **CMD** 21]



Ugly Betty — CR 7 — XP 3,200

Male half-orc summoner 8
NE Medium humanoid (human, orc)
Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 *shield*)
hp 55 (8d8+16)
Fort +3, **Ref** +7, **Will** +5
Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.
Melee *+1/+1 orc double axe* +7/+2 (1d8+3, Crit ×3) and +7/+2 (1d8+2, Crit ×3)
Ranged daggers +7/+2 (1d4+2, Crit 19–20/x2, Range 10 ft.) and daggers +7/+2 (1d4+1, Crit 19–20/x2, Range 10 ft.)
Spell-Like Abilities (CL 8th; concentration +10)
5/day—*summon monster IV* (+4 Str/Con)
Summoner Spells Known (CL 8th; concentration +10)
3rd (2/day)—*black tentacles, greater invisibility, stoneskin*
2nd (5/day)—*blur, bull's strength, cat's grace, haste*
1st (5/day)—*ant haul, grease, jump, mount,* ~~*shield*~~
0th—*acid splash, arcane mark, detect magic, guidance, open/close, resistance*

TACTICS

Before Combat Ugly Betty casts *shield* on himself after dismissing his Ugly Eidolon.

During Combat Ugly Betty casts *black tentacles* and uses *summon monster IV* to conjure 1d4+1. Against quick opponents Ugly Betty casts *greater invisibility*, while against tough enemies he casts *stoneskin*.

Morale Ugly Betty flees when reduced to 10 hp or less.

Base Statistics Without casting *shield,* Ugly Betty's stats are **AC** 17, touch 13, flat-footed 18.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 8, **Cha** 15
Base Atk +6; **CMB** +8; **CMD** 21
Feats Augment Summoning, Improved Two-Weapon Fighting, Spell Focus (conjuration), Two-Weapon Fighting
Skills Acrobatics +5, Intimidate +5, Knowledge (local) +4, Perception +2, Spellcraft +7, Stealth +7, Use Magic Device +3; **Racial Modifiers** +2 Intimidate
Languages Orc, Undercommon
SQ bond senses, eidolon (Ugly Eidolon page 368), maker's call, shield ally, transposition
Combat Gear *potions of cure light wounds* (3); **Other Gear** *+1/+1 orc double axe, +1 studded leather armor, handy haversack*, 42 gp; **Attuned Gear** *+1 flaming/+1 shock orc double axe, ring of protection +1* [**AC** 22, touch 14, flat-footed 19; **Melee** *+1 flaming orc double axe* +7/+2 (1d8+3 plus 1d6 fire, Crit ×3), *+1 shock orc double axe* +7/+2 (1d8+3 plus 1d6 electricity, Crit ×3); **CMD** 22]

Noble Summoner (Aerynn Thanothir) **CR 9** **XP 6,400**

Male aquatic elf summoner 10
LE Medium humanoid (aquatic, elf)
Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 20, touch 14, flat-footed 17 (+6 armor, +1 deflection, +3 Dex)
hp 68 (10d8+20)
Fort +4, **Ref** +6, **Will** +8; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 30 ft., swim 30 ft.
Melee *+1 trident* +7 (1d8)
Ranged *+1 underwater light crossbow* +11 (1d8+1, Crit 19–20/x2, Range 80 ft.)
Spell-Like Abilities (CL 10th; concentration +16)
6/day—*summon monster V*
Summoner Spells Known (CL 10th; concentration +16)
4th (2/day)—*insect plague, teleport*
3rd (4/day)—*aqueous orb*[APG], *black tentacles, evolution surge*[APG], *fire shield*
2nd (5/day)—*bear's endurance, bull's strength, haste, invisibility, lesser evolution surge*[APG]
1st (6/day)—*enlarge person, feather fall, lesser rejuvenate eidolon*[APG], *magic fang, shield*
0th—*arcane mark, detect magic, light, mage hand, open/close, read magic*

TACTICS

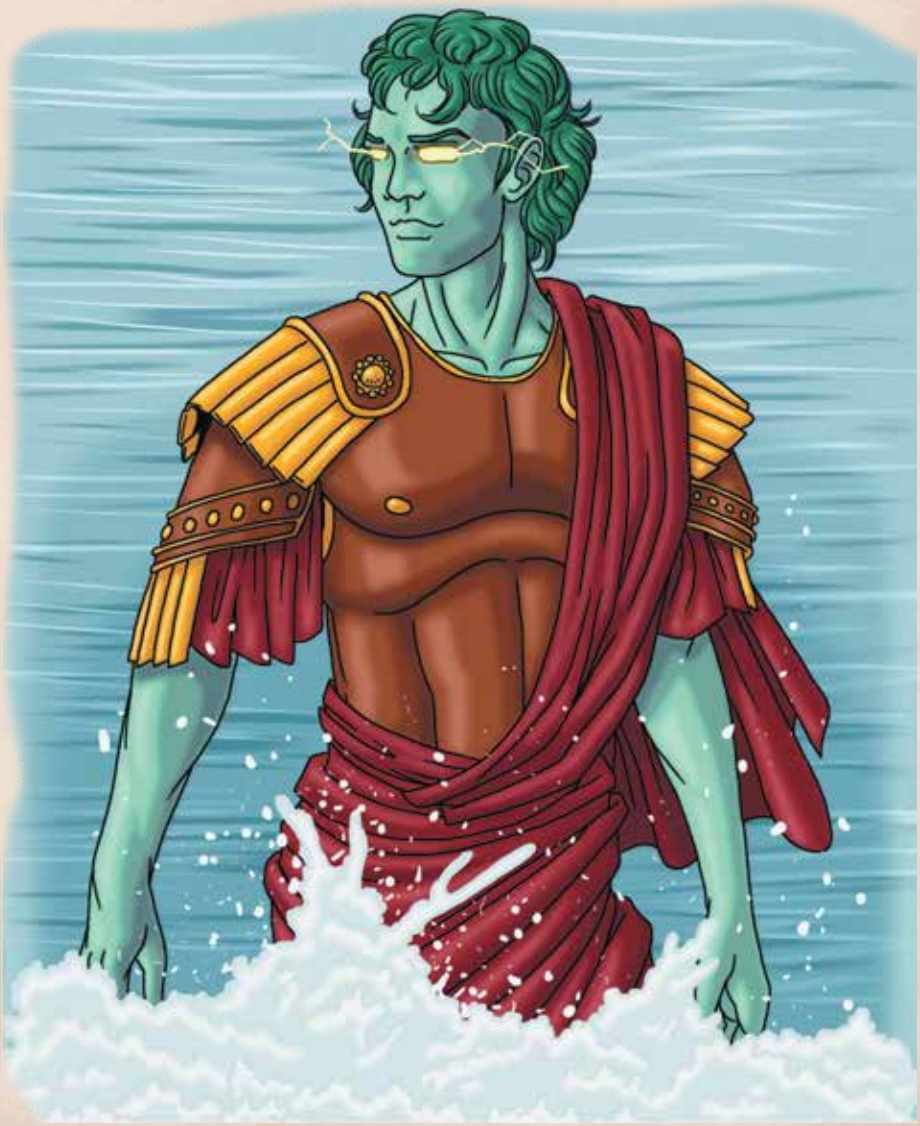
Before Combat The Noble Summoner casts as many spells as possible to augment his eidolon before a fight starts.

During Combat The Noble Summoner casts more and more spells to enhance his eidolon, allowing it to do most of the work. When opponents reveal their strengths, he casts *black tentacles* to target the maximum number of spellcasting foes.

Morale When reduced to 15 hp or less, the Noble Summoner casts *teleport* and escapes.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 12, **Wis** 12, **Cha** 18
Base Atk +7; **CMB** +6; **CMD** 21
Feats Combat Casting, Mounted Archery, Mounted Combat, Trample, Uncanny Concentration
Skills Bluff +8, Knowledge (nobility) +5, Perception +7, Profession (soldier) +8, Ride +16, Spellcraft +9 (+11 to identify magical item properties), Swim +11, Use Magic Device +8; **Racial Modifiers** +2 Perception
Languages Aquan, Common, Elven
SQ amphibious, aspect, bond senses, eidolon (Noble Eidolon page 368), elven magic, life link, maker's call, shield ally, transposition, weapon familiarity
Combat Gear *potion of cure moderate wounds*; **Other Gear** *+1 trident, +1 underwater light crossbow* (30 bolts), *+2 chain shirt, headband of alluring charisma +2, ring of protection +1*, 420 gp; **Attuned Gear** *+3 chain shirt, ring of protection +2, bag of tricks (tan)* [**AC** 22, touch 15, flat-footed 19; **CMD** 22]



Finkleworth "Mad Bear" Shortlegs **CR 11** **XP 12,800**

Male halfling summoner 12
CN Small humanoid (halfling)
Init +4; **Senses** Perception +11

DEFENSE

AC 23, touch 16, flat-footed 19 (+7 armor, +1 deflection, +4 Dex, +1 size)
hp 85 (12d8+36)
Fort +7, **Ref** +9, **Will** +9 (+2 vs. fear)

OFFENSE

Speed 20 ft.
Melee *+2 flail* +11/+6 (1d8+1)
Ranged mwk halfling sling staff +15/+10 (1d6−1, Crit ×3, Range 80 ft.)
Spell-Like Abilities (CL 12th; concentration +14)
5/day—*summon monster VI*
Summoner Spells Known (CL 12th; concentration +14)
4th (3/day)—*baleful polymorph, greater evolution surge*[APG], *hold monster*
3rd (4/day)—*dimension door, dispel magic, evolution surge*[APG], *greater invisibility, rejuvenate eidolon*[APG]
2nd (6/day)—*blur, bull's strength, lesser evolution surge*[APG], *resist energy, summon eidolon*[APG]
1st (6/day)—*ant haul, endure elements, enlarge person, lesser rejuvenate eidolon*[APG], *magic fang, shield*
0th—*acid splash, daze, detect magic, light, message, resistance*

TACTICS

Before Combat Finkleworth casts spells to augment Mad Bear, beginning with *greater invisibility.*

During Combat Finkleworth disarms enemies with his flail, leaving them unable to attack his eidolon (who he continuously heals and teleports around the battlefield).

Morale Finkleworth uses *greater invisibility* to hide and heal before re-engaging, fighting to the death.

STATISTICS

Str 8, **Dex** 18, **Con** 14, **Int** 13, **Wis** 10, **Cha** 14
Base Atk +9; **CMB** +12 (+18 disarm); **CMD** 22 (24 vs. disarm)
Feats Agile Maneuvers, Combat Expertise, Improved Disarm, Martial Weapon Proficiency (flail), Mounted Combat
Skills Acrobatics +8, Climb +10, Perception +11, Ride +19, Spellcraft +8, Stealth +12, Use Magic Device +8; **Racial Modifiers** +2 Acrobatics, +2 Climb +2 Perception
Languages Common, Halfling
SQ aspect, bond senses, eidolon (Mad Bear Eidolon page 369), greater shield ally, life link, maker's call, shield ally, transposition, weapon familiarity
Combat Gear *dust of disappearance, potion of cure serious wounds*; **Other Gear** *+3 glamered chain shirt, +2 flail, ring of protection +1,* mwk halfling sling staff (20 bullets), 127 gp; **Attuned Gear** *+4 flail, +1 halfling sling staff, boots of speed, ring of protection +2* [**AC** 24, touch 17, flat-footed 20; **Melee** *+4 flail* +13/+8 (1d8+3); **Ranged** *+1 halfling sling staff* +15/+10 (1d6+1, Crit ×3, Range 80 ft.); **CMB** +12 (+20 disarm); **CMD** 23 (25 vs. disarm); *haste* 12 rounds/day]



Madame Moshu Lanbaoshi **CR 13** **XP 25,600**

Female human summoner 14
LN Medium humanoid (human, rěnshòu) [SR 19]
Init +2; **Senses** Perception +6

DEFENSE

AC 21, touch 14, flat-footed 18 (+7 armor, +2 Dex, +1 dodge, +1 deflect)
hp 108 (14d8+42)
Fort +5, **Ref** +6, **Will** +8

OFFENSE

Speed 30 ft.
Melee *+2 frost quarterstaff* +17/+12 (1d6+8 plus 1d6 cold)
Ranged *+1 light crossbow* +13 (1d8+1, Crit 19–20/x2, Range 80 ft.)
Spell-Like Abilities (CL 14th; concentration +16)
5/day—*summon monster VII*
Summoner Spells Known (CL 14th; concentration +16)
5th (2/day)—*creeping doom, greater dispel magic, greater teleport*
4th (4/day)—*major creation, sending*
3rd (4/day)—*black tentacles, charm monster, dispel magic, displacement, fire shield, fly, heroism, stoneskin*
2nd (6/day)—*bear's endurance, bull's strength, cat's grace, haste, protection from arrows, resist energy*
1st (6/day)—*expeditious retreat, identify, magic mouth, mount, shield, unseen servant*
0th—*arcane mark, detect magic, guidance, light, mage hand, open/close*

TACTICS

Before Combat Madame Moshu casts *stoneskin*. If she has further time, she casts spells to enhance all her ability scores.

During Combat Madame Moshu prefers to avoid combat, but when a fight is inevitable, she uses her spells to bolster allies and remains at the ready to cast *dispel magic*.

Morale Madame Moshu flees using *greater teleport* when reduced to 18 hit points or less.

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 8, **Cha** 15
Base Atk +10; **CMB** +14; **CMD** 28
Feats Combat Casting, Dodge[B], Power Attack, Quarterstaff Master, Toughness, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)
Skills Acrobatics +10, Bluff +5, Diplomacy +8, Knowledge (history) +4, Knowledge (nobility) +5, Linguistics +4, Perception +6, Sense Motive +6, Spellcraft +9, Use Magic Device +6
Languages Common, Koé
SQ aspect, bond senses, eidolon (Lanbaoshi Eidolon page 369), greater shield ally, ju-wai shu spellcaster★ (+2 to all spell DCs), life link, maker's call, shield ally, transposition.

Combat Gear *potion of cure serious wounds*; **Other Gear** *+3 glamered chain shirt*, *+2 frost quarterstaff* (calligraphy staff), *+1 light crossbow* (15 bolts), *ring of protection +1*, 442 gp; **Attuned Gear** *+5 glamered chain shirt, +5 frost quarterstaff, ring of protection +3, sandals of striding and springing* [**AC** 25, touch 16, flat-footed 20; **Speed** 40 ft.; **Melee** *+5 frost quarterstaff* +20/+15 (1d6+11 plus 1d6 cold); **CMD** 30; +5 to jump]
★When playing in a campaign setting other than Veranthea, Madame Moshu gains no +2 bonus to spell DCs.



Fasi the Reborn **CR 15** **XP 51,200**

Female elf summoner 16
LG Medium humanoid (elf)
Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 33, touch 16, flat-footed 29 (+8 armor, +2 deflection, +4 Dex, +5 natural, +4 *shield*)
hp 115 (16d8+48)
Fort +7, **Ref** +9, **Will** +10; +2 vs. enchantments

OFFENSE

Speed 30 ft.
Melee *+2 quarterstaff* +16/+11/+6 or +14/+14/+9/+9/+4 (1d6+4), *+2 quarterstaff* +14/+9 (1d6+4)
Ranged *+1 revolver* +13/+8/+3 (1d8+1, Crit ×4, Range 20 ft.)
Special Attacks merge forms 16 rounds/day, two-weapon rend 1/round (1d10+3)
Spell-Like Abilities (CL 16th; concentration +19)
6/day—*summon monster VIII*
Summoner Spells Known (CL 16th; concentration +19)
6th (1/day)—*discern location, dominate monster*
5th (3/day)—*greater dispel magic, greater heroism, greater teleport*
4th (4/day)—*hold monster, sending, teleport*
3rd (6/day)—*black tentacles, charm monster, dimension door, dispel magic, fire shield, fly, greater invisibility, stoneskin*
2nd (6/day)—*alter self, ~~barkskin~~, detect thoughts, haste, invisibility, summon eidolon*[APG]
1st (6/day)—*alarm, ant haul, enlarge person, lesser rejuvenate eidolon*[APG]*, magic fang, ~~shield~~*
0th—*acid splash, detect magic, light, mage hand, mending, read magic*

TACTICS

Before Combat Fasi casts *barkskin* and quickened *shield*; when there's time, she also casts *greater invisibility, greater heroism, haste*, *stoneskin*, and *fire shield* (in that order), after casting *magic fang* on her eidolon.

During Combat Fasi the Reborn casts *black tentacles* to deal with groups of foes, then enters a flank with her eidolon to benefit from Outflank and Precise Strike. She casts *dominate monster* on hard-to-hit foes, or *greater dispel magic* on enemy spellcasters.

Morale At 20 hp or less, Fasi the Reborn and her eidolon flee (using *teleport* if possible).
Base Statistics Without *barkskin* and *shield*, Fasi the Reborn's stats are: **AC** 24, flat-footed 20.

STATISTICS

Str 14, **Dex** 19, **Con** 15, **Int** 10, **Wis** 10, **Cha** 16
Base Atk +12; **CMB** +14; **CMD** 30
Feats Double Slice, Improved Two-Weapon Fighting, Lunge, Outflank[APG], Precise Strike[APG], Quicken Spell, Two-Weapon Fighting, Two-Weapon Rend
Skills Fly +8, Knowledge (geography) +4, Knowledge (history) +5, Linguistics +6, Perception +9, Sense Motive +6, Spellcraft +8 (+10 to identify magical item properties), Stealth +10, Use Magic Device +7; **Racial Modifiers** +2 Perception
Languages Common, Elven, Goblin, Koé, Undercommon
SQ aspect, bond senses, eidolon (Reborn Eidolon page 370), elven magic, greater shield ally, life link, maker's call, shield ally, transposition, weapon familiarity
Combat Gear *potions of cure serious wounds*; **Other Gear** *+2/+2 quarterstaff*, *+1 revolver* (30 bullets), *+4 chain shirt, belt of physical perfection +2, ring of protection +2*, 42 gp; **Attuned Gear** *+4 shock/+4 shock quarterstaff, +5 chain shirt, ring of protection +4* [**AC** 36, touch 18, flat-footed 32; **Melee** *+4 shock/+4 shock quarterstaff* +18/+13/+8 or +16/+16/+11/+11/+6 (1d6+6 plus 1d6 electric); **CMD** 32]



Eternal Bazkri **CR 17** **XP 102,400**

Female halfling summoner 18
CG Small humanoid (halfling, *rěnshòu*) [SR 23]
Init +4; **Senses** Perception +18

DEFENSE

AC 36, touch 23, flat-footed 28 (+4 *mage armor*, +4 deflection, +7 Dex, +1 dodge, +5 natural, +4 *shield*, +1 size)
hp 102 (18d8+18)
Fort +7, **Ref** +14, **Will** +15 (+2 vs. fear)

OFFENSE

Speed 20 ft.
Melee mwk club +13/+8/+3 (1d4–2)
Ranged *+2 frost halfling sling staff* +23/+18/+13 (1d6 plus 1d6 cold, Crit ×3, Range 80 ft.)
Special Attacks merge forms 18 rounds/day
Spell-Like Abilities (CL 18th; concentration +23)
8/day—*summon monster IX*
Summoner Spells Known (CL 18th; concentration +23)
6th (3/day)—*dominate monster* (DC 23), *incendiary cloud, mass charm monster* (DC 23), *protection from spells*
5th (4/day)—*greater dispel magic, greater rejuvenate eidolon*[APG], *spell turning, true seeing*
4th (6/day)—*baleful polymorph, greater evolution surge, hold monster* (DC 21), *major creation, teleport*
3rd (5/day)—*aqueous orb*[APG], *charm monster* (DC 20), *dispel magic, evolution surge*[APG], *greater invisibility, rejuvenate eidolon*[APG]
2nd (6/day)—~~*barkskin*~~, *haste, glitterdust, invisibility, lesser evolution surge*[APG], *spider climb*
1st (6/day)—*expeditious retreat, lesser rejuvenate eidolon*[APG], ~~*mage armor*~~, *protection from evil, reduce person,* ~~*shield*~~
0th—*arcane mark, detect magic, guidance, light, mage hand, open/close*

TACTICS

Before Combat Eternal Bazkri casts *mage armor* and *extended barkskin* at dawn each day. Immediately before combat she casts quickened *shield* before merging forms with her eidolon.

During Combat From within the safety of the Eternal Eidolon, Bazkri uses her enchantment spells to force opponents to work against one another. If her eidolon's AC isn't high enough, she uses the various *evolutionary surge* spells to enhance the creature.

Morale After 18 rounds (the end of her merge forms ability) or when reduced to 20 hp and bereft of her eidolon, Bazkri flees.

Base Statistics Without *mage armor, barkskin,* and *shield*, Eternal Bazkri's stats are **AC** 23, flat-footed 15.

STATISTICS

Str 6, **Dex** 24, **Con** 10, **Int** 12, **Wis** 16, **Cha** 20
Base Atk +13; **CMB** +10; **CMD** 33
Feats Combat Casting, Dodge, Extend Spell, Greater Spell Focus (enchantment), Heighten Spell, Quicken Spell, Silent Spell, Spell Focus (enchantment), Still Spell
Skills Acrobatics +13, Knowledge (geography) +5, Knowledge (history) +8, Knowledge (local) +8, Perception +18, Sense Motive +11, Spellcraft +18, Stealth +17; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception
Languages Common, Halfling, Koé
SQ aspect, bond senses, eidolon (Eternal Eidolon page 370), greater aspect, greater shield ally, life link, maker's call, shield ally, transposition, weapon familiarity
Combat Gear *potion of cure moderate wounds*; **Other Gear** *+2 frost halfling sling staff* (20 bullets), *belt of incredible dexterity +6, headband of mental prowess +2* (Wis, Cha), *ring of protection +4, oils of true seeing,* mwk club, 4 gp; **Attuned Gear** *bracers of armor +8, glove of storing, ring of protection +5, ring of wizardry IV* [**AC** 31, touch 24, flat-footed 33; 6 more 4th-level spells per day; **CMD** 34]



ETERNAL FRUSTRATION

Encounters for PCs with access to high level spells can be challenging to design and run without having dire stakes. GMs should try making Eternal Bazkri a shòuquán (able to absorb spells; see page 216) and with her high AC while using merge forms, there will be great opportunities to turn the magic back on the party as they try to hit her with spells!

Baron Tritas **CR 19** **XP 204,800**

Male human summoner 20
CE Medium humanoid (human)
Init +3; **Senses** Perception +11

DEFENSE

AC 28, touch 19, flat-footed 24 (+9 armor, +5 deflection, +3 Dex, +1 dodge)
hp 173 (20d8+80)
Fort +11, **Ref** +12, **Will** +15

OFFENSE

Speed 30 ft.
Melee *+1 heavy mace* +15/+10/+5 (1d8+1)
Ranged *+1 light crossbow* +19 (1d8+1, Crit 19–20/x2, Range 80 ft.)
Special Attacks merge forms 20 rounds/day, twin eidolon 20 minutes/day
Spell-Like Abilities (CL 20th; concentration +26)
9/day—*gate* or *summon monster IX*
Summoner Spells Known (CL 20th; concentration +26)
6th (6/day)—*incendiary cloud, maze, summon monster VIII, teleportation circle*
5th (6/day)—*greater dispel magic, greater rejuvenate eidolon*[APG], *greater teleport, hungry pit*[APG], *mass invisibility*
4th (6/day)—*baleful polymorph, greater evolution surge*[APG], *hold monster, mass bull's strength, summon monster V, teleport*
3rd (6/day)—*black tentacles, charm monster, dispel magic, evolution surge*[APG], *greater invisibility,*
seek thoughts[APG], *stoneskin*
2nd (7/day)—*alter self, barkskin, detect thoughts, haste, lesser evolution surge*[APG], *invisibility*
1st (7/day)—*ant haul, enlarge person, expeditious retreat, lesser rejuvenate eidolon*[APG], *magic mouth, shield*
0th—*acid splash, detect magic, guidance, light, mage hand, read magic*

TACTICS

Before Combat Baron Tritas casts *silent invisibility* and summons his eidolon, then uses his twin eidolon ability.

During Combat Using his twin eidolon ability, Baron Tritas wrecks havoc with frightful presence (DC 26) to terrify foes before relishing the power of his physical form, spreading enemies out and isolating opponents to take them out singularly.

Morale Baron Tritas is a petty sadist and not interested in dying; he flees when reduced to 40 hit points or less.

STATISTICS

Str 8, **Dex** 16, **Con** 15, **Int** 12, **Wis** 10, **Cha** 22
Base Atk +15; **CMB** +14; **CMD** 33
Feats Augment Summoning, Dodge, Greater Spell Focus (conjuration), Run[B], Silent Spell, Skeleton Summoner[UM], Spell Focus (conjuration), Spell Focus (necromancy), Still Spell, Superior Summoning[UM], Toughness
Skills Bluff +26, Fly +7, Knowledge (arcana) +8, Knowledge (local) +5, Knowledge (planes) +7, Linguistics +6, Perception +11, Sense Motive +12, Spellcraft +18, Stealth +14, Use Magic Device +10
Languages Common, Draconic, Goblin, Orc, Undercommon
SQ aspect, bond senses, eidolon (Baron Eidolon page 371), greater aspect, greater shield ally, life link, maker's call, shield ally, transposition
Combat Gear *potions of cure serious wounds* (2), *potion of invisibility, potion of nondetection*; **Other Gear** *+1 heavy mace, +1 light crossbow* (30 bolts), *+5 chain shirt, cloak of resistance +3, ring of freedom of movement, ring of mind shielding and protection +5, headband of alluring charisma +4,* 442 gp; **Attuned Gear** *+3 keen shocking burst light crossbow, +5 improved shadow chain shirt, amulet of proof against detection and location, belt of mighty constitution +6, dust of disappearance, gem of seeing, mantle of faith* [**hp** 233; **Fort** +14; **DR** 5/evil; constant *nondetection, true seeing* 30 mins/day; Stealth +24; **Ranged** *+3 keen shocking burst light crossbow* +21 (1d8+3 plus 1d6 electric, Crit 17–20 plus 1d10 electric, Range 80 ft.]



NPC DESCRIPTIONS

NIGHTMARE CULTIST

The Nightmare Gods extend their insidious influence to touch upon many creatures and a few are too weak to ignore the call or so foolish as to answer it. While the dark deities can bestow a number of different gifts on their adherents, the most common is a bit of themselves, however small—an eidolon granted through despicable rituals that wrack the mind with anguish for days. Afterward these followers become truly fanatical, treating their otherworldly companions with the kind of affection normally reserved for one's family.

The general number of Nightmare Cultists is on the rise; with major conflicts brewing on all the continents of Veranthea, the diabolists have started to see employment as mercenaries. Only the vilest despot would consider these fanatics as a reliable means to power, but the devotees of the dark do not care who hires them, only welcoming the opportunity to further the inscrutable designs and agendas of their insanity inducing masters.

PRESERVATIONIST COLLECTOR

These are the finest archeologists in all the realm, dedicated students of history that value every relic from the past with great reverence. While they work the stone of the Forever Dark to unearth more ancient treasures their eidolons keep a close watch, prepared to warn of whatever danger the strange subterranean world throws at them. While archeologists as a whole are lauded in most civilized parts of Veranthea, the Collectors are not doing it for glory or riches, relishing instead the excitement of unearthing the world's past—but even these stoics are not unfalteringly altruistic in their pursuit of knowledge. It is rare that a Collector sells his findings but when it happens the group prefers to deal with it within their own ranks before resorting to trusted adventurers as their agents; one reckless member of the clandestine organization gone renegade can do untold damage to their shared accumulation of history.

ZALIHA CIRCUITIOS

The plains of northeastern Ominara provide bountiful harvests, but strange spirits and magics there spawn creatures that make farming quite dangerous. Some of the Free Isle's most unique conscripts, Zaliha Circuitios, travel freely between the farmsteads, familiarizing themselves with the region while maintaining a reliable surveillance network against lurking monsters. When sufficiently overwhelmed they trigger one of the Zaliha road fences before fleeing into a homestead, each of which houses a *rock of emergency* (*sending* 1/day, CL 7th) that they use to directly contact the nearest Conscript Army camp. Patrolling the countryside often means encountering adventurers, at which point a short dialogue determines whether or not anything suspicious is about (in which case a team of conscripts is called to task) though most anyone bearing a *conscript's badge* (page 183) only gets a cursory investigation.

UGLY BETTY (MORTIMER GUTTERSINK)

Mortimer Guttersink was born charismatic and in Goblinvania that kind of thing can quickly become a curse. Worse yet the short half-orc's stature makes him resemble a discolored goblin—along with his fair features it earned a nickname that stuck. Walking the streets of the metropolis one never knows what "Ugly Betty" is liable to do; some days he's quiet, distant, and mostly ignores anyone that bothers him, but there are times he's outright aggressive, attacking anyone that so much as looks his way. It was all too easy for Mortimer to fall into the criminal underworld and now he's feared as a collector of debts, using his ugly eidolon's keen senses to sniff out his quarry.

What very few realize is that several of his victims try to barter with him usually offering information in exchange for leniency on the payment of their debts. This has made Mortimer a treasure trove of information regarding the hidden plots of Goblinvania; recently he's been fighting back his poor reputation, hoping to cash in on what he knows once he's earned a more respectable reputation in the underworld. Though none know it but his planar companion, the days where he is stoic and distant are the days where Mortimer daydreams about avenging all the slights (real and imagined) done to him over the years, taking his rightful place at the top of the social ladder. Those who know what's on his mind on the days he gives out trashings either can't repeat what they've learned or are too fearful to say anything (meaning that the summoner's plan is working, in a fashion).

NOBLE AERRYN THANOTHIR

Born to one of the elite houses of aquatic elves in Drandet, Aerryn Thanothir has chafed at the equal treatment received by their air-breathing neighbors in Drindet since his youth. The noble has always had a talent for hiding his true feelings, however, and using his presence and charisma he climbed the echelons of power in Srendthav until reaching the side of King Wearantir by championing the hippocampus cavalry. The venerable old monarch sees through Aerryn's veneer of amicability and senses his insatiable desire to rule, but has been forced to add him to the royal council by circumstance and the deft political maneuverings of House Thanothir.

The first of Aerryn's critical machinations to take the throne was killing Wearantir's last direct heir, sending the other noble houses of Srendthav and much of the country into disarray. Waiting for a suitably large storm, the devious aquatic elf utilized his stealthy sister's arcane talents and struck swiftly after luring Castelli Wearantir into the deep waters away from the coast, sealing the prince's fate with a gruesome decapitation and casting the body off into the ocean. Normally it would be a paltry thing for the aged

oracle to uncover the brutal murder, but Kaitaku, Veraylle's odd octopus familiar, reached out to its true patrons for power enough to obscure King Wearantir's divinations (though neither sibling is aware of the cephalopod doing so).

It was not until his sister's discovery of a magickarr that the remainder of Aerryn's treacherous plan came to him; he has cunningly used the relic as a means to both cement and legitimize House Thanothir's power while simultaneously drawing the attention of King Wearantir. Of course the devious noble has enacted plans of his own, attempting to replicate the ingenious device, but these have only yielded imitations that pale in comparison to the power locked within the archaic contraption. When the academics and mages loyal to Aerryn finally manage to unlock the mysteries of the magickarr, the long rule of Srendthav's first king may finally come to an end (and unfortunately, it may very well be a violent and bloody one).

FINKLEWORTH "MADBEAR" SHORTLEGS

Finkleworth Shortlegs was born in the Poor District of Lethis, raised by an affectionate mother after his father died in an accident on the docks (or so he says). The truth of the matter is that his father died in a drunken brawl and his mother was a seamstress working so hard to make ends meet with six children that she seldom had time to show any affection. Finkleworth's parents have always been something that could trigger the halfling's temper, from his youth up to now and most likely into the foreseeable future.

The halfling lad was routinely bullied until sometime during his teens, when four of his tormentors were found torn to pieces in their beds after a night of bloody violence. These horrific murders came to be known as the Diston Tear, named after the innocent homeless man who was hanged for them—nobody would listen to Finkleworth's claims that his bear did it, calling the child incredulous and berating him for making fun at so tragic a time. After the Diston Tear, Finkleworth became relatively subdued until his mother died in a drowning accident. Struck with wanderlust he stowed away on a ship for Srendthav, leaving behind the siblings he disliked to wander Grethadnis on his own. Unfortunately the halfling's vessel was boarded and attacked by a Red Fist ship off the coast of the Dry Walkabout; most of the crew and passengers were slain by the bloodthirsty sailors, but Finkleworth and a few others were taken as prisoners to fight in the Theater of Blood in Deevyce Town.

The crowd in the arena laughed as the frail halfling was thrown out in front of four seasoned orc gladiators, but they howled with a mix of delight and surprise as an enraged owlbear materialized next to Finkleworth and tore his opponents limb from limb. He had forgotten all about his childhood protector and ursine friend, but now it had returned in his hour of need; from that day on he became a fan favorite and realizing that escape was not a possibility, groomed his gladiator look. The halfling's long hair gave way to a mohawk, he started exercising and turned his frail body into muscular shape, and he trained for weeks with his new ally, taking on the moniker Mad Bear—after years of bullying and personal tragedy, Finkleworth finally found a place where he is truly beloved and adored.

Recently the summoner's performance caught the eye of Kratcher during a four day festival of carnage. The leader of the Red Fists visited him in the gladiator's quarters after the festival and hinted that she might have use for him in her personal guard, though she avoided mentioning anything more specific. Now Finkleworth ponders what this might entail for him—with years of success in the Theater of Blood, a huge throng of fans, and the pleasures heaped upon the victor of stadium bloodsport, he wonders if it is worth leaving and how much he'll like the world beyond his confined existence in Deevyce Town.

MADAME MOSHU LANBAOSHI

The life of privilege Moshu Lanbaoshi has been treated to has been one of enlightenment, carefully nurturing her natural talents for an ascension to power within the Sappihire Clan that came far sooner than any expected. Before being sent to the University of Bahran-Tayl to master the esoteric magic style of ju-wai shu spellcasting, she was made to study with all of the noble houses within Verentai, learning the philosophies of the tenacious Diamond Clan, the subtlety in the calligraphy of the Ruby Clan, and becoming fast friends with Madame Fujiko Amejisuto of the Amethyst Clan (even adventuring together whenever Moshu could escape her handlers).

Once the elders of her noble house determined that Moshu was old enough to travel abroad under her own recognizance she went to Fordhatta to complete her arcane studies under the tutelage of the northern dynasty's finest mages. Though many attempted to befriend her here, none of the Metal Clans had any success save for the Silver Clan; Fei-Hung Yin, one of their deadliest warriors, grew to love young Moshu, feelings she eventually came to reciprocate in full.

Theirs' was not a love meant to last, however, and before too long events beyond their control tore them asunder. In the last Duels of Honor in Nokada, the sly maneuverings of one of the noble houses—neither can determine which is responsible though they strongly suspect the Mercury Clan—Moshu and Fei-Hung were made to fight one another. Unable to strike at his love, even in sport, Moshu quickly bested the Silver Clan samurai, driving a wedge between the two that remains to this day. She lost in the very next round, dueling His Golden Personage of Fortitude to disastrous effect, clearly outmatched by the immortal emperor (the true source of her recent anguish).

The end of the most recent Clan Wars saw her attain leadership of the Sapphire Clan, making her unrequited lover the talk of the house. Realizing the futility of pursuing rulership, Moshu has completely redirected her efforts to

unlocking the secrets of Arcanalus' Well, taking frequent trips to the peak of Mount Nestraka to study the magical anomaly. She has made the journey up the mountain more than once only to find her former paramour along the way, far from the territories he protects; each time she has rebuffed him, but her subordinates wonder and talk amongst themselves, spreading rumors of a conspiracy with the Silver Clan.

FASI THE REBORN

Stories of how to escape slavery in Trectoyri are as myriad with myth and hearsay as any Unwanted Folk tavern, but the most popular of these tales are those of Fasi the Reborn. Birthed on the mainland before the fall of Iomen, she had always been supremely odd, standing out as singular among her kin even as a child. Nothing about the young elf was truly peculiar, but she failed to take to any role with ease and sometimes spoke in a variation of the common tongue virtually unheard of. During a scouting expedition as some scouts of the wilds attempted to impart their knowledge onto young Fasi, a patrol of Goblinvanians came down upon them, sending the group scattering and the young girl fleeing into the nearby mountains.

In a stroke of incredible luck she stumbled upon one of the few dragons still on the Monstrous Continent, a young white dragon too weak to best Wealbren's Rage to traverse the oceans and too stupid to evade capture for long. It fought to the death, nearly killing all of the patrol that Fasi unwittingly brought to its location, but eventually goblin firearms felled the beast, young Fasi trembling in the corner and watching its final struggle with horror.

As the white dragon's soul fled its body Fasi fell upon the corpse and something inside her tethered the two together, unlocking the hidden potential within the young elf. Revitalized, the dragon-turned-eidolon struck out at its tormentors, reveling in the power granted by this new union. The pair have continued this way since, becoming an unpredictable scourge of Goblinvania and heroes of the free Kind Folk in Trectoyri, bereft of any allegiances save those they decide are worth engaging in (always ultimately in opposition to the Unwanted Folk).

ETERNAL BAZKRI

Rumors of the Korelli Swamp are normally tales of woe and misery, recountings of boggard assassins falling upon entire caravans with deadly precision in the murk (or worse). Recently however, a completely different kind of story has come from the dreaded fortress of the Targossa Tribe, a yarn so unique that it has spread across the Dynasties—how one young girl threw the entire castle of the marsh murderers into disarray.

Eternal Bazkri cannot account for where she is from, who her family is, or why or how she appeared on the top of Katakota's dilapidated towers. Unsure of the young girl and thinking it a trick of some kind, the boggards there immediately attempted to capture her but she easily evaded them, disappearing from sight. A moment later another newcomer arrived from the aether, a humorous, friendly faced troll of greatly reduced stature; taking no chances the assassins attempted to kill the thing, but it easily bound around them as Bazkri giggled in delight.

That might have been the end of it, but one of the boggards made the mistake of attempting to kill the quick, flippant creature—inciting the young summoner's wrath. Leaping into its stomach, the pair proceeded to wreck complete havoc across the entire fortress, killing several dozen assassins and causing the destruction of an entire spire of Katakota before fleeing into Zahn. Since then more rumors have spread about the unique child, all of them tales of good tidings and mercy for those kind of heart.

BARON TRITAS

The people of Privatend are hardworking, decent folk that live simple lives but each is ultimately little more than the plaything of this diabolical diabolist. Knowing that he would eventually ascend to take over rulership of the region from his mother, the young noble Tritas took the new name of Baron of his own accord, the first of his great sins of narcissism. Acquiring graduates from the various training facilities in the capital he took to Grethadnis with vigor, exploring all of the realms in search of something he could never quite define.

During an arduous trek into the Grondov Mountains he and his companions were waylaid by beasts and cultists in the Forever Dark. Something during the encounter—something from the Nightmare Gods—tapped into a deep vein of evil in Baron's heart, awakening a taste for sadism that has stayed with him to this day. That very night he slew his allies as they slept, heading back to Privatend to dole out the same fate to his mother. Since then he has used his eidolon to masquerade as Lord Jayip, terrorizing those he is sworn to protect in insanely bizarre displays that baffle, madden, and shame those who look upon them (as if he is the jester of some evil entities watching from beyond the boundaries of reality).

Not long after assuming control of Privatend Baron had to speak of a tragic murder spree perpetrated by Lord Jayip, a bloodbath that laid to waste every villager in the town of Blok. Halfway through his speech he began to giggle at the deception, laughing so heartily he broke down into tears. As the story spread it became as warped as he is and now the citizenry believe his tears of laughter were a torrent of sadness, further reinforcing the distorted perception of him as a benevolent ruler. The dark deities put Baron into contact with Boris not long after the rise of Trianestra and together they have recently begun an alliance with Kratcher and the Red Fists—a coalition of evil so great that it threatens every country on the continent.

Grada Harvester CR 1/2 XP 200

Male human witch 1
LG Medium humanoid (human)
Init +3; **Senses** Perception +1

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 *mage armor*, +3 Dex)
hp 8 (1d6+2)
Fort +1, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft.
Melee spear +1 (1d8+1, Crit ×3)
Ranged mwk sling +4 or +2/+2 (1d4+1, Range 50 ft.)
Special Attacks hex (healing)
Witch Spells Prepared (CL 1st; concentration +3)
1st—~~*mage armor*~~, *command*
0th—*detect poison, light, stabilize*
Patron animals

TACTICS

Before Combat The Grada Harvester casts *mage armor* before combat.

During Combat If an enemy approaches the Grada Harvester he casts *command* to halt them, retreating and using his sling to attack.

Morale The Grada Harvester is tough to pick a fight with, but doesn't back down until reduced to 1 hp.

STATISTICS

Str 12, **Dex** 17, **Con** 13, **Int** 14, **Wis** 10, **Cha** 8
Base Atk +0; **CMB** +1; **CMD** 14
Feats Point-Blank Shot, Rapid Shot[B]
Skills Heal +4, Knowledge (nature) +6, Perception +1, Spellcraft +6, Stealth +6, Survival +1
Languages Common, Dwarven, Elven
SQ witch's familiar (centipede)
Combat Gear *potion of cure light wounds*; **Other Gear** mwk sling (30 bullets), spear, spell components; **Attuned Gear** *potion of haste*



Freerunning Witch CR 2 XP 600

Female elf witch 3
CG Medium humanoid (elf)
Init +5; **Senses** low-light vision; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 *mage armor*, +3 Dex, +1 dodge)
hp 19 (3d6+6)
Fort +2, **Ref** +4, **Will** +2; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 30 ft.
Melee mwk spear +3 (1d8+1, Crit ×3)
Ranged mwk sling +5 (1d4+1, Range 50 ft.)
Special Attacks hexes (disguise, fortune)
Witch Spells Prepared (CL 3rd; concentration +5)
2nd—*blindness/deafness, summon swarm*
1st—*burning hands*, ~~*mage armor*~~, *ray of enfeeblement*
0th—*bleed, detect magic, detect poison, message*
Patron agility

TACTICS

Before Combat Freerunning Witches cast *mage armor* when combat is imminent, then drink a *potion of invisibility*.

During Combat Freerunning Witches mostly work their hexes to aid allies until an escape can be made after she casts *summon swarm* to distract enemies.

Morale A Freerunning Witch values her freedom slightly more than her life, fleeing when reduced to 4 hp or less.

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 8, **Cha** 10
Base Atk +1; **CMB** +2; **CMD** 16
Feats Combat Casting, Dodge
Skills Heal +3, Perception +4, Spellcraft +6 (+2 to identify magic items), Stealth +6, Survival +2, Use Magic Device +4; **Racial Modifiers** +2 Perception
Languages Common, Elven, Goblin, Undercommon
SQ elven magic, witch's familiar (scorpion)
Combat Gear *potions of cure light wounds* (2), *potion of invisibility*; **Other Gear** mwk sling (15 bullets), mwk spear, 100-ft. hemp rope, grappling hook, manacles, 12 gp; **Attuned Gear** *ring of protection +1, potion of cure moderate wounds, potion of fly, potion of protection from arrows* [**AC** 19, touch 15, flat-footed 15; **CMD** 17]

Cave Witch — CR 4 — XP 1,200

Female dwarf witch 5
N Medium humanoid (dwarf)
Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 13, flat-footed 15(+4 *mage armor*, +1 deflection, +2 Dex)
hp 35 (5d6+15)
Fort +3, **Ref** +3, **Will** +6; +2 vs. poison, spells, spell-like abilities
Defensive Abilities defensive training (giants)

OFFENSE

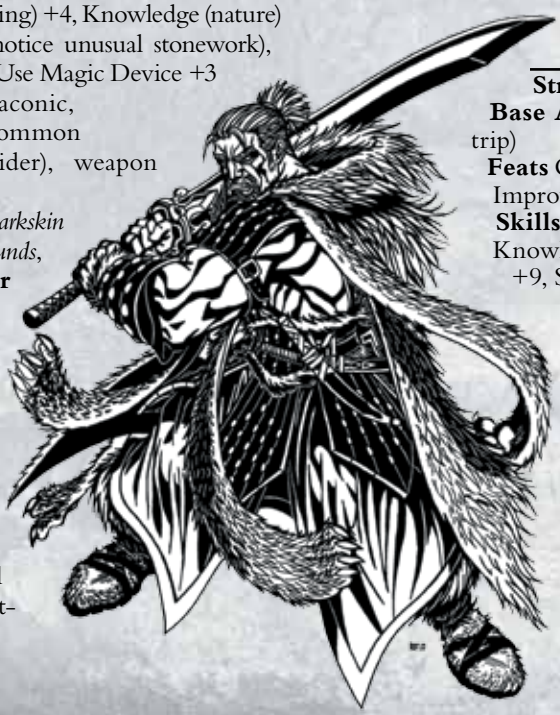
Speed 20 ft.
Melee longspear +1 (1d8−1, Crit ×3)
Ranged mwk light crossbow +5 (1d8, Crit 19−20/x2, Range 80 ft.) or ranged touch +4
Space 5 ft.; **Reach** 5 ft. (longspear 10 ft.)
Special Attacks hexes (evil eye, misfortune, water lung)
Witch Spells Prepared (CL 5th; concentration +8)
3rd—*lightning bolt, vampiric touch*
2nd—*burning gaze*[APG], *spectral hand, touch of idiocy*
1st—*chill touch* (2), *cure light wounds*, ~~*mage armor*~~
0th—*detect magic, guidance, mending, touch of fatigue*
Patron shadow

TACTICS

During Combat The Cave Witch casts *spectral hand*.
Morale Cave Witches flee when reduced to 10 hp or less.

STATISTICS

Str 8, **Dex** 14, **Con** 15, **Int** 16, **Wis** 14, **Cha** 8
Base Atk +2; **CMB** +1; **CMD** 14 (18 vs. bull rush/trip)
Feats Combat Casting, Eschew Materials, Improved Initiative
Skills Acrobatics +5, Climb +5, Heal +6, Knowledge (arcana) +7, Knowledge (dungeoneering) +4, Knowledge (nature) +7, Perception +7 (+2 to notice unusual stonework), Spellcraft +11, Survival +6, Use Magic Device +3
Languages Common, Draconic, Dwarven, Terran, Undercommon
SQ witch's familiar (spider), weapon familiarity
Combat Gear *potions of barkskin* (2), *potion of cure moderate wounds*, *potion of spider climb*; **Other Gear** *ring of protection +1*, mwk light crossbow (30 bolts), 200-ft. silk rope, climber's kit, grappling hook, longspear, 42 gp; **Attuned Gear** *amulet of natural armor +1, headband of vast intelligence +2, potion of nondetection* [**AC** 18, flat-footed 16; +1 to all spell DCs; Stealth +5, +1 to all Int-based skills]



Madness Witch — CR 6 — XP 2,400

Male half-orc witch 7
CN Medium humanoid (human, orc)
Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 *mage armor*, +1 deflection, +2 Dex, +1 dodge, +1 natural)
hp 55 (7d6+28)
Fort +6, **Ref** +4, **Will** 4
Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.
Melee mwk falchion +6 (2d4+3, Crit 18−20/x2)
Special Attacks hexes (evil eye, feral speech, flight, ward)
Spell-Like Abilities (CL 7th; concentration +9)
at will—*feather fall*
5 mins/day—*fly*
Witch Spells Prepared (CL 7th; concentration +9)
4th—*enervation, summon monster IV*
3rd—*bestow curse, heroism*
2nd—*cure moderate wounds, hideous laughter, false life, levitate, vomit swarm*[APG]
1st—*enlarge person*, ~~*mage armor*~~, *mount, ray of enfeeblement, reduce person*
0th—*bleed, detect magic, putrefy food and drink, spark*
Patron insanity

TACTICS

Before Combat The Madness Witch casts enhancement spells, *summon monster IV,* and *vomit swarm*.
During Combat The Madness Witch is not afraid of entering into melee combat and does so with relish. Troublesome opponents are targeted with *enervation, ray of enfeeblement*, and *bestow curse*.
Morale Madness Witches are notoriously insane and fight to the death while singing praise to the Nightmare Gods.

STATISTICS

Str 14, **Dex** 14, **Con** 15, **Int** 14, **Wis** 8, **Cha** 10
Base Atk +3; **CMB** +5 (+7 trip); **CMD** 19 (21 vs. trip)
Feats Combat Casting, Combat Expertise, Dodge[B], Improved Trip, Toughness
Skills Acrobatics +4, Heal +3, Intimidate +12, Knowledge (planes) +8, Perception +5, Spellcraft +9, Stealth +6, Swim +6, Use Magic Device +5; **Racial Modifiers** +2 Intimidate
Languages Aklo, Common, Orc, Undercommon
SQ weapon familiarity, witch's familiar (rat)
Combat Gear *potions of cure light wounds* (3), *potion of invisibility*; **Other Gear** *amulet of natural armor +1, brooch of shielding, ring of protection +1*, mwk falchion; **Attuned Gear** *+1 keen falchion, belt of incredible dexterity +2* [**Init** +3; **AC** 20, touch 15; **Melee** *+1 keen falchion* +6 (2d4+4, Crit 15−20/x2); **CMD** 20; +1 to all Dex-based skills]

Vyfang Dyzdra **CR 8** **XP 4,800**

Female half-orc witch 9
CN Medium humanoid (human, orc)
Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 *mage armor*, +1 deflection, +2 Dex, +1 dodge, +1 natural)
hp 70 (9d6+36)
Fort +5, **Ref** +5, **Will** +6
Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.
Melee mwk greataxe +4 (1d12−1, Crit ×3)
Ranged *+1 pistol* +7 (1d8+1, Crit ×4, Range 20 ft.)
Special Attacks hexes (cackle, charm, evil eye, healing, misfortune)
Witch Spells Prepared (CL 9th; concentration +14)
5th—*cloudkill, teleport*
4th—*black tentacles, scrying, spiritual ally*[APG]
3rd—*dispel magic, lightning bolt* (2), *speak with dead*
2nd—*blindness/deafness* (2), *detect thoughts, invisibility, web*
1st—*command* (2), ~~*mage armor*~~, *ray of enfeeblement* (2), *unseen servant*
0th—*arcane mark, detect magic, detect poison, message*
Patron spirits

TACTICS

Before Combat Vyfang attempts to avoid combat using *invisibility,* preferring to leave fighting to the infantry.

During Combat When forced into a fight Vyfang uses *black tentacles* to immobilize grouped opponents (following that with a *cloudkill*), protected by her *spiritual ally* and casting *blindness* on anyone that gets around those two tactics.

Morale Vyfang has greater ambitions than an early death, fleeing when reduced to 20 hp or less.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 20, **Wis** 10, **Cha** 12
Base Atk +4; **CMB** +3; **CMD** 15
Feats Combat Casting, Dodge, Exotic Weapon Proficiency (firearms), Rapid Reload (pistol), Toughness
Skills Bluff +10, Fly +6, Heal +5, Intimidate +12, Knowledge (arcana) +9, Knowledge (geography) +6, Knowledge (history) +9, Knowledge (nature) +9, Perception +9 (+3 sight-based and opposed in shadows or darkness), Sense Motive +9, Spellcraft +14, Stealth +9, Use Magic Device +13; **Racial Modifiers** +2 Intimidate
Languages Common, Elven, Dwarven, Goblin, Orc, Undercommon
SQ weapon familiarity, witch's familiar (owl)
Combat Gear *potions of cure serious wounds*; **Other Gear** *+1 pistol* (20 alchemical cartridges), *amulet of natural armor +1, ring of protection +1, headband of vast intelligence +2,* mwk greataxe, 42 gp; **Attuned Gear** *amulet of natural armor +2, ring of protection +2, belt of physical might +2* (Dex, Con) [**Init** +3; **AC** 22, touch 17, flat-footed 16; **hp** 79; **Fort** +6, **Ref** +6; **Ranged** *+1 pistol* +8 (1d8+1, Crit ×4, Range 20 ft.); **CMD** 17; +1 to all Dex-based skills]



Veraylle Thanothir CR 10 XP 9,600

Female aquatic elf witch 11
NE Medium humanoid (aquatic, elf)
Init +4; **Senses** low-light vision; Perception +13

DEFENSE

AC 22, touch 17, flat-footed 16 (+4 *mage armor*, +1 deflection, +5 Dex, +1 dodge, +1 natural)
hp 63 (11d6+22)
Fort +4, **Ref** +8, **Will** +7; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 30 ft., swim 30 ft.
Melee mwk elven longblade +7 (1d10+1, Crit 18–20/x2)
Ranged *+1 frost composite (+1) longbow* +11 or +9/+9 (1d8+2, Crit ×3, Range 110 ft.)
Special Attacks hexes (evil eye, feral speech, healing, retribution, tongues)
Witch Spells Prepared (CL 11th; concentration +14)
6th—*transformation*
5th—*polymorph, waves of fatigue*
4th—*black tentacles, cure serious wounds, freedom of movement*
3rd—*haste, heroism, ray of exhaustion, sleet storm, twilight knife*[APG]
2nd—*cure moderate wounds, false life, see invisibility, summon monster II* (2)
1st—*charm person, cure light wounds, ill omen, ~~mage armor~~, ray of enfeeblement*
0th—*bleed, dancing lights, detect magic, detect poison*
Patron agility

TACTICS

Before Combat Veraylle casts *haste* as soon as possible, then *black tentacles, summon monster II*, or *twilight knife* to keep opponents occupied.

During Combat Veraylle uses her area spells to weaken and discourage opponents in between firing shots from her longbow. When the time seems right (either via opportunity or dire circumstances), she casts *polymorph* to become a water elemental (Small size, AC 27, +11 hp, swim speed 60 ft.), followed by *transformation*.

Morale Veraylle isn't keen to run from a fight but knows the value of a timely retreat; she flees as a water elemental when reduced to 20 hp or less (though if she still has enough *cure* spells to restore herself to full health, she re-engages soon after).

STATISTICS

Str 12, **Dex** 20, **Con** 12, **Int** 16, **Wis** 10, **Cha** 8
Base Atk +5; **CMB** +6; **CMD** 23
Feats Dodge, Mobility, Point-Blank Shot, Rapid Shot, Shot on the Run, Weapon Proficiency (longbow)
Skills Bluff +8, Fly +9, Intimidate +3, Knowledge (arcana) +7, Knowledge (nature) +7, Perception +13, Sense Motive +6, Stealth +16, Swim +20, Use Magic Device +8; **Racial Modifiers** +2 Perception
Languages Common, Elven
SQ amphibious, elven magic, weapon familiarity, witch's familiar (octopus)
Combat Gear *potion of cure serious wounds, potion of pass without trace*; **Other Gear** *+1 frost composite (+1) longbow* (30 arrows), *amulet of natural armor +1, belt of incredible dexterity +2, ring of protection +1,* mwk elven longblade, 168 gp; **Attuned Gear** *+3 frost composite (+1) longbow, ring of protection +2, ring of swimming* [**AC** 23, touch 18, flat-footed 17; **Ranged** *+3 frost composite (+1) longbow* +13 or +11/+11 (1d8+4 plus 1d6 cold, Crit ×3, Range 110 ft.); **CMD** 24; **Swim** +25]



Lieutenant Kujara **CR 12** **XP 19,200**

Male ifrit witch 13
NE Medium outsider (native)
Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 16, flat-footed 15 (+4 *mage armor*, +1 deflection, +4 Dex, +1 dodge, +1 shield)
hp 87 (13d6+39)
Fort +5, **Ref** +9, **Will** +8
Resist fire 5

OFFENSE

Speed 30 ft.
Melee *+1 dagger* +9/+4 (1d4+1, Crit 19–20/x2), *+1 dagger* +9 (1d4+1, Crit 19–20/x2)
Ranged mwk light crossbow +11 (1d10, Crit ×3, Range 80 ft.)
Special Attacks hexes (agony, blight, disguise, flight, hoarfrost, ice tomb, slumber, ward)
Spell-Like Abilities (CL 13th; concentration +17)
at will—*feather fall*
1/day—*burning hands*
13 mins/day—*fly*
Witch Spells Prepared (CL 13th; concentration +17)
7th—*chain lightning*
6th—*cone of cold* (2), *transformation*
5th—*feeblemind*, *flame strike* (2), *teleport*
4th—*charm monster*, *confusion* (2), *cure serious wounds*, *dimension door*
3rd—*dispel magic* (2), *fireball* (2), *seek thoughts*
2nd—*alter self*, *blindness/deafness*, *detect thoughts*, *flaming sphere*, *levitate*, *spectral hand*, *touch of idiocy*
1st—*command* (2), ~~*mage armor*~~, *shocking grasp* (3)
0th—*arcane mark*, *bleed*, *detect magic*, *spark*
Patron elements

TACTICS

Before Combat Lieutenant Kujara uses his hexes to protect allies (and himself) with *ward*.

During Combat A talented tactician, Kujara targets spellcasters first, targeting the squares they are in with area spells. If a warrior interrupts him the witch uses *blindness* or *confusion* to get them out of the way, and if a spellcaster is proving too difficult to down, he uses *feeblemind*. Otherwise Kujara delights in unleashing elemental forces on his enemies, and has been known to use *transformation* simply to rush and eliminate rogue opponents (typically the ones that survive his magical onslaught).

Morale Kujara uses *teleport* to escape when reduced to 15 hp or less.

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 22, **Wis** 11, **Cha** 10
Base Atk +6; **CMB** +6; **CMD** 22
Feats Dodge, Extra Hex[APG], Toughness, Two Weapon Defense, Two Weapon Fighting, Weapon Finesse, Witch Knife[APG] [+1 to spell DCs]
Skills Acrobatics +16, Bluff +13, Fly +12, Intimidate +9, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nature) +11, Knowledge (planes) +11, Perception +10, Profession (soldier) +7, Sense Motive +13, Spellcraft +17, Stealth +18, Use Magic Device +6
Languages Common, Elven, Dwarven, Goblin, Ignan, Orc
SQ witch's familiar (monkey)
Combat Gear *potions of cure serious wounds* (2), *potion of invisibility*, *potion of nondetection*, *potion of pass without trace*; **Other Gear** *+1 daggers* (2), *belt of incredible dexterity +2*, *headband of vast intelligence +4*, *ring of protection +1*, mwk light crossbow (15 bolts), heavy pick ("Murderstick"), weapon cords (daggers), 132 gp; **Attuned Gear** *belt of incredible dexterity +4*, *headband of vast intelligence +6*, *ring of protection +3* [**Init** +5; **AC** 24, touch 19, flat-footed 17; **Ref** +10; **Melee** *+1 daggers* +12/+7 or +10/+10/+5; **Ranged** mwk light crossbow +12; melee +13, 3d6+12, Crit 17–20/x2; bonus 3rd- and 7th-level spell, +1 to spell DCs; **CMD** 25; Survival +13, +1 to all Dex- and Int-based skills]



Val Tislo **CR 14** **XP 38,400**

Female half-doppelganger witch 15
LN Medium humanoid (half-doppelganger, human)
Init +4; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 22, touch 17, flat-footed 17 (+4 *mage armor*, +2 deflection, +4 Dex, +1 dodge, +1 natural)
hp 100 (15d6+45)
Fort +6, **Ref** +9, **Will** +10
Weaknesses light blindness

OFFENSE

Speed 30 ft.
Melee mwk quarterstaff +7/+2 (1d6−1)
Ranged ranged touch +11
Special Attacks hexes (beast eye, cackle, evil eye, fortune, healing, major healing, misfortune, retribution)
Witch Spells Prepared (CL 15th; concentration +21)
8th—*destruction*
7th—*harm, heal*
6th—*disintegrate* (2), *eyebite, greater dispel magic*
5th—*cloudkill, hold monster, suffocation, teleport, waves of fatigue*
4th—*crushing despair, dimension door, phantasmal killer, poison, summon monster IV*
3rd—*bestow curse, dispel magic, fly, haste, suggestion*
2nd—*hold person* (2), *silence* (2), *spectral hand, touch of idiocy*
1st—*chill touch* (3), *command* (2), ~~*mage armor*~~
0th—*detect magic, light, mending, read magic*
Patron time

TACTICS

Before Combat Val uses her *dust of disappearance* to become invisible.

During Combat Val flits around the battlefield using *fly* and *haste*, targeting spellcasters but liberally making use of Split Hex to aid her allies or hinder opponents while avoiding melee combat.

Morale As a High Priest of Amaroke, Val is fearless and doesn't retreat unless reinforcements are nearby (in which case she flees at 15 hp or less).

STATISTICS

Str 8, **Dex** 18, **Con** 12, **Int** 22, **Wis** 12, **Cha** 9
Base Atk +7; **CMB** +7; **CMD** 24
Feats Combat Casting, Dodge, Eschew Materials, Heighten Spell, Quicken Spell, Silent Spell, Split Hex[APG], Toughness
Skills Bluff +14, Diplomacy +10, Disguise +10, Fly +10, Heal +5, Intimidate +10, Knowledge (arcana) +11, Knowledge (history) +10, Knowledge (nature) +10, Knowledge (religion) +10, Perception +11, Sense Motive +16, Spellcraft +19, Stealth +22, Survival +5, Use Magic Device +10
Languages Common, Draconic, Dwarven, Elven, Undercommon
SQ change shape (humanoid) 15 mins/day, witch's familiar (cat)
Combat Gear *potions of cure serious wounds, dust of disappearance*; **Other Gear** *belt of incredible dexterity +4, headband of vast intelligence +4, amulet of natural armor +1, ring of protection +2,* mwk quarterstaff, 42 gp; **Attuned Gear** *bracers of armor +8, dust of disappearance, ring of protection +4*
[**AC** 28, touch 19, flat-footed 23; **CMD** 26]
*If you don't have half-doppelgangers in your world, Val is a human. Remove the change shape (humanoid) ability, darkvision, light blindness, and add Appraise +21 and the Great Fortitude feat.



High Phoenix Lau-Yi **CR 16** **XP 76,800**

Male human witch 17
N Medium humanoid (human, rěnshòu) [SR 22]
Init +3; **Senses** Perception +18

DEFENSE

AC 23, touch 17, flat-footed 19 (+4 *mage armor*, +3 deflection, +3 Dex, +1 dodge, +2 natural)
hp 150 (17d6+85)
Fort +8, **Ref** +8, **Will** +11

OFFENSE

Speed 30 ft.
Melee mwk wakizashi +5/+0 (1d6, Crit 18–20/x2)
Ranged ranged touch +11
Special Attacks hexes (agony, beast of ill-omen, cauldron, fortune, slumber, speak in dreams, vision, ward, waxen image)
Witch Spells Prepared (CL 17th; concentration +27)
9th—*astral projection*
8th—*demand, moment of prescience, screen*
7th—*greater arcane sight, greater scrying, reverse gravity, vision*
6th—*analyze dweomer, greater dispel magic, mass suggestion, mislead, true seeing*
5th—*contact other plane, hold monster, prying eyes, secret chest, teleport*
4th—*arcane eye, charm monster, divination, scrying, ~~spite (touch of idiocy)~~, summon monster IV*
3rd—*arcane sight, clairaudience/clairvoyance, dispel magic, fly, glyph of warding, guiding star*
2nd—*augury* (2), *cure moderate wounds, detect thoughts, perceive cues, see invisibility, ~~touch of idiocy~~*
1st—*command* (3), *identify, ~~mage armor~~, unseen servant*
0th—*arcane mark, detect magic, light, read magic*
Patron trickery

TACTICS

During Combat If forced into a confrontation Lau-Yi uses *command* and *mass suggestion* to dissuade opponents after he casts *mislead* and *fly*.

Morale Lau-Yi has no interest in fighting and uses *teleport* to escape at the first opportunity.

STATISTICS

Str 10, **Dex** 16, **Con** 16, **Int** 26, **Wis** 12, **Cha** 8
Base Atk +8; **CMB** +8; **CMD** 25
Feats Brew Potion[B],Combat Casting, Dodge[B], Heighten Spell, Maximize Spell, Silent Spell, Skill Focus (Knowledge [arcana]), Split Hex[APG], Still Spell, Toughness, Witch Knife[APG] [+1 to spell DCs]
Skills Acrobatics +20, Bluff +8, Fly +23, Heal +5, Intimidate +10, Knowledge (arcana) +34, Knowledge (nature) +16, Knowledge (planes) +23, Linguistics +24, Perception +18 (+3 sight-based or opposed in bright light), Profession (scribe) +8, Sense Motive +14, Spellcraft +28, Use Magic Device +19
Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Koé, Orc, Sylvan, Terran, Trekth, Undercommon
SQ witch's familiar (hawk)
Combat Gear *potions of cure serious wounds*, *scroll of dimension door*; **Other Gear** *amulet of natural armor +2, belt of physical might +2* [Dex, Con], *ring of protection +3, ring of sustenance, headband of intelligence +6,* 848 gp; **Attuned Gear** *amulet of natural armor +5, boots of speed, bracers of armor +8, ring of protection +5* [**AC** 32, touch 19, flat-footed 26; *haste* 12 rounds/day; **CMD** 27]



Celeste Westri **CR 19** **XP 204,800**

Female elf witch 20
NG Medium humanoid (elf)
Init +5; **Senses** low-light vision; Perception +22

DEFENSE

AC 23, touch 17, flat-footed 17 (+5 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural)
hp 152 (20d6+80)
Fort +8, **Ref** +13, **Will** +12; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 30 ft.
Melee mwk spear +10/+5 (1d8−1, Crit ×3)
Ranged ranged touch +15
Special Attacks hexes (agony, charm, cackle, death curse, evil eye, hag's eye, healing, hoarfrost, life giver, natural disaster, fortune, weather control)
Witch Spells Prepared (CL 20th; concentration +29)

9th—*elemental swarm, mass hold monster, miracle, power word kill,*
wail of the banshee
8th—*destruction, horrid wilting, iron body, irresistible dance, maze*
7th—*chain lightning, heal, greater restoration, power word blind, summon monster VII*
6th—*cloak of dreams*[APG], *cone of cold, greater dispel magic, slay living, unwilling shield*[APG]
5th—*baleful polymorph, cloudkill, cure critical wounds, feeblemind, spell resistance, teleport*
4th—*black tentacles, confusion, dimension door, ice storm, phantasmal killer* (2)
3rd—*bestow curse, dispel magic* (2), *fly, lightning bolt* (2)
2nd—*blindness/deafness, cure moderate wounds, spectral hand, summon swarm, touch of idiocy, zone of truth*
1st—*charm person, chill touch, command, endure elements, mask dweomer*[UC], *ray of enfeeblement* (2)
0th—*detect magic, light, message, stabilize*

Patron endurance

TACTICS

Before Combat Depending on what she faces, Celeste casts either *iron body* or *elemental swarm*.

During Combat Celeste is a 20th level spellcaster and wrecks havoc. When the battle reaches its climax, she uses her natural disaster grand hex.

Morale Celeste is highly valued by Ominara but fearless, only retreating when reduced to 16 hp or less.

STATISTICS

Str 8, **Dex** 20, **Con** 15, **Int** 28, **Wis** 10, **Cha** 12
Base Atk +10; **CMB** +9; **CMD** 26
Feats Combat Casting, Dodge, Extra Hex, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell, Split Hex[APG], Still Spell, Toughness
Skills Acrobatics +25, Bluff +10, Diplomacy +10, Fly +18, Heal +8, Intimidate +9, Knowledge (arcana) +19, Knowledge (dungeoneering) +19, Knowledge (geography) +19, Knowledge (history) +19, Knowledge (nature) +19, Knowledge (nobility) +19, Knowledge (planes) +19, Linguistics +19, Perception +22, Sense Motive +20, Spellcraft +26 (+2 to identify magic items), Stealth +25, Use Magic Device +21; **Racial Modifiers** +2 Perception
Languages Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon
SQ elven magic, weapon familiarity, witch's familiar (fox)
Combat Gear *potions of cure light wounds* (3); **Other Gear** *amulet of natural armor +1, belt of physical might +4* (Dex, Con), *headband of vast intelligence +6, ring of protection +1, robe of the archmagi,* mwk spear, 532 gp; **Attuned Gear** *amulet of natural armor +5, cloak of resistance +5, dust of disappearance, pearl of power (8th level), ring of freedom of movement, ring of protection +5, staff of evocation, luckstone* [**AC** 31, touch 21, flat-footed 25; **Fort** +14, **Ref** +19, **Will** +18; recall one 8th-level spell 1/day; +1 luck bonus to all ability and skill checks]



NPC Descriptions

GRADA HARVESTER

Druids play an important role in the Grada Woods but novice witches are just as essential to its success. These young spellcasters patrol the region, taking note of areas where their divine peers need to do a bit of tending while keeping a wary eye for any sign of Trectoyri incursion. New inductees are trained throughout the winter and deployed in the spring, generally graduating from study by the fall, tutoring the next year's class.

Each of the eight everlasting springs favors one or another style of witchery—though the healing hex is often the first learned by Ominaran witches, each other discipline and patron has a particular area they are most common within. All of them, however, know the importance of their task and undertake it with the greatest sincerity. Whereas the warriors of Moenio are fierce, the mages of Pileum learned, and the defenders of Licentia pious, the witches of the Grada Woods have an outstanding reputation for being tenacious. While the first directive (survive and report) is utmost in their minds, Trectoyri invaders know that the raised ire of one of these patrolling spellcasters is not to be trifled with; if these Ominarans can't be brought to an aggressive and quick end, a swift retreat is the best course of action.

FREERUNNING WITCH

Some of the very best and most promising arcane students in the Grada Woods are hand-picked for taking the fight to the mainland, performing liberty raids on Trectoyri to free their Kind Folk kin. Stealthily brought to the northern coasts of the continent by halfling freerunner submarines (page 277), they integrate with the slave populace and organize the oppressed into groups that weave through the Hurral Hills to be transported to freedom in Ominara. Freerunning Witches often fail to blend in as seamlessly as they'd like, however, and more often than not stay relegated to the wilds to remain hidden—often a death sentence when trespassing in the territory of one of the Unwanted Folk. The citizens of Trectoyri have even started to make something of a game out of finding them (bringing a whole new meaning to witch hunts).

CAVE WITCH

These dabblers of the Forever Dark keep their lairs near the surface, venturing far beneath to uncover the mysteries of Veranthea's past. A preponderance of Cave Witches can be found near Dreskledge, stout folk too stubborn to completely abandon the dwarven settlement and driven on by a fervent hope they might find something below that can turn the tide against Noryatha Horraja and her disciples (page 157). Unfortunately, many have succumbed to madness of one kind or another and can be hostile to Kind Folk and Unwanted Folk alike.

Despite their unsettling ways, Cave Witches have been said to occasionally be more useful than dangerous. They sometimes offer protection from the creatures that crawl up from below, provide rare magical herbs and remedies, or even assist with passage into and out of what most believe to be secure locations. Still, they are often quite insane—few are welcome in communities on the surface or under it, but those that are prove to be valuable sources of information and wisdom regarding the Forever Dark. These particular Cave Witches (or "tunnel witches" as they prefer to call themselves) take special care in their appearance as well as their magical powers.

MADNESS WITCH

It doesn't take long for one to devolve into insanity after venturing down into the Forever Dark—the insidious touch of the Nightmare Gods can be extremely pervasive. Worse yet are the lack of resources and the constant threat of being eaten alive, and if that weren't enough, what few edibles that can be scrounged up can often be tainted to infect the mind; Madness Witches see this crushing despair as a perfection of the world.

Driven by passions that cannot be explained (or even understood by those not under the same delusions as one of the insane occultists), these walkers of the Forever Dark worship the Nightmare Gods as saviors. They seek to liberate those they meet to their same end—madness or death. The subterranean stalkers prove more than capable of safely navigating the pitch-dark tunnels of their home, conjuring great and terrible powers from their dark deities but sharing one strange quality universally among their kin. Madness Witches have a strange connection to one another, a sort of shared hallucination that allows them to innately understand one another's madnesses (a feat which seems impossible without the explicit use of powerful magic).

VYFANG DYZDRA

There are all kinds of spellcasting soldiers among Kratcher the ogress-magi's forces—conjurers, evokers, priests, and more—but the most valuable of her agents are those that can walk freely across Grethadnis, and few are as useful as Vyfang. Always staying a step ahead of enemies that are keen to her true loyalties, the witch is the crux of the Red Fists' spying efforts and maintains their extensive network of infiltrators and double agents across the realms.

Originally from Privatend, the young half-orc found a fast kinship with a young half-elven wizard named Vedestrian Pallamor training alongside her in the city's Magical Academy. Accompanied by a few allies from the same settlement, the two traveled across the breadth of the continent, seeing both the splendor and horror of what Grethadnis holds. They were the only two to survive a particularly disastrous delve into a dungeon in the Desert of Lost Hope and the half-breeds would have died from exposure were it not for a chance meeting in the sands. Kratcher, nearing the end of her travels and headed back toward the southwesternmost peninsula to consolidate power, was like a vision in the sands. The two spellcasters immediately bowed to the ogress-magi's superior power, becoming the first two soldiers in what would become the Red Fists.

With her instinctual cunning, Kratcher knew even then that having a reliable agent on the other side of Grethadnis will prove pivotal in the conflicts to come and sent Vedestrian to return to Privatend, working into a position of power as the Chief Magician of the Magical Academy there and working as far as possible into the confidence of Baron Tritas. For Vyfang however, she had other plans.

Before the rise of Trianestra the half-orc adventurer scoured Grethadnis in search of suitably dispassionate and disenfranchised citizenry—and found them in ample supply. Using established networks of trade, trusted mercantile companies, and no small amount of gold, Vyfang personally oversaw the insertion of hundreds of traitors with some loyalty to the Red Fists in positions of authority in every kingdom of the continent. When the power mad Boris rocketed to power, she appealed to him to join their cause but was rebuffed with violence. In weeks the network began to fall apart, besieged or recruited by the True Avenger instead until Kratcher herself traveled to meet with him, creating an alliance that threatens to overwhelm Grethadnis. In the time since Vyfang has rebuilt most of what Boris tore asunder, though she holds a powerful enmity for her fellow half-orc.

VERAYLLE THANOTHIR

Veraylle Thanothir was once a promising young girl with a talent for the bow, universally loved by those who knew her—until she swam into the deep waters of the oceans. Missing for days and feared dead, after search parties were exhausted and every magical means were found wanting, just as hope seemed lost, the child swam back to Srendthav with a small octopus in concert beside her. Veraylle remained silent as to where she had been and what happened, her new companion proving to be inseparable, always eerily by her side.

The young aquatic elf quickly became distant, eschewing both her friends and youthful interests for exploring the mysteries of the deep instead, frequently slipping away with her familiar to beyond the safety of the reefs. It was during one of these expeditions that the pair came upon the half-buried remains of a monstrous suit of armor: a magickarr. Thoroughly examining the relic over a period of years she unlocked many of its secrets, but repairing the archaic device remained beyond her reach until her brother Baron Aerynn revealed his traitorous intentions for the throne. Seizing on an opportunity to use Srendthav's resources to research the machine and aided by her sibling's political contacts (who are more than content with anything that occupies King Wearantir's attention), Veraylle has become the focal point of the magickarr's restoration.

Both she and her brother are unwitting pawns in a larger game, however, and many of the spells the witch cast onto the relic during her years studying it were not all that they seemed. Her familiar, Kaituku, is an agent of the Nightmare Gods sent to bewitch the young girl after she succumbed to the strange call of Castriil. Over the years it has made her oblivious to its doings and every bit of arcane energy she enacted upon the magickarr subtly added to a building enchantment (one that not even the high mages of Srendthav can detect). What exactly the dark deities have done—and what effects it will have—remain a mystery to all but the innocuous, unsuspecting octopus.

LIEUTENANT KUJARA

Though the Village of Inspiration near the northern tip of Nethys' Scar often produces fine tinkerers, talented gadgeteers, or brilliant engineers, not every ifrit hailing from Herastreth takes their intellectual prowess to the sciences. An outcast among his peers from a young age Kujara became a quick loner, often cavorting into the nearby Iniplixetz Jungles in search of something for entertainment. Eventually he came upon a particularly cantankerous, mischievous monkey and despite the beast's primitive nature, the two became instant companions.

It didn't take long for the pair to outlast their welcome in Herastreth, pulling pranks and tricks until the day they were run out of the settlement. Kujara journeyed across Grethadnis for months on the lookout for something to entertain him but eventually came upon hard times, made to use his talents for the arcane to deadly effect in order to make ends meet and developing a chilling penchant for sadism. When he learned of the Church of the Green Avenger, the young spellcaster's interest was piqued enough for him to look more closely at the followers of the True Avenger.

What Kujara found was a scam, a grift on a truly grand scale, and he was instantly enthralled with the intricacies of it. While all of it was flawed—the hokey religious services, the obviously unfair taxation, the compulsory devotion—Boris' savage, simple implementation proved to be a delightful form of recreation for the witch. Despite the power-mad monarch's reputation for violence, the savvy ifrit approached him directly and matter-of-factly explained all of the ways the Church of the Green Avenger could be improved. To the surprise of Boris' counselors, he was immediately brought into the higher echelons of Trianestra and granted an unprecedented level of control over the "religion," one that Kujara holds onto with an iron grip.

VAL TISLO

Deception can be as vital to survival in the wilderness as any blade and it's this truth that gave Val Tislo an advantage over her kin in the forests of Amaroke. Born with a penchant for travel, she took to witchery at a young age and explored all of the country she could, familiarizing herself with both the land and its people. In her teens she journeyed to Nethys' Scar, staying for some time in the mongrelman village of Arcanalai where she developed a strong belief in the teachings of the Everygod.

Returning to Amaroke not long after, the half-doppelganger quickly rose to prominence among the

Kadajihi. Her talent for hiding and her brilliance quickly brought her renown easily earning the esteem and respect of her elders in short order. Of all her peers, however, Val takes a harder edge to political maneuvering, secrecy, and the protection of the Kadajihi tribe than anyone else; she knows what dangers lay beneath Grethadnis and does all she can to prepare her kin for the conflicts to come.

Espousing Arcanalus' part in nature and the deity's authority over the Primal Gods, Val has begun a strong following for the Balanced God. She and her acolytes perform religious services in a well-maintained shrine in Kotea, recently establishing a practice of ambassadorship with Arcanalai. This has proven to be a boon for both settlements and for the country; the mongrelmen from the west have greatly enhanced the quality of many of Amaroke's exports, and moreover, played a vital role in the secret restoration of a magickarr hidden away in Tatunke.

Val Tislo traveled nearly every inch of Amaroke and discovered many of its secrets—most importantly, the true breadth and danger presented by the nefarious nagaji beneath Hypitia. Over the years she's led countless assaults into the catacombs beneath the cliffside city, routing the reptilians there and freeing the few traders that managed to survive capture. For a time it seemed as if her serpentine enemies were about to finally falter, but disturbing rumors have reached her tribe, talk of strange, robotic tendrils that crawl throughout the underwater chambers far below the settlement. All of Val's efforts to find out more about these technological curiosities have failed, but as more time passes she expends ever greater resources to uncover what horrors the nagaji have wrangled below Amaroke.

HIGH PHOENIX LAU-YI

Kaihuan is rife with rumors of the High Phoenix's origin and the stories of Lau-Yi are as myriad as the city's residents. Depending on whom one asks the old witch is a powerful oni from Wunai, a master of archaic power from a far away place known only as the Veil, the exiled leader of a crushed noble house, or even a cunning imperial dragon in disguise—some may bear a bit of truth, but only the old witch knows how much. Lau-Yi had reached his last years when he arrived in Urethiel. For decades he searched for a means to prevent his seemingly inevitable death, and after countless divination rituals he eventually found what he longed for. Unfortunately it was nowhere near his home; using a vast amount of resources and burning a few bridges in the process, he enacted a powerful spell that denied Wealbren's Rage and transported him across the oceans of Veranthea. This spat in the face of the Divine Torrent and earned his vengeance, and Lau-Yi barely escaped from the ordeal with his life; ever since the High Phoenix has kept a wary eye on the coast.

Lau-Yi proceeded to make his way to the point of powerful magic his relentless scrying had revealed; after building his home, he used his already expansive magical knowledge to tap directly into the energies left over from *the Scarring*, power that slowly restored his youth and gave him access to magical secrets very few knew (and even fewer dared to seek). As Kaihuan blossomed around him, the witch fell further into his vast studies. As his resources are not infinite, he occasionally returns to the political theater of Urethiel to recoup his supplies but is always extremely reserved, fearing that his old enemies would someday determine his new whereabouts. Should they do so they'll find Lau Yi is prepared for any contingency, with the whole of witch magic at his fingertips.

CELESTE WESTRI

Of the once renowned and proliferate high mages of Srendath Forest only a few remain, none older or cannier than Celeste Westri. It was she who led the last expedition off of the mainland to Ominara, evading Unwanted Folk patrols at every turn through a mix of well-placed spells and keenly timed flights. Celebrated for her pyrrhic success in the retreat (losing not even one refugee) she was quickly elected to govern Pilleum, a task Celeste has performed with aplomb for centuries by easily outwitting the comparatively fumbling tactics of Goblinvania's armed forces and consistently winning the trust of the settlement's citizens.

As of late however, the magical defenses of Ominara's southern peninsula have had great difficulty repelling Trectoyri invaders—Grand Master Engineer King Vokrix's grandest invention, the Anti-Magic Quick-Ex Watch® (and a slew of similarly patented devices) can negate magic. While Celeste's incredible mind has been up to the task so far it's only a matter of time before an attack wave too great to beat without the direct use of spells falls upon the Free Isle. The old witch has a contingency prepared, however, a *shard of Ika* (page 197) held in stasis in a specially prepared bag of holding. Each morning she performs a ritual in case the worst scenario comes to pass, ensuring that her soul will provide the locus for the artifact and provide one last miraculous retreat for the Kind Folk under her care.

Celeste prays that she does not have to resort to such extreme measures and has been relentlessly seeking any means she can to negate King Vokrix's ability to suppress magic. She has spent a small fortune to fund bands of innovators (alchemists, clerics, and wizards alike) all of whom seek a more permanent solution. The most promising means to combat the latest Goblinvanian threat are of course the most dangerous; psionic power, for example, has proven to be somewhat resistant to magical suppression (though it is unsanctioned and banned in Pilleum as it has a tendency of driving its practitioners mad.) Certain conjurations, particularly those which conjure an object that remains for some period of time are almost proof against the King's devices…except that none of them are effective for true warfare.

Kai the Unruly **CR 3** **XP 800**

Male human conduit 4
CG Medium humanoid (human, shòuquán)
Init +3; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +3 Dex, +1 dodge)
hp 26 (4d8+8)
Fort +2, **Ref** +4, **Will** +3
Defensive Abilities mystical conduction (immediate action, 2nd-level spells), mystical protections +1

OFFENSE

Speed 30 ft.
Melee mwk punching dagger +7 (1d4, Crit 19–20/x2)
Ranged mwk dagger +7 (1d4, Crit 19–20/x2, range 10 ft.), mystical bolt +6 touch (2d6, range 40 ft.)
Special Attacks conduct pool (10), mystical bolt
Spell-Like Abilities (CL 4th; concentration +7)
1 minute per conduct point—*invisibility*

TACTICS

Before Combat Kai quickly judges his opponents and picks out a spellcaster, taunting them with insults about their lineage and honor.

During Combat Kai gleefully sucks up magic and blasts it back at his foes, using *invisibility* to disappear when overwhelmed.

Morale Kai flees when reduced to 12 hit points—then drinks a *potion of cure moderate wounds* and returns to the fray to fight to the death.

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 8, **Cha** 16
Base Atk +3; **CMB** +3; **CMD** 16
Feats Dodge[B], Maximize Conduct Pool, Weapon Finesse
Skills Acrobatics +10, Bluff +8, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (religion) +5, Perception +3, Sense Motive +4, Spellcraft +8, Stealth +6, Survival +3, Use Magic Device +5
Languages Koé, Undercommon
SQ conduit power (disappear), desperate measures 2/day, mystical weapons
Combat Gear *potions of cure moderate wounds* (2); **Other Gear** *+1 glamered chain shirt*, mwk punching dagger, mwk light crossbow (20 bolts), 32 gp; **Attuned Gear** *+2 chain shirt, potion of fire breath (2), potion of haste* [**AC** 20]



Xand the Painbringer **CR 7** **XP 3,200**

Male hobgoblin conduit 8
LE Medium humanoid (goblinoid, shòuquán)
Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)
hp 60 (8d8+24)
Fort +3, **Ref** +5, **Will** +7
Defensive Abilities dissipation, mystical conduction (free action, 4th-level spells), mystical protections +2; **SR** 14

OFFENSE

Speed 30 ft., mystical movement
Melee *+2 mystical scimitar* +10 (1d6+4, Crit 18–20/x2) or unarmed +8 (1d4+2)
Ranged mystical bolt +9 touch (2d8, Range 60 ft.)
Special Attacks conduct pool (15), improved conduit strike (melee touch, 3d8), improved mystical bolt

TACTICS

Before Combat Xand summons forth a mystical scimitar.

During Combat Xand charges into battle, attacking anyone he can identify as a spellcaster. When a competent melee opponent engages him, he unleashes conduit strikes.

Morale While foolhardy, Xand's had his importance to large scale battle tactics drilled into him and flees when reduced to 16 hit points.

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 16
Base Atk +6; **CMB** +8; **CMD** 22
Feats Dodge, Improved Unarmed Strike, Mobility, Spring Attack
Skills Acrobatics +11, Perception +5, Sense Motive +6, Spellcraft +10, Stealth +9, Survival +6, Use Magic Device +7; **Racial Modifiers** +4 Stealth
Languages Goblin, Koé
SQ conduit powers (conduit strike, improved conduit strike), desperate measures 4/day, mystical weapons
Combat Gear *potions of cure moderate wounds* (2); **Other Gear** *+2 chain shirt*, 320 gp; **Attuned Gear** *+4 chain shirt, amulet of natural armor +2* [**AC** 24]



Lady Sovereign Mei Zhang CR 15 XP 51,200

Female sylph conduit 16
LE Medium outsider (native, shòuquán)
Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 24, touch 14, flat-footed 10 (+10 armor, +3 Dex, +1 dodge)
hp 120 (16d8+48)
Fort +6, **Ref** +8, **Will** +11
Defensive Abilities dissipation, mystical conduction (free action, 8th-level spells), mystical protections +4; **Immune** *detect thoughts, discern lies*; **Resist** electricity 5; **SR** 27

OFFENSE

Speed 30 ft., mystical movement
Melee *+4 frost defending keen returning improved mystical spear*★ +15/+10/+5 (1d8+3 plus 1d6 cold, Crit 19–20/x3)
Ranged *+4 frost defending keen returning improved mystical spear*★ +19 (1d8+3 plus 1d6 cold, Crit 19–20/x3, Range 20 ft.) or mystical bolt +15 touch (2d8, Range 100 ft.)
Special Attacks conduct pool (33 points), disruption (8 spell levels), improved mystical bolt (rapid bolts 6/day, +15/+10/+5), redirection
Spell-Like Abilities (CL 16th; concentration +22)
at will—*detect thoughts* (DC 13)
1/day—*featherfall*
1 minute per conduct point—*invisibility*
1 round per conduct point—*greater invisibility*

TACTICS

Before Combat Mei Zhang disappears with *greater invisibility* and activates mystical protections to increase her AC and CMD.
During Combat Mei Zhang moves to the most advantageous position to hit her enemies with an improved mystical bolt transformed into a line, always sure to target (and agitate) spellcasters.
Morale When reduced to 30 hit points or less, Mei Zhang activates *invisibility* and mystical movement to flee.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 12, **Wis** 12, **Cha** 22
Base Atk +12; **CMB** +11; **CMD** 25
Feats Dodge, Maximize Conduct Pool (2), Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Toughness
Skills Acrobatics +14, Bluff +17, Diplomacy +14, Fly +10, Knowledge (arcana) +8, Knowledge (history) +6, Perception +9, Sense Motive +16, Spellcraft +18, Stealth +7, Survival +6, Use Magic Device +15
Languages Auran, Koé, Undercommon
SQ conduit powers (convince, deflective, disappear, line, rapid bolts), desperate means 2/day, desperate measures 8/day, improved mystical boost, improved mystical weapons★, storm in the blood

Combat Gear *potions of cure serious wounds* (3); **Other Gear** *+4 elven chain, boots of speed, medallion of thoughts, ring of mind shielding, headband of alluring charisma +4*, 324 gp; **Attuned Gear** *ring of protection +5, bottle of air, cloak of resistance +5, luckstone, ring gate* [**AC** 30, touch 20, flat-footed 16; **Fort** +12, **Ref** +14, **Will** +17; +1 luck to ability and skill checks; Mei Zhang's ratfolk lieutenant, Lady Ella Shadowfang, possesses the other *ring gate*]



Chapter 16

NPC Descriptions

Kai the Unruly

Crent-Sira, the city of sin, is the ideal place for a trickster like Kai. An orphan since his youth, he quickly took to mischief but soon found that his talents lay more in the manipulation of magic instead of gold pouches. Thieves' guilds are starting to take a hard look at the nimble young troublemaker, realizing that the many fights Kai starts in the streets are a fine thing to wager on. So far he has managed to avoid the lot of them, but eventually the coercion of the criminal element is bound to catch up with Crent-Sira's most famous conduit. Whenever they overwhelm him he sprints through the streets until he finds travelers with mettle enough to either hold his pursuers at bay (prompted by his screams of being vandalized, sought by slave catchers, or worse) or provide enough of a distraction for Kai to slip away. In the case of the former, he likes to jump in at the end of the fight and declare that the victory was, in truth, his (though it almost never is).

Though dishonorable in the extreme Kai does have a strong conscience; most of the fights he starts are in the interest of keeping the strong from exploiting the weak or the rich from profiting from the poor. He considers himself a vigilante and always looks out for "the little guy". The fact that he is himself amongst the smallest of them all doesn't factor into things at all, especially when it comes time for him to take a lion's share of rewards intended to be split with any but the most destitute (all the while claiming he is doing what is best for everyone).

Xand the Painbringer

Xand began life like many of the other hobgoblins of Hesstrickia but was quickly recognized by army recruiters as a talented soldier. When his abilities with magic were discovered his superiors saw that the conduit was brought directly to His Glorious General Happikar. Since then he's lived a life on the road, traveling from one strategically critical battle to the next and laying waste to enemy spellcasters with cruel efficiency. Despite his brutal effectiveness the hobgoblin is remarkably peaceful and a tad content—his position grants Xand a measure of privilege that he relishes. Unbeknownst to his allies the conduit is a traitor; Si-Wan the Undying has earned Xand's trust and uses him as his agent of subtle control.

This has often brought him into conflict with High Priestess Gal Dol Ba and Master Sool Turyn, but his special position and importance to some military operations against the magically ensconced Dynasties have made his detractors hold any suspicion behind their tongues. Despite his subtle acts of sabotage Xand's true allegiances are secret from even the undead imperial dragon; he expertly plays all sides of every battle, seeing the repercussions of actions far in advance and planning contingencies for them all. Xand takes special pride in his ability to fabricate alibis—essential in his line of work as a traitor and commander—and has over a dozen underlings capable perfectly disguising themselves as him with a moment's notice. What his ultimate aims are remain known only to the conduit, but as Si-Wan the Undying and Hesstrickia rise to the fore of Urethiel, both straddled by the hobgoblin, it is unlikely to be in the best interests of the enchanted continent.

Lady Sovereign Mei Zhang

Of the many doyen adventurers of Urethiel, few are as dangerous as the Lady Sovereign of Fenghuang. Unlike her predecessors she keeps close counsel with Raziel (the green dragon that hides beneath the city) though she can easily hold her own without the aid of his draconic claws. Using Lady Ella Shadowfang to keep tabs on what is happening under her rule and handle daily matters of officiating, Mei Zhang has taken to frequenting the mysterious passages of the Forever Dark excavated by Raziel, unearthing powerful technologies in preparation of another wave of aggression at the hands of the Dynasties.

Like most of the sylph on the continent Mei Zhang hails from Sekaridan far to the north. When her turn to travel across Urethiel came she took to it with zeal, exploring every inch of the enchanted realms that she could reach. Unlike her kin she quickly eschewed the directives of Arenathi and has regretted it ever since—the Divine Revolutionary takes an interest in the conduit once every year, wreaking havoc on her life for the entirety of a day. After decades of extremely precarious encounters with the goddess, Mei Zhang decided that finding a place to settle down was the best way to protect herself from the vengeful deity and quickly made for Fenghuang.

Her first visit to the Phoenix Ports was just as welcoming as her return and with a widespread reputation of inimitable skills and dangerous prowess, Mei Zhang quickly found a place in service of Fenghuang, enlisting with the Phoenix Guard. Arenathi's next attempt to disrupt the conduit's life went awry quite quickly as she was beaten back by the lycanthropes common to the city, her sylph nemesis laughing all the while. The Traveler's God isn't one to walk away from humility however, and enacted a decade-long plan to bring true torment down onto Mei Zhang.

A series of innocuous events saw many of Mei Zhang's superiors fall ill, die in accidents, or vanish into the Jungles of Zerrah. In a rush the conduit ascended to the highest echelons of power in Fenghuang, directly beneath Lord Sovereign Maiku Mairā not long before his mysterious disappearance. While the sylph cannot be certain, she suspects the hands of Arenathi are at work and carefully guards her position, fearing that the next time she sees the Divine Revolutionary it will be at the head of insurgent citizens prepared to overthrow Fenghuang and send the Phoenix Ports once more into obscurity.



Cultist Eidolon CR —

Serpentine eidolon 2
CE Medium outsider (extraplanar)
Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 armor, +3 Dex, +4 natural)
hp 18 (2d10+3)
Fort +1, **Ref** +6, **Will** +3
Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft.
Melee bite +3 (1d6+1 plus trip), tail slap +3 (1d6), tentacle -2 (1d4)

TACTICS

During Combat Cultist eidolons flank with their masters to use Precise Strike; otherwise they have the Dodge feat instead (increasing AC to 20 and CMD to 17).

STATISTICS

Str 13, **Dex** 17, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 16
Feats Precise Strike[APG]
Skills Acrobatics +7 (+9 balance), Bluff +4, Knowledge (religion) +2, Perception +4, Sense Motive +4, Stealth +8, Survival +4
Languages as the summoner (Nightmare Cultist, page3242)
SQ evolution points (improved natural armor, tentacle, trip), link, share spells

Preservationist Eidolon CR —

Quadruped eidolon 4
NG Medium outsider (extraplanar)
Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)
hp 27 (3d10+6)
Fort +4, **Ref** +5, **Will** +1
Defensive Abilities evasion

OFFENSE

Speed 40 ft.
Melee bite +6 (1d6+3), 3 tentacles +1 (1d4+1)
Space 5 ft.; **Reach** 5 ft. (tentacle 10 ft.)

TACTICS

During Combat The Preservationist Eidolon rushes enemies in groups, unleashing its bite at the end of a charge and making attacks of opportunity with its tentacles when foes move away from it.

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +3; **CMB** +6; **CMD** 18 (20 vs. trip)
Feats Combat Reflexes, Toughness
Skills Acrobatics +16, Perception +6, Stealth +8, Survival +6
Languages as the summoner (Preservationist Collector, page 342)
SQ evolution points (ability score increase [Str +2], skilled [Acrobatics], reach [tentacle], tentacle [3]), link, share spells

Circuitio Eidolon **CR —**

Biped eidolon 6
CG Medium outsider (extraplanar)
Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dex, +4 natural)
hp 42 (5d10+10)
Fort +6, **Ref** +3, **Will** +4 (+4 vs. enchantments)
Defensive Abilities evasion

OFFENSE

Speed 30 ft., fly 30 ft. (good)
Melee 2 claws +11 (1d6+3), 2 wings +6 (1d6+3)

TACTICS

During Combat The Circuitio Eidolon carries the Zaliha Circuitio into battle, flanking and using their teamwork feats to maximize damage; otherwise it has the Dodge and Toughness feats (**AC** 20, touch 12; **hp** 47; **CMD** 24).

STATISTICS

Str 22, **Dex** 14, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +5; **CMB** +11; **CMD** 23
Feats Improved Natural Weapon (claws), Outflank[APG], Precise Strike[APG]
Skills Acrobatics +10, Fly +10, Perception +8, Sense Motive +8, Survival +7
Languages as the summoner (Zaliha Circuitio, page 343)
SQ evolution points (ability increase [Str +4], flight, improved damage [wings], improved natural armor, wing buffet), link, share spells

Ugly Eidolon **CR —**

Quadruped eidolon 8
CE Small outsider (extraplanar)
Init +5; **Senses** darkvision 60 ft., scent, tremorsense 30 ft.; Perception +21

DEFENSE

AC 23, touch 15, flat-footed 19 (+6 armor, +4 Dex, +2 natural, +1 size)
hp 43 (6d10+6)
Fort +6, **Ref** +9, **Will** +2 (+4 vs. enchantment)
Defensive Abilities evasion

OFFENSE

Speed 40 ft.
Melee bite +8 (1d4+1)
Spell-Like Abilities (CL 6th, concentration +6)
1/day—*cure moderate wounds, obscuring mist, mage hand*

TACTICS

During Combat The Ugly Eidolon stays hidden, using it's spell-like abilities to obscure it's summoner from sight before combat begins.

STATISTICS

Str 13, **Dex** 20, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +6; **CMB** +6; **CMD** 21
Feats Dodge, Improved Natural Armor, Skill Focus (Perception)
Skills Bluff +8, Intimidate +8, Perception +21, Stealth +22, Survival +9
Languages as the summoner (Ugly Betty, page 343)
SQ evolution points (basic magic, major magic, minor magic, scent, skilled [Perception, Stealth], tremorsense), link, share spells

Noble Eidolon **CR —**

Aquatic[UM] eidolon 10
LE Large outsider (extraplanar)
Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +11

DEFENSE

AC 26, touch 12, flat-footed 23 (+8 armor, +2 Dex, +1 dodge, +6 natural, -1 size)
hp 86 (8d10+40)
Fort +10, **Ref** +8, **Will** +2 (+4 vs. enchantment)
Defensive Abilities evasion

OFFENSE

Speed 20 ft., fly 20 ft. (average), swim 40 ft.
Melee bite +16 (1d8+9 plus 1d6 electric), 2 hooves +14 (1d6+4 plus 1d6 electric), 2 wings +14 (1d6+4 plus 1d6 electric)
Space 10 ft.; **Reach** 5 ft.

TACTICS

During Combat Noble eidolons are incredibly powerful creatures that slam into enemy forces, augmented by the spells of their riders.

STATISTICS

Str 28, **Dex** 14, **Con** 19, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +8; **CMB** +18; **CMD** 31
Feats Dodge, Improved Initiative, Multiattack[B], Power Attack, Toughness
Skills Acrobatics +13, Fly +10, Perception +11, Stealth +9, Swim +21
Languages as the summoner (Noble Summoner page 344)
SQ evolution pool (blindsense, energy attacks [electricity], flight, gills, hooves, mount, large, wing buffet), link, share spells

Aquatic Eidolon from Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC

Mad Bear Eidolon CR —

Biped eidolon 12
CN Large outsider (extraplanar)
Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 26, touch 12, flat-footed 23 (+10 armor, +3 Dex, +4 natural, -1 size)
hp 99 (9d10+45)
Fort +10, **Ref** +5, **Will** +6 (+4 vs. enchantment)
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee bite +21 (1d8+13 plus 1d6 fire), 4 claws +21 (1d6+13 plus 1d6 fire, Crit 19-20/x2)
Space 10 ft.; **Reach** 10 ft.

TACTICS

During Combat A Mad Bear Eidolon is a scion of destruction that wades into combat with glee, though at first it uses Spring Attack while its rider casts spells to enhance it.

STATISTICS

Str 36, **Dex** 15, **Con** 18, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +9; **CMB** +23; **CMD** 35
Feats Improved Critical (claws), Multiattack[B], Mobility, Power Attack, Spring Attack, Toughness
Skills Acrobatics +12, Bluff +8, Climb +17, Perception +10, Sense Motive +10, Stealth +8, Survival +4, Swim +17
Languages as the summoner (Finkleworth "Mad Bear" Shortlegs page 345)
SQ evolution pool (ability score [Str +6], bite, claws [legs], energy attacks [fire], large, mount, scent), link, share spells.

Lanbaoshi Eidolon

Quadruped eidolon 14
LN Small outsider (extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 30 , touch 18, flat-footed 23 (+10 armor,+6 Dex, +1 dodge, +2 natural, +1 size)
hp 77 (11d10+11)
Fort +9, **Ref** +13, **Will** +5 (+4 vs. enchantments)
Defensive Abilities evasion, improved evasion

OFFENSE

Speed 40 ft.
Melee bite +15/+10 (1d4+4)
Ranged +18
Special Attacks breath weapon 2/day (30-ft.-cone, 11d 6 acid, DC 15)
Spell-Like Abilities (CL 11th, concentration +12
1/day—*acid splash, burning hands* (DC 12), *fireball* (DC 14), *scorching ray*

TACTICS

During Combat Lanbaoshi Eidolons are mostly used by their masters as excellent scouts, to sniff out lies (while hiding within the spellcaster's robes) or unleash magic on the battlefield.

STATISTICS

Str 16, **Dex** 22, **Con** 11, **Int** 7, **Wis** 10, **Cha** 13
Base Atk +11; **CMB** +13; **CMD** 30
Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack, Toughness
Skills Acrobatics Perception +14, Sense Motive +14, Stealth +24
Languages as the summoner (Madame Moshu Lanbaoshi, page 346)
SQ evolution pool (basic magic, blindsight, breath weapon 2/day, major magic, minor magic, ultimate magic), link, share spells



Reborn Eidolon **CR —**

Quadruped eidolon 16
LG Huge outsider (extraplanar)
Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +15

DEFENSE

AC 31, touch 12, flat-footed 27 (+12 armor, +3 Dex, +1 dodge, +7 natural, -2 size)
hp 160 (12d10+84)
Fort +14, **Ref** +11, **Will** +4 (+4 vs. enchantment)
Defensive Abilities evasion, improved evasion

OFFENSE

Speed 40 ft., fly 40 ft. (poor)
Melee bite +24 (2d6+14 plus 1d6 acid), 2 claws +24 (1d8+7 plus 1d6 acid), 2 wing buffets +22 (1d8+7 plus 1d6 acid), tail slap +22 (2d6+7 plus 1d6 acid)
Space 15 ft.; **Reach** 10 ft.



TACTICS

During Combat The Reborn Eidolon uses Flyby Attack before fully committing to melee combat, flanking with its summoner to maximize how much damage it can deal (using Outflank, Power Attack, and Precise Strike).

STATISTICS

Str 38, **Dex** 16, **Con** 22, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +12; **CMB** +28; **CMD** 42 (44 vs. trip)
Feats Dodge, Flyby Attack, Multiattack[B], Outflank[APG], Power Attack, Precise Strike[APG], Toughness
Skills Fly +10, Perception +15, Sense Motive +9, Stealth +10, Survival +9
Languages as the summoner (Fasi the Reborn, page 347)
SQ evolution pool (blindsense, claws, energy attacks [acid], flight, huge, large, tail, tail slap, wing buffet), link, share spells

Eternal Eidolon **CR —**

Bipedal eidolon 18
CG Small outsider (extraplanar)
Init +11; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 42, touch 23, flat-footed 30 (+14 armor, +11 Dex, +1 dodge, +5 natural, +1 size)
hp 109 (14d10+28)
Fort +10, **Ref** +15, **Will** +9 (+4 vs. enchantment)
Defensive Abilities evasion

OFFENSE

Speed 50 ft., climb 50 ft.
Melee 2 claws +18/+13 (1d3+4)

TACTICS

During Combat The Eternal Eidolon flips and cartwheels through combat, doing its best to distract opponents, flank them for its allies, or most often, protecting the summoner casting spells from within the creature (using merge forms).
Merged Form When merged with its summoner, the Eternal Eidolon's stats are: **AC** 49, touch 30, flat-footed 34 (this does not factor in *shield*); **Will** +10; **Dex** 38, **Wis** 12, **Cha** 13; **CMD** 46; +3 all Dex-based checks, +1 to all Charisma- and Wisdom-based checks.

STATISTICS

Str 19, **Dex** 32, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +14; **CMB** +17; **CMD** 39
Feats Dodge, Fleet (4), Run, Toughness
Skills Acrobatics +28, Climb +16, Escape Artist +27, Perception +17, Sense Motive +16, Stealth +19
Languages as the summoner (Eternal Bazkri, page 348)
SQ evolution pool (ability increase [Con +2, Dex +8], climb, damage reduction 10/lawful, improved natural armor [3], spell resistance), link, share spells

Baron Eidolon **CR —**

Serpentine eidolon 20
CE Large outsider (extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 36, touch 16, flat-footed 29 (+16 armor, +6 Dex, +1 dodge, +4 natural, -1 size)
hp 192 (15d10+105)
Fort +11, **Ref** +15, **Will** +9 (+4 vs. enchantments)
Defensive Abilities evasion, improved evasion

OFFENSE

Speed 20 ft., climb 20 ft., fly 40 ft. (average)
Melee bite +23 (2d6+9 plus 1d6 electricity), tail slap +21 (2d6+4 plus 1d6 electricity), 5 tentacles +21 (2d6+4 plus 1d6 electricity and grab)
Space 10 ft.; **Reach** 5 ft. (tentacles 10 ft.)
Special Attacks frightful presence (DC 17)

TACTICS

During Combat The Baron Eidolon charges into the fray, using its frightening presence to cause foes to scatter while liberally doling out all the attacks it can. Sometimes it targets and grapples a single spellcaster (typically clerics, druids, sorcerers, or wizards), thrashing them to death before moving to a new target.

STATISTICS

Str 28, **Dex** 22, **Con** 22, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 42
Feats Combat Reflexes, Dodge, Flyby Attack, Improved Natural Attack (bite, tail slap, tentacles), Multiattack[B], Power Attack, Toughness
Skills Acrobatics +12, Bluff +5, Fly +14, Knowledge (planes) +16, Perception +18, Sense Motive +6, Stealth +20
Languages as the summoner (Baron Tritas page 349)
SQ evolution pool (constrict, energy attacks [electricity], flight [+20 ft.], frightful presence, grab [tentacles], improved ability [Constitution +2], improved damage [tentacles], large, reach [tentacle], scent, tentacle [5]) link, share spells



Chapter 18

GRETHADNIS

Lands steeped in traditional rule struggle to retain their grip as the monstrous troops of the Red Fists and the fanatical followers of the True Avenger sew havoc and dissent everywhere. Journeying across the countryside is sometimes quite dangerous, whether threats arise from fellow travelers or the free-roaming beasts reveling in the shadows of the wars soon to overtake Grethadnis. Though for all those seeking chaos, so too are there agents of order. Krell Copperwing is first among many who travel the countryside striving to defeat all those who would suppress goodness and lawfulness, and band of adventurers or soldiers are commonly found crisscrossing the countryside.

GRETHADNIS —

Northwest (Baranthar Mountains to Grenthar Badlands to Alleana's Berth)

Wild Magic from Nethys' Scar bleeds across northwestern Grethadnis and crossing this region can be as chaotic and dangerous as the entropy of the mists. Not only are the badlands home to the largest clouds of roving wild magic yet seen on Veranthea, they draw strange creatures from all dimensions of the multiverse to their primal chaos. Though the Pools of Wealbrens lay beyond the Scar and are slightly safer from the entropy that leaks from it, they are no less safe, home to aquatic creatures of all sorts (many predatory). Elleara is one of the few safe places in northwest Grethadnis, thanks to the ongoing crusades against the very chaos that otherwise suffuses the region.

Die Roll (d%)	Encounter	Average CR
1-10	Roll on Surface Passageways — Beneath Grethadnis	varies
11-20	Smugglers; 2 Burglars[GMG] (rogue 3) and 4 Street Thugs[GMG] (fighter 1/rogue 1)	4
21-30	Flame Drake[B1]	5
31-40	Outsider[B1] (any non-lawful)	varies
41-50	Manticore[B1]	5
51-60	Desert raiders; 2 Gladiators[GMG] (barbarian 3/fighter 3) and 6 Slavers[GMG] (fighter 2/ranger 2)	7
61-70	Dinosaur(s)[B1] and more dinosaurs[B2]	varies
71-80	Duranteen traders; 3 Spell Hunters[NPC] (fighter 7) and 2 War Priests[NPC] (cleric 2)	8
81-90	Bret (page 67)	14
91-100	Cloud of wild magic (page 216) and random creature with CR equal to APL + 1	varies (+1 CR)

GRETHADNIS —

Northeast (Amaroke to Lethis to Jungles of Ternak)

The jungles of Amaroke and lands of Griffon's Spur are safe enough for those that stick to the patrolled roads, but off the beaten path there are many dangers for the unwary. Most of these are natural—be they jungle predators or simple hazards of the terrain—but powerful supernatural creatures seek entrance to Griffon's Spur for reasons that many are loathe to consider. Eastwards of the avian predators the lands are wartorn and dangerous. Lord Jayip, they say, can appear anywhere throughout Privatend and yet some suspect this unkillable supernatural beast is the only thing keeping the Trianestran war machine at bay (or at least, the host of outsiders that roam the land at Lord Jayip's request).

Die Roll (d%)	Encounter	Average CR
1-10	Roll on Surface Passageways — Beneath Grethadnis	varies
11-20	Arajakata fey; 1d4+3 dryad[B1] or 1d4+3 satyr[B1] or nymph[B1]	4 or 4 or 7
21-30	1d6+5 griffons[B1] or Krell Copperwing (page 46)	7
31-40	Unfettered eidolon[B3]	8
41-50	Aberration[B1]	varies
51-60	Duranteen patrol; Cave Wizard[NPC] (evoker 9) and 4 Mountaineers[NPC] (ranger 7)	9
61-70	Trianestran "recruiters"; Acid Terror[NPC] (sorcerer 9/dragon disciple 4), 2 Double Axe Fury[NPC] (barbarian 11) and 4 Blackscale Sorcerers[NPC] (sorcerer 10)	13
71-80	Outsider[B1] (any nongood/nonlawful)	varies
81-90	Ternak Demons[B1] (max 12 HD)	varies (max CR 13)
91-100	Nightwing Nightshade[B2]	14

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GRETHADNIS —

Southeast (Noble Lands to Black Mountains to Desert of Lost Hope)

The Desert of Lost Hope and much of central Grethadnis can be dangerous indeed—whether aggressive Radross patrols, diabolical cultists from the Black Mountains, or one of the draconic creatures common to the region, journeys through these realms best be taken with caution. The most dangerous to travelers are the Trianestran "recruiters;" rarely encountered in small bands, sizable armies of these soldiers push south attempting to "recruit" entire towns into the Green Avenger's cult. The Radross Empire does all it can to keep them at bay but even the mightiest empire can only withstand so much of Trianestra's endless recruitment drive.

Despite its omnipresence, the Trianestran army has plenty to fear itself: the demons of the Jungles of Ternak are constantly working to expand their domain and empower their patron Grualroth by any means they can.

Further south the Deserts of Lost hope are largely isolated from the dangers of the remainder of the continent, and with the perpetual, crushing heat of the desert they are more than happy to leave it that way. Even for those protected from the heat, the desert is no less safe for unwary travelers as its tribes are constantly on the prowl for targets.

Die Roll (d%)	Encounter	Average CR
1-10	Roll on Surface Passageways — Beneath Grethadnis	varies
11-20	1d6+3 pantako nomads (page 230)	2
21-30	Giant Scorpion[B1]	3
31-40	Noble Land goblins; Goblin Firestarter[MC] (rogue 5), 2 Goblin Commandos[MC] (fighter 3) four Goblin Sneaks[MC] (rogue 2)	5
41-50	1d4+3 forest drakes[B2]	6
51-60	Black Mountain cultists; Conjurist[GMG] (conjurer 7) and 8 Cultists[GMG] (cleric 3)	7
61-70	Roc[B1]	9
71-80	Radross soldiers; Swift Brawler[NPC] (monk 12) 8 Knights[NPC] (aristocrat 9)	12
81-90	Great Oasis mages; Pyromaniac Mage[NPC] (evoker 13) and 4 Water Merchants[NPC] (druid 10)	13
91-100	Red Dragon[B1]	varies

GRETHADNIS —

Southwest (Zeranoth Swamps to Scorched Desert to Srendthav and Red Fists)

Though all of the continent seethes with conflict, nowhere is it more pronounced than in the lands nearest the Red Fists. The monstrous soldiers control much of the region with a grimey, iron grip and the creatures able to flourish under their reign or ignore them entirely are not to be trifled with. What few Kind Folk make their homes in southwest Grethadnis do so with great trepidation, for it is not just patrols of goblins and orcs that claim the land to be their own—giants build grand fortresses in the mountains and dragons call entire forests or plains their own dominion, each demanding tribute to provide some unsettling safety from the Red Fists so nearby. While the Deadlands are extremely dangerous as well, they are much more contained that other nearby threats (though far, far deadlier); likewise, the ongoing war throughout the Dry Walkabout is rarely spreads far beyond its borders, though fighting spills out into the surrounding areas constantly.

Die Roll (d%)	Encounter	Average CR
1-10	Roll on Surface Passageways — Beneath Grethadnis	varies
11-20	1d4+3 doppelgangers[B1]	5
21-30	Cedrazi pirates; Grizzled Mercenary[NPC] (warrior 6) and 8 Old Sailors[NPC] (expert 2)	5
31-40	Red Fist patrol; Red Fist Elite (page 297) and 6 Red Fist Recruits (page 296)	6
41-50	1d4+3 Red Fist Elite (page 297)	6
51-60	Slaving party; Drow Master Scout[MC] (rogue 8), Drow House Captain[MC] (fighter 7), 3 Drow Priests[MC] (cleric 5)	9
61-70	Fire Giant[B1]	10
71-80	Red Fist assault force; 2 Troll Brutes[MC] (barbarian 2), 4 Drekk One-Eye (page 297), Orc Witch Doctor[MC] (witch 9)	10
81-90	Taiga Giant[B2]	12
91-100	Blue Dragon[B1]	varies

Blue dragon, doppelganger, fire giant, giant scorpion, red dragon, roc from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC
Forest drake, taiga giant from Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC
Conjurist, Cultist from Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC
Grizzled Mercenary, Knight, Old Sailor, Pyromaniac Mage, Swift Brawler, Water Merchant from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC
Drow House Captain, Drow Master Scout, Drow Priest, Goblin Commando, Goblin Firestarter, Goblin Sneak, Orc Witch Doctor, Troll Brute from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

Chapter 18

URETHIEL

Though the human dynasties are well developed in many places, it does not mean that travel through them is by any means safe. Their residents vary more widely than the similar wildlife across the continent, and determined more by the immediate geography than on the governments that control a region.

URETHIEL —

Urban

Though Urethiel's urban landscapes are unique and varied, the vast majority of them play host to a similar variety of entertainers, soldiers, and cutpurses that are universally tolerated and even encouraged in many of the continent's settlements.

Die Roll (d%)	Encounter	Average CR
1-10	Roll on Surface Passageways -- Beneath Urethiel	varies
11-19	1d4+1 wererats[B1]	4
20-29	Charlatan[NPC] (rogue 4)	4
30-38	Tanuki[B3]	4
39-46	2 Attic Whisperers[B2]	5
47-57	Guard patrol; 1 Gem Sorcerer[NPC] (sorcerer 2), 3 Guards[NPC] (warrior 3)	5
58-65	Tavern brawlers; 1d4 Cutpurses[NPC] (rogue 1), 1d3 Bullying Brawlers[NPC] (monk 2), and 1 Tavern Champion[NPC] (warrior 5)	5
66-75	Freelance Thief[NPC] (rogue 7)	6
76-83	Dojo students; 4 Careful Initiates[NPC] (monk 1), Guru[NPC] (adept 6), 2 Vigilant Bodyguards[NPC] (monk 3)	7
84-91	Rakshasa[B1]	10
92-96	Traveling mage; 2 Expert Bodyguards[NPC] (warrior 7), Lucky Mage[NPC] (sorcerer 11)	11
97-100	Concubines; Courtesan[NPC] (bard 12), 1d4 Master Entertainers[NPC] (expert 10), 1d3 Seductive Enchanters[NPC] (wizard 8)	13



Rakshasa, wererat from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC
Attic whisperers from Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC
Tanuki from Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC
Bullying Brawler, Careful Initiate, Charlatan, Courtesan, Cutpurse, Expert Bodyguard, Freelance Thief, Gem Sorcerer, Guard, Guru, Lucky Mage, Master Entertainer, Seductive Enchanter, Tavern Champion, Vigilant Bodyguard from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC



Encounter Tables

URETHIEL — *Coastlines*

While the coastal cities are well defended, anywhere more than a few miles from these locales becomes increasingly dangerous.

Die Roll (d%)	Encounter	Average CR
1-5	Roll on Surface Passageways — Beneath Urethiel	varies
11-20	Shark[B1]	2
21-30	Devilfish[B2]	4
31-40	1d4+1 reefclaw[B2]	4
41-50	2d3 grindylows[B2] and 2 octopi[B1]	5
51-60	2 sea cats[B4]	6
61-68	Sea drake[B2]	6
69-77	1d6 giant jellyfish[B2]	7
78-86	Giant octopus[B1]	8
87-91	3d8 ningyo[B4]	8
92-96	Young sea dragon[B3]	8
97-100	Adult sea dragon[B3]	12

URETHIEL — *Inland*

The rolling plains and grasslands of Urethiel are tame for the respectful and cautious, but even then one never knows if their journey is destined to be unlucky, making traveling without a weapon or protection a deadly proposition.

Die Roll (d%)	Encounter	Average CR
1-10	Roll on Surface Passageways -- Beneath Urethiel	varies
11-19	1d6 tengu[B1] nomads	2
20-29	1d2 foo dogs[B3] and 1 shikigami[B3]	4
30-38	kamadan[B3]	4
39-46	Hesstrickia scouts; Hobgoblin Lieutenant[MC] (ranger 5) and 2 hobgoblins[B1]	5
47-57	Flock of 6 axe beaks[B3]	5
58-65	2 spirit oni[B3] and 1 kuwa[B3]	6
66-75	2 will-o'-wisps[B1]	8
76-83	Spirit naga[B1]	9
84-91	Young[B3] or adult[B3] sky dragon[B3]	9 or 13
92-96	Young[B3] or adult[B3] forest dragon[B3]	10 or 14
97-100	Young[B3] or adult[B3] sovereign dragon[B3]	11 or 15

Giant octopus, hobgoblin, octopus, shark, spirit naga, tengu, will-o'-wisps from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC
Devilfish, giant jellyfish, grindylow, reefclaw, sea drake from Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC
Axe beak, foo dog, forest dragon, kamadan, kuwa, sea dragon, shikigami, sky dragon, sovereign dragon, spirit oni from Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC
Ningyo, sea cats from Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC
Hobgoblin Lieutenant from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

TRECTOYRI

Monsters and creatures of all kinds freely walk most of Trectoyri but some are more aggressive or territorial than others. As a general rule the larger a monstrous creature is, the less likely they are to conform to the standards of "society"—even what passes for it on the Monstrous Continent, which is typically waiting turns to capture and eat Kind Folk. Note that depending on what sort of game the GM is running (one for regular PCs fighting against oppression or as monsters that benefit from it), the nature of these encounters can change dramatically.

TRECTOYRI — *Mountains*

Trectoyri's mountains are one of the continent's major battlefields; between the Fickle Winds, the Forever Dark, and the Mountain Bombers, it's a wonder anyone survives journeying there. Many an aspiring Goblinvanian has hiked up the slopes in search of fame or glory and though few return with either, each and every one of these explorers becomes a rags to riches story that inspires another thousand to follow in their footsteps.

Die Roll (d%)	Encounter	Average CR
1-10	Roll on Surface Passageways -- Beneath Trectoyri	varies
11-20	Orc Scout[MC] (ranger 6)	5
21-30	Young white dragon[B1]	6
31-40	Mountain Bomber Salvagers; 1d4 dwarven Tomb Raiders[GMG] (rogue 6)	7
41-50	Fickle Winds hermit; Orc Witch Doctor[MC] (witch 9)	8
51-60	Fickle Winds seer; Bugbear Cultist[MC] (oracle 6) and 2d4 Bugbear Gnashers[MC] (barbarian 2)	8
61-70	Young blue dragon[B1]	9
71-80	Serpentfolk Bone Prophet[MC] (oracle 7)	11
81-90	Fire Giant Glaive[MC] (fighter 2)	12
91-100	Roll again on this table, and on Surface Passageways -- Beneath Trectoyri	varies

TRECTOYRI — *Inland*

Though dominated by Goblinvania, inland Trectoyri isn't always the safest place to be...especially if you're Kind Folk. The manses of monstrous overseers of all kinds mark the Slave Fields, and the Durkhon Badlands will likely kill the few that manage to avoid roving gangs from out of Filthton.

Die Roll (d%)	Encounter	Average CR
1-10	Roll on Surface Passageways -- Beneath Trectoyri	varies
11-20	Trekth relic (scrapyard robot)[NLoFS]	3
21-30	Escaped Slaves; 2d6 Vagabonds[GMG] (commoner 2/warrior 1)	5
31-40	Chainz outrider (orc cavalier [gobchopper skirmisher] 8; page 161)	7
41-50	2 Goblin Stickylords[MC] (alchemist 7)	8
51-60	2d4 feral jalopys (page 171)	9
61-70	Gnoll Warden[MC] (ranger 9)	10
71-80	Unknown slavers; 6 Duergar Slavers[MC] (rogue 1), Duergar Taskmaster[MC] (rogue 6/ shadowdancer 4), Dark Spitter Beetle[MC]	10
81-90	Giant Emperor Scorpion[B4]	11
91-100	Roll again on this table, and on Trectoyri -- Ominara	varies

Tomb Raiders, Vagabons from Pathfinder RPG GameMastery Guide Copyright 2010, Paizo Publishing, LLC
Young blue dragon, young white dragon from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC
Giant emperor scorpion from Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC
Bugbear Cultist, Bugbear Gnasher, Dark Spitter Beetle, Duergar Slavers, Duergar Taskmaster, Fire Giant Glaive, Gnoll Warden, Goblin Stickylord, Orc Scout, Orc Witch Doctor, Serpentfolk Bone Prophet from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.
Scrapyard Robot from Pathfinder Campaign Setting: Numeria, Land of Fallen Stars © 2014, Paizo Inc.



TRECTOYRI —
Ominara

Ominara is one of the safest places to be in Trectoyri but they remain perpetually on guard for the threat of imminent battle or spies in their midst, every ready for Goblinvania's next assault. Though nearly enclosed on all sides by the Bedim Wall and supporting a burgeoning population, the Free Isle still has untamed bits of nature and creatures a plenty that need slain by stalwart adventurers. Most of these are quickly discovered and handed up to the Conscript Army or posted onto bounty boards, but the monstrous mages of the mainland make certain that there are never a short supply of "natural" dangers in Ominara.

Die Roll (d%)	Encounter	Average CR
1-10	Roll on Surface Passageways -- Beneath Trectoyri	varies
11-20	Grizzly bear[B1]	4
21-30	1d4+3 Traitorous Brigands[NPC] (fighter 3)	4
31-40	2 Goblin Firestarters[MC] (rogue 5)	5
41-50	Goblinvanian spy; Bloodfire Sorcerer[NPC] (sorcerer 7)	6
51-60	Chimera[B1]	7
61-70	Sahuagin Infiltrator[MC] (rogue 6)	7
71-80	Goblinvanian Assassins; Sacred Killer[NPC] (cleric 1/rogue 6/ assassin 2)	9
81-90	Infernal Trectoyri thralls; 3 Bearded Devils[B1] and 1 Bone Devil[B1]	10
91-100	Goblinvanian insertion team; Ogre King[MC] (oracle 12), 2 Goblin Chiefs[MC] (fighter 10), 4 Sahuagin Barons[MC] (fighter 7)	14

Bearded devil, bone devil, chimera, grizzly bear from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC
Bloodfire Sorcerer, Sacred Killer, Traitorous Brigand from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC
Goblin Chief, Goblin Firestarter, Ogre King, Sahuagin Baron, Sahuagin Infiltrator from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

FOREVER DARK

While the Forever Dark is often considered a single entity by surface-dwellers, it is perhaps even more diverse than the continents above the surface. The vehoro and soulwells work to transport all manner of things—not just creatures or rock, but magical energies as well, and some even say small landmasses—throughout the interior of Veranthea. One never knows for certain if the tunnel they are about to trek down will lead to the exact same place it did before, or what horrors might be stalking along it.

DEEP CAVERNS

The deep caverns are dozens or hundreds of miles beneath the surface of Veranthea and care little for the world above. Aberrations and horror people fill these tunnels with countless dangers and only the luckiest, bravest, and deadliest explorers survive for any appreciable amount of time while wandering this far into the Forever Dark.

Die Roll (d%)	Encounter	Average CR
1-5	Roll on Beneath Grethadnis table	varies
6-10	Roll on Beneath Urethiel table	varies
11-15	Roll on Beneath Trectoyri table	varies
16-20	Gelatinous cube[B1]	3
21-25	2d6 centipede swarms[B1]	7
26-30	Ocual (page 209)	8
31-40	Gorgon[B1]	8
41-45	2 intellect devourers[B1]	10
46-50	Vampire Savage[MC] (barbarian 9)	10
51-55	Purple worm[B1]	12
56-65	2 adult crystal primal dragons[B2]	12
66-70	Dragonminded bastion; Fiendslayer[NPC] (ranger 13), 8 Mounted Archers[NPC] (ranger 5)	13
71-75	Neolithid[B1]	15
76-80	Herald of Armageddon[NPC] (cleric 17)	16
81-85	Lone Collector; Death Master[NPC] (cleric 5 evoker 5 mystic theurge 7)	16
86-90	Ancient primal magma dragon[B2]	17
91-100	Shoggoth[B1]	19
96-100	Roll twice on this table, rerolling results of 96 or above	varies

SURFACE PASSAGEWAYS — *Beneath Urethiel*

Mirroring the empire above are the undead empires that persist in the Forever Dark, obscured beneath the human Dynasties. Even with the boundless magic of the Enchanted Continent bolstering its surface-dwellers, those that exist beneath the surface are deadlier by far. The adherents of unlife are more common here than anywhere else in Veranthea, prowling the network of tunnels relentlessly in search of victims or clashing in territorial disputes with the Horror People. Scholars often theorize about the prevalence of undead—attributing it to ancestor worship, the suffusion of arcane and divine power throughout Urethiel, or the Wheels of Wunai—but none know for sure, and expeditions sent to research the phenomenon rarely return.

Die Roll (d%)	Encounter	Average CR
1-5	Roll on Urethiel table for nearest region	Varies
6-10	4d6 zombies[B1]	5
11-15	2d6 Vampire Spawn[MC] (rogue 2)	6
16-20	Serpentfolk Hunter[MC] (ranger 2)	6
21-35	Rust monster[B1] and 1d4 leugho (page 229) Cavern Defenders[NPC] (druid 5)	7
36-45	1d4 Vampire Seducers[MC] (bard 5)	8
46-50	Vampire Warrior[MC] (fighter 7) and 2 Coffin Guards[MC] (ranger 4)	9
51-55	Vampire[B1] and 2 jiang-shi[B3]	10
56-60	Adult underworld dragon[B3]	11
61-80	Enlightened Vampire[MC] (monk 11)	12
81-85	Collector expedition; Undead Slayer[NPC] (ranger 16) and Master Historian[NPC] (bard 10 loremaster 7)	17
86-90	Roll on Beneath Grethadnis table	varies
91-95	Roll on Beneath Urethiel table	varies
96-100	Roll on Deep Caverns table	varies

Centipede swarm, gelatinous cube, gorgon, intellect devourer, neothelid, purple worm, rust monster, shoggoth, vampire, zombie from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC
Crystal dragon, magma dragon from Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC
Jiang-shi, underworld dragon from Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC
Cavern Defender, Death Master, Fiendslayer, Herald of Armageddon, Master Historian, Mounted Archer, Undead Slayer from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC
Coffin Guard, Enlightened Vampire, Serpentfolk Hunter, Vampire Savage, Vampire Seducer, Vampire Spawn, Vampire Warrior from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.

SURFACE PASSAGEWAYS — *Beneath Grethadnis*

The tunnels beneath the Fair Continent are some of the safest in Veranthea, pierced by Yawvil's Tower—an influence that forces the most powerful and dangerous beings to make their homes in the Deep Caverns, far from the mortal god. For adventurers seeking entry to the world beneath the surface access is most prevalent to the far western side of the continent in the Baranthar Mountains and Pools of Wealbrens, though far-descending tunnels can be found anywhere in Grethadnis.

Die Roll (d%)	Encounter	Average CR
1-10	Roll on Grethadnis table for nearest region	Varies
11-15	Russet mold and 2d4 vegepygmies[B1]	2
16-20	2d6 kobolds[B1] and an ensnaring dirt trap[MC]	2
21-30	Mindslaver mold[B4] and a Traitorous Brigand[NPC] (fighter 3)	4
31-35	Shambling Mound[B1]	6
36-45	2d6 morlocks[B1]	6
46-50	Yellow mold (*Pathfinder Roleplaying Game Core Rulebook*, Environment)	6
46-55	Cave-in(*Pathfinder Roleplaying Game Core Rulebook*, Environment)	8
56-60	Greater shadow[B1] and 2d4 shadows[B1]	9
76-80	1d4 Enlightened Vampires[MC] (monk 11)	14
81-85	Collector expedition; Master Storycrafter[NPC] (sorcerer 10/ pathfinder chronicler 7) and 2 Arcane Experimenters[NPC] (barbarian 14)	18
86-90	Roll on Beneath Trectoyri table	varies
91-95	Roll on Beneath Urethiel table	varies
96-100	Roll on Deep Caverns table	varies

SURFACE PASSAGEWAYS — *Beneath Trectoyri*

Many of the passageways between the Forever Dark and Trectoyri were sealed long ago, but each day more of them open as doppelgangers and nightmare creatures are coaxed up from below by Goblinvania's overlords. Monsters that wander up from below often find the caves stripped entirely of resources and emerge onto the mainland in search of food, but only the deadliest and most terrifying are convincing enough for the local populace to accept them with open arms.

Die Roll (d%)	Encounter	Average CR
1-5	Roll on Trectoyri table for nearest region	Varies
6-10	Impossibule hermit; Tainted Sorcerer[NPC] (sorcerer 4)	3
11-15	Gelatinous cube[B1]	3
16-20	1d4 doppelgangers[B1]	4
21-25	Wraith[B1]	5
26-30	Dark alliance; doppelganger[B1], Serpentfolk Spy[MC] (rogue 1)	6
31-35	Red Fist explorers; Orc Lieutenant[MC] (fighter 5) and 1d4 Orc Sergeants[MC] (fighter 3)	6
36-45	Collectors patrol; Gambler[NPC] (bard 7) and Evasive Slip[NPC] (druid 6)	7
46-50	Cave Wizard[NPC] (evoker 8)	8
51-65	Cave-in (*Pathfinder Roleplaying Game Core Rulebook*, Environment)	8
66-75	Impossibule patrol; 2 Tunnel Rats[NPC] (ranger 6) and a Trickster Mage[NPC] (sorcerer 8)	9
76-80	Serpentfolk Spellblade[MC] (magus 9) and 4 Serpentfolk Illusionists[MC] (illusionist 4)	14
81-85	Collectors recovery crew; 2 Swift Brawlers[NPC] (monk 12) and 1 Mage Sniper[NPC] (evoker 14)	15
86-90	Roll on Beneath Grethadnis table	varies
91-95	Roll on Beneath Urethiel table	varies
96-100	Roll on Deep Caverns table	varies

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Doppelganger, gelatinous cube, greater shadow, kobold, morlock, shadow, shambling mound, vegepygmy, wraith from Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC
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Enlightened Vampire, ensnaring dirt trap, Orc Lieutenant, Orc Sergeant, Serpentfolk Illusionist, Serpentfolk Spellblade, Serpentfolk Spy from Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.
Arcane Experimenters, Cave Wizard, Evasive Slip, Gambler, Mage Sniper, Master Storycrafter, Swift Brawler, Tainted Sorcerer, Traitorous Brigand, Trickster Mage, Tunnel Rat from Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC

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 one 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: 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 that it can see or otherwise perceive (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 (caster level equal to hit dice). 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.

Impossibule Template (CR +2)

The reach of the Nightmare Gods is insidious indeed and beasts caressed by Grelthanok are forever changed by its ancient cosmic power. Animals touched by its divine tentacles, no matter how lightly, are mutated into horrifying aberrations that inspire true terror in those who behold them, and the abilities the dark patron gifts these creatures are good reason for such a terrifying transformation.



TABLE: IMPOSSIBULE PSI-LIKE ABILITIES BY HIT DIE

HD	Abilities
1–2	*precognition, offensive*
3–4	*conceal thoughts*
5–6	*heightened vision*
7–8	*energy adaptation, specified*
9–10	*ubiquitous vision*
11–12	*slip the bonds*
13–14	*fold space*
15–16	*breath of the black dragon*
17–18	*psychosis*
19–20	*shadow body*

CREATING AN IMPOSSIBULE

"Impossibule" is an acquired template that can be added to any creature with the animal type. An impossibule uses all the base creature's statistics and special abilities except as noted here.

CR: As base creature +2.

Type: The creature's type changes to aberration. Do not recalculate it's base attack bonus, saves, or skill points.

Armor Class: Increase the impossibule's natural armor bonus by +2.

Saves: The impossibule gains a +1 resistance bonus to all saving throws.

Defenses/Qualities: The impossibule gains immunity to critical hits, sneak attack damage, precision damage, *polymorph* effects, spell resistance against magic of the transmutation school equal to 11 + hit dice, power resistance against psionic powers of the psychometabolism discipline equal to 11 + hit dice, and the following special ability.

Impossibule Psickness (Su) Grelthanok's touch grants impossibules access to a number of psi-like abilities determined by its hit dice (see Table 19-1: Impossibule Psi-Like Abilities by Hit Die). However, any time that the creature manifests these psi-like abilities, it must make a check against Sanity Psickness (page 215). If an impossibule contracts a form of insanity it is already afflicted with, it becomes confused for a number of rounds equal to ½ its hit dice.

Speed: The impossibule gains a climb speed equal to its base speed.

Psi-Like Abilities: An impossibule has a cumulative number of psi-like abilities set by its HD. Unless otherwise noted, an ability is usable 1/day. ML equals the creature's HD.

Abilities: Str +2, Con +6, Int +8, Wis +6, Cha -2

SIMPLE CLASS TEMPLATES

Simple class templates function in much the same way as all other simple templates. They enable GMs to customize creatures by giving them the flavor and abilities of classes without the complexity of adding class levels.

All simple class templates have two categories of changes. The "quick rules" present a fast way to modify a creature's abilities and statistics without having to actually rebuild the stat block. The "rebuild rules" list the exact changes to make to the base stat block if you have the time to completely rebuild it, such as between sessions when you are planning the next game. The two methods result in creatures of similar (if not identical) abilities. These templates grant their respective classes' class features, which are denoted by a dagger (†). Many of these function slightly differently than the original class ability, as noted in the templates.

Spellcasting: A number of these templates grant the ability to cast spells as a member of the class on which the template is based. These templates only grant spells for the three highest spell levels the creature has access to. If the creature casts all of the spells of its higher levels, you can keep the combat challenging by adding lower-level spells—denoted by a double dagger (‡)—but no more than two for any given spell level.

Conjuring Creature (CR +1, +2, or +3)

Conjuring creatures can summon an eidolon and cast arcane spells. A conjuring creature's CR increases by 2 if the creature has 8 or more HD, and it increases by 3 if the creature has 14 or more HD.

Quick Rules: +2 on all rolls based on Cha; gains the ability to summon an eidolon† (using its HD –2 as its summoner level to determine eidolon abilities and evolution points [minimum 1]⋆); cast a small number of summoner spells (see the Bard Spells Known table in the appendix of the *Pathfinder Roleplaying Game Monster Codex*) using its HD as its CL and gaining two spell slots for every level of spells known.

Rebuild Rules: **Special Qualities** gains the ability to summon an eidolon† (using its HD –2 as its summoner level to determine eidolon abilities and evolution points [minimum 1]⋆); **Oracle Spells** cast a small number of summoner spells (see the Bard Spells Known table in the appendix of the *Pathfinder Roleplaying Game Monster Codex*) using its HD as its CL and gaining two spell slots for every level of spells known; **Ability Scores** +4 Charisma. ⋆sample eidolons may be found on pages 367-371

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Hexen Creature (CR +1, +2 or +3)

A hexen creature can use a variety of hexes and spells to overcome their foes and help its allies. It also gains some limited spellcasting. Select a patron and a familiar when the template is added. A hexen creature's CR increases by 2 if the creature has 8 or more HD, and it increases by 3 if the creature has 14 or more HD.

Quick Rules: +2 on all rolls based on Int; gains a witch's familiar†; gains one witch hex† at 1st HD, at 2 HD, and every 2 HD thereafter (maximum 10 at 20 HD, using its HD -2 as its witch level to determine the effect and DC [minimum 1], can select major hexes† from 10 HD and grand hexes from 17 HD); cast a small number of witch spells (see the Cleric, Druid, and Wizard Spells Slots table in the appendix of the *Pathfinder Roleplaying Game Monster Codex*) using its HD as its CL.

Rebuild Rules: **Special Qualities** gains a witch's familiar†, gains one witch hex† at 1st HD, at 2 HD, and every 2 HD thereafter (maximum 10 at 20 HD, using its HD -2 as its witch level to determine the effect and DC [minimum 1], can select major hexes† from 10 HD and grand hexes from 17 HD); **Witch Spells** cast a small number of witch spells (see the Cleric, Druid, and Wizard Spells Slots table in the appendix of the *Pathfinder Roleplaying Game Monster Codex*) using its HD as its CL; **Ability Scores** +4 Intelligence.

Instigator Creature (CR +1 or +2)

An instigator creature gains bane, bonus teamwork feats and the ability to use them solo. It also gains some limited spellcasting. An instigator creature's CR increases by 2, if the creature has 10 or more HD.

Quick Rules: Choose either Str or Dex. The creature gains +2 on all rolls based on the chosen ability score (and +2 to AC if Dex is chosen); gains judgement† (using its HD as its inquisitor level; gains second judgement† if the creature has 10 or more HD); cast a small number of inquisitor spells (see the Bard Spells Known table in the appendix of the *Pathfinder Roleplaying Game Monster Codex*) using its HD as its CL and gaining two spell slots for every level of spells known.

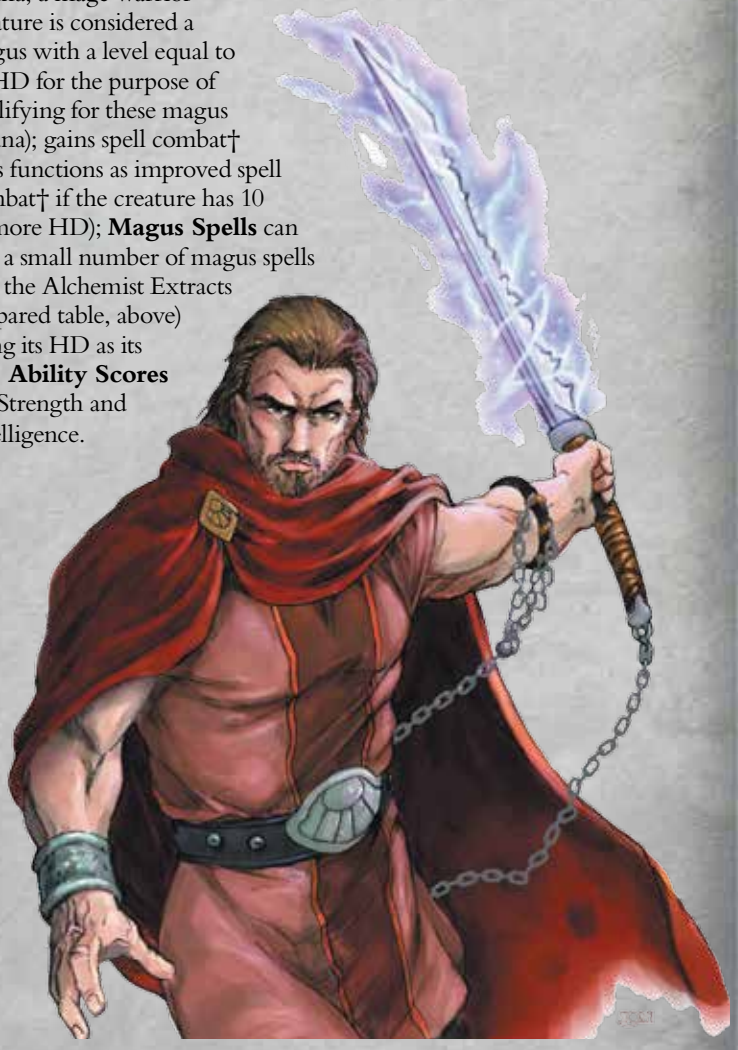
Rebuild Rules: **Special Attacks** gains judgement† (using its HD as its inquisitor level; gains second judgement† if the creature has 10 or more HD); **Inquisitor Spells** cast a small number of inquisitor spells (see the Bard Spells Known table in the appendix of the *Pathfinder Roleplaying Game Monster Codex*) using its HD as its CL and gaining two spell slots for every level of spells known; **Ability Scores** +4 Strength or Dexterity.

Mage Warrior Creature (CR +2 or +3)

A mage warrior creature gains an arcane pool and magus arcana. It also gains limited extracts. A mage warrior creature's CR increases by 3 if the creature has 10 or more HD.

Quick Rules: +2 on all rolls based on Str and Int; gains an arcane pool† (using half its HD + Int modifier to determine the number of arcane points available [minimum 1, maximum 10 + Int modifier]), and one magus arcana† for every 6 HD (to a maximum of 6 magus arcana; a mage warrior creature is considered a magus with a level equal to its HD for the purpose of qualifying for these magus arcana); gains spell combat† (this functions as improved spell combat† if the creature has 10 or more HD); can cast a small number of magus spells (see the Alchemist Extract Slots table, above) using its HD as its CL.

Rebuild Rules: **Special Attacks** gains an arcane pool† (using half its HD + Int modifier to determine the number of arcane points available [minimum 1, maximum 10 + Int modifier]]), and one magus arcana† for every 6 HD (to a maximum of 6 magus arcana; a mage warrior creature is considered a magus with a level equal to its HD for the purpose of qualifying for these magus arcana); gains spell combat† (this functions as improved spell combat† if the creature has 10 or more HD); **Magus Spells** can cast a small number of magus spells (see the Alchemist Extracts Prepared table, above) using its HD as its CL; **Ability Scores** +4 Strength and Intelligence.



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Mutagenic Creature (CR +2 or +3)

A mutagenic creature can create mutagens, granting it numerous bonuses in combat. It also gains some limited extracts. The creature's CR increases by 3 if it has 10 or more HD.

Quick Rules: +2 on all rolls based on Str; can use a mutagen† for a number of minutes per day equal 10 times HD (this functions as greater mutagen† if the creature has 10 or more HD); can create a small number of extracts as an alchemist (see the Mutagenic Extract Slots table, below) using its HD as its CL.

Rebuild Rules: **Special Attacks** mutagen† (can be used a number of minutes per day equal 10 times HD, functions as the greater mutagen† class feature if the creature has 10 or more HD); **Alchemist Extracts** can create a small number of extracts (see the Mutagenic Extract Slots table, below) using its HD as its CL. **Ability Scores** +4 Strength.

MUTAGENIC EXTRACT SLOTS

HD	0	1st	2nd	3rd	4th	5th	6th
1–4	2	1	—	—	—	—	—
5–8	2	2	1	—	—	—	—
9–12	‡	2	2	1	—	—	—
13–16	‡	‡	2	2	1	—	—
17–20	‡	‡	‡	2	2	1	—
21+	‡	‡	‡	‡	2	2	1

Ninjutsu Creature (CR +1 or +2)

A ninjutsu creature gains sneak attack. If the creature has 10 or more Hit Dice, it also gains poison use, defensive abilities, ninja tricks, and +2 CR.

Quick Rules: +2 to AC and on all rolls based on Dex; gains sneak attack† with a number of sneak attack dice equal to half its HD (maximum 10d6 at 20 HD); gains poison use† and uncanny dodge† (if the creature has 10 or more HD, it also gains improved uncanny dodge† and two ninja tricks†, one of which must be a master trick†; also gains a ki pool†, using half its HD + Cha modifier to determine the number of ki points available [minimum 1, maximum 10 + Cha modifier]).

Rebuild Rules: **Defensive Abilities** uncanny dodge† (if the creature has 10 or more HD, it also gains improved uncanny dodge†); **Special Attacks** poison use†, sneak attack† with a number of sneak attack dice equal to half its HD (maximum 10d6 at 20 HD); **Special Qualities** if the creature has 10 or more HD, it also gains improved uncanny dodge† and two ninja tricks†, one of which must be a master trick† (also gains a ki pool†, using half its HD + Cha modifier to determine the number of ki points available [minimum 1, maximum 10 + Cha modifier]); **Ability Scores** +4 Dexterity.

Prophetic Creature (CR +1, +2, or +3)

As a conduit of divine power, a prophetic creature commands strange powers and divine spells. Select a curse and a mystery when the template is added. A prophetic creature's CR increases by 2 if the creature has 8 or more HD, and it increases by 3 if the creature has 14 or more HD.

Quick Rules: +2 on all rolls based on Cha; gains oracle curse† (the creature gains the hindrance but none of the benefits); gains one revelation† from the chosen mystery at 1 HD, 5 HD, and an additional revelation† for every 8 HD thereafter (using its HD -2 as its oracle level to determine the effect and DC [minimum 1]); cast a small number of oracle spells (see the Sorcerer Spells Known table in the appendix of the *Pathfinder Roleplaying Game Monster Codex*) using its HD as its CL and gaining two spell slots for every level of spells known.

Rebuild Rules: **Special Qualities** oracle curse† (the creature gains the hindrance but none of the benefits), gains one revelation† from the chosen mystery at 1 HD, 5 HD, and an additional revelation† for every 8 HD thereafter (using its HD -2 as its oracle level to determine the effect and DC [minimum 1]); **Oracle Spells** cast a small number of oracle spells (see the Sorcerer Spells Known table in the appendix of the *Pathfinder Roleplaying Game Monster Codex*.) using its HD as its CL and gaining two spell slots for every level of spells known; **Ability Scores** +4 Charisma.

Sword Warrior Creature (CR +2 or +3)

A samurai creature is dedicated to serving a particular lord. They can use challenge and their order abilities, and banner to bolster its allies. They gain some defensive abilities as well. Select a samurai order when the template is added. A sword warrior creature's CR increases by 3 if the creature has 10 or more HD.

Quick Rules: +2 on all rolls based on Str; can challenge† once per day (treating its HD as its samurai level for the purposes of damage); gains the edict†, challenge bonus† and order abilities† of its chosen order (using its HD -2 as its samurai level to determine the effect [minimum 1]); gains resolve†, usable once per day (if the creature has 10 or more HD, it gains greater resolve†). If the creature has 5 or more HD, it gains banner† (the bonuses increase for every 5 HD the creature possesses thereafter, to maximum bonuses of +5/+4).

Rebuild Rules: **Defensive Abilities** resolve†, usable once per day (if the creature has 10 or more HD, it gains greater resolve†); **Special Attacks** challenge† once per day (treating its HD as its samurai level for the purposes of damage). A creature with 5 or more HD gains banner† (the bonuses increase for every 5 HD the creature possesses thereafter, to maximum bonuses of +5/+4); **Special Qualities** gains the edict†, challenge bonus† and order abilities† of its chosen order (using its HD -2 as its samurai level to determine the effect [minimum 1]); **Ability Scores** +4 Strength.

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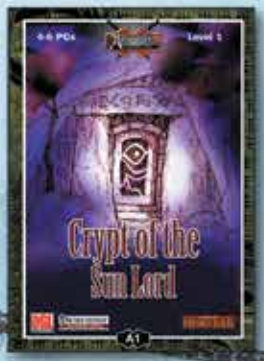
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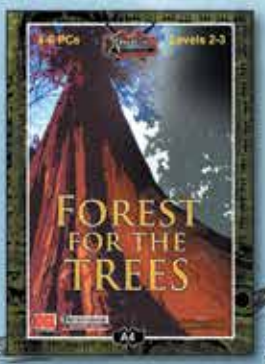
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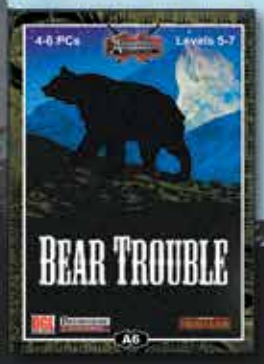


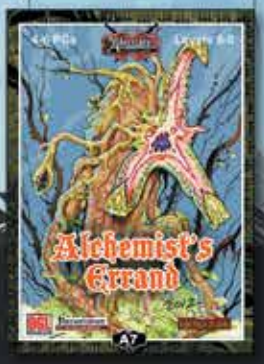


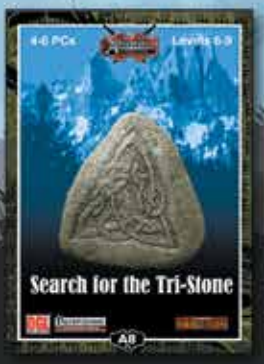




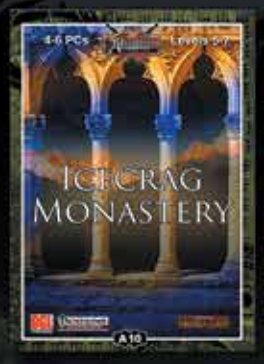
















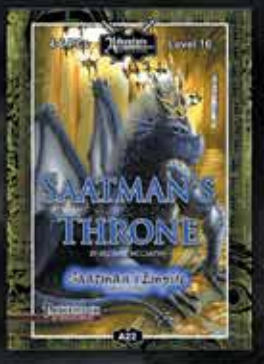














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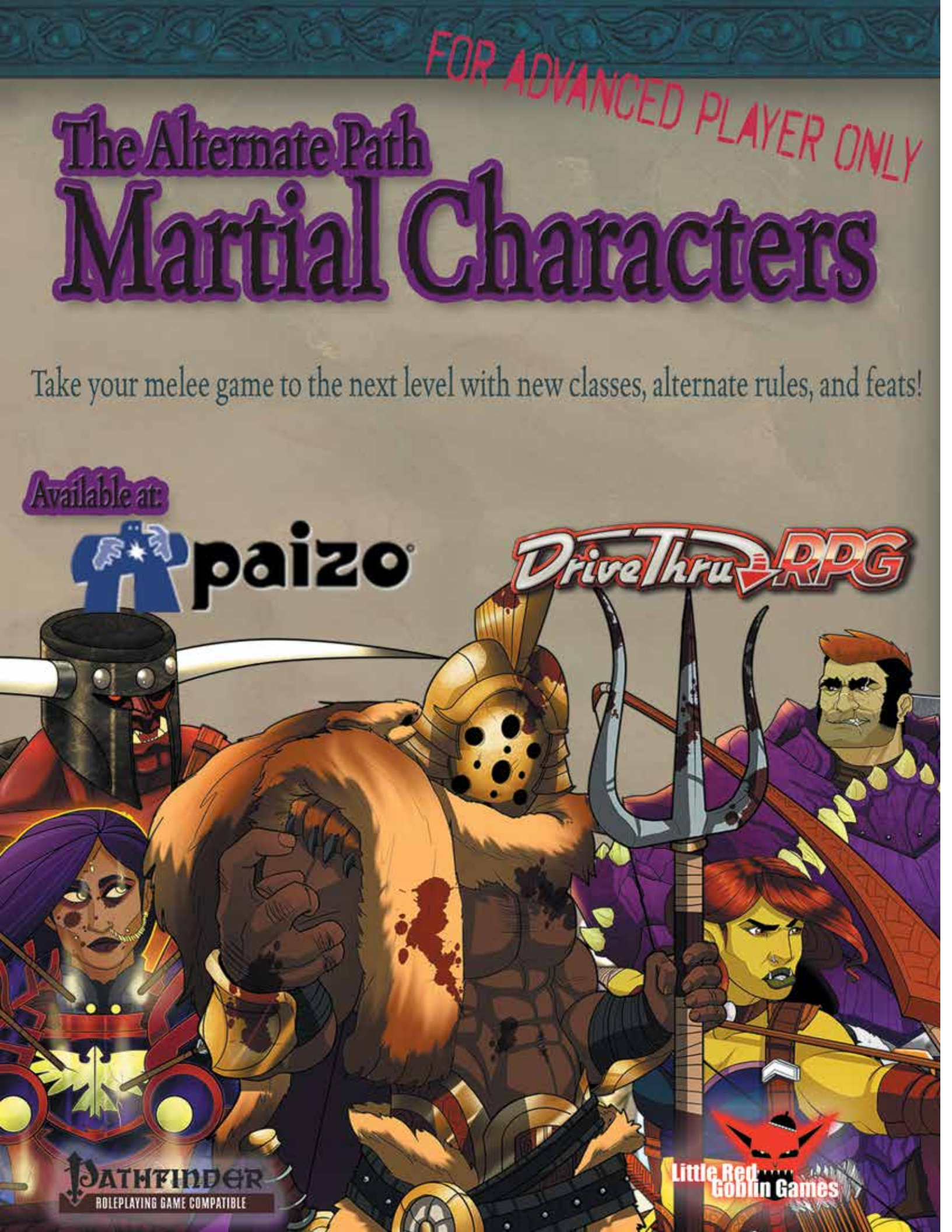
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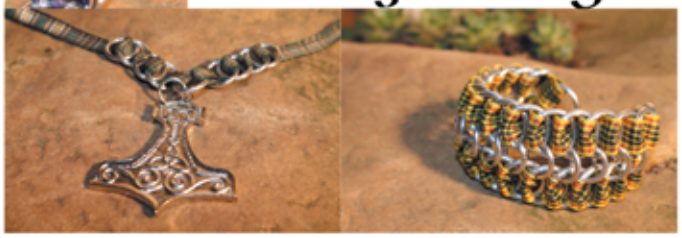
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ARE YOU THE GRITTIEST SOLDIER OR MOST INNOVATIVE ENGINEER IN THE SPRAWLING TOXIC METROPOLIS OF GOBLINVANIA? PERHAPS INSTEAD YOU'RE A TROLL OR OTHER MONSTER SEEKING TO INCREASE THEIR PROWESS IN THE EYES OF ALL TRECTOYRI, OR EVEN A HUMAN SLAVE DEAD SET ON REACHING THE FREE ISLE OF OMINARA?

ALL OF THEM ARE CONNECTED ONLY THROUGH THE FOREVER DARK, THE TEMPESTS OF THE OCEAN CURBING ANY ATTEMPTS TO REACH THE OTHER CONTINENTS BY AIR OR SEA. IN THE ENDLESS SUBTERRANEAN TUNNELS ARE TECHNOLOGICAL RELICS, THEIR VALUE AND POWER MATCHED ONLY BY THE SAVAGERY AND FREAKISHNESS OF WHAT PROWLS BELOW.

Whether you're an adventurer in the grip of Grethadnis' internecine conflicts, finding your destiny in Urethiel, advancing your monstrous stake in Trectoyri, searching through the Forever Dark for technological glory, or a player interested in the goblin pistolero gunslinger, merchanteer paladin, or scientific innovator, or a GM looking for a bigger roster of enemies and challenges for their group—the world's most radical Pathfinder campaign setting is for you!

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